Kingdom Of Souls – Playable Levels and Quests

# Act I – Tutorial

## Main Questline

1. First Steps
   1. This quest is a tutorial quest that teaches the player the basic movement controls defined in document 0-character-mechanics (0CM)
   2. The player will learn how to look with the mouse
   3. The player will learn basic movement
   4. The player will learn all movement states
   5. The player will learn how to move around obstacles using crouch, crawl and jumping
   6. The player will learn how to run, walk, sprint and dodge (incoming objects)
   7. The player will learn how to interact with the environment
      1. This includes opening doors, moving items out of the way, using switches, ropes, and opening containers and taking / stealing items
   8. **SETTING**
      1. **Rhothfail** (city)
      2. Multiple building courtyards connected together where MC navigates
   9. **GOAL**
      1. Complete navigation tutorial
      2. Complete use item tutorial
      3. Complete movement states tutorial
2. Little Bandit
   1. This quest is a tutorial quest that teaches the player basic combat
   2. **SETTING**
      1. **Eldressa** (town)
      2. Conflict between MC and three gang members
      3. One gang member wants to fight MC
      4. MC eventually wins fight
      5. Other members try to run
      6. MC uses rocks to hit them while they run
   3. **GOAL**
      1. Complete combat tasks
      2. Defeat gang member in combat
      3. Use rocks to throw and hit fleeing gang members
3. The Gang
   1. This quest introduces the player to a gang
   2. The player learns dialog choices and ally relations
   3. **SETTING**
      1. Eldressa
      2. MC is scouted by member of banding gang
      3. MC and member talk about joining
      4. MC joins gang and goes to the hideout
      5. MC is introduced to gang members in hideout
      6. MC can learn about gang members
      7. MC can interact with gang members in hideout in order to get in good terms with them
   4. **GOAL**
      1. Talk to scout
      2. Talk to gang members
      3. Learn about gang members
      4. (Optional) Do things for gang members to get on their good side
4. The Big Heist
   1. In this quest the player is expected to use all he has learned so far
   2. **SETTING**
      1. Outskirt of **Colonia**
      2. Gang discovers rich man’s house
      3. Gang decides to raid house for treasure
      4. Gang plans raid
      5. Gang waits for night to move to house for the raid
      6. Gang starts raiding house
      7. MC does certain tasks (check out certain house rooms for treasure)
      8. MC sees that certain gang members are missing
      9. MC sees gang boss dead and burned
      10. MC sees other gang members dead and burned or badly wounded/dying
      11. MC is confronted by Aliqui Magstin
      12. MC fights against Aliqui while he is not using all his power
      13. MC is tested by Aliqui
      14. MC needs to keep his cool and not insult wizard
      15. MC is spared and decides to join Aliqui under the name Salvinius
   3. **GOAL**
      1. Complete tasks given by gang leader
      2. Complete tasks in house and raid house rooms
      3. Survive battle against Aliqui
      4. DON’T INSULT ALIQUI
5. Hitting the Books
   1. This quest is a tutorial quest that shows the player how to use spells
   2. **SETTING**
      1. *Aliquis Colonia House* (restored)
      2. Aliqui shows MC how to learn new spells
      3. Aliqui shows MC how to use spells
      4. Aliqui lets MC train spells
      5. MC learns to use spells with weapons
      6. MC learns all combat styles
   3. **GOAL**
      1. Use spells given by Aliqui
      2. Create spell macros
      3. Create spell combos
      4. Use different spells and invocations
      5. Use souls and potions
      6. Create potions
      7. Create food ?
      8. Empower spells with souls
      9. Empower invocations with souls
      10. Spell hotkeys and spell wheels
      11. The player now knows all controls
6. Fugitive
   1. Escape the underworld and seek shelter from pursuing demons
   2. **SETTING**
      1. A portal has opened in the underworld that seems to teleport souls into the mortal world
      2. Upon exiting the portal the MC finds himself near the Inn where he was ambushed
      3. Exploring the place, the MC finds corpses of demons and people that were involved in the ambush
      4. The MC can syphon the souls of the dead humans and dying demons
      5. The MC can banish the remaining demons
      6. More demons and mortal hunters spawn from the portal
      7. The MC must run away and hide from these demons
      8. The demons give up the chase after MC has successfully hidden
   3. **GOAL**
      1. Explore ruined Inn – NAME OF INN: THE LONELY PUMPKIN
      2. Loot corpses for sustinance
      3. Syphon souls of demons and people
      4. Use souls to replenish magic power, stamina and level up skills
      5. Banish dying demons
      6. Escape pursuing demons
7. In My Own Words
   1. Find the lost tomes around the Inn where you were ambushed
   2. **SETTING**
      1. Resting after the chase, the MC remembers that the lost tomes of power were last in his possesion in the Inn
      2. MC decides to take a different route to the Inn, through forests
      3. In the forest, the MC must fight against bandits and animals
      4. The MC finds various herbs and items in the forest
      5. Arriving at the Inn, the MC sees that the Inn has been damaged even more by the demons from the portal
      6. The MC inspects the area around the portal that has since been closed
      7. The portal gives off a weird energy that the MC has not felt before
      8. Demonic souls and energies bind with the MC
      9. Moving through the portal gave the MC an understanding of the demons
      10. **The MC can now move through the portals without losing magical power, but is not aware of this**
      11. The MC scours the area in search of the lost tomes
      12. The MC finds the tomes, and decides to try and find his way to his safe house
   3. **GOAL**
      1. Enter forest
      2. Pick through forest bushes for items
      3. Defend against creatures
      4. Defend against bandits
      5. Make way towards Inn
      6. Syphon life force from banished demon remains
      7. Inspect area around portal
      8. Inspect sigils around the portal
      9. Syphon energies around the portal
      10. Search the area for the tomes
      11. Open tomes and use points to level one spell in each tome

# Act II – Main Game and World Roam

## Main Questline

From this point, the player enters Free Roam and can move anywhere and try doing anything.

The main questline quests are the quests that need to be finished in order to win the game. The games state does not progress from this point eg. demons cannot overrun any settlements, no further politics are updated. The games time and state is updated as the player completes main quests.

The side quests can be completed at any time if they are available. Certain main quests or other side quests may impact the availability of other side quests.

1. Heaven on Earth – Make your way from the ambush site to your safe Heaven
   1. Places: **Outrend Forest**, **Satharra** (village), **Hamlet of Orivan Bodhi**
   2. **GOAL:**
      1. Find any way out of Outrend Forest
      2. Treavel to Satharra Village
      3. Talk to Innkeeper about safehouse
      4. Discover location of safehouse
      5. Discover that safehouse is near Hamlet of Orivan Bodhi
      6. Travel to Hamlet of Orivan Bodhi
      7. Talk to caretaker of hamlet about any stranger figures lurking around
      8. Discover that Orivan is ill
      9. Find herbs for Orivan in outrend forest near Sea side – East
      10. Deliver herbs to caretaker
      11. Caretaker reveals clearing near mountain pass that had strange figures movin around
      12. Find safehouse
2. I Need an Ask – Seek out an audience with the queen through her bodyguards and officers
   1. Places: **Maathabheen**, *Maathabheen Outskirts*, **Plains of Arak** - **Arak Forest**, **Uzmak desert**, **Dustill Keep**
   2. **GOALS:**
      1. Travel to Maathabheen
      2. See that the palace is overran with guards
      3. Find out what is happening – Innkeeper or City Guard Sargeant
      4. Discover that the Queen is on tasks reguarding demon invasions and is always moving around
      5. Ask how it is possible to get audience with the queen (Innkeeper or CGS)
         1. Innkeeper – Directs to CGS, tells to be careful because of corruption and evil guards
         2. CGS – directs to task
      6. Sarge wants task to be complete before he instructs about audience
      7. Travel to plains of Arak and Arak forest to take care of bandit lair (dungeon)
      8. Travel to Uzmak desert to take out large bandit camp (dungeon)
      9. Go to Dusthil Keep to speak to Captain of Logistics for Nothern Territories
      10. Captain reveals that there is a hunt for a powerful warlock and demons, so queen is busy
      11. Captain instructs to return to Maathabheen with Rite of Passage (letter) to seek queen
3. Imagine That – Survive the ambush of the queen’s bodyguards and commander
   1. Places: Maathabheen, *Maathabheen Outskirts*, **Fennek** (village), **Falswarsz** (Town), *Falswarsz sewers*
   2. **GOALS:**
      1. Go to Maathabheen with Rite of Passage (letter)
      2. Present letter to palace guards
      3. Palace guards instruct to go to the Village of Fennek
      4. Village is empty, go to the Inn
      5. Entering Inn several guards await in ambush
      6. Guards reveal that they found out that you are the warlock Salvinius
      7. Fight guards and flee after more guards show up
      8. Flee to Falswarsz
      9. Battle against guards in Falswarsz
      10. Escape guards by heading to the sewers
      11. Traverse sewers (dungeon – guards, bandits, animals, demons)
      12. Escape sewers near Fennek
4. Highway to Royalty – Intercept the queen by finding out her routes and schedule
   1. Places: **Fennek**, **Quintill** (village), **Soltersheim** (village), **Peechum** (village), *King Kalaharus Road* (main road in human kingdom)
      1. Talk to Innkeeper in Fennek about queen
      2. Learn that a guild of thieves wants to rob queens caravans
      3. Some caravan might lead to the queen
      4. Learn that the initiation is in Falswarsz
      5. Travel to Falswarsz
      6. Speak to Innkeeper about thieves
      7. Speak to thief contact about initiation
      8. Go to near keep and find sunken chest (dungeon)
      9. Return to Falswarsz, turn in treasure
      10. Go to Quintill for next challenge
      11. A rival gang might be getting stronger in Soltersheim
      12. Travel to Soltersheim to disrupt gang
      13. Intercept caravans for Soltersheim – they had hidden arms and armor for gang
      14. Gang intercepts you and tries to take you down
      15. Destroy gang or intimidate them
      16. Go back to quintill, discover that Peechum elder has good ties to thieves gang and can reveal positions about the queens caravans
      17. Travel to Peechum talk to village elder
      18. Village elder reveals that he is good with the thieves and the market guild and the queen because of the great peach export, all want a cut of the action
      19. Reveals possible queen caravan locations
      20. Intercept some caravans on King Kalaharus Road
      21. Finding queen, dedicate yourself to her and the cause to destroying demons
      22. Queen accepts and gives you real Rite of Passage letter
      23. Entrance to Palace now aqcuired
5. Queens Favor – Prove loyalty to the queen by helping her soldier’s positions in the battlefield
   1. Places: Battlefields (**Colharas** (city), **Duthreen** (big city) docks, **Apoena** (village))
   2. **GOALS:**
      1. Travel to Maathabheen Palace to speak to queen
      2. Queen reveals great battles near Colharas, Duthreen docks, and Apoena
      3. All these locations under heavy fighting against demons and bandits seeking legion with demons
      4. Go to each location and follow attacks and defend against demons
      5. Each battle has multiple waves, stages, and certain dungeons to destroy leader of battle (demon or bandit gang leader)
      6. Return to Maathabheen Palace
      7. Speak to queen
6. Demonic Imperfections – Instruct the queens soldiers on how to battle against certain demons
   1. Places: **Uzmak desert**, **Gyoobee desert**, **Ashad** (city), **Martuk** (village), **Duthreen** (city), Training grounds near Maathabheen
   2. **GOALS:**
      1. Speak to queen about further steps
      2. Tell queen about possible demon weak spots
      3. Speak to queens captain of the guard about weak spots
      4. Speak to queens smithy about special demon cages
      5. Requisition cages and carriages
      6. Travel to Uzmak desert to capture basic demon
      7. Travel to Gyoobee desert to capture thrasher demon
      8. Travel to Martuk to capture runner demon
      9. Travel to Duthreen to capture reaver demon
      10. Each capture is dungeon/battle to sedate demon or wound enough to not banish, but imprison
      11. Travel to Maathabheen training grounds
      12. Instruct queens soldiers about demon weak spots
      13. SWITCH – Can instruct soldiers to attack whatever, maybe it would be good for them to attack something that is not a weak spot? so that you can attack weak spots and appear powerful – or to instruct them to attack bad spots, so that when they try it they fail – wean down forces
      14. Speak to the queen
7. Trial and Error – Lead or help queens sergeants in certain battles to retake positions in the realm
   1. Places: Outskirts of places (Ashad (city), Duthreen(city), Quintill(village)), Gyoobee desert
   2. **GOALS:** 
      1. Travel to Ashad – Battle demons and defend city
      2. Travel to Duthreen – Battle demons and defend city
      3. Travel to Quintill – Battle demons and defend city
      4. Travel to Gyoobee desert – battle demons – discover massive demon portal and positions
8. Demon Guards – Train more soldiers in the battlefield and take control of demon positions
   1. Various villages and towns, the outcome of this quest dictates the difficulty of all other quests, in that the soldiers trained help in quests near the locations where they are trained (eg. if training soldiers in Duthreen, all quests near Duthreen regarding demons and battles are easier)
   2. **GOALS:**
      1. All locations of settlements on the map that were not revealed are now revealed
      2. Each location is quest location for training soldiers
      3. Training is done by capturing demons, showing weakspots
      4. Each location has battle to defend region
      5. Each location has battle to destroy demon positions and camps
      6. Each location has battle to destroy bandit traitor positions
9. The Impossible – Destroy a demonic portal
   1. Places: Uzmak desert
   2. **GOALS:**
      1. Travel to Maathabheen to talk to clergy and apothecary
      2. Clergy reveals that demons are sprouting demonic portals
      3. Reveal that portal energy binded to you
      4. Deter accusations of being demon spawn
      5. Travel to Uzmak desert with forces to destroy the portal
      6. Battle way through desert to find portal
      7. Arrive at portal – boss fight against demon reaver / whatever is big angry boss battle at that time
      8. Activate conjuring and chaos spells to demolish portal
      9. Use essence of demon reaver to close portal
      10. Sacrifice souls and energy
      11. Destroy portal, bind portals energy to body
      12. Return to Maathabheen and report success
10. The Turn And River – Take out all minor and some major demonic positions in the realm
    1. Places: Various locations around villages and cities
    2. **GOALS:**
       1. Previous location battles were defence and attack,
       2. Now take the battle to certain demon spawning points and destroy demon forces
       3. All battles in this section will hinder all other battles in tide of purity and legend above legends quests
       4. Can be skipped
11. The Tide of Purity – Destroy all demonic portals in the realm
    1. South of Quintill, Between Colharas and Colonia, North of Rhothfail – Lake, North East of Ashad,
    2. **GOALS:**
       1. Travel to urgent call to Maathabheen Palace
       2. Queen reveals urgent news from clergy and apothecary
       3. Learn new portal positions
       4. Travel to Quintill and learn of portal opening near keep to the south
       5. Destroy portal – similar procedure (battle boss, activate conjuring and chaos powers, syphon boss essence, destroy portal, bind portal energy)
       6. Travel to point between Colharas and Colonia to find portal
       7. Destroy portal - (battle boss, activate conjuring and chaos powers, syphon boss essence, destroy portal, bind portal energy)
       8. Travel to north of Rhothfail
       9. Destroy portal - (battle boss, activate conjuring and chaos powers, syphon boss essence, destroy portal, bind portal energy)
       10. Travel to NE of Ashad
       11. Destroy portal - (battle boss, activate conjuring and chaos powers, syphon boss essence, destroy portal, bind portal energy)
       12. Each boss is different demon with different strategy
       13. Each ritual and binding magic gives special buffs
12. Legend above Legends – Destroy Resferis and take the fight to their land
    1. Final portal – North west in the gyoobee desert
    2. **GOALS:**
       1. Receive direct link from Resferis
       2. Resferis informs you of your final death, you will perish and return the bargains
       3. See that the powers are coming from the Gyoobee desert
       4. Travel to Maathabheen
       5. Requisition queens forcers and amass as much warriors as possible
       6. Travel to Gyoobee campaign camp
       7. Speak to campaign commanders
       8. Lead commanders to positions, instruct where each leaders should head to
       9. Receive another link from Resferis, discover that link is established because of force acquired from syphoning portal energies
       10. Resferis leads to the north of Gyoobee desert
       11. Massive portal is revealed with thousands of demons spewing out
       12. Commanders and captains taking demons and fighting them
       13. Resferis appears
       14. Battle against Resferis
       15. Win battle against Resferis, syphon his soul energy and banish him
       16. Syphoning his powers weakens all demons in mortal realm, warriors destroy demons with ease
       17. Commander Drekson appears with armies
       18. Informs you that all demons are driven back, reports coming every hour about demons withering all around the mortal ream, even on other regions and territories
       19. Massive portal is useless, except to take the fight back
       20. Based on previous accomplishments, it is possible to:
           1. Refuse to go into the portal, destroy it and live life with a pardon from the queen, not being able to stay in any major city or town
           2. Go into the portal solo, knowing you can pull all your power with you
           3. Take some volunteers of the commanders with you into the portal
           4. Take a small army into the portal to destroy more demons
           5. Take and lead a massive army into the portal to destroy even more demons and crush the underworld realm
           6. Activate Resferis’ soul essence and syphon a massive amount of souls from the armies of man, and dive into the portal to destroy the leaders of the underworld and become a demonic God

# Glossary

* 0CM – 0-character-mechanics.doc – document about character mechanics
* MC – Main Character