

One Million Quest Campaign

RPG Map Editor 2

Done By	Hermione See
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Map Overview

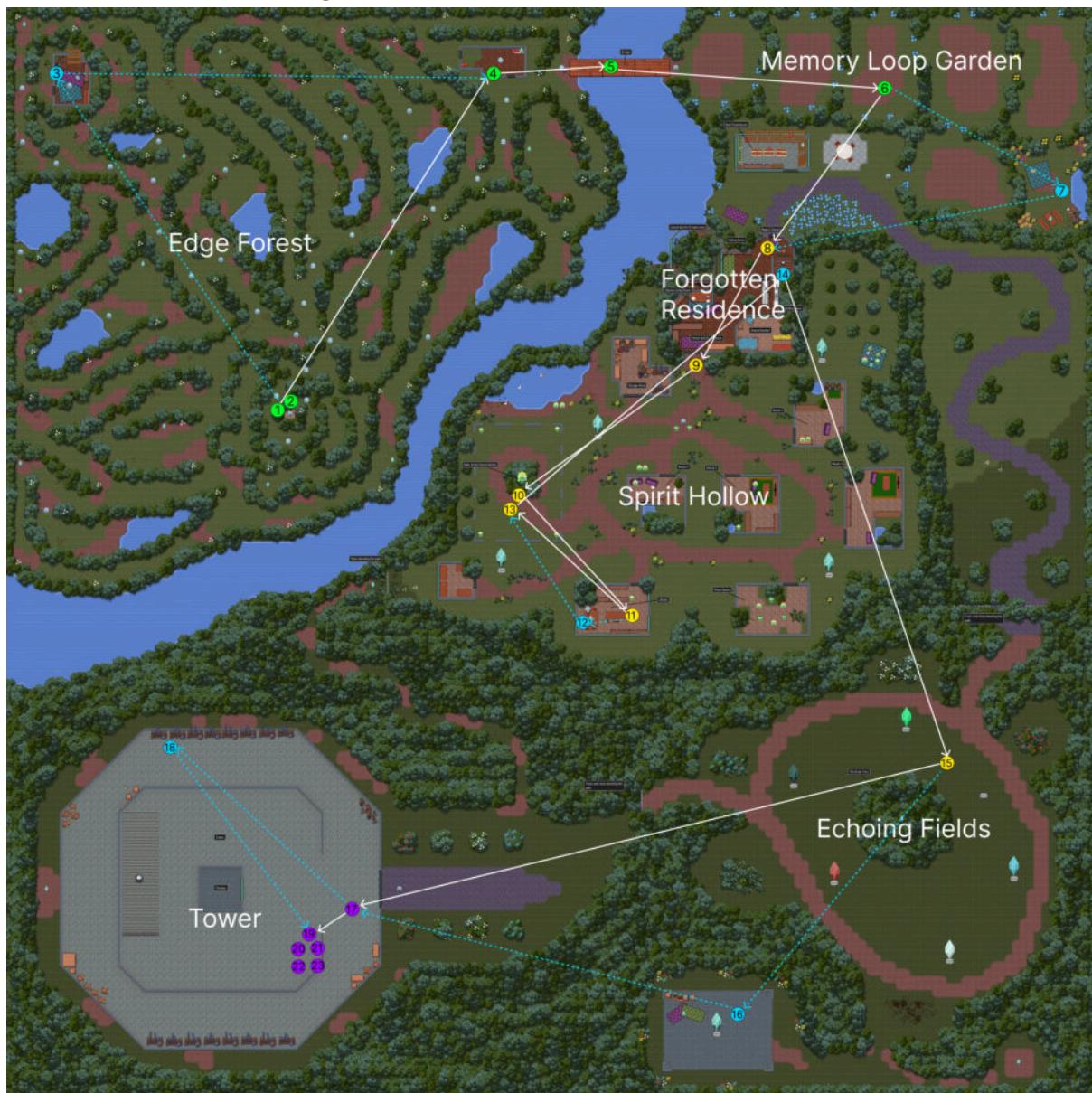
Base Map:



House 2nd Floor:



Base Map with Numbering:

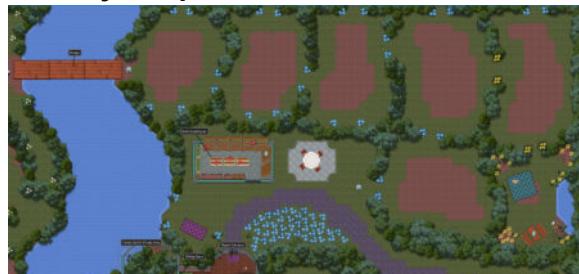


Focal Points

Edge Forest:



Memory Loop Garden:



Forgotten Residence:



Spirit Hollow:



Echoing Fields:



Tower:



Tower Levels:

Tower Base Level:



Tower 2nd Level:



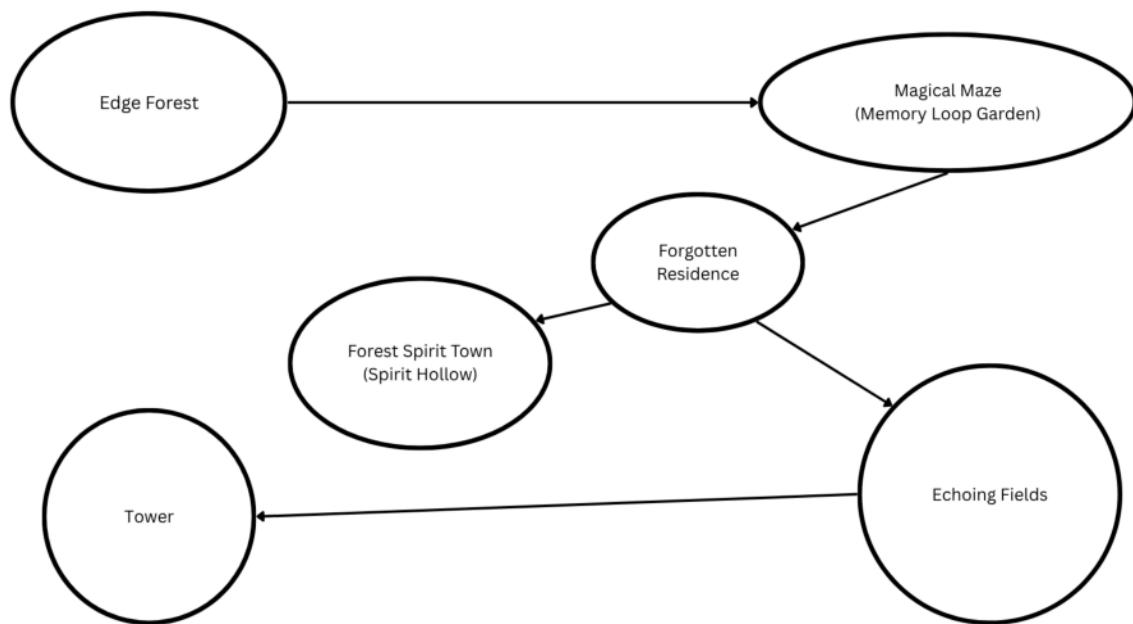
Tower 3rd Level:



Tower Final Chamber:



Programme:



Context

You awaken in a dense, mist-laced forest with no memory of where you are or why you are here, but you know one thing: Vengeance.

A whisper, in a voice that feels like your own, urges you to climb the tower at the center of the land. It doesn't say why, it just insists: "Reach the top of the tower, make him pay."

The only path forward is through the ruins of forgotten places, faded memories, and twisted reflections.

Along the way, you begin to find remnants — a diary, fragments of someone familiar.

With only your name, your broken memories and the consistent whisper of what seems to be your only purpose, you set forth towards the tower the voices are leading you towards.

Setting: A fantasy world within a heavily forested area

Number of Inhabitants: 3 (Wandering Spirits), 25 (Forest Spirits)

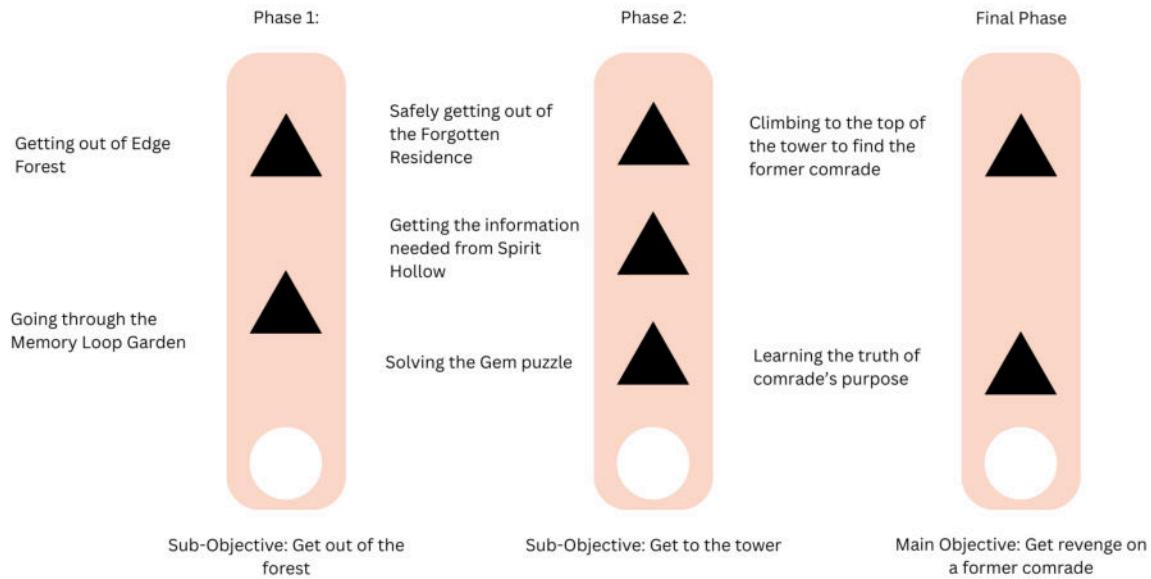
Objectives

Main Objective: Get revenge on a former comrade

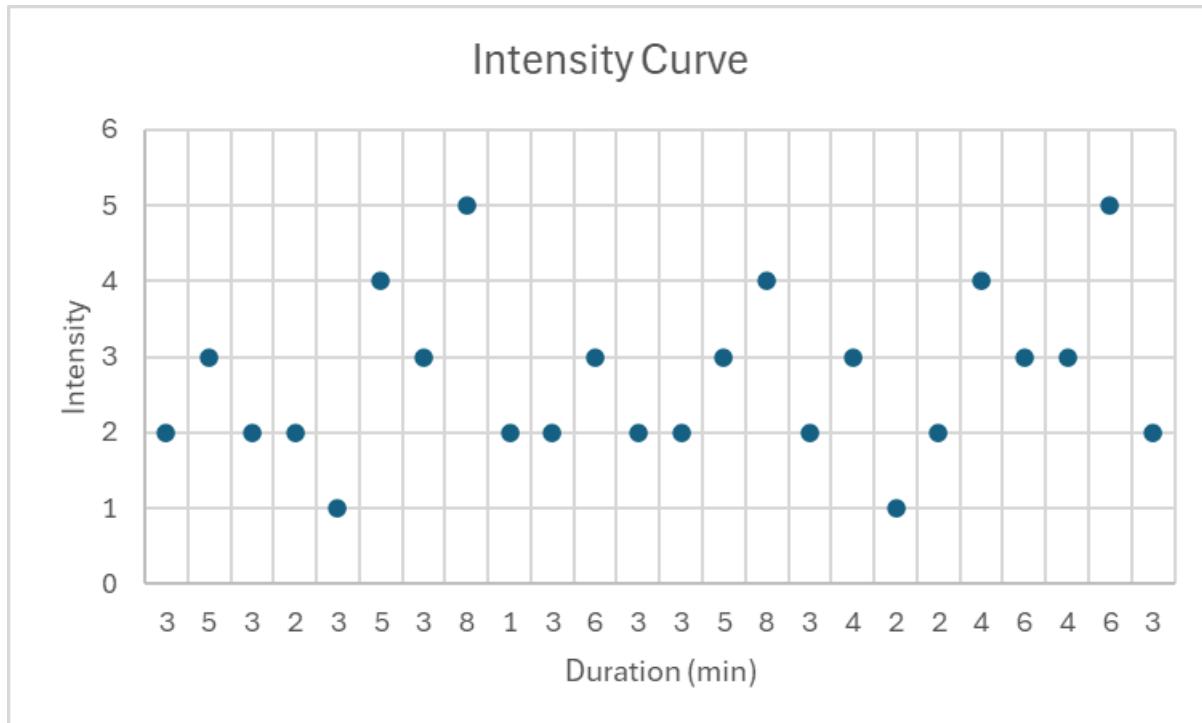
Sub-objectives:

- Get out of the forest
- Get to the tower

Key Interaction Events



Intensity Curve



Experience Draft

No	Name	Details	Duration	Intensity
1	Introduction	<p>You awaken within a misty forest, disoriented. Strange, spirit-like figures resembling you wander nearby.</p> <p>You find a damaged diary dropped by one of the spirits.</p> <p>The diary seemed to contain information of some sort but you are unable to understand the usage of this unfamiliar yet familiar information.</p> <p>The first drawing showcases a black 'X' over red eyes.</p>	3 mins	2
2	Edge Forest (Maze)	<p>The spirits seem to be beckoning you to follow them.</p> <p>They lead you towards what seems to be a shack.</p> <p>You notice some minor differences between the spirits, one with a different draped over dress, while the other has bright red eyes.</p> <p>(Spirits will continuously appear to guide you towards the correct direction in case you take a wrong turn.)</p>	5 mins	3
3	Hidden Shack	<p>One of the spirits (spirit with a draped over dress) seems to be going off trail from the others.</p> <p>Looks like some form of hideout. Unknown remnants of someone's belongings litter the place.</p> <p>[OPTIONAL]</p>	3 mins	2
4	Unknown Shack	<p>Along the way there seems to be an unknown shack.</p> <p>A spirit within the shack looks at you as it says, "You've been here before...", before fading away as if running from you.</p>	2 mins	2
5	Bridge	The leading spirit hands you a torn out piece of paper, waving goodbye as it disappears,	3 mins	1

		<p>as if done its duty.</p> <p>The torn paper showcases a drawing of someone giving another person a glowing blue flower.</p> <p>You realise that it belongs to the damaged diary that you picked up earlier on. Ahead of you is a bridge that leads to a forest, you advance.</p>		
6	Memory Loop Garden (Magical Maze)	<p>The forest opens to a garden filled with flowers, some flowers would glow when you stand nearby.</p> <p>You go towards the path led by the glowing flowers.</p> <p>(Should the protagonist go towards a path that has no glowing flowers, the protagonist will return to the start of the Memory Loop Garden)</p>	5 mins	4
7	Outdoor Hangout Area	<p>You look towards and notice a different coloured (Yellow) flower glowing, and go towards that path.</p> <p>There is an outdoor picnic area that seems to be left unattended and a piece of paper that seemed to belong to the damaged diary lay inside the picnic basket.</p> <p>Seems to be a picture of two people sitting at this exact spot, however their faces are not clear to make out who they are.</p> <p>[OPTIONAL]</p>	3 mins	3
[END OF PHASE 1]				
8	Forgotten Residence	<p>A cottage tucked within the forest that still seemed to be in good condition albeit the eerie silence.</p> <p>You approach the door and knock and the door opens, but there is no trace of someone opening the door.</p> <p>(Should the protagonist go towards the cobbled path up the hill, the protagonist is unable to pass through due to a bunch of trees and vines blocking the path.)</p> <p>As you step in, the door behind you slams</p>	8 mins	5

		<p>shut as a sudden alarm starts blaring surprising you. A robotic voice sounds of an ancient security protocol that you have to resolve in order to get out.</p> <p>The trees within the common space look to have a small slot within the trunks as if something belongs within that space.</p> <p>Multiple pictures litter the walls, with what seems to be a mage and a forest spirit posing for the picture.</p> <p>You notice there is a piece of a torn paper resting along what seems to be a coffee table and pick it up.</p> <p>The torn paper showcases a riddle stating, “...true order of nature — Fire dances, Earth grounds, Wind listens, Water ends...” with the words Fire, Earth, Wind and Water coloured red, green, white and blue respectively.</p> <p>There are coloured books around the house, however there are only 1 of the colours red, green, white and blue.</p> <p>You insert the books in the order of red, green, white and blue into the trees based on the trees’ position from the entrance to the back door.</p> <p>The ancient security protocol will deactivate and you proceed to exit from the back door.</p>		
9	Spirit Hollow	You exit from the back door to be greeted by lush greenery, brighter and more vibrant than compared to the other end of the residence.	1 min	2
10	Spirit Hollow: Ruler of the Forest	<p>As if expecting your arrival, two forest spirits come and bring you towards a building with a huge tree in the middle, where you are greeted by a voice sounding from the tree.</p> <p>Introducing itself as the Ruler of the Forest Spirits, it mentions about expecting your arrival, informing you of the answer you need to advance forward towards the tower residing within the Hollow's library.</p>	3 mins	2
11	Spirit Hollow: Library	You notice the library as soon as you see the large sign writing “Library” and enter the library.	6 mins	3

		<p>The damaged diary seems to be reacting to the surrounding books as if to show that something related to it exists within the space.</p> <p>As you approach the back of the library, the symbol on the damaged diary glows.</p> <p>Scanning through the books on the shelf, you notice one of the books has the exact same symbol on its spine, with no title.</p> <p>The book mentions the requirements of unblocking the path that goes towards the tower.</p> <ul style="list-style-type: none"> - ■■■■'s Damaged Diary - Xavi's Fruit Potion 		
12	Spirit Hollow: Library	<p>You notice a spirit that looks a lot like the ones that guided your path in the Edge Forest.</p> <p>As you approach the spirit, it fades as if it were never there.</p> <p>You notice a piece of paper sticking out under the table and grab it.</p> <p>It seemed to be a picture of the Forgotten Residence with a 4 number code written on it stating, "0801".</p> <p>[OPTIONAL]</p>	3 mins	2
13	Spirit Hollow: Ruler of the Forest	<p>You return to the Ruler of the Forest to show your findings and seek assistance, to which one of the forest spirits hands you a bottle of unknown substance.</p> <p>The Ruler of the Forest sends you on your way as it bids you farewell and for the best on the remainder of your journey.</p> <p>"You will get the answers you seek, it was nice to see you again, Rosa."</p>	3 mins	2
14	Forgotten Residence: 2nd Floor	<p>Using the code provided from the paper within the library, you key in the passcode to access the second floor of the Forgotten Residence.</p> <p>Looking at the surroundings, you notice what seems to be a magical device that plays</p>	5 mins	3

		<p>recorded videos.</p> <p>You turn it on and watch a short video compilation of what seems to be adventures of what used to be.</p> <p>[OPTIONAL]</p>		
15	Echoing Fields	<p>As you walk up past the originally blocked path, you notice a large field with a large tree in the middle, surrounded by what seems to be floating gems.</p> <p>As you examine the gem nearby, you notice that the colour of the gems do not seem to be as shiny compared to the ones available within Spirit Hollow.</p> <p>You attempt to move the gems around by placing them on the pedestals available.</p> <p>Noticing the flowers on the bushes directly behind the respective pedestals, showcasing red, white, blue, green and what seems to be a dead bush.</p> <p>You move the coloured gems according to the places of where the coloured flowers are to match the same colours within the same area.</p> <p>As you finish the puzzle, you hear rustling of the trees as you turn around to witness a path opening up that leads to the tower.</p> <p>You advance on, towards the tower.</p>	8 mins	4
16	Echoing Fields: Hidden Structure	<p>You notice a hidden pathway that leads to a hidden structure behind the trees.</p> <p>It seemed like someone spent their past time here.</p> <p>[OPTIONAL]</p>	3 mins	2
[END OF PHASE 2]				
17	Tower Entrance	<p>As you approach the tower, you reach the massive gate.</p> <p>Your damaged diary glows as you go closer towards it.</p> <p>The diary leaves your hands as it shines and</p>	4 mins	3

		<p>the massive gates open up slowly, with the diary returning back into your hands.</p> <p>“Ascend”</p> <p>You enter the tower.</p>		
18	Tower: Base Floor	<p>You notice a pattern in the placement of the equipment lining up against the wall.</p> <p>However, the shield at the further back of the pattern seems to be different compared to the rest. You recall that it was last misplaced by you in the past.</p> <p>[OPTIONAL]</p>	2 mins	1
19	Tower: Base Floor	<p>The tower’s base floor was littered with boxes and equipment. Unknown of the reason why there were so many of them around.</p> <p>You attempted to access what seemed to be the elevator, but it was unable to work.</p> <p>You advance to the stairs and climb up to the next floor.</p>	2 mins	2
20	Tower: 2nd Floor	<p>You meet a kind caretaker who claims to tend to the tower.</p> <p>He gently warns you, “The top is not what you think it is.” as he invites you to leave the tower.</p> <p>However he realises that you are not a random visitor of the tower seeking for riches, but the former comrade of his.</p> <p>“You weren’t supposed to remember. You weren’t supposed to come here!”</p> <p>You insist on getting a reason for his betrayal but to no avail. “Only if you are worthy of it.” he says before activating the elevator and going upwards.</p> <p>You attempt to use the elevator but it seems to still not work, perhaps only for those who are able to use pure magic.</p> <p>You advance to the stairs and climb up to the next floor.</p>	4 mins	4

21	Tower: 3rd Floor	<p>As you enter the level, the floors had multiple tiles laid out, which seem to be directional flooring on an ice floor.</p> <p>There was a machine laid beside the elevator that seemed to control the directions of where the arrows were facing.</p> <p>Proceeding to step on one would make you move into the direction of where the arrow is facing.</p> <p>You attempt to get towards the other side of the room by going through the arrow puzzle.</p> <p>Once you succeed, you advance to the stairs and climb up to the next floor.</p>	6 mins	3
22	Tower: Final Chamber	<p>“I guess you really are stubborn afterall.”</p> <p>The “caretaker” attempts to fight you off, only to give up eventually and spill the truth about the tower’s secrets. “I thought I could protect you... by making you forget.”</p> <p>He reveals the truth: the tower isn’t salvation, it’s a lock, a dam, a prison. Its true purpose is Ultimate Extinction — not just of a people, but of memory, of will, of the human essence itself.</p> <p>The “caretaker” was attempting to hold off the tower’s powers by suppressing its powers within himself.</p> <p>Knowing how determined you were to get to the top and fulfil your original objective, granting your entire race an ultimate reward, he was worried of the consequences that might happen if you never stop climbing.</p>	6 mins	5
23	Tower: Altar	<p>However, that was the least of your concerns as you were already ready to sacrifice yourself for your kind.</p> <p>You step forward towards the altar and reach towards the core as the “caretaker” attempts to stop you from doing so.</p> <p>Light explodes outward and during that moment, you see the entirety of the world as a whole.</p>	3 mins	2

[END OF FINAL PHASE]

Distribution of Resources

Resource Type: Memory Fragments

No.	Location	Action	Memory Fragments
1	Edge Forest	Waking up in the middle of no where	50,000
2		Finding the Hidden Shack	50,000
3		Finding the Unknown Shack	100,000
4	Memory Loop Garden	Finding the Outdoor Area	100,000
5		Completing the Memory Loop Garden	100,000
6	Forgotten Residence	Looking at the photos within the residence	50,000
7		Deactivating the ancient security protocol	200,000
8		Watching the video left by the magical video recorder on the 2nd Floor	100,000
9	Spirit Hollow	Talking to the Ruler of the Forest	50,000
10		Finding the required document to advance to the next area in the library	100,000
11		Finding the password to the 2nd Floor of the Forgotten Residence	50,000
12	Echoing Fields	Solving the coloured gem puzzle	100,000
13		Finding the hidden structure	100,000
14	Tower: 2nd Floor	Meeting the "Caretaker"	100,000
15	Tower: 3rd Floor	Solving the puzzle on the 3rd floor	100,000
16	Tower: Final Chamber	Reaching the final altar and confronting your former comrade	300,000
17	All over the map	For every memory fragment piece collected within the game [OPTIONAL]	10,000 x 20
Total number of Memory Fragments (Without OPTIONAL):			1,200,000
Total number of Memory Fragments (With OPTIONAL):			1,670,000