

Prologue: The Rift

- A cosmic Rift fractures reality.
- Historical figures and gods are pulled into parallel battlefields.
- Purpose unknown, but three relics must be united.
- Whispers of an ancient power — feared even by gods.

Phase I: Ireland – The Book of Kells

- Relic: Book of Kells (divine knowledge, illumination, secret power).
- Summoned Figures:
 - Celtic: Cu Chulainn, Queen Medb, Morrígan.
 - Outsiders: Spartan hoplites, Mayan jaguar warriors, Roman centurions.
- Themes:
 - Knowledge, vision, spiritual authority.
 - The Book whispers in an unknown language.
- Foreshadowing: Relic hints it seeks unity, not possession.

Phase II: Scotland – The Claymore of Kings

- Relic: Claymore of Kings (strength, sovereignty, ancestral memory).
- Summoned Figures:
 - Scottish: William Wallace, Highland chieftains.
 - Others: Norse raiders, Roman legions, Egyptian pharaohs.
- Themes:
 - Strength, rulership, burden of power.

- Visions of dead kings haunt the wielder.
- Foreshadowing: Visions reveal a third relic to the north.

Phase III: Iceland – The Runestone of Odin

- Relic: Runestone of Odin (fate, chaos, prophecy).
- Summoned Figures:
 - Norse: Odin, Thor, Loki.
 - Others: Samurai warlord, medieval knight, foreign champions.
- Themes:
 - Destiny, chaos, unstable power.
 - The Runestone “screams” when held.
- Foreshadowing: The relics are drawn together unnaturally.

Endgame: The Union

- Event: All three relics brought together.
- Result:
 - Fusion into an unknown entity (shifting light/shadow).
 - Gods recoil in fear.
 - Rift expands violently.
- Implication: Power is beyond comprehension. Victory brings no certainty.

Epilogue / Future Hooks

- Rift continues to expand.
- Other worlds glimpsed:
 - Egypt (Ankh of Ra).

- Japan (Mirror of Amaterasu).
- Mesoamerica (Sun Stone).
- Mystery remains: who created the Rift, and what has been awakened?

Core System Overview

- Three Maps Active: Ireland, Scotland, Iceland.
- Player Movement:
 - Players may start on any map.
 - Once a player leaves a map, they cannot return.
 - This applies whether leaving by choice (map-swap) or by elimination/respawn.
 - Each player's journey through the maps is one-way — choices are permanent.
- Relic Capture:
 - Each relic (Book of Kells, Claymore of Kings, Runestone of Odin) exists in every map, but in a different hidden location.
 - Relics must be located and returned to base to secure them.
 - Secured relics are locked in permanently for that team.
- Victory Condition:
 - Match ends when all three relics are captured or when time expires.
 - Team with majority control (2 of 3 relics) wins.

Phase I: Ireland – The Book of Kells

- Relic: Book of Kells
 - Symbol of divine illumination and Celtic artistry.
 - Glows with shifting designs when approached.
 - Lore hints it “seeks unity, not possession.”
- Map Hazards:
 - Rolling fog reduces visibility, favoring close-range combat.

- Ritual bonfires obscure vision and create dangerous zones.
- Gameplay Impact:
 - Good for stealth and ambush plays.
 - Players must decide:
 - Stay and defend Ireland's relic at all costs.
 - Leave early to secure another map — but lose the ability to ever return.

Phase II: Scotland – The Claymore of Kings

- Relic: Claymore of Kings
 - Embodiment of sovereignty and warrior strength.
 - Carriers feel empowered but haunted by visions of past kings.
- Map Hazards:
 - Highland storms reduce weapon accuracy and slow mobility.
 - Narrow bridges and cliffs create high-risk choke points.
- Gameplay Impact:
 - Relic carriers gain a temporary melee/close-range boost.
 - Scotland often becomes a contested mid-match pivot.
 - Teams must balance aggression vs. defense — leaving too soon cedes the Claymore permanently.

Phase III: Iceland – The Runestone of Odin

- Relic: Runestone of Odin
 - Carved with runes of fate and chaos.
 - Emits unstable energy, “screaming” when carried.
- Map Hazards:
 - Volcanic eruptions alter terrain mid-match.
 - Collapsing ice floes create temporary but dangerous routes.
- Gameplay Impact:
 - Relic grants chaotic buffs/debuffs to the carrier (“fate mechanic”).
 - Iceland tends to be the final showdown map, since many players save swaps for late entry.
 - Risk/reward: saving swaps = more endgame power, but less presence earlier.

Endgame: Relic Union

- Event: When one team controls all three relics, they begin to resonate.
- Result:
 - Fusion into an unknown entity (shifting light and shadow).
 - Gods recoil; Rift expands violently.
- Gameplay:
 - Match ends with secured relic counts.
 - Cinematic payoff differs by faction, but all end with the same mystery: *What have we unleashed?*

Strategic Depth Summary

- One-Way Travel: Every player's map path matters — no returns.
- Hazards Add Variety: Each map forces different playstyles (stealth in Ireland, power plays in Scotland, chaos in Iceland).
- Relic Race: Relics exist everywhere, so winning means both hunting them and committing resources to the right maps.
- Unpredictable Outcomes: Teams can dominate by:
 - Rushing all three maps early.
 - Stacking one map for guaranteed control.
 - Saving players for a decisive late-game Iceland push.

With everything here, this should be a good enough outline to start a project. Everything here is kept as historically accurate as possible, with details like the Book of Kells and the King's Claymore being based on actual historical details. The only concern is the Runestone of Odin, as that one is a stretch to the Nordic mythology and not something that was proved through history. The characters are all pulled from history or their own respective mythologies to keep this idea of history colliding within the game. The details of the mechanics are portrayed well, but I understand they are a little confusing and will happily go deeper into detail if needed.