

PROTAGONIST

- Name: Riven
- Race: Half-Elf
- Class: Rogue
- Alignment: Chaotic Good
- Faction: The Harmonium (The Hardheads)

Riven was born in the Planescape realm, a plane of existence where the laws of nature and magic are vastly different from the Material Plane. Her childhood was filled with adventure and danger, as her father, a powerful planar traveler, took her on his escapades across the many planes of existence. Through these experiences, Riven developed a strong connection to nature and a desire to protect it from harm.

After her father's sudden disappearance during one of their travels, Riven set out to find him, eventually leading her to the city of Sigil. There, she joined The Harmonium, a faction dedicated to preserving justice and order in the multiverse, and pledged to use her cunning and agility to protect those in need and restore balance to the natural world.

Riven's ultimate goal is to bring down the power that threatens the balance of the planes and discover the fate of her father.



FRAGMENT 01

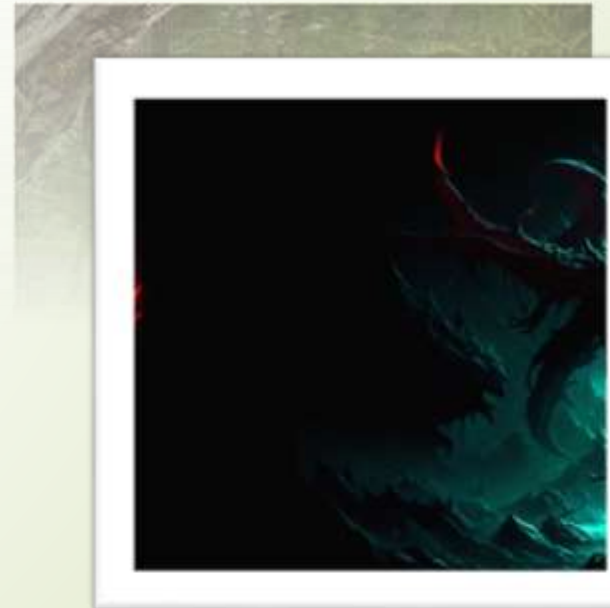
Non-interactive storytelling

- In the mystical realm of Arborea, Riven, a cunning rogue and passionate protector of the natural environment, sets out on a risky adventure to locate the rare and elusive Moonflower. The consequences are high since the Moonflower is the only curative option for a deadly disease that damages the harmony of nature on multiple planes of existence. She knows that the journey ahead will be filled with risk and uncertainty. Riven and her friends come across a variety of weird and amazing species as they go farther into the lush and colorful landscapes of Arborea. But they also have to deal with dangerous terrain, such as rocky mountains and thick forests, as well as mystical forces that constantly put their mettle and resolve to the the evaluation.

Combat:

- Every day that goes by, the mission's urgency increases as they learn that the deadly disease is spreading quickly and threatening the multiverse's fragile balance. Even while the idea of utilizing the Moonflower to learn her father's fate lays in the back of her mind, Riven is determined to keep her attention on the work on duty.
- Riven and her friends travel deeper into Arborea, they come across a variety of strange and dangerous creatures that try to obstruct their progress. Riven and her allies must use all of their abilities and cleverness to beat their enemies and continue their journey. They will face everything from terrifying elves to dangerous giant spiders.

Spoiler : different planescapes interprets magic differently





Mix between non-combat interactivity and storytelling:

- But there are also breaks and opportunities for reflection along the way. Riven and her allies get to know one another better as they recover from combat and rest, developing strong friendships and relationships of trust that will serve them well in the next difficulties.
- The dangers increase as they get closer to their goal, and Riven is aware that their success will determine the destiny of the planet as a whole. Will Riven and her friends be successful in locating the Moonflower and preventing the destruction of the natural world? Only time will tell as they negotiate the complexities of this strange world and overcome difficulties that will push the boundaries of their bravery, strength and intelligence.



List of player actions:

- Explore Arborea and look for information on the Moonflower and the dreadful illness.
- Explore hazardous environments and move around bizarre creatures.
- Learn about the illness and how it affects the environment.



FRAGMENT 02

Non-Interactive Storytelling:

Riven and her companions are ready to fight fiercely to defend the Moonflower and stop the spread of the deadly disease against the sorcerer and his team. To survive and prevail as they battle these powerful enemies, they must utilize all of their abilities. Each encounter increases the risk and puts their courage to the combat, but they persevere because they understand that their success will determine the future of the natural world.

Combat :

Riven and her companions had an introductory meeting with a wicked sorcerer and his dwarven allies. They learn that the sorcerer has allowed to use free catastrophic magic that is spreading a deadly disease as they travel across the uncharted and perilous territories. The sorcerer and his allies follow them relentlessly despite their greatest efforts to avoid them. As they get closer to their destination, they learn that the sorcerer and his friends are came from the chaotic region of Limbo, which increases the risk and unpredictability of their mission.

Spoiler : Amidst the chaos of reality's flux, Riven must be navigated to the unknown to save the natural world.



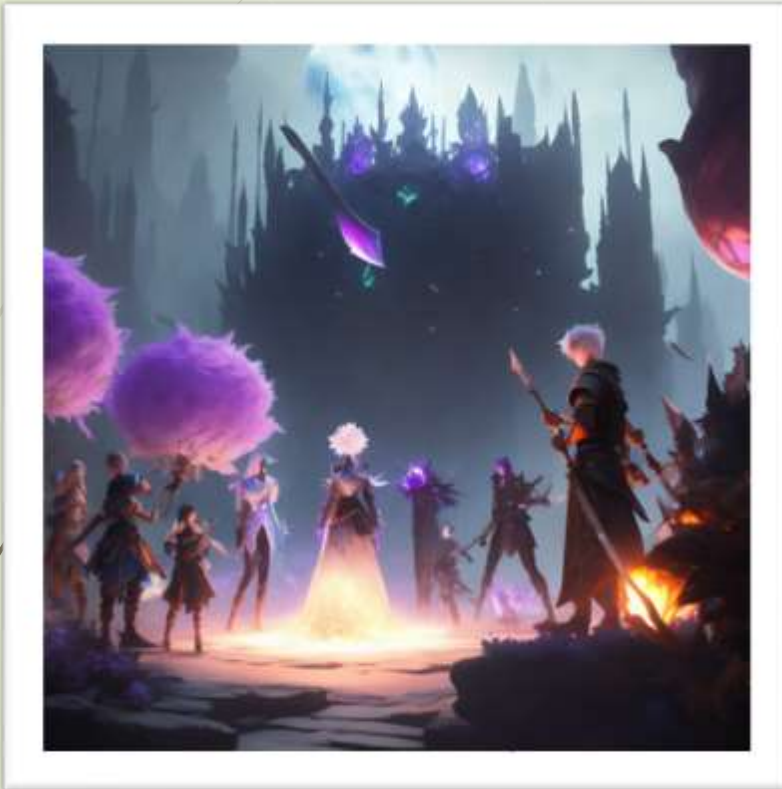
Mix between non-combat interactivity and storytelling

- Riven and her companions are given the chance to make tactical decisions that have an impact on the plot. In addition to deciding how to handle the sorcerer and his friends, they must also discover more about the black magic and its effects. They run across a number of combats along the route that force them to use their abilities and skills in various ways. The players must cooperate and fight to reach difficult decisions as the risks rise in order to preserve the environment and discover a treatment for the deadly disease.

List of player actions:

- Fight off the sorcerer and protect the Moonflower.
- Realize the chaotic realm of Limbo is somewhere close and try to understand what it is.
- Learn about the sorcerer's dark magic and its impact.

FRAGMENT 03



Spoiler: Are those who consider themselves kings really kings? Are the sorcerers really sorcerers?

Non-interactive storytelling:

Riven must reconsider her prior techniques of defending the landscape and adopt a more assertive approach to deal with the threats that they face. She and her companions must find their way across Limbo's unpredictable and constantly shifting terrain (they transferred to the limbo after losing the combat) while simultaneously looking for a means to find the stolen Moonflower. Riven moves on despite obstacles and uncertainties thanks to her persistence and curiosity.

Combat:

Riven and her allies fight the sorcerer and his army in an unsuccessful attempt to save the Moonflower, but they are defeated by the dark magic and forbidden abilities carried by the opponents. They finally had to quit and leave the flower behind despite their bravery.

Mix of non-combat interactivity and storytelling:

Riven and her allies struggle tremendously to take the Moonflower from the sorcerer and his army, but are finally forced to leave the flower behind. They find themselves in the bizarre region of Limbo, where reality is constantly shifting, as they emerge from a vortex of magical energy. This is happened because of the dark magic. This transfer can not be undone.

List of player actions:

1. Ambushed by sorcerer and his army
2. Bravely fight, but forced to retreat and leave the Moonflower behind
3. Realize previous methods of protection are insufficient and must take a more proactive approach

Spoiler: Which choice would have revealed a familial bond for Riven?

Option1 :

- Riven and her companions discover a gateway that takes them to a mystery tower in Limbo, where they hope to uncover a hint regarding the location of the Moonflower. But once inside the tower, they discover that it is inhabited by a group of powerful chaos mages who are unpredictable and opposed toward outsiders. To get the knowledge they want, Riven and her allies must make their way through the tower's constantly shifting maze and its quirky occupants, avoiding deadly traps and dangerous collisions with the unpredictable creatures of Limbo.


(Consequences : If they are found, they could have to deal with the chaos, elves' vengeance or they might lose their ability of doing a valuable magic trick)

Option 2:

In the middle of Limbo, in a little town, Riven and her companions notice a community that is in dire need of their help. The Lord of Chaos, an intimidating being, has been tormenting the town and upsetting its inhabitants for centuries. In order to defeat the Lord of Chaos and restore balance to the community, Riven and her allies must use their abilities.

(Consequences : The group runs the risk of wasting valuable time and resources that could have been used to find an information about the Moonflower, and they also risk drawing the ire of the Lord of Chaos and its minions. However, they may also make useful contacts and gain knowledge that could aid them on their mission who knows 😊.)





List of player actions for option 1 and 2:

Option 1:

- The players might attempt to slip into the tower silently.
- In order to get through the chaos wizards and their minions, the players might try to fight.
- To get the information they need, the players might attempt to bargain with the chaos wizards.
- To get past the dangerous traps and unpredictable creatures of Limbo, players can attempt using their talents.

Option 2:

- The players have the option to aid the community and defeat the Lord of Chaos by fighting off his minions and weakening his hold on the town/village.
- The players have the option of putting their hunt for the Moonflower ahead of the town's needs and facing the potential consequences.
- To find out where the Moonflower is, the players might try to bargain with the Lord of Chaos.
- While assisting the community, the players can attempt to learn more about the Moonflower in the hopes of uncovering information that will help them with their overarching objective.



Flow Fragment Upper Branch 5 (option2)

(villagers - withdraw to the labyrinthine tunnels)

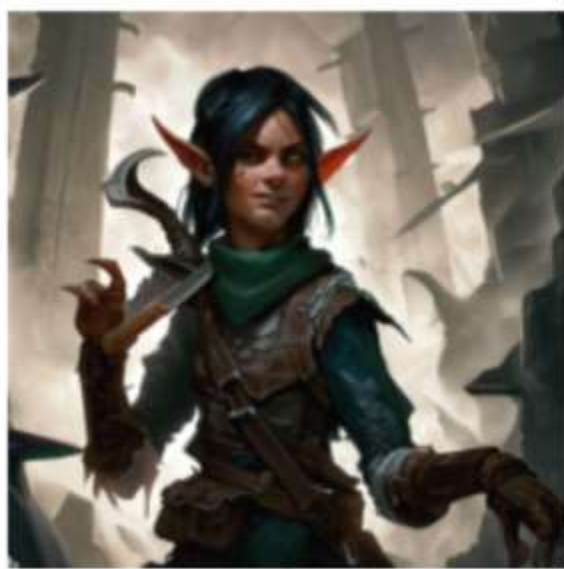
➤ **Non-Interactive Storytelling:**

Riven and her allies chose to help a desperate village under the constant horrific pain of the Lord of chaos in the middle of the unpredictable chaos of Limbo. These weird buildings situated on an island in the ever-changing universe are in desperate need of assistance. Riven and her companions build relationships of mutual confidence with the villagers as they strengthen the town's defenses and assist in repairs, offering much-needed moral support.

➤ **Combat:**

Their efforts are violently interrupted by the Lord of Chaos' companions. These horrible, formless creatures, mirroring the chaotic nature of Limbo, accelerate towards the town, triggering a vicious battle. Riven and her companions take a planned retreat, leading those who follow them into the labyrinthine caves under the island.

The struggle within these caves becomes a furious chase, with their opponents hot on their tail within the unstable plane's depths. The cave walls twist and morph unpredictably, representing the essence of Limbo and putting not just their combat abilities but also their navigational skills to the test.



➤ Mix of Non-Combat Interactivity and Storytelling:

Despite their best efforts, both sides suffer severe losses. Some of the minions vanish into the chaotic matter of Limbo, while Riven and her companions are severely exhausted both physically and magically. But their faith is unbreakable; they comprehend that the fate of the multiverse depends on their resilience.

In the days that follow, villagers, grateful for their heroic efforts, offer vital information concerning Limbo's unpredictable nature such as caves contains information and they are alive.

Riven and her companions recovered, they prepare for their most difficult encounter yet: a battle with the Lord of Chaos himself. Their voyage through this unpredictable domain has become an important turning point in their goal, with understanding of chaotic magic being the key to defeating the Lord of chaotic and regaining the Moonflower.

List of player actions :

- Decision to Help: Riven and her companions make a critical decision to assist the poor community in Limbo that is regularly tormented by the Lord of Chaos.
- Fortification and Repairs: They work diligently to fortify the town's defenses and assist in repairs, gaining the trust of locals and building fraternity.
- Strategic Retreat: During the heated battle against the Lord of Chaos' henchmen, they tactically withdraw to the labyrinthine tunnels beneath the islands.
- Navigational Skills: Riven and her allies use their skills to navigate the caves' chaotic and shifting environment while attacking the monsters.
- Resilience: Despite suffering significant losses, both physically and magically, they remain determined and resilient, aware of the broader stakes at hand.

Spoiler : the villagers loves treasure maps but not only the simple ones, they use magic

Flow Fragment Upper Branch 7 (cave and living map – riven's past)



Non-Interactive Storytelling:

Riven and her allies discover a hidden sanctum deep within the labyrinthine tunnels after a tough series of trials. They discover something strange within this chamber: an alive map inscribed in the cave's walls, a manifestation of chaotic magic that changes and cycles like the nature of Limbo itself. It's more than just a navigation tool; it's a physical representation of Limbo's chaotic weaving. This map may contain information about the location of the Moonflower, taking them one step closer to their goal.

Combat:

A terrible roar echoes through the tunnel, shattering the silence as Riven and her colleagues investigate deeper into the map's mysterious patterns. Monstrous chaos animals arise from the labyrinth's dark recesses, formed from the unstable fabric of Limbo. Their ugly forms sway and shift, a testament to the plane's erratic behavior. As the creatures push forward in an attempt to remove the intruders, a hellish conflict unfolds.

The cavern undergoes a metamorphosis, matching the chaotic battle. The ground beneath their feet buckles and crumbles, forming floating platforms that float in the cavern's abyss. Stone walls appear at the flash of an eye, constantly changing the battlefield's layout. Sharp rock pillars grow from the plane, serving as both cover and an impediment.

Riven and her friends adapt in response to the upheaval, using the shifting battleground to their advantage. They leap from platform to platform, gaining an advantage over the creatures. They use the element of surprise to flank their opponents by using the spontaneously constructed walls. The pillars serve as vantage points, providing security as they cast spells and strike.



Spoiler :The map had **supposed to** be a guide to unlock ancient secrets and lead them to the Moonflower.

Mix of Non-Combat Interactivity and Storytelling:

With their newfound insight, they are now ready to dive deeper into the mysteries of Limbo, guided by the glowing map. They recognize that this unpredictable plane may be an ally or an adversary, but they are prepared for the difficult voyage ahead.

After the chaos settled, they discovered that the map had transformed. It now held a familiar resonance for Riven, triggering memories and a deeper understanding of her purpose.

List of player actions:

Discovery: Riven and her companions stumble into a hidden sanctum deep within the labyrinthine caves. They discover a living map, a manifestation of chaotic magic that contains information on the location of the Moonflower.

Investigation: The crew looks into the map's cryptic patterns, which depict Limbo's chaotic weaving.

Combat: They are challenged by huge chaos animals in a ferocious struggle within the cavern's shifting terrain.

Adaptation: Riven and her allies adapt to the shifting battleground, taking advantage of the chaotic shifts of the terrain.

Manipulation of Chaos Magic: After the battle, they use their knowledge of chaotic magic to manipulate the living map, revealing hidden pathways and secrets within Limbo.

Memory Trigger: The metamorphosis of the map connects with Riven's past, providing her with a better understanding of her task (or not :) ?)

Preparation: With a better awareness of the extent of their journey, Riven and her companions prepare for a deeper study of Limbo's mysteries, guided by the living map.



Flow Fragment Lower Branch 6 - Option1 – (tower of chaos - enslaved sorcerer ally)

► **Non-Interactive Storytelling:**

Riven and her friends stand before the Tower of Chaos, a majestic, ever-changing structure in the realm of Limbo. Enigmatic chaos wizards and their minions keep important information regarding the Moonflower's location within the tower's baffling labyrinth of halls and rooms. The team decides to enter the tower, determined but wary.

► **Combat :**

Riven has a flash of memory as she approaches a typical door. It's an unclear memory of her father's lessons on dealing with unpredictable magic. She accidentally initiates a mechanism, opening the door to reveal a swarm of minions, chaos wizards' faithful servants, guided by her natural knowledge.

The battlefield changes, capturing the chaotic character of Limbo. Walls shift and move around them, forming a swirling maze in which the distinction between up and down is blurred and perceptions of distance and direction are rendered meaningless.

In the middle of this perplexing atmosphere, an unexpected ally appears. The tower's guardian, a sorcerer who was once enslaved by the Tower's God and is now seeking vengeance.

Non-Combat Interactivity and Storytelling:

Their skills are tested as they balance combat and unraveling the mysteries of the ever-changing tower. They become allies with the sorcerer through shared victory and brotherhood, and his understanding of the tower's complex architecture becomes vital.

Once the minions are murdered, Riven and her companions with the assistance of the sorcerer, begin unraveling the mysteries of the tower. Each door they unlock and riddle they complete puts them closer to their ultimate goal: finding the Moonflower and restoring balance. The most important thing is Riven has no idea how she felt that the door she picked has to open. She just know that their enslaved ally is a new companion at that moment.

Spoiler: The hallucinations of Limbo are utilized in spells.



List of player actions:

Memory-Triggered Action: Guided by a memory of her father, Riven unintentionally opens a door mechanism, leading to a confrontation with the minions.

Combat Teamwork: Riven and her friends, along with the tower's sorcerer, work together to kill the minions among the perplexing, shifting battleground.

Unlocking Tower Secrets: With the sorcerer's assistance, the group begins decoding the tower's mysteries, with each success bringing them closer to the answers they seek.

Building Alliances: The gang gains the trust of the sorcerer, gaining a vital ally within the tower.



Flow Fragment Lower Branch 8 – (summon the presence of the tower's god)

Non-Interactive Storytelling:

Using the newly associated sorcerer's wisdom, Riven begins a demanding ceremony to summon the presence of the tower's god, the darkest power in Limbo (i get this idea from the first novel btw ☺). The ceremony, which is a mix of chaos and order, sends waves through the world, echoing the essence of Limbo itself. They prepare for the approaching trials, aware that they are stirring up a dangerous hornet's nest.

Combat:

As the ceremony nears completion, three powerful Limbo creatures drawn by the energy emerge from the shifting surroundings. Their shapes are vague and weird, changing between the conceivable and the absurd, and embody the essence of the plane. The ground underneath them trembles as they approach, indicating their strength.

The first creature is a barbaric entity, an embodiment of raw chaotic power encased within a swirling tornado of elements, its core pulsating with the unpredictable magic inherent to Limbo. The second is a gigantic beast, a continually evolving and reshaping combination of rock, vegetation, and animals. The last is an odd phantom that appears to exist and fade at the same time, shifting across physical realms as effortlessly as the wind.

Riven, her allies, and the sorcerer framed themselves with magic as they prepare to face these enemies.

► Non-Combat Interactivity and Storytelling:

As the conflict heats up, the team members will begin to control the vibrations in the plane, turning an unintentional outcome into a tactical advantage. This is a dangerous planequake spell but Riven learnt from her father somehow. With each shaking, they can change the creatures' motions and time their strikes to exploit their enemies' weaknesses.

The section ends with the ground trembling fiercely, signaling the advent of a more terrible enemy. Riven and her allies, on the other hand, remain firm. Their voyage through the chaos has strengthened them, and they are ready to face whatever trials Limbo has in store for them

► List of player actions:

Beginning the ceremony: Riven and the sorcerer undertake a powerful ceremony to summon the tower's god, drawing dangerous Limbo creatures in the process.

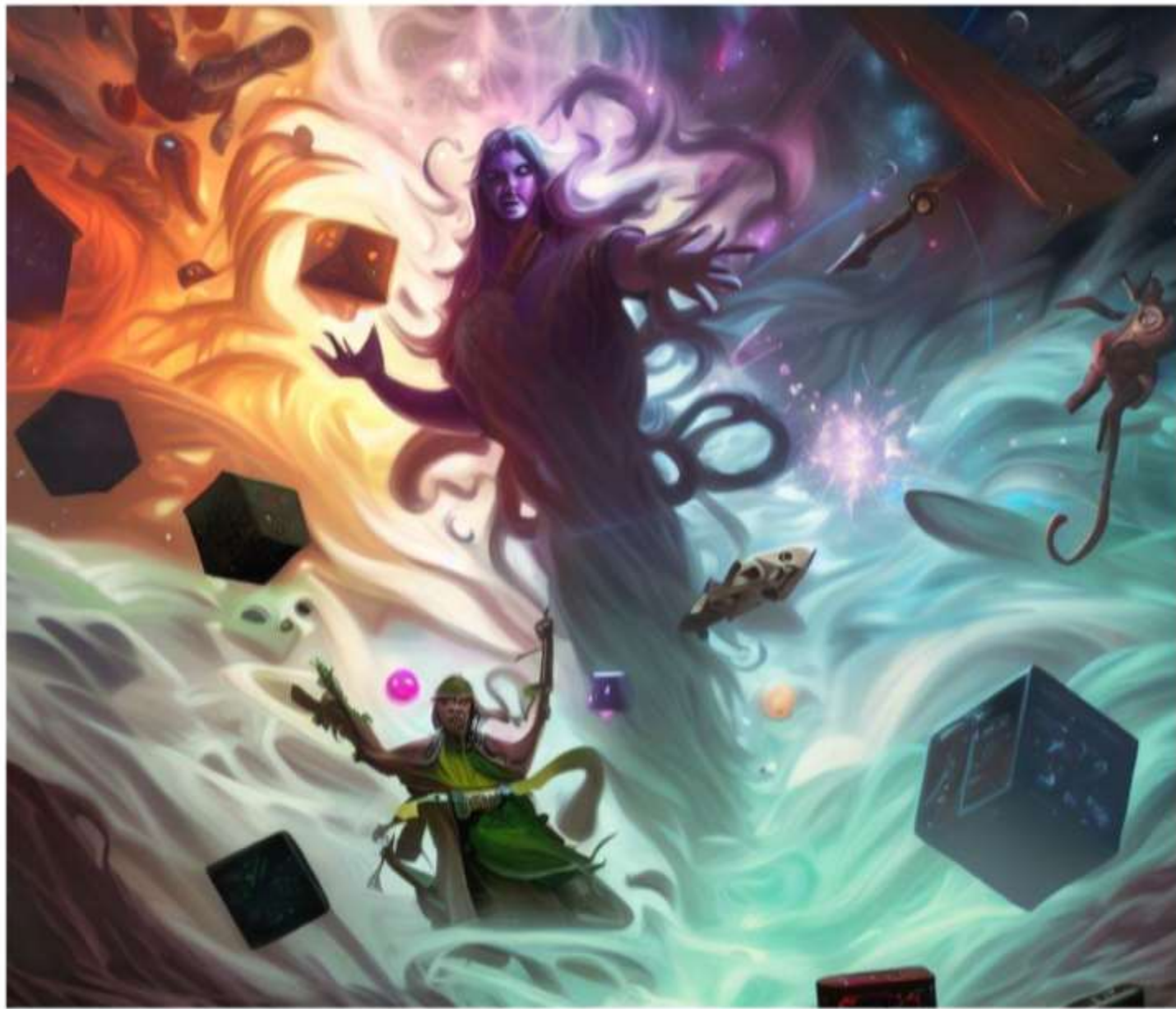
Combat with Chaos Creatures: Riven and her companions engage in battle with the strong forces of Limbo, generating earthquakes throughout the realm.

Tactical Use of Quakes: The group uses earthquakes as a tactical advantage, predicting their opponents' movements.

The Group Prepares for a More Powerful foe: The group is ready for a more dangerous enemy, their experiences in Limbo preparing them for the next test.



Spoiler :Riven sensed an imminent oddity, a sense that something out of the ordinary was about to happen.





Moonflower, which only blooms at night and has a mystical aura surrounding it. According to legend, the Moonflower can only be found in the deepest and darkest corners, and those who are able to find it will be granted with magical powers. Its petals are a pale, silvery white, and they emit a soft glow in the moonlight. Some say that the Moonflower is the key to unlocking the secrets of the universe, while others believe it holds the power to grant eternal life.