BLADES OF PROPHECY

Plot Outline - Draft One

Written by David Reynolds

CAST:

 Bob – The Hero. A peasant boy destined for greatness. Has a history of seeing the future. He sets off on a quest to fight the Invaders after they demolish his home village.

 Erin – The heroine. A sorceress who was tricked into helping the Invaders who later sees the truth. Very capable, but can come off as a tad contrary at times. Specializes in fire magic.

 Joss – Bob’s best friend. Somewhat of a prankster, but not terribly fond of fighting. He is killed when Midsworth is blown up (or is he?).

 Adam – A human who works for the Invaders. He tricked Erin into helping the Invaders. He’s a bit of an asshole. Specializes in lightning magic.

 Gruss – Adam’s lackey. Not terribly bright, but a decently powerful psychic.

 King Howgard – The King of Howgard (GASP). Tells Bob about his role as a Hero and offers his aid whenever possible.

 Harold – A street-wise healer from the slums of Lumbidium. He joins Erin in her quest for a while. He’s been known to be a smart ass.

 Cloaked Man – A mysterious figure who seems to have it out for Bob. Who is he?

 Dwight – A laid-back warrior who roams the world, searching for his sister. He joins Bob for a while. Specializes in the use of battle axes.

 Mitsy – An 11 year old Crime Lord from Lumbidium. She aids Erin in bringing down the Invaders. Mitsy uses weapons stolen from Invader soldiers in combat.

 June – Dwight’s younger sister. She went missing two years ago. Where is she now?

 Wealthy Merchant – Some rich jerk who would gladly sell his family into slavery to make a quick buck. Actually, we never see his family, so maybe he already did? Yeesh.

 Ryan – A very negative healer who travels with the Hair Wizard. He briefly assists Bob in his quest after a shipwreck leaves them marooned on a tropical island.

 Hair Wizard – The disciple of Master Hageta. A skilled sorcerer who seems to know quite a lot about Bob and the Prophecy. He also assists Bob after the shipwreck.

 Master Hageta – A wise wizard who knows a large deal about the Prophecy. He gave the Blade of Prophecy to Bob’s mother while she was pregnant.

 Lord Ravonhelm – The usurper of the throne of Lumbidium Castle. What’s his tie to the Invaders?

Gota – Warlord ruler of the Invaders. He was once a great Hero, just like Bob; however, countless surgeries have turned him into something much more terrible. The final boss?!

\*A NOTE ON THE ENGINE: *Blades of Prophecy* is a hybrid of turn-based RPG and sidescrolling platformer. You explore a large, interconnected world map from a sidescroll-y perspective. Once you come in contact with a foe, the game will rapidly transition into a streamlined turn-based RPG battle, viewed from a first person perspective, *Dragon Quest* style. Some enemies will have projectile attacks and the like that they perform outside of battle. These will require the player to dodge them to avoid taking damage.

\*\*A NOTE ON THE PLOT: This game is separated into two different segments. Half of the time, you’ll play as Bob, and the other half you’ll play as Erin. Bob’s segments are more based around exploration and adventure, while Erin’s segments are more structured and story-based. *The more you know!*

\*\*\*A NOTE ON THE DIALOGUE: Please keep in mind that any dialogue presented within this document is bad and will be heavily revised in the future. Sometimes writing in second person any longer just becomes too heavy a task to bear…

**THE PLOT AS WE KNOW IT**

Name Bob something. He’s the only nameable character in the game. You can have a max of 6 characters.

Bob has a dream where he is standing with Erin. Adam and Gruss are opposite you.

Gruss lunges at you. Before he makes contact, you wake up.

You get out of bed. Bob’s mom asks if you were having another one of those dreams, and then reminds you that today is the day you and Joss have to escort goods to Castle Howgard. The monsters that have appeared recently have made it too dangerous for the normal delivery man to make the trip.

Go outside. Talk to villagers, find Joss. He joins you.

Get the goods from the blacksmith. He gives Bob a knife that he made for you.

Leave village to the right to head to Howgard. Fight monsters and such

After you make it about two thirds of the way to the castle, Adam, Erin, and Gruss teleport in front of you, blocking the path forward. You recognize them from your dreams and calmly greet them. You then tell Joss to go back to the village, because it’s too dangerous for him. You leave.

Adam informs you that he has orders to execute you for conspiracy against Gota’s empire. He says that Gota is working with the humans to protect the planet from an Invader force that wishes to enslave the humans. Erin feels a connection to Bob and tells Adam that she doesn’t think he’s the right guy. Adam just tells her to shut up and keeps talking. What a butthole.

You tell Erin that Adam is lying to her, and that Gota’s army IS the Invader force. You then say something along the lines of:

“Hey, Gota, I know you’re watching this right now. Heed my words: if you don’t withdraw from this world immediately, you will surely meet your demise. This is my prophecy”

Erin starts to reply, but is interrupted by Gruss.

Gruss loudly tells the others that he wants to fight you alone, because he hasn’t been in a good fight for a long time. He lunges at you.

Fight Gruss. Win. Gruss dies.

Erin gets mad at Adam for not caring about Gruss’s death. Adam questions her loyalty to the mission and orders Erin to fight Bob alone to prove herself.

Erin argues with him. He hits her and advances on you

A battle with Adam begins. Adam likes to use the Shock spell, and is also capable of unleashing a powerful lightning punch.

Adam’s tough. Eventually, you’ll do enough damage to him and a scripted sequence will start. Adam hits you with a powerful Shock spell and you take severe damage. The blow causes something to awaken inside you, and you learn the Sound spell. You then automatically cast the spell and hit Adam pretty hard in return.

The battle ends.

Erin stands up and accuses Adam of lying to her. Apparently, only a true Hero can learn sound-type magic, and since you can use it, you most likely aren’t in league with the Invaders. Either way, she’s through with Adam’s crap.

Erin joins the fray (on your side). Together, you beat Adam.

After Adam is defeated, he and Erin are taken away by a UFO tractor beam. Bob tries to save Erin, but is unsuccessful.

You hear a loud explosion in the direction of Midsworth

Returning reveals that the village has been completely demolished

In the ruins of your house, you find a stairway leading to a small maze of tunnels.

At the end of the maze, you find a small chamber with several treasure chests in it.

One of the chests contains a letter addressed to the king of Howgard. A chest sitting on a raised pedestal contains an odd, rusty sword. You decide to head to Howgard to deliver the letter to the king.

Go to Howgard.

Howgard is a fairly large city surrounding the castle. It’s a fairly clean town full of helpful townsfolk. A generally nice place.

Go to the castle gates. You’re stopped by two guards. Show them the letter.

They escort you to the King.

The king takes the letter and reads it. He then tells you that the two of you need to speak, preferably over dinner, as you apparently look famished.

FANCY TRANSITION TO DINNER

The king and you are seated around a small table, surrounded by lots of food. LOTS of food.

The king offers his condolences about Midsworth and assures you that he has men trying to figure out who did it. He then says that the letter you gave him suggests that you might be very important to the future of humanity. However, he needs further proof.

The king tells you that if you head east of the castle, you’ll find some old ruins. If you can return with a token hidden somewhere within the ruins, he’ll reveal more to you. He then has his guards escort you to a rather nice bedroom.

Once in the room, you jump on the bed and start to fall asleep. Before you can fall asleep, however, you receive a telepathic message from Erin. A shadowy apparition of her appears, and tells you that she’s alive, but being held in an Invader prison. You tell her that she needs to break out and search the prison for information.

The player now takes control of Erin.

Erin is stuck inside a futuristic prison cell type thing

A guard hands a tray of food into the cell. Once he’s gone, Erin begins emanating wave of heat from her body. She catches on fire and melts through the floor.

The scene now shifts to a guard lazing about in a hallway. Suddenly, a jet of flame erupts from the ground near his feet. After the flames have subsided, Erin jumps out of the hole left behind by the flames. Fight the guard.

After this, you’re free to explore the prison

Somewhere on the ship you’ll find a computer monitor that someone left on. A lot of information is displayed on the screen, including a few references to someone named Lord Ravonhelm, who seems to be of special interest to the Invaders.

After you read the monitor, The Invader captain appears and tries to apprehend you.

FIGHTY FIGHT FIGHT

You defeat the Captain, but are then surrounded by soldiers. You are captured and taken to a different prison cell. This one has a large, suspicious door inside it. Check it out…

The door suddenly opens and you’re sucked out into nothingness! This isn’t a prison at all! It’s a prison SHIP!

Erin is seen plummeting to the earth…

Bob’s turn!

We now rejoin Bob, snoozin’ it up in Howgard Castle.

A knocking is heard at the door. You get out of bed to investigate.

A guard is at the door. He gives you a set of clothes, saying that it’s a gift from the king.

It’s a set of blue armor! Attached is a note:

“I thought these might come in handy. Plus I figured you’d look good in blue. Good luck, son! Go out there and get make me proud!

-The King”

You put on the clothes and head outside.

Go right from the gates of Howgard to find the temple.

The temple of trial is a bunch of old ruins. Unlike the previous draft of this game, the temple is above ground, and is actually just a part of the over world.

At the end, you’ll find a ladder heading below ground. In it you find a large statue standing before the Token of Heroism, which is sitting on a raised platform.

Suddenly, the statue comes to life and attacks!

Fight the Statue of Trial

Get the Hero’s Token and return to Howgard

King Howgard tells you of an ancient prophecy written 200 years ago, which states that when the world is at its darkest hour, a man would appear, a man who is both Prophet and Hero. The King believes that this prophecy speaks of you. However, his copy of the prophecy has been damaged by time and is incomplete. He gives you his blessing and tells you that more complete information on the old prophecy might be found far to the west in the desert town of Oasis.

You decide to head to the desert.

Go left until you reach the desert. Fight some monsters.

Get to Oasis Town.

From a previous script:

*“In the north-eastern part of the desert, you will find the town of Oasis. Oasis has been built around the only oasis in the desert (surprise) and offers a place to get away from the hazards of the desert. It’s a mid-sized town with Middle-Eastern flair.”*

Talking to the townsfolk will reveal that all of the town’s livestock has disappeared, leaving the town in grave trouble. Others note that recently dark clouds have been seen gathering about the summit of the Lonely Spire, a nearby peak.

(a note: the “livestock” will have an actual name at some point, I just haven’t come up with one yet)

Head to the library.

Talk to the librarian who is working there. She’ll tell you that the library’s copy of the prophecy has been lent out, and that it hasn’t been returned yet. Maybe if you come back later it’ll be back in?

Just then, some guys bust in. They say that a strange man in a poncho just stole most of the remaining livestock, and that he was headed towards Lonely Spire. You tell the people that you’ll stop the rustler.

Erin’s Turn!

Erin wakes up in Lumbidium, in a bed at the inn. She seems to have survived the fall pretty well.

Explore the city. It’s pretty slummy. Also it’s the biggest city in the game! Hooray! The city acts as sort of a hub for Erin’s adventures throughout the rest of the game.

Start talking to townsfolk and exploring and such. You learn that that Ravonhelm fellow is advisor to the King

You decide to try to get into the castle to warn the king. However, the castle appears to be under pretty severe security.

According to a gang of kids near the castle, some guy named Harold knows how to get into the castle.

However, trying to find him proves fruitless. If you visit his house, you’ll find that it’s been ransacked recently.

In his house you find a note saying that Ravonhelm’s men were coming after him because he snuck into the castle and overheard Ravonhelm plotting with some of his followers. Apparently, Ravonhelm is planning to overthrow the king.

A bunch of soldiers are gathered in the city plaza. They’ve captured Harold and are about to publically execute him. Fight your way through and free him.

Harold joins your party, agreeing to help you take down Ravonhelm. You head back to the inn.

The next morning you head out to try and to break into the castle through an underground sewer passageway that Harold directs you to.

Once you arrive at the entrance building, however, you find it blocked by a force field.

Bob’s Turn!

Go further left into the desert, until you start seeing the people’s missing livestock. They look like ostriches with camel heads.

Eventually, you’ll reach the foot of the Spire. There’s a tunnel path that leads to the top of the mountain. However, it appears to be blocked by one of the livestock beast

If you interact with the beast, it will go berserk and attack you. Fight crazy livestock beast.

After the beast is defeated, you’ll be able to enter the mountain.

Go through Lonely Spire dungeon. The dungeon starts out as a tunnel, but eventually you’ll make it outside and have to climb up the face of the Spire.

At the top of the Spire, you’ll finally meet the rustler. He’s actually an Invader with green skin, long hair, and a sweet poncho. He says that he’s been tasked to kill you, and that he figured you’d show up if he caused enough trouble. You foolish hero, you.

Fight the Rustler

You then gather up the livestock and bring them back to Oasis

You’ve saved the day! Everyone likes you now.

If you go talk to the librarian again, she’ll tell you that they just got their copy of the prophecy back. However, it’s been defaced beyond recognition. She tells you that you might check a library in a town called Wentall.

Go to Wentall through the field.

Much of Wentall has been destroyed, much like Midsworth was. However, a portion of it is still standing. It appears that this tragedy occurred a while ago.

It would appear that the library was destroyed in the explosion as well. Crap.

It soon becomes apparent that there’s not really anything of interest in Wentall. If you pass through the mountain to the east, you can reach the town of Merko.

When you try to go further to the right of Wentall, however, the tunnel entrance is blocked by a large force field

You contact Erin and tell her that you think there’s a building somewhere in Lumbidium that controls all of the Invader’s planetary force fields. If she can knock out the signal, you’ll both be able to proceed.

Erin’s turn

You and Harold begin to search for the force field facility. However, asking around doesn’t help much. It seems like you’re stuck.

After a bit, a large man will hand you a letter and walk off without a word.

The letter is written anonymously, and tells you how to get into the facility.

You go to the facility. It’s surprisingly dungeon-like (more like a FUNgeon am I rite?)

Get through the dungeon with your 1337 G4M3R SKI11Z

The leader of the facility, a cyclopean alien named Kalros is waiting for you in the generator room.

Fight Kalros and destroy the generator.

As the facility begins to shut down, you back-track out.

Once outside, you find the city in chaos. A mob of panicked citizens fill the streets. You learn that the King’s been assassinated.

Harold gets separated from you as the mob pushes past you.

Bob’s Turn!

You receive a telepathic message from Erin. She’s freaking out about the death of the king and losing Harold. You comfort her with your mad prophet powers, and she then informs you that they succeeded in destroying the generators.

Now that Erin’s killed the force field, you’re free to leave Wentall and head east through the mountain tunnel. The tunnel isn’t too long, but it has a few side areas you can explore to get some neat loot.

After exiting the tunnel, you find yourself in a large pine forest known as the Isen Woods. It’s raining.

Explore the forest until you find the village of Merko.

From a previous script:

*“Merko is the smallest town you’ve visited up to this point; there’s not much more to it than the inn, the general store, and the tavern. Stock up and then head to the tavern to GIT YER BOOZE ON”*

The inn is full, so you’ll have to make due elsewhere. Go to the pub.

As you enter the building, a man wearing a black cloak collides with you. Bob apologizes, but the man says nothing and simply walks out of the building.

A man named Dwight is sitting at the bar. He invites you to sit with him and tells you that he’s convinced that that cloaked man is up to no good. He buys you a drink and offers to let you stay at his place for the night, since the inn is full.

On the way to Dwight’s cottage, you are ambushed by something moving so fast that it’s just a blur. It cuts through several trees and then speeds towards Bob. However, Bob stops the blur with his sword, revealing it to be the cloaked man from before, wielding a long machete.

BOSS BATTLE

Dwight helps you to defeat him. After the fight, the man flees into the night. Dwight leads you to his shack. You fall asleep.

During the night, you receive a vision, wherein a heavenly voice tells you to seek out a temple in the forest. A prophecy?!

You tell Dwight about the vision and he agrees to show you where the temple is. Apparently it’s called the Isen Basilica, and is situated deep in the woods. Head to the shrine.

Upon reaching the basilica, you see that it’s been broken into by the Invaders

Go through the dungeon, fighting Invader soldiers along the way.

The temple has kind of a crumbly, viney gothic architecture thing going on. Descend into the depths.

On the final floor, you’ll encounter an Invader captain who is trying to figure out the place’s power. There’s a large, ornate altar at the back of the chamber.

The Captain is stumped, and decides to take out his frustration on you.

Fight Invader Captain (spider-lookin’ dude)

After the Captain’s been defeated, head towards the altar. Place your sword on it. A portion of your sword’s power will be restored, and it will become slightly less crappy looking!

You receive another vision. The same voice as before tells you that 3 places like this exist elsewhere in the world. It confirms that someday you are destined to fight Gota. However, Gota is much more powerful than you are. Restoring your sword’s power by visiting these other power spots is the only way you’ll be able to stand a chance against Gota and free the Earth.

Erin’s turn!

Erin is chilling at the inn, hoping that Harold will show up. An NPC informs you that Lord Ravonhelm has declared himself ruler of the city, as the king had no heir.

A messenger runs in and hands you a letter, similar to the one you got last time. The messenger says it’s from his boss. It says that the sender has received a tip that Harold is being held by Ravonhelm in the castle dungeon. The letter goes on to suggest that a meeting between the two of you might be beneficial. You are instructed to go to the docks at midnight, and that “You’ll want to be on time. It’s not wise to keep me waiting”

Rest at the inn until nightfall and then head to the docks.

At the docks, you meet a young girl who identifies herself as Mitsy.

She identifies herself as the one who’s been sending you the letters. She then goes on to reveal that she’s the Crime Lord that people around the city have been whispering about.

Mitsy has an extensive intelligence system running through the city, and as a result, she too is aware of the Invader’s activities in the city. She’s convinced that the Invaders are behind the assassination of the King as well.

The two of you agree to work together to save Harold and take out Ravonhelm.

*\*NOTE:\* In your previous adventures in Lumbidium, you were able to find Mitsy and her sister in one of the houses. However, she acts like a normal little kid. So then you see her here and it’s all like “WHOAH or something like that.*

ANYWAY,

Since Harold is being held in the castle dungeon, you’ll need to get into the castle to save him, so why not kill two birds with one stone and beat Ravonhelm at the same time?

Head to the sewer entrance Harold showed you.

SEWER DONJON, YO

You emerge on the castle grounds. Head to the dungeon.

Once you find Harold’s cell, Erin will break it open with a fire spell. Harold rejoins the party!

Lord Ravonhelm enters the dungeon and tells you not to interfere with his plans. His eyes are glowing red, for some reason.

A fight begins. To your dismay, it appears that Ravonhelm is actually an incredibly powerful psychic. Once you’ve done enough damage to him, he’ll unleash a powerful spell and smack yo’ jam up.

The team sustains heavy injuries, but manages to flee from the scene. You barely make it off the castle grounds and back into the sewers. Head back to the inn.

Bob’s turn!

Bob and Dwight are eating lunch at Dwight’s house.

You tell Dwight that next you’re going to head out and find the rest of the power altars. Dwight asks if he can go with you, and then starts talking about his sister.

Apparently, two years ago Dwight’s sister, June, was kidnapped by goblins in a raid on his village and was never seen again. Dwight set out to find her, and has been out looking for her ever since. He says that it’s about time he left Merko and continued on his quest, and then offers to accompany you on your quest.

DWIGHT JOINS THE PARTY!

Head past the Isen Basilica and reach the edge of the woods. Beyond here lies the Pass, a series of rocky outcroppings that lead high up into the mountains. Cross through the Pass (presented in atmospheric sunset vision). There are ghosts and shit.

(This area provides tricky platforming in addition to enemy encounters.)

At the end of the Pass, you’ll find another cave tunnel that takes you through the mountain to the other side.

Go through the caves. Somewhere near the middle, you’ll find a giant, ornate door, which does not appear to open (this’ll be important later, yo).

Once you make it through the tunnels, you’ll emerge near a large lake, located in the middle of a grassy field. Head towards the lake.

The lake is fed by a large waterfall.

Approach the waterfall. There appears to be a large cavern behind it. A pair of Invader grunts emerges from it, declaring the cave to be a no-go. One of the grunts tosses an air supply machine on the ground. Pick it up and go into the cave.

Head through the lake cave. Eventually you’ll find a way into some form of underwater chasm that resides beneath the lake. Use your air supply to dive to the bottom of the lake.

At the very bottom, you’ll find the entrance to something. Swim into it and you’ll find yourself in a large underwater room. As you near the center of the chamber, a giant squid monster swims into the room and begins attacking you. He brings several smaller squids in with him, that you’ll have to dodge, and touching his tentacles will damage you as well. Swim towards his eye to fight the squid itself. After it takes enough damage it’ll repel you and you’ll need to swim back to the eye to do more damage. Repeat until the beast has been defeated.

(I don’t know if this fight will really be feasible or not. I’ve got a back-up plan, though. Actually, I kind of like the back-up plan better, so we’ll see I guess)

After the squid’s been defeated, a panel in the roof of the chamber will slide aside, allowing you to swim up. After swimming a long way up through this narrow tunnel, you’ll emerge into a small room with an ornate altar in it.

Power up your sword again.

You then receive telepathic message from Gota, the leader of the invaders

“Well done, Bob. Your tenacity reminds me of myself at your age. My name is Gota, and might I say, it’s a pleasure to finally speak to you at last, child. However, I need you to understand, Bob, that this quest is hopeless. You may be extraordinary compared to the rest of the beings on this planet, but you could never kill me. Deep down, you know how much more I could offer you than this planet ever will. Keep up this charade as long as you’d like. I’m waiting for you, Bob!”

You emerge at the entrance behind the waterfall

Heading left, you’ll cross the lake and after a while, find yourself at the ocean. Walk up the coast and arrive at Dwight’s home village of (I don’t remember the name)

(I don’t remember the name) is a small fishing village situated on the shoreline. Dwight seems apprehensive about visiting it.

Enter the village. If you talk to the villagers most of them will act incredibly surprised to see Dwight. One villager even goes as far as to say that he thought Dwight was dead.

Head to Dwight’s old house.

Dwight’s parents are astounded to see him. Dwight tells them that he’s still been unable to find June, and apologizes.

Suddenly, June walks in and hugs Dwight!

She explains how she fought her way free of the goblins and returned to the village shortly after Dwight left to look for her.

The family is reunited and shit. You stay the night.

In the morning, Dwight tells you that he needs to stay with his family. He wishes you luck on your journey and you guys BROFIST that shit up

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~BROFIST~

Dwight leaves the party

Leave (I don’t remember the name) and keep heading up the shore

After a bit of a trek, you’ll arrive at Port Tiress, a largish port town. As you explore the town, you’ll hear from some of the townsfolk that a mysterious temple is located on a small island to the west. Apparently, a rich merchant in town is organizing an expedition there to ransack the temple for gold. He’s looking for warriors to serve as body guards. A few of the townsfolk seem to be fairly opposed to the idea of looting an ancient building like that. However, the temple definitely sounds like what you’re looking for.

Maybe if you hurry to the shipyard you can catch the merchant before the expedition leaves?

Also, somewhere in Tiress you can meet Erin’s parents. They say something to the effect of “I wonder what our daughter’s up to these days? We haven’t heard from her since she ran off with that Adam boy…”

Anyhoo, head to the shipyard.

Shortly after entering the shipyard, you are ambushed by the Cloaked Man.

FIGHT!

He’s got the exact same stats as before, but since you don’t have Dwight with you, it’s a bit tougher than before.

After you defeat the Cloaked Man, he’ll run out of the building. The merchant in charge of the expedition will approach you and invite you along to the island. He says that there's an ancient cathedral there that he plans to “search” for treasure. He asks you to accompany his expedition, since you seem like a capable warrior.

You get on the boat.

Once aboard, you meet 5 other warriors who will be accompanying you. Two in particular who stand out are Ryan and the Hair Wizard, a healer/mage duo. The other three aren’t terribly talkative.

Ryan is an angry looking youth with long blonde hair, while the Hair Wizard (H.W.) is entirely covered in long brown hair and is wearing a wizard hat. H.W. complements your sword.

The boat then sets off for the island.

Once you’re fairly far out at sea, the Cloaked Man will appear once again. This time, however, he damages the ship, causing it to capsize.

The crew wakes up stranded on a small island. The merchant and the other warriors start to build some sort of *Lord of the Flies*-esque society rather quickly. Ryan points out to you that they’re all morons, and you agree to help him and H.W. build a raft to get away.

As you start building the raft, H.W. confesses that he knows who you are, and that he actually joined the expedition to assist you in reaching the next altar. He states that he is the apprentice of Master Hageta, the guardian of the old Prophecy. The three of you agree to use the raft to reach the island and check out the cathedral. Bob says that he has a good feeling about the altar being there.

Ryan points out that you’re going to need more wood to finish the raft.

There’s a short segment here where Bob has to explore the jungle a little bit, searching for wood to complete the raft. Once you find it, return to the clearing where Ryan and H.W. are waiting and give it to them.

The screen fades

It’s now night time. Bob, Ryan, and H.W. sneak the now completed raft past the merchant’s camp. Ryan urges you to be quiet as you pass. The screen fades again.

The three of them are now in the raft, waiting on the shore. H.W. shoots a jet of psychic fire off the back of the raft and they head off into the night.

Yet another screen fade

You arrive at the shore of Cathedral Island. Ryan and H.W. join your party.

After a short trip through the jungle, you arrive at a very sheer cliff. There’s an entrance to a cave nearby. Head inside.

Travel through the Cliffside Dungeon. It’s a series of cave and outdoor sections that are of a primarily vertical nature.

Once you reach the top, you’re attacked by some form of cloud riding beast (have no idea for the design here yet) Fight him.

Once he’s been defeated, head into the cathedral.

It looks a lot like the basilica in the forest. There’s an altar in the back of the cathedral.

Power up your sword.

Step outside the cathedral again. Master Hageta teleports in, introduces himself, and then teleports all of you back to Tiress.

Erin’s Turn!

After the events of Harold’s daring rescue, the castle’s security has been severely tightened. It seems unlikely that you’re going to get back inside without a fairly major distraction.

You hear a commotion coming from outside of the inn. You head outside to investigate.

Two men with swords are locked in combat with several soldiers. The soldiers yell something about them being rebels to the throne. You jump in and help out the rebels.

After the fight, you question the men about this so-called rebellion. The men reveal that they’re members of a resistance group. Mitsy and Harold both agree that working with the resistance might prove mutually beneficial. Maybe they could provide that distraction you so desperately need? The men give you directions to the resistance’s HQ and then run off.

Leave the city.

As you approach the resistance’s HQ, you are intercepted by a group of resistance soldiers. One of them is Joss, who seems to be some form of higher up in the Resistance. He remembers Erin from the beginning of the game and naturally he thinks you still work for the Invaders. He blames his village’s destruction on you. Not good.

You’re about to get attacked but Erin explains herself and telepathically calls Bob to have him convince Joss.

You and yo’ posse tell Joss that you know how to get into Lumbidium Castle and he agrees to take you back to base.

Mitsy explains about the sewer passageway to the castle before the leader of the resistance (a battle-worn veteran). After much deliberation, the resistance agrees to help you get into the castle.

However, a messenger runs into the room and explains that some form of huge monster is approaching their base. Apparently the beast was dropped out of a large Invader airship. Evacuation/defensive procedures begin and Joss teams up with you to confront the beast. He’s leveled up a good deal and has a sword now!

Head back towards Lumbidium and you’ll encounter the beast. It’s basically shadow/cyber/space Godzilla. Yup.

To fight the beast, you must scale it, Shadow of the Colossus style until you reach its head. Then you turn based fight that bitch fo’ rizzle. After you do enough damage he’ll knock you off and you’ll have to climb back up to attack again. Keep it up until he falls.

You saved the day! The resistance begins to mobilize for its march to Lumbidium immediately. It’s about to get real, son. But let’s check in on Bob first, neh?

Bob’s turn!

You’re at the inn in Tiress with Ryan, H.W., and Master Hageta. Hageta tells you about his people’s protection of the Prophecy over the centuries, and notifies you that he was the one who gave the Blade of Prophecy to your mom to keep beneath your house. She was pregnant at the time, and he could feel even then that you’d be the chosen Hero.

Hageta then begins to tell you about Gota. Apparently, Gota was once a Hero like you, but his lust for power overtook him, leading him to begin his conquest of the galaxy. Hageta believes that Gota targeted this planet in the first place because he felt your presence. Gota wants to get you onto his side, and Hageta advises you not to lose track of what’s important to you.

He then tells you that only one altar remains to be found. Hageta asks you to focus your mind, saying that you should be able to predict where it is.

The screen fades and you see a vision of Bob holding his sword before the large door in the cave between Isen Forest and the Lake. Hageta tells you to head there.

Ryan and H.W. leave the party. ☹

You say your goodbyes and the three of them teleport away.

The door in the caves between the Pass and the Lake, so head there.

Stand before the door and lift up your sword. The door will open and you’ll be able to enter

It’s a lava cave kinda thing, with big purple crystals growing from the walls and ceiling.

Travel through the dungeon.

At the end, you’ll have to fight a boss (surprise, right?). The boss is some kind of large lava frog monster. You have to dodge fireballs and falling rocks to fight him. After enough damage is dealt, he’ll push you back and you’ll have to get back to him to do more damage. Wash and repeat a few times and a winner is you!

In the next chamber, you’ll find the final altar. Power up your sword one last time. You now have the complete Blade of Prophecy!

Erin’s turn!

Using Joss’s Army and Mitsi’s goons as a distraction, Erin, Harold, and Mitsi sneak into the castle through the sewer.

Go through the sewers. The enemies here are a bit stronger than before.

Once you’re in the castle, you’ll need to make it to the throne room to confront Ravonhelm.

Erin confronts Lord Ranvonhelm. It turns out that Gota has been controlling Ravonhelm like a puppet from behind the scenes the whole time.

FIGHTY FIGHT FIGHT

You defeat Ravonhelm, but as soon as the fight is over, Gota teleports in and grabs Erin. He taunts you for a bit and then orders the destruction of Lumbidium City before teleporting away with Erin, leaving Harold and Mitsy behind.

Lumbidium City is completely leveled by the Invader’s armada. The castle is left standing.

Bob’s turn!

Bob receives a telepathic message from Erin, telling him of her capture, and that she’s been taken into space by Gota. You tell her that you’ve restored the Blade of Prophecy, and she tells you that if you want to kill Gota, you’ll need to find a way to get to the command base, which is currently orbiting the planet. You get a vision of a spaceport located in a marsh. Bob heads towards the Sad Marsh of Doom and Sadness™, which is to the right of the ruins of Lumbidium.

In Lumbidium, you meet up with Dwight, Mitsi, and Harold

In the ruins of the city, you are ambushed once again by the Cloaked Man. The four of you fight him.

After his defeat, the cloaked man begins to short circuit. He pulls back his hood, revealing that he is none other than Adam, with some form of device bolted to his face.

Adam, seeming to have regained some of his humanity after the shock, nods to Bob and runs off.

Head to the marsh.

Cross through the marsh. It’s not a very pleasant place.

The Invader’s spaceport is situated in the furthest east corner of the marsh. Beat up the guards and bust in.

You’ll have to fight your way to the shipyard to have a chance at getting into space.

There’s a type of enemy here called ADAM MK II. It appears to be a human being controlled in much the same way Adam was.

Eventually you get trapped in a room and several ADAM MK IIs fall from the ceiling and advance towards you. However, the real Adam bursts in and holds them off. He simply tells you to go.

After infiltrating the spaceport and defeating the boss (Squag) who is waiting for you at the entrance to the shipyard, your teammates create a distraction, allowing Bob to stow away on a spaceship and hitch a ride to the Invader’s orbiting command base.

You head into space.

Final Dungeon Time!

Once you get out of the shuttle and into the Station proper, Gota speaks into your mind, taunting you and inviting you to fight him. Bob simply replies that he’s not here for Gota.

There are two hallways. The left one goes to Gota, while the right one goes to the brig. If you go right, you’ll receive a telepathic message from Erin.

“Bob? Is that you? What are you doing here?!

Go back! Please don’t throw away your life for my sake…”

Eventually if you follow the right path you’ll reach the cell where Erin’s being held. She’s trapped in some form of energy cage. You receive another message from Gota

“Oh, I guess I forgot to mention that I have the key to Erin’s cage. Sorry about that, my boy. You didn’t really want her to die too, though, did you? Anyway, I think that’s enough wandering from you. Come and stand before me, Bob.”

Several aliens appear and usher you from the room. They push you back to the split in the path. Take the left path. This takes you to a long hallway with several other passageways branching off of it. However, the walls are lined with jeering soldiers, who block you from going any way other than forward.

Eventually you reach Gota’s chamber and are allowed to stop and heal before going inside.

Enter the door. You’ll need to walk up a very long staircase to reach Gota.

You emerge into Gota’s chamber. He’s sitting there in a large ornate chair. He stands up and greets you.

Bob is forced to his knees by Gota’s will.

Gota gives you a bit of a monologue.

Gota states that at any point on your journey he simply could have warped in and killed you. Your quest went unhindered because he enjoyed watching your struggles. You remind him of himself when he was younger.

Gota then reminds you that he is a Hero, just like you. He saved his home planet from a threat long ago, but afterwards decided that he decided that this made him much more capable as a ruler than those who are actually in charge. He staged a coup and took over his planet. From there he spent the next few centuries conquesting the galaxy, artificially extending his life through surgery. In addition, he received surgery to modify and enhance his body. Gota now does not even resemble other members of his species.

He goes on to question your humanity. You’re so far advanced beyond the rest of the humans. You’re starting to feel removed from the rest of the humans. Why do you even bother fighting their battles?

Gota states that he sees that same thirst for power in your eyes. He tells you that the Earth will be yours if you join him. He will train you to become even more powerful, and someday the Galaxy will be passed on to you.

He asks if you will join him. You are given a yes/no choice.

>IF YES

The screen fades and a text only epilogue is displayed. You become Gota’s apprentice and enslave all of the earth. You then betray Gota and murder him, usurping his throne. You continue Gota’s conquest of the galaxy for the rest of your life… You are given the option to retry. Maybe you should have picked no, huh?

>IF NO

You break Gota’s control over you and stand up.

Gota says that you’ll see the errors of your decision soon enough.

The two of you lunge towards each other

The fight with Gota begins. Gota uses powerful Sound spells, including BlastWave II, a sound spell that even Bob doesn’t know.

At first, your attacks will do nothing. Gota boasts that the enhancements made to his body have made him completely impervious to harm.

Keep bashing away at him. Your attacks will slowly start to do more damage as your blows begin to loosen up his innards. You fight for a while but still seem unable to make much headway, despite the damage you’re dealing. Periodically Gota will stop and taunt you.

After you deal a certain amount of damage to Gota, You’ll hear Erin’s voice. She tells you that she believes in you and that she knows you can do it. She then telepathically lends you her strength.

BOB’S ATTACK ROSE DRASTICALLY!

HP AND SP FULLY RESTORED!

*Oh, baby.*

Invigorated by Erin, you continue to fight. Gota becomes less and less arrogant as he takes more and more damage.

Eventually, you start talking back to Gota.

“You’re right. I am different from the rest of the humans. But I’m not dumb like you. I embrace the faults of my species. I don’t try to eradicate them. I don’t want to be perfect. I’m proud of the people of this planet.”

“I’ve met a lot of friends on the way here, too. They’re counting on me right now, and thanks to Erin, I’ve realized that I’d rather die than let them down. Screw power, I just want them to be happy and safe. Maybe I’m a little bit more human than you expected.”

Etc.

Erin then speaks into your mind again and after a few more words of encouragement, reveals that she has feelings for you.

You’re fully healed and your offence is heavily bolstered again.

Now that you’ve got a massive, throbbing attack stat, attack Gota again and take out a few hundred HP out of him.

Gota: “…

…How?”

The fight is over

Gota’s body falls to the ground.

The screen slowly fades to black.

The credits start to play. After every few names, a small scene will play, showing a small piece of the aftermath.

>Bob releases Erin from her prison and the two of them embrace

>A shuttle lands in a field. Dwight, Harold, Mitsy, Joss, Ryan, H.W., and Hageta are all there. The shuttle opens up and Bob and Erin step out.

>Mitsy runs up and hugs her sister outside the ruins of Lumbidium. Harold’s there too (what a champ)

>Dwight is seen reuniting with his family in his home village

> Erin and Bob visit Erin’s family in Tiress

>A celebration is being held in the resistance’s HQ. Joss is living it up

>The wealthy merchant and his men are still stranded on the island. They erect a statue of the merchant, but it falls over

>Bob and Erin join in a large outdoor celebration in Oasis

The credits stop.

Bob is shown bowing before King Howgard, who is sitting on his throne. Several soldiers are standing at attention to either side. Erin’s there too.

The king offers Bob the throne of Howgard as thanks for stopping the Invaders. However Bob refuses. He says that he doesn’t want to risk becoming like Gota. He thanks the king, bows, and then leaves the throne room. Erin follows you.

The screen fades

We now find Bob and Erin standing on a hilltop near Howgard. It’s sunset.

Erin: You still sure you want to build the house here?

Bob: Definitely. It’ll be a bit of work, but with the two of us working together, we can have it up and running in no time! Right?

Erin: Right!

There’re a few seconds of silence. Then Bob grabs Erin’s hand. Erin rests her head on Bob’s shoulder.

The screen slowly fades…

The words “THE END” are displayed in white on the now fully black screen.