**ACT 1 Scene 1**

Introduction FMV

----Domon-----

Main Character – Seren Clef (Captain of the Royal Knights of the Dark Talisman)

NPC Knights of the Royal Talisman

Emperor Blade – NPC

Low-rank Messenger

Location – Throne (War) Room of the Lord of Swords, Emperor Blade

Blade – animation (waving his hand)

Emperor Blade’s personal guard, the Ninja Guard

Continent of Domon (Overworld)

Town of Levix (location)

Levix Demon Door

Weapon – Vyral

Armor – Vale

Seren’s room in the castle

FMV – Vale symbiot armor attaching to Seren

Domon City (industrial revolution style theme)

(cars traveling along cobblestone streets)

Fruit and Fish Vendors

Domon City Square

Smoky bar in Domon City Square

Ariel – high priestess of Damon:

She was a beautiful brunette. Her eyes were an emerald green; her hair was long and danced about in the breeze; and each movement she made was mystical and full of grace. As she entered the bar the smoke divided, parting for her path.

Ariel wore the royal robes of the Damonian Priesthood. They were long silver robes, bejeweled with a crown made of cloth inset with a single, fiery sapphire.

The sleeves of her robes were sewn with diamond dust and gold lace. Her priestly stave was bound to her back by golden ceremonial ropes. Her jeweled eyes turned to Seren and began to speak.

Domon City Bartender (NPC)

Domon City-goer (NPC)

Ruby (classy hotel/skyscraper)

Bar in the Ruby Hotel

Domon City-shopkeep (NPC)

Southern Domon Continent (Location – overworld)

Western Mountains and Levix (Locations)

-----Levix----

Rats

Dead, rotting Domonian Guard

Zombie Villagers of Levix

Levix Ouputpost (Town)

Levix Mines (in the mountain)

Demonic Bridge through the demon door (inside the mines)

Bubbling Lava

Lava-rock paths and bridges

Lesser Demons, Fire Elementals, Greater Demons

Demon posing as a false statue

FMV Ariel sealing away the demon, demon world receding

Crystal Armor remains of Ariel

**ACT 2**

Damon

Character High Priestess Lerai

Damon Castle

Yggdrassil Tree and shrine

Damon Warrior (Deonis)

Damon Sword Mage

Damon Cleric

-----Pool of Living Waters and Shrine\_------

Damon Soldiers

Bedroom (cut from stone and marble)

Faery (Shiver)

--DAMON TOWER CONSTRUCTION---

Mining Priests

Priest after priest, collars torn and rugged, spotted with earth and mud, marched one after the other, chanting, singing, as they entered the depths of the mines in eastern Damon where the tower was being constructed. The kingdom of Damon was building a tower, but not just any tower, a Tower to Heaven, so that they might live in the stars.

Tower to Heaven construction site

The first section of the tower had almost reached completion, although portions of the outside were still exposed. At the center point of the tower a golden pillar surrounded by a wiry silver metal coil stretched upwards from the base of the tower, through the unfinished exterior, into the clouds.

Shipping Port at the Tower Construction Site

Construction Workers

Indigo River (runs from the village seal along the coastline into the mainland and glaw)

Smoldering Crypt of Seal

Possessed Construction Worker (Demon that destroyed the village Seal)

The worker’s bones in his forehead began to protrude forward until they made the shape of a T. His hair grew wild and unwieldy, colored in scarlet and obsidians. More bones protruded around his body, exoskeletons growing around his arms and chest and legs like armor. Finally, from his back grew two enormous bat wings. He flickered a snake like tongue, tasting the ash and blood in the air. The worker had clearly taken his natural form, that of a demon.

Baal-R**é**l: “I am Baal-R**é**l, Lord of the Damon Demon Door.”

Poisoned Scimitar (weapon)

Deonis (playable character – defected knight of the holy republic of Damon)

Deonis – blue light spell

Demon Door – Marshland Ruins to the north of Seal

-----Act Scene V Marshland Ruins-----

Marshland Ruins Description:

As for the marshland itself, ruins were abounding. Granite monoliths and tombstones were scattered everywhere, carved with runes of a lost, unspeakable language. Deonis and Seren treaded slowly through marsh, wading through its thigh-high waters, through leeches and other unpleasant fauna. Deonis had lent Seren a pair of watertight boots, which they used along with long lasting torches to keep the evil natives of the swamp at bay.

This place was a place of undead, the long undead, and stronger than those in Levix. Horrid banshees and lichs populated the marshland, the most powerful of the undead. Occasionally a banshee would brush by, whispering into Seren’s ear in the voice of Ariel. Seren and Deonis were soon in hand-to-hand combat against the undead of the marsh and were drained of energy with each step. Eventually they made it to the biggest monolith in the ruins. It was covered in moss, cloaking the arcane writing all around.

Item;: Watertight Bookts

Enemies:

Undead – zombies, banshees, lichs, skeletons

In-game scripted action:

Deonis placed his hand upon the cold, damp surface of the monolith. The stone face melted away, revealing a gaping opening in disguise. Beyond the mouth seemed to be a chasm of never ending darkness. Deonis threw his torch down to measure the distance, and judging it safe, the two of them entered the cavern.

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As they walked through the stone tunnel they felt the air around them changing.

Deonis: “Something is wrong…”

Seren: “We are changing planes of reality. It means we are getting closer to the demon door.”

Suddenly they found themselves in a high-pitched cavern walking along a rocky bridge in its center. Seren tugged at Deonis and whispered to keep moving.

Horned demon-like creatures

Mutants

In-game script:

they found another monolith. This monolith was made of obsidian however, not granite, but made with the same markings. Deonis tried placing his hand upon the pillar but to no effect. He then tried touching the Bimia shard he had kept in his pocket and touching the pillar with his other. With luck, the obsidian pillar began to glow and gateway with a trail of energy running through it appeared upon it. Deonis and Seren entered to find themselves in a small laboratory that was built upon the flat surface of an asteroid, out in the middle of the place that is not a place, where Deonis had been before.

Baal-Rel’s laboratory

Baal-Rel

And, inside the laboratory, seated in front of a computer, sat Baal-Rél wearing human glasses with his black and scarlet hair parted and a pencil in his hand. He turned to Seren and Deonis.

The Village of Seal Restored to its Former Self

The marketplace of Seal Village was bustling with people, crowds streaming from vendor to vendor, all of the villagers going about their lives as if nothing had ever happened. They had no idea that if it weren’t for the efforts of Seren and Deonis, they would be lifeless ash blowing through the wind.

Ferry to Glaw from Seal

Ferryman

Scripted Event:

As the ferry halted, the sky opened up before them. A brilliant beam of light shown down on the boat from the sky above them. Deonis had been kneeling in prayer and as the light spread out over the surface of the ferry he stood and ran to summon Seren. When Seren had arrived, a voice spoke to them from above.

Voice: “The path that you, Seren Cleft, and you Deonis Troy, take is one that pleases me. Since the demon at Levix took one of your people, I will give you one of my people as reconciliation.”

From within the brilliant light emerged a winged being, eyes like diamonds, and wings like those of a white dove. The angel descended and the sky closed up.

Amon

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Scripted Event Along Ferry with Amon

Late, one night, Amon stood, glowing at the stern of the boat. Deonis was fast asleep and Seren came out of the lower deck and stood beside Amon. The two of them both looked down at the rushing waters.

Amon: “How can I help you, Seren?”

Seren: “My people. They don’t believe in any sort of higher being. Not a ‘Master’ like the people of Damon worship, or a ‘Lord’ like the ancients were said to have worshipped. They have no one to turn to when they feel hopeless.”

Amon: “Seren, look down into the water. Do you see anything?”

Seren: “No.”

Amon: “Now close your eyes.”

Seren closed his eyes tightly.

Amon: “Now open them.”

Seren opened his eyes.

Amon: “Now, with your eyes closed as before, reach down into the water. There is a great and powerful sword down there. Do you believe me?”

Seren: “Yes, sort of. But I see nothing.”

Seren closed his eyes and reached into the rushing waters. Out of the quickening waters of the Indigo River he withdrew a powerful sword. He opened his eyes to gaze upon it.

Seren: “Was that some sort of trick?”

Amon: “No. It was there the entire time. Sometimes believing must be more than seeing.”

Seren: “I understand.”

Amon: “That is what your people require. Faith.”

Seren nodded.

Amon: “Give the sword to Deonis. Tell him its name: Vorpal.”

Seren: “Thank you.”

Amon: “Do not thank me, thank God.”

Seren nodded again and carried the sword along with him into the cabin and to the lower deck.

Vorpal Sword

Scripted Event – Entering the fabric tear along the river

While keeping watch, Amon noticed something peculiar in the distance. The amount of time that had passed for the distance they had traveled along the river seemed to be growing more and more some, yet the current of the river had not changed. In fact, it was growing at an extraordinary rate and soon they would be essentially as still. Alarmed, he awoke Deonis.

Emerging from the lower deck, Deonis clambered out onto the uppermost deck of ferry and looked on horrified to the distance, where he saw massive black emptiness, a tear in space and time, extending all around and slowly enveloping the ship.

Deonis: “Amon! It is an unworldly portal and it seeks to ensnare us in its grasp. We must flee!”

Amon: “It is too late. There is no escape from its pull.”

Amon ran to the lower deck to awake Seren.

Amon: “Seren! Wake!”

Deonis: “Full power to reverse! Direct all power to the retro propellers!”

Deonis yelled to the crew but to no avail.

Seren still drowsy stumbled onto the deck.

Seren: “What IS that?”

Amon: “No time to explain. Everyone join hands and hold on together. We do not want to become separated.”

Amon, Deonis, and Seren took a triangular formation, hands clasped tight, as the ferry slipped into the endless shadows of the tear.

**END ACT II**

Wormhole and the Time-Space Ruins

Floating Continent

High above the oceans and continents of Terra, a mass of earth, stone, and metal drifted amongst the clouds. It sailed to the left, to the right, upwards and downwards, maintain its subtle balance directly over the oceans east of Domon, adjusting as the world below turned along its axis. It is the floating continent that has existed over Terra for eons and will exist for eons to come. In the future it shall be a place of refuge and safe haven for a rebellion, in the past as a place of learning and study, keepers of the knowledge of magic, science, and religion. In this age it is called by its people the Kingdom of Strattas, to those on the surface of Terra it is simply called, “The Summer Land”, for it spends no winters and is forever bathed in the light of the sun.

(in the near future)

“The Order”

The Order Member

The Order Soldier

High atop Strattas, a soldier clad in a white uniform that clung closely to his figure, with light pistol on a holster around his waist, approaches another like-clothed gentlemen.

Silus

Sylvanias

Edge of the continent and the temporal triangle

Scripted Action: Sylvanias diving through the temporal triangle

Aleph Device

Sylvanias rushing through the wormhole outside of space-time

Sylvanias at the crystal junction in outside space time

Outside space time

**ACT III – Scene II Oaken Key of the Yggdrasil**

Demon Door Locations:

(doors open)

Dwarves Mines of Rochshire

Island of Mysitcs

Doom Island

Glaw City

Mt. Destiny

Sunken City of Diligence

Sand City Navidia

(Hidden door)

Summerland (Thirteenth Door – Beelz’bub’s dooryway)

(closed)

Levix

Marshland Ruins

Mines of Zig

Base of the Holy Yggdrasil Tree

Domon City

Domon Shipyard - Locations

Island of Freya – southwest continent

Playable character –Theron, captain of the ninja guard

Domonian Ninja Guard

Machine in the sky – Machina

Zahari and their motherships

Domon Black Dragons and their riders

Domon Airships

Damon Sword Mages

Damon Warrior Priests

Damon Holy Knights

Damon Falcons and Falcon Riders

Damon Auto-Mail “Gears”

King of Strattas

South east continent – desert and sand city Navidia ruins.

Ariel’s necklace

Location – Freya, inner clearing of the Lifa Tree

Forest Elves of Freya

Light Elf Sanka

Elderly Wood Elf Sage

Baby Sinko Light Elf

High Elf of the Forest Elves

FMV Glimpse of Domon and Terra in the beginning of Fantasy Saga M

Floating Continent Technology: Gravity Door (instant transportation through space)

Kalir – General of the troops of the summerland

To the kings right side stood a heavily armored man with long, dark hair and almond eyes. His skin was a rich tan and his muscles rippled beneath his armor along his lengthy frame. The armored man’s name was Kalir.

Mt. Destiny Description:

Seren stumbled and was near exhaustion climbing up through the gravel and stone, wading through the mists and smoke of Mt. Destiny. The steep paths ascending the mountain were made of grey gravel and polished carved granite, littered with runes carved eons ago.

FMV:

Seren kills Theron on Mt. Destiny with a stab

Rockface/Demon Door animated being

With a wave of the keying, the carving took to life and the face of an ancient one, guardian of the gateway, bound to stone grew from its home in the mountain wall, taking shape and greeting Seren.

Demon Realm through Demon Door at Mt. Destiny

Baal Rel’s lab

**ACT IV**

The Navine – race of beings

A man in a flowing silver robe matching his flowing silver hair entered the king’s hall.

D-Type Machine

Lohar – of the Navine tribe

Tower in Damon to the heavens fully constructed

A glimpse of the world of ruin created by Sandre, with the yellow noxious skies

Animation: D-Types activation and usage