

Aberulis Jendo

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Version 1.1

Table of Contents

1. Game Overview.....	3
1.1 Concept Statement.....	3
1.2 Game Philosophy.....	3
1.3 Target Audience.....	3
2. Setting and Style.....	4
2.1 The World: Ahgaeya.....	4
2.1.1 “World Map”.....	4
2.2 Location Overview.....	5
2.3 Locations In Depth.....	6
3. Game Characters.....	7
3.1 Races.....	7
3.2 Brief Character Overview.....	9
3.3 Characters In Depth.....	11
4. Plot.....	15
4.1 Plot Step Plan.....	15
4.2 Plot Treatment.....	19
4.3 Plot Pathways.....	21
5. Gameplay.....	22
5.1 Character Classes.....	22
5.1.1 Class Overview.....	22
5.1.2 Class Structure.....	23
5.2 Skills.....	23
6. Script.....	24
7. Appendix.....	30

Design History

Version 1 - 9/22/04

Content and structure finalized.

Version 1.1 - 12/26/06

Sentence structure, jargon, and file compression updated.

1. Game Overview

1.1 Concept Statement:

The game is an immersive story driven action RPG adventure where the player will set out to save the world. Challenging, yet intuitive and natural puzzles which are deeply integrated into the game world will delve the player into the planets lost ancient history, bringing them ever closer to discovering the forces that drive it. Action will abound through a sleek and smooth combat system based on an intuitive learning curve which will bring the player into its complex folds. The player will work with and against unique cast of characters. Relations will be developed and the truths will be revealed as the player is moved by surprising twists and turns in the plot. The story will grow from a simple “save the world” plot to one which questions the meaning of reality itself.

1.2 Game Philosophy:

This is an RPG that seeks to envelope the player in an intriguing storyline. It will go beyond being just a regular adventure story as it delves deeply into the characters and their philosophies on life. It will give players more control than ever before throughout the game, rarely taking them out of the action with long, non-interactive cut scenes, but instead telling the story in cinematic real-time.

1.3 Target Audience:

This game will be directed towards both males and females ages 12 – 34 that enjoy playing video games. It will appeal to a wide spectrum of gamers, especially RPG and action/adventure gamers. It will also appeal to those whose other interests may be epic fantasy literature and engrossing cinematics. Those interested in philosophy will also be drawn into the game for its mind bending theories.

Games whose successes support this format are the Legend of Zelda, the Dynasty Warrior, Final Fantasy, and Metal Gear Solid. Games that have failed include Beyond Good and Evil, which suffered due to a poor release frame and short gameplay with low replayability, pitfalls which this game’s design will naturally eliminate.

The estimated play time to completion will range between 20 to 40 hours. This will be short enough to be completed and enjoyed by the casual player, which will feed into word of mouth advertising, thus promoting sales long after release. The content will still be extensive and deep enough to satisfy the more hardcore and completionist gamer.

2. Setting and Style:

2.1 The World: Ahgaeya

The game begins in the central **Dranespwhay Plains**, and revolves around the humans that live there.

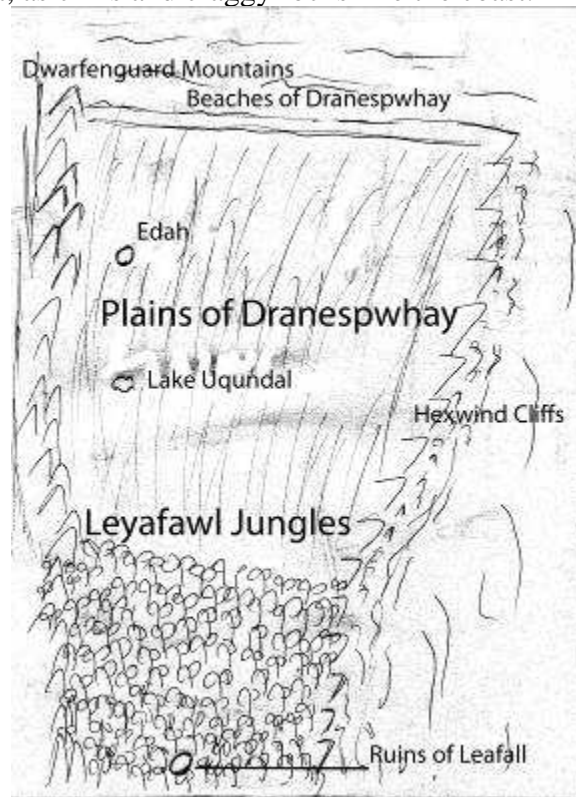
To the far south of the plains are the **Leyafawl Jungles**, to the west are the **Dwarfenguard Mountains**, to the north are the **Dranespwhay Beaches**, and to the east are the sheer **Hexwind Cliffs**, which drop down into rocky outcroppings that jut out from the ocean.

No one has ever survived the trek through the jungle, what lies south of it is unknown.

Past the north beaches a land from which none return is rumored to exist.

The inner range of the western mountains are far too sheer to be passable.

The ocean off the eastern shore has never been embarked upon from the shoreline. A wind blows inland, turning back all sailboats, the waters are violent, and accessibility is nearly nonexistent, as cliffs and craggy rocks line the coast.



2.1.1

Extending underneath the lower portion of the plains and mountains, a complex system of caves or tunnels has been carved out through the earth. Supposedly, they all ultimately lead to the great underground dwarf city, but none have been able to find their way through the maze of passages.

2.2 Location Overview:

Underlined locations discussed in further detail on pg. 6 section 2.3

The Great Shining City, The Last Bastion of Humanity, Edah (Orientation Point) – Located in the mid East region of the Dranesphwy Plains, an immense city where the Humans live

The Ruins of Leafall (Far South) – Located at the heart of the Leyafawl jungles, once the capitol city of the Elves

The Sprawling Underground Tectonicono, City of the Dwarves (Far South) – Far below the ruins of Leafall, where the Dwarves live

Plains of Dranespwhay – The large plains region where humanity strives to live

The Dark Jungles, Jungles of Ruin, Leyafawl Jungles (Far South) – The southern jungles, where the Elves once lived in peace, now overrun by Necrahdi

Crystal Lake, Lake Uqundal (South) – A mysterious lake located neigh halfway between Edah and the Leyafawl jungles

The Gray Mountains, Dwarfeguard Mountains (West) – Forming the western border of the plains, the inner mountains of the range are impassible

Tunnels of Insanity, The Winding Tunnels – This extensive tunnel system extends from Tectonicono all the way to the southern parts of Dranespwhay Plains and into the Dwarfeguard Mountains

Shores of No Return, Beach of Dranespwhay (North) – The northern shores off of Dranespwhay, calm white sand beaches

Dropoff Cliffs, Hexwind Cliffs (East) – The eastern shores of Dranespwhay, the turbulent waters have carved out sheer cliffs and jagged rocks

Strata, Realm of the Wind God – High in the sky where the air is thin, no mortal eye has ever seen the wispy landscape of where the elemental god of Wind lives

Rhea, Realm of the Earth God – At the core of the planet, protected by a layer of living earth, where the elemental god of Earth lives

Unquinde, Realm of the Water God – Connected in some way to all bodies of water, this subterranean water world is where the elemental god of Water lives

Torrent, Realm of the Fire God – Deep in the inner range of the Dwarfeguard Mountains lays a volcanic mountain, where the elemental god of Fire lives

2.3 Locations In Depth:

Leyafawl Jungles –

These jungles are very ancient, but due to the cataclysmic ancient war much of it was destroyed. Amazingly, the area surrounding the ruins of Leafall was not significantly disturbed. Most of the jungle is dense with sub-climax vegetation. The area around Leafall is covered by climax vegetation. The trees are gigantic and tower many hundred stories high. Their canopies are expansive and let in very little light, though they are very easy to trim, cut through, and generally manipulate. The trees grow very slowly.

These trees also display a very unique characteristic which became an important part of the elven culture. On a certain night, once a year, most trees in the area shed their bark. Their bark is so rigid that when it is shed off it creates a loud snapping noise that can be heard throughout the city. On this night the elves organize a grand festival. This was begun due to the fact that the elves couldn't get much sleep through the night with the constant snapping of the trees. It then became tradition that whenever a loud snap was heard everyone would take a swig of their drink.

As the bark of the trees fell to the ground, the huge planks were retrieved to fuel the great bonfires set up. Unbeknownst to the elves, though, the bark has certain psychedelic effects, and by burning huge piles of it, along with the constant drinking, a very festive atmosphere soon developed.

In the younger part of the jungles there exists a poisonous plant with unique leaves. When touched, the leaves react to the oils in the skin and "melt", thus coating the creature disturbing it. The melted leaves are very irritating and can be deadly if ingested or brought into the eye.

Dranespwhay Plains –

The plains are very large and mostly covered by tall grass. It used to have several herds of horses, but after the arrival of the Necrahdi the only horses that survived were those protected and bred by the humans. Most of the plains are not completely flat, but have slight, rolling hills. Recently, sometime after Andres's completion of his unification campaign, a lake mysteriously appeared in the southern midsection.

There is a certain area in the plains near the intersection of the jungles and mountains where huge ant mounds disturb the ground. There is also a spore puff plant which grows in the area. The two live in a symbiotic relationship, with the ants harvesting the puffer spores to create food sources.

3. Game Characters:

3.1 Races:

Humans –

Humans escaped the brunt of the Necrahdi's initial attack, living in great kingdoms throughout the Draneswphay Plains. They were soon overrun, though, and their civilization brought to ruin. Their kingdoms were shattered into nomadic tribes, constantly fleeing from and fighting with prowling packs of Necrahdi. For hundreds of years they lived in constant transition and the knowledge of their grand past fell into legends.

As a whole they are an ordinary and unexceptional group, but individuals are capable of rising to, and beyond, the strengths of the other races. They are a very diverse group, but universally have a strong will to survive. They have now been united by Andres Derekidge, and all live in the sprawling city of Edah.

Elves –

There aren't many elves left. They are generally taller and lither than humans. They are still stronger than humans on average, along with being more agile. By human standards they are considered physically beautiful. They have a natural affinity for nature and living things and can easily blend into their surroundings. The elves and dwarves had lived in close harmony with a strong relationship during ancient times. Because of their agility, speed, and gracefulness, and because parts of the jungle become quite dense, they aren't seen riding any sort of mounts much, but when they do they appear no less awkward, surpassing even experienced human riders.

The elves made their home deep in the Leyafawl Jungles. Being reverent towards nature they built up around the jungle. They also had a strong modernistic taste, though, and so their buildings were clean and efficient in appearance, with large open indoor areas. Their structures were nonetheless grand and gigantic. Their buildings looked both modern and ancient. The ancient elven cities now lie in ruins, having been overrun by the Necrahdi. Most consider the elves to be so rare because they assume the bulk of them were killed when the Necrahdi suddenly appeared in their lands. What it was that caused the Necrahdi to appear in the elven lands in the first place is unknown. Elves are very long lived and quick to learn and heal.

Dwarves –

Dwarves are a very proud group of people. They don't like to admit any sort of weakness. Physically they're about half the height of the average human but have much more strength. All dwarves, regardless of sex, can grow facial hair, but many shave their beards, as there is no kind of worship or importance placed on beards. Their society has no set class structure but is instead a mobile one. There is no monarchy or official ultimate ruler per say, but the head of the mining guild wields the most power. The

working society is employed into different guilds. The most powerful is the mining guild, which deals with all excavation and ore extraction. Other guilds include the smithing, tailoring, and technology guilds. For the most part the architect and construction guilds are subsidiaries of the mining guild. They have to work closely together to ensure an orderly expansion of the dwarves habitat.

The dwarves were spared practically any Necrahdi attack, taking little note of the decrease in traffic with the elves and humans, and going about their lives as usual. Dwarves are a much focused group and not easily distracted. Once their mind is set on completing a task, whether it be extracting a large gold deposit or getting drunk, they are neigh unstoppable.

The bulk of dwarves live in a single expansive underground city, the main area of which resides in a huge cavern. Most light in this area is provided by a complex series of shafts and mirrors that connect the ceiling of the cavern with the surface. Tunnels extend seemingly endlessly out from the city. The city lies nearly directly underground of the ancient elven city, which now lies in ruins at the heart of a great jungle. Some tunnels do extend all the way out to the Dranespwhay Plains, but they have not been accurately mapped for the most part and so are not used often, for fear of getting lost. There are no underground creatures for the dwarves to ride, and they strongly try to avoid horses when above ground. Though they are short with short legs they are still very quick, dexterous and agile. Dwarves are used to riding on the machinery underground, though, and she is especially comfortable riding the mining carts along their tracks. Dwarves are much more advanced in technology than the above ground world. They use seismic and hydro power to electrify their excavation machines and provide light deep underground. Most dwarves don't particularly like fire and fire is only used when necessary in controlled areas in the underground city.

Necrahdi –

These beasts are extremely vicious and relentless. Where they came from is unknown, but they appeared suddenly in the heart of the Leafall. They have since spread out across the plains, threatening human civilization. They appear like large short furred bears with a more wolf like head. They are extremely agile, though, faster than horses. It is rumored that even more horrible types of Necrahdi lurk deeper in the Leyafawl Jungles.

3.2 Brief Character Overview:

Underlined characters discussed in more detail on pg. 11 section 3.3

PC – (Human, Age: 26) Child of a chieftain of one of the scattered human tribes. Family has led the tribe defiantly against the Necrahdi for generations and is proud of their accomplishments and ability to survive in the harsh world.

Andres Derekidge – (Party Member 1 – Male, Human, Age: 30) Grew up in one of the nomadic tribes. His mother used to tell him stories about a world long ago where great civilizations sprawled across a peaceful world and humans lived with elves and dwarves. He wants nothing more than to lead his people and bring about a new golden age, but fate has other plans in store for him.

Idella Ghale – (Party Member 3 – Female, Human, Age: 31)

Traits: Independent, Empathetic, High Integrity, Resolute

The daughter of a chieftain, she took up the reigns of leadership after her tribe was devastated by a Necrahdi attack. She vowed to fight with all she can against them, and to carve out a living for her people. Joining with Andres during his unification campaigns, she fell in love with him and the two married. With the establishment of the city she became its Queen, ruling equally with King Andres. She will continue to fight and work with Andres for a better world, though the costs may be more than she could have ever imagined.

Julin Dwight – (Party Member 2 – Male, Human, Age: 30)

Traits: Strategic, Loyal, Outgoing, Slightly Vain

Andre's best friend since childhood. He is the physically weaker of the two, but makes up for it with his great battle strategies. The campaign for unification against the Necrahdi would have been much more difficult if it wasn't for him.

Adalia Yasir – (Party Member 4 – Female, Human)

Energetic and always gunning to spearhead any offense she seems to lose any regard for her own safety or others during the heat of battle. She's always friendly, if a little brash at times, but her companions know to always keep an eye on her.

Ramona Millicent – (Party Member 5 – Female, Human, Age: 28)

Traits:

She was one of the first to join with Andres in his battle against the Necrahdi, and because of that bore the brunt of his inexperience. She believes in his goals but has always been the most critical of him.

Damasken – (Party Member 6 – Male, Human, Age: Appears 50)

Traits: Charismatic, Knowledgeable, Strong, Scheming

This mysterious man appeared under quite unusual circumstances during the early days of Andres's campaign. He went off again not long before you joined with Andres. When he'll appear again and under what circumstances no one knows.

Sylvette Ulrican – (Party Member 7 – Female, Human, Age: 24)

Traits: Ambitious, Frugal, Passionate, Confident

The youngest leader from the united tribes, she's always strived to live up to her older sisters legacy.

Simona Olethean – (Party Member 8 – Female, Human, Age: 25)

Traits: Logical, Quiet, Meticulous,

Assistant of Tanner Osgood. As the only child in Tanner's tribe to show interest in his work, she became his de facto apprentice. She has since proved invaluable, contributing greatly to the creation of Aurion, the first golem. After Tanner went on to focus on the construction of Eden, she continued to work closely on Aurion.

Sarita Olethean – (NPC – Female, Human)

Simona's older sister. She's married and has led the stereotypical domestic life style. As she grew up with her younger sister she tried to be close to her, but Simona always seemed interested in things she thought were quite strange. As the years went by the two simply grew apart.

Aurion – (Party Member 9 – Male, Golem, Age: 10 appears late teens/early twenties)

Quiet, Inquisitive, Protective, Unemotional

Created by Tanner Osgood with the help of Simona Olethean. Originally meant to effectively combat Necrahdi, his design has become more open ended with the descent of peace.

Gerard Ghalen – (NPC – Male, Human, Age: 13)

Traits: Good Willed, Inquisitive, Mannered, Sneaky

Son of Andre and Idella. Thoughtful and respectful, he still remains very independent and can be quite crafty during arguments

Margot – (Main NPC – Female, Dwarf, Age: 35)

Traits: Focused, Inquisitive, Friendly, Caring

The CEO of the largest dwarven union. She's conflicted by both an insatiable hunger to discover while also keeping her workers out of harms way.

Velouria – (Main NPC – Female, Elf, Age: Appears mid twenties)

Traits: Mentally Meek, Lonely, Self Sufficient, Hopeful

She's one of the last few elves that remain in the world. How she's survived in the Necrahdi infested jungles for so long is dismissed as being due to her elven prowess, but perhaps there is a more nefarious explanation.

Tanner Osgood – (NPC – Male, Human, Age: 40)

Traits: Eccentric, Benevolent, Ingenious, Forthright

Is obsessed with engineering. The campaign against the Necrahdi led him to the development of the Golem, but with the unification he has switched attention towards the design of Edah, and the machinery used to build it.

Brokthur – (NPC – Male, Dwarf, Age: 40)

Traits: Thoughtful, Caring, Insecure, Reliable

He's Margot's personal assistant, always picking up after her. He was also the last CEO's assistant, under whom he did not have much say. He isn't used to speaking up, but Margot encourages him to. He admires her personal strength and will always stick by her side.

3.3 In Depth Character Overview:

PC:

He/She is a human, the child of the chieftain of one of the human tribes scattered across the Draneswphay Plains. They have been close with their father, being in training to take over the leadership of the tribe. He is the only parent they have known as their mother died during their birth. Their combat prowess is respectable for their age, and they have survived many battles against the Necrahd, but their skill is still not up to par with the strongest fighters. They have basic knowledge on the herbs and medicinal plants that grow in the area, but in that area too they still have much to learn.

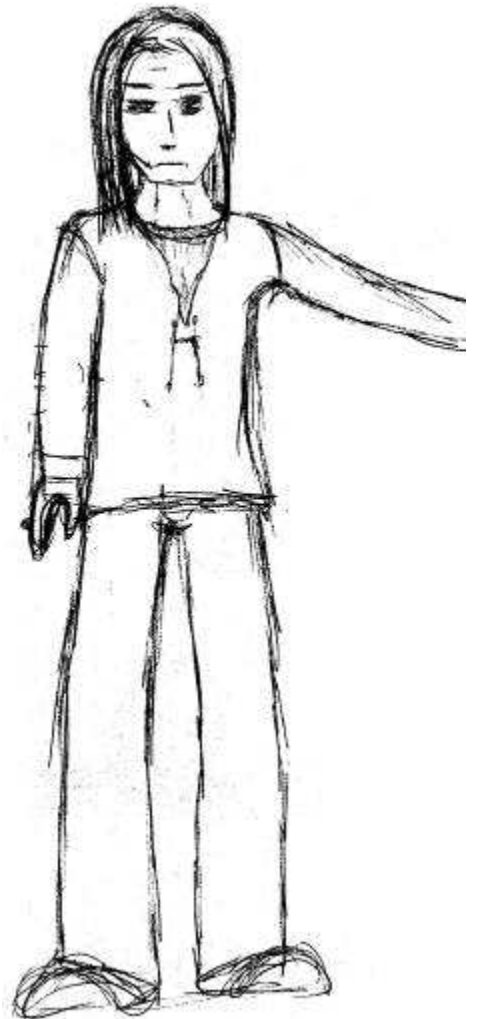
They have always been interested in the movement and strategy of their tribe against the Necrahd. Because of this they have become quite involved with the planning of movements and battle tactics. Their opinion has often proven correct and so they are often confided in when important decisions must be made.

Important NPCs:

Andres –

He is physically fit and healthy. Slightly above average height and dexterous. Handsome, straight long hair. He is a skilled horseman and can use most weapons but is especially attached to his sword. He is kind yet experienced in the carnage of the battlefield. He is able to separate his attitude from when he is in battle and not in battle, and even on the field still fights honorably.

He dislikes the loss of life, though, and so is very skilled in setting up strategy and leadership. He is a natural leader, not ever forcefully asserting his power, but also not giving many other people, except those closest to him, the change to wield much power. This is more of a subconscious attribute rather than him being paranoid and keeping tabs on everything. He is very friendly and sociable and everyone generally likes him so he doesn't have much to worry about



anyway. He has a few highly trusted friends who help him manage and lead so he does not ever become overburdened to the point of breaking down mentally, yet he still chooses to bear most of the weight of things by himself, as he feels this is part of the duty of a leader.

He is aware of his role as leader and is concerned with performing it well, as he knows his people are counting on him. He doesn't want to cause that much trouble for others, though, and so does not reveal his concerns and worries to other people often. This is the main character, king of the people.

Julin –

Julin seems very happy and friendly and is always making people laugh, but inside he is very insecure and depressed. He is tall and lanky, not the strongest fighter but very quick and skilled. He is bright with a quick-witted mind, though lacks in wisdom. He is one of Andres's most trusted friends. Outwardly he appears happy and friendly, much like Andres. During the course of the game Andres comes to rely on Julin more and more and since the group is fairly confined with themselves he begins to become exhausted with constantly showing a positive outward face. But since Julin is filled with self-doubt on the inside he fails Andres at a crucial moment.

Damasken –

This NPC character appears to be human and is a male. He wears a long dark cloak with a hood, which can obscure his face. He appears to be around 50, an aged and weathered face with several deep lines, though he is a tall and imposing figure. His cloak obscures his body but he stands and moves with purpose and strength and speaks in a commanding voice, making him seem very powerful despite his apparent age. He has light, balding hair but dark prominent eyebrows. He usually has an old gnarled walking staff and a satchel across his back with various traveling supplies. He is a mysterious character. He might be a priest type character as he often refers to the gods and is knowledgeable on lore concerning the history of the world.

While being attacked by monsters as he tried to escape the southern jungles he is found by the king. What he was doing in those jungles, which are heavily populated by the monsters, is unknown. How he managed to survive on his own is also unknown. He seems very interested in the king when the two first meet. He seems to have his own agenda, though he isn't forthcoming, and, while friendly, seems to keep important matters to himself. He travels along with the king's troop only for a brief period, and



declines the king's offer to remain with him. He then leaves the king, leaving the king with a cryptic message.

He seems to prefer being by himself, and often comes off as arrogant or rude, though he doesn't mean to be, he is just very well informed and wise, but doesn't consider any sort of etiquette when acting around others. He can be very direct and usually does not try to sidestep an issue. If a subject comes up he does not wish to discuss he will either change the subject or give only a partial answer, but won't hesitate or fumble for words or idly talk around the issue like a politician. Perhaps he is a bit overconfident, though, as he acts comfortable knowing more than those around him. His skills with weaponry are unknown, and since he carries none except for his staff it is suspected he might be a spell caster, though he has never been seen casting any spells. It would help explain how he survives for such long periods of time in isolation out in the wild. He always travels on foot when he goes out on his own and doesn't seem to prefer horses. He is and doesn't seem to be phased by surrounding events. He is a quick thinker, and so, when things he isn't expecting happen, he retains his cool calm confidence outwardly, though his mind may be racing inwardly. Because of this, he is rarely seen angry or desperate. He believes there is always a solution he can figure out to any situation, which motivates his quick thinking, as he has a strong faith in fate and destiny. At times his eyes can begin tearing up in his sleep, perhaps memories of some tragedy in the past that has played a part of the formation of his ideology. He never speaks of it, though.

Margot –

She is a dwarf in the underground dwarven city. She is the leader of the city, which basically runs as a giant corporation. Even, though she is the city's leader, and so the wealthiest dwarf in the city, she is not overly haughty or made up. She prefers to be very involved in the going-ons of the city's mining and manufacturing operations, almost to a fault, though. She isn't very concerned or aware of the events happening outside those that directly affect her realm. She can sometimes be absent minding in this way, but you can't underestimate her astuteness, as she's always fully on top of any issues that she decides to keep in mind.

Her family had always been very involved with leadership rolls in the city, though she is the first in her family to take the city's highest leadership position. She is normal height for a dwarf. She has long brown hair usually up in a bun. She keeps her beard shaved. She is moderately proficient in basic weapons, though there usually isn't much trouble at the deep level where the city dwells. She has much greater strength than any human, but only average strength compared to other dwarves. She used to be much stronger, when she was younger and actively working in the mines, but since rising to more managerial positions her strength has lessened, and she sometimes complains about this. Though she prefers active work, the main reason she has taken on more leadership-oriented rolls is that she disagreed strongly with the methods and practices of the previous leaders. Quick expansion of the mining tunnels was their main goals, but they neglected safety. None would question the safety of excavating so quickly, as they didn't want to appear weak, but after an accident caused by negligence killed many dwarves on

the team she was working on she spoke out and received support from the other dwarves. Despite seeming sometimes aloof she is very serious and has first hand experience with the dangers of mining underground.

Since she has come to power she has focused the mining on working at a slower, more thoughtful pace, excavating tunnels that will not collapse. She is still very skilled with mining tools and can wield them effectively. She has a sharp eye for mineral deposits and almost seems to have a sixth sense when it comes to finding treasure. Like most dwarves she has a good sense of technology. Her only real fear is that of fire.

Velouria –

She is an elf, living in the ancient elven ruins deep in the southern jungles. Though this area has been overrun with monsters, she has somehow managed to survive, though there appears to be no other elves in the area. She is tall and lithe with long blonde hair, though it is browner due to not being washed often, and it has debris of foliage stuck in it. She is very agile and quick and stronger than regular humans, though weaker than dwarves. Her age is unknown, but she appears to be in her 20's. She is very skilled in all sorts of weaponry and battle tactics and can quickly and effectively hide herself. She is also well versed in ancient writing and languages. She carries with her a simple elven made knife.

She has a hysterical sense about her, her sanity seems a bit spread thin, probably due to the trauma of the great tragedy which destroyed the ancient elven city. She often begins to ramble a bit when talked to and seems to have a complex concerning abandonment. She doesn't want people to leave her, but at the same time isn't very accepting of others. She would be more likely to abandon others before they have the chance to abandon her. While she is untrusting she still yearns companionship. She is stubborn and doesn't like to admit her mistakes. She also doesn't take criticism very well. She has strong sense of sight, smell, and sound and can discern peoples feelings easily. She has several scars, which is surprising as elves have strong natural healing abilities, and they indicate what were once astounding injuries.

She too seems to have her own agenda, which comes through a bit more through her ramblings. She is still vague and ignores any questions to explain herself. The party encounters her as arrive at the ruins of the ancient elven city at the heart of the jungles. She helps the group find the entrance to the tunnels that lead to the dwarven city. It appears as though she is the only elf left in the city, and she ignores questions as to whether there are any other elves. She is familiar with technology and able to easily use it, though there doesn't seem to be any in the ruins.

4. Plot

4.1 Plot Step Plan

Begin:

The player receives a message from Andres which reads “The Necrahdi are coming your way, fall back and join with my forces.”

1. Choices:

- 1.1 Don't fall back and fight the Necrahdi on your own.
- 1.2 Fall back and join with Andres.

1.1 The player's tribe goes to battle against the Necrahdi. It's a very brutal fight and going horribly, just as it seems as hope is lost Andres and his forces appear. Many have died, though, including the PC's father. Go to 2.

1.2 The player joins forces with Andres. The combined forces face off against the Necrahdi. It's a hard battle but everything seems to be going in the players favor. Unexpectedly the PC's father is suddenly killed. Go to 2.

After the battle the player rests in Andres's camp when he is summoned to a meeting with Andres. Andres asks you to permanently join his forces to rebuild civilization.

2. Choices:

- 2.1 Refuse to join Andres.
- 2.2 Join Andres.

2.1 The player refuses to join Andres. The player goes off with the remnants of his tribe, determined to survive on his own power. The tribe lives peacefully for a while, but once again a large pack of Necrahdi descend upon them. All seems lost, but once again Andres appears and saves your life. The rest of the players tribe has now been killed and the PC is alone, with no choice but to join Andres. Go to 3.

2.2 The player joins Andres and the campaign to reunite humanity and rebuild civilization continues successfully. Go to 3.

Civilization is rebuilt and all of humanity lives in the safety of the great city Edah. Earthquakes begin to shake the city, though, and the population is devastated. Andres decides to go on a quest to try to stop the great earthquakes.

3. Choices:

- 3.1 Don't go with Andres on his crazy quest.
- 3.2 Go with Andres on his noble journey.

3.1 The player is left alone in the city. With Andres gone the balance of power is weakened, though it was officially handed off to a popular and trustworthy lord. The player can try to become the new king of the city through various methods, but without his help Andres's party fails and eventually the world is destroyed by earthquakes.

END

3.2 The player joins Andres's party and the quest begins. Go to 4.

4. Choices:

- 4.1 Follow Andres's lead and go south, towards the Leyafawl Jungles.
- 4.2 Don't follow Andres's lead, but make your way south haphazardly.
- 4.3 Go in any other direction.

4.1 The player follows Andres as he leads the party south. On the way the group encounters a strange lake which none had seen before. Vegetation and wildlife have sprung up around the lake, though, so it seems safe, and the group considers it to be good fortune and so rests by the lake. The lake is actually a trap by the water god to ensnare Andres. Near sunset the characters are just finishing up bathing in the lake. Adalia continues to join the cool water when suddenly a water sprite appears. It antagonizes Adalia and soon more appear, drawing her out deeper into the lake. At the same time a group of Necrahdi have attacked the characters on shore, but Adalia seems enchanted and does not notice. It is getting darker now. After the battle the characters look for Adalia. One of the group spots her out near the center of the lake, surrounded by glowing water sprites. The sprites and Adalia suddenly disappear under the water. Go to 5.

4.2 The characters eventually arrive at the jungle after many difficult battles. However, they might have encountered the water or fire dungeon in any order. Go to 5, 6, 7, 8, or 10.

4.3 The characters follow the players lead to parts unknown. There are many difficult battles with roving packs of Necrahdi. No one knows where the player is leading them or why and begin to talk about mutiny. Earthquakes begin to even reach the far corners the player is exploring, who knows how much the city is suffering, or if it even still stands. If the player does not turn back from the exploring the end seems imminent. A huge earthquake during a furious Necrahdi attack kills the group.

END

5. Choices:

- 5.1 Save Adalia
- 5.2 Don't save Adalia

5.1.1 The characters don't give it a second thought and rush into the lake to save Adalia. It's growing dark, though, and they are having a very difficult time finding her. Suddenly they are all sucked under the water. It seems as if they will drown, but they suddenly fall through the water and find themselves in a subterranean cavern with the bottom of the lake hovering nearly twenty feet above them. They look around and make sure they are all alright, but Adalia is nowhere to be found. This is the realm of the water god. After fighting through the dungeon and defeating the incarnation of the water god they rescue

Adalia and the characters learn water based attacks and magic. The characters return to the surface and the lake disappears. Go to 6.

5.1.2 If the characters have completed the fire dungeon they will have fire skills that will make this dungeon easier. Go to 7.

5.2 The player urges the group not to risk saving her. Taking the advice the group continues on with one less member. The player standing with the group is hurt. Minor script changes occur throughout the rest of the story, and various threads of different quests, including an entire subquest, are eliminated. Go to 6.

They then rest and continue their journey. Not long after they have continued they spot a fiery red dragon in the distance flying gracefully through the air. It then comes straight for them. After much fighting the dragon pulls back, but not after first grabbing Andres. The dragon carries him off to the mountains.

6. Choices:

6.1 Don't save Andres

6.2 Save Andres

6.1 The player chooses not to save Andres. The other characters think the PC is crazy and go off without him. All alone the player is soon killed off by a pack of Necrahdi.

END

6.2 The group changes course to the mountains to save Andres. This area is very difficult to travel through and full of Necrahdi and other deadly predators. No one knows exactly where Andres could be, but Idella seems to feel a strong pull. The player follows her deep into the mountain range where a great volcano is found. Searching around the volcano the group finds a cave entrance and ventures inside. This is the realm of the fire god. They fight through the dungeon and defeat the incarnation of the fire god. The water attributes they gained in the last dungeon help a lot. They rescue Andres, but the volcano begins to erupt. Rushing through a maze of caverns deep in the mountains they miraculously escape into the jungles. Go to 7.

7. Choices:

7.1 Go to the center of the jungle.

7.2 Explore the caves under the jungle.

7.1 The player follows Andres into the center of the jungle. As they first enter the ruins of the elven city they are ambushed by a pack of Necrahdi, this group including Necrahdi forms they had never seen before. They are much stronger and the fight is going against the groups favor when suddenly a new character appears. Velouria leaps onto the largest Necrahdi and, using elven skills, decimates it. The remaining Necrahdi scamper off. Go to 8.

7.2 The player leads the group through a system of caves. It's very complex and no one seems to know where they are going. It is very likely to die here, dangerous creatures lurk in the dark confines as well, and cave-ins occur frequently after the quakes. Go to 8 or 10.

Velouria offers to show the group through the ancient elven city.

8. Choices:

8.1 Go through the city with Velouria.

8.2 Leave the jungle into the tunnels.

8.1 The player goes through the city with Velouria and discovers many things. Including startling revelations. While you explore Damasken begins acting especially suspicious. Go to 9.

8.2 The player leads the group through the tunnels. It's very dangerous but by chance they might find the dwarven city. Go to 10.

9. Choices:

9.1 Confront Damasken.

9.2 Don't confront Damasken.

9.1 The player confronts Damasken and he reveals many secrets. With all the information they have now gathered they head into the tunnels for the dwarven city with a specific goal in mind. Go to 10.

9.2 The player doesn't confront Damasken. After enough information is gathered a clear path to the dwarven city is revealed for the player to travel. Go to 10.

The player arrives in the dwarven city where their group is welcomed and shown around.

10. Choices:

10.1 Leave the city.

10.2 Talk to the dwarven leader about the quest.

10.1 The player leads the characters out of the city to explore some more. This is the second to last chance the player has to complete all subquests, etc. Go to 10.

10.2 The player talks to the dwarven leader about the quest. If the player has not explored the elven ruins go to 8. If the player has already explored the ruins the dwarven leader will reveal secret tunnels leading through living earth. Only the groups with Andres can travel through this area. Go to 11.

11. Choices:

11.1 Do not enter the living earth tunnels.

11.2 Enter the living earth tunnels

11.1 The player does not enter the living earth tunnels just yet. This is the last chance to complete all subquests and explore the world.

11.2 The player goes into the living earth. The story now unfolds linearly.

Endings:

1. If the player has been helpful and supportive of Andres and all party members the entire time then the player receives an ending where Andres nobly sacrifices himself to save the world. The other characters make it back out alive and Andres is forever remembered.
2. If the player has not been outright helpful and more independent and self-serving the player receives an ending where Andres must sacrifice himself but the group must also protect him during the ritual from the final boss. All characters die and Andres joins the life force of the earth, thus healing it.
3. If the player has been antagonistic toward the group and Andres the entire time the player will receive an ending where Andres confronts the final boss himself and expels the group from the living earth area. If Andres was successful in defeating the enemy and completing the ritual or not no one knows. The characters are all very disturbed by the events.

4.2 Plot Treatment

In a land devastated by war, plagued by hellish monsters, a leader rose and united the scattered remnants of humanity. Great battles were waged, lives were lost, and wills were tested, but in the end he succeeded. A great city was built, a grand fortress rising into the sky from the flat plains lands, a shining beacon of strength of hope. The one who led them to victory now became their king, benevolent and wise. For the first time in hundreds of years, within the grand protective walls of the city, humanity began to prosper.

Just ten years later, the once ideal city now lies in ruins, wracked by devastating earthquakes, choked by draught. The city no longer floats in a sea of waving grass and farmland, but instead now sinks into the bare and fallow earth. The world lies on the brink of destruction, its fate tied to the mysterious heritage of one man, the great leader and king. Called by destiny, he must set out to save the dying planet, leaving the last bastion of humanity he created and looked over for so many years behind. What exactly must be done to save the world, he is not sure of, but along with his most trusted friends and companions, he will find a way, or die trying.

Joined by a mysterious man from his past, he ventures south into the ancient jungles, the heart of the first civilizations, now a land swarming with the monsters he fought so fiercely against along the plains. It's a land fraught with dangers both old and new, and the noble group is challenged at every turn, but the secrets the land holds will bring the group one step closer to discovering the true nature of the world and what must be done to save it.

It is in the ancient elven city, in the deepest and densest bowels of the jungle, that the group meets one of the few remaining elves. Her past and motives are unknown, but she rescues the group in one of their most dire moments and then reveals to the group the

entrance of a great underground tunnel. She guides them as they descend into the depths of the earth, but many members of the group are finding it difficult to trust her, and traveling through ever narrowing tunnels, the danger of an ambush becomes a growing concern in the minds of the more cautious group members.

A confrontation within in the group seems to be certain, but sensing the growing suspicion the elven guide abandons them, leaving the group stranded within the maze of miles long tunnels. It is by nothing less than a miracle that the group stumbles upon the expansive dwarven city. The city is full and bustling with dwarves, hard at work mining through the earth, largely impervious to the drastic events above ground.

The group is welcomed, the first outsiders to entire the city since ancient times. The mayor of the city meets with the group personally and guides them around, showing off many of the dwarves' grand accomplishments and explaining the many challenges they have faced. The greatest obstacle they have faced has been what they call the "living earth", which has blocked the progression of their deepest excavations. Impervious to mining tools and extremely aggressive towards those trying to cut through it, it has confounded the dwarves and led to many tragedies.

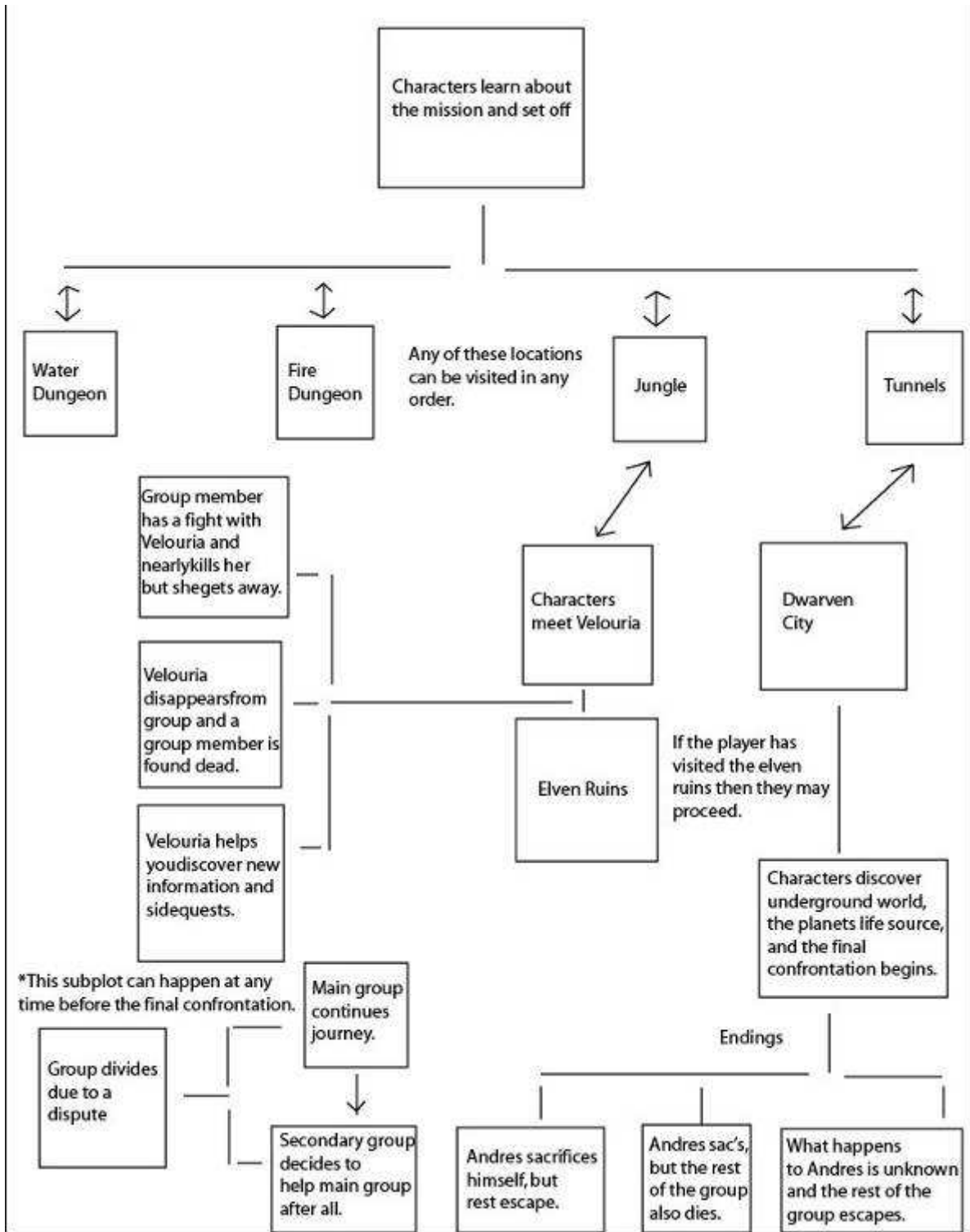
While the areas leading to the living earth have been placed off limits, the group believes it just might have the key to getting past it. Intrigued by the possibility of exploring further down than any dwarf in the past, their dwarven guide, the mayor of the city, joins them, leaving the city in her assistant's capable hands. And so the group once again continues its descent through the earth, getting closer with each step to the deadly living earth.

Correct in their hunch, the living earth reacts submissively to the king, and tunnels leading to depths never before explored by living beings are revealed. The tunnels of the living earth are very confounding with their organic and ever changing quality. At times it seems to them as if their sanity is slipping, but the group perseveres and enters and unimaginable underground world that more closely resembles the world above. The sun shines here and clouds float high above in the blue sky.

It is in the magical land that the group reunites with the elven guide, bearing an artifact that will be the key to the revival of the world. The group discovers the shocking true nature of the one destined to save the world and what he must do to complete his task. The underground world offers an environment of serenity as the distraught group comes to grips with what must happen. Contemplating their task, they sit at the threshold of the last level of the earth, a great chamber housing the dying life force of the planet.

With their mission nearly complete and the ritual to revive the world in process a reveal takes the group by surprise and a new enemy threatens to destroy much more than the world. With the fate of existence at stake, the group battles its enemies and itself, both physically and mentally, for the right to live, to exist, and to have a world free of war and suffering.

4.3 Plot Pathways



5. Game play:

The game play will include successful game play elements of *Legend of Zelda: Twilight Princess* in regards to camera, *Dynasty Warriors* in regard to combat, and character interaction/questing/exploration in regards to *Oblivion*.

- Game can be played in first and third person.
- Your character is controlled with the directional stick and the basic attack is executed with the main button. Jumping can be executed with the secondary button. The other two buttons will be for kicking and a secondary attack.
- Special abilities, spells, and emotes can be assigned to the directional pad. Basic combat combos can be executed by the direction of the analog stick and the series in which combat buttons are pressed.
- Inventory can be opened up with the start button.
- Dialogue will come up and can be engaged by pressing the main button outside of combat mode.
- Combat mode is accessed by pressing the right shoulder button.

5.1 Character Classes:

The player will initially be able to choose between two class branches. This will not affect the story significantly, but will significantly affect gameplay. It will be possible to switch class during the game, but it will be difficult and time consuming and only available at very few points. The inconvenience of starting over during the game and the incentive to see the slight difference in story will add to the replayability.

5.1.1 Class Overview:

There are two distinct branches of classes: **Fighters** and **Casters**. At higher levels each branch splits once again into “**Defensive**” and “**Offensive**” variants.

The **Fighter class** focuses on conventional combat, using their body and weapons. This involves the use of weapons, such as swords, shields, and bows. They do not use any sort of magic at all.

Their primary attributes are **strength** and **dexterity**.

The **Caster class** focuses on use of potions and magic.

Early levels involve mainly creating potions. Potions are created by mixing herbs. Once magic is learned the potency of potions can be greatly increased, and in later levels magic will be able to be used purely by itself.

Their primary attributes are **intelligence** and **agility**.

The characters skill in any area is improved upon by repeated use of the skill. Once a characters skill level is high enough the character will be able to learn a more evolved version of that skill.

New skills, techniques, spells, potions, etc. are gained by interacting with various NPCs. You can either gain them by complete tasks and receiving them as a reward, by meeting with a “**Trainer**” NPC, by looting them off slain monsters, or any combination of those.

Enemies will have unique strengths and weaknesses and it will be up to the player to diversify their character and group’s abilities to be prepared for possible encounters.

5.1.2 Class Structure:

Caster Class:

(Defensive)-> Cleric
Herbalist -> Medic -> Apprentice -> Mystic
(Offensive)-> Elementalist

Fighter Class:

(Defensive)-> Knight
Squire -> Swordsman -> Duelist -> Warrior
(Offensive)-> Bandit

5.2 Skills:

Weaponry: General knowledge on the basics of weaponry.

Slash: Using slashing weapons such as swords and scythes.

Pierce: Using piercing weapons such as daggers and spears.

Range: Using ranged weapons such as shurikens and bows.

Herbalism: Knowledge on herbs and their uses.

Alchemy: Knowledge on creating various mixtures with effects.

Magic: General knowledge on the basics of magic.

Defense: Using magic spells to heal and shield.

Imbuing: Using magic to amplify or strengthen physical objects and potions.

Offense: Using magic spells to damage the enemy.

6. Script:

Intro:

The game begins with a flashback. Black title screen with white text reads: “10 Years Earlier”. Fades in from start screen and fades out to reveal a small village on the plains. The player is in control of the character and can now roam the village to learn what’s up. The PC is the only child of the tribe’s chieftain, currently 16, already very mature and experienced for their age, good on the battlefield, and one of their fathers most trusted advisors. The tribe is preparing for battle, a large group of monsters has been spotted heading in the tribes direction. A messenger brings word from some lord Andres for the tribe to abandon its land and retreat until they can join up with his army.

The player can choose to follow the king’s advice and retreat or have the tribe go on with entrenching themselves. The chieftain, the PC’s father, will listen to the player’s choice. Either choice results in eventual battle, the player’s first introduction to combat. Many die, including the PC’s father. Now the PC is orphaned and the tribe is in ruins.

After the battle, the player can run up to the PC’s fallen father. The music is sad and dramatic. Upon examining PC’s father a simple text fades in saying, “Father...” Upon further examination the player can retrieve the family sword from him (if the player doesn’t go to the father after the battle the player is given the sword by Andres later on). After just a few moments, not enough to fully mourn, the player is called up by a soldier to help with the wounded. The player can now pick up and carry or drag one of the characters, preferably one still alive. The player brings the wounded soldier to the medic tents, which have been quickly set up. There are many wounded, lots of screaming and blood, the camera is very erratic in its movements in this area. Soldiers are running all over to retrieve supplies and bring in bring in more wounded. Once the player gets in the area the character the player was carrying is taken by other soldiers and spirited off deeper into the area just as a bunch of soldiers run by and push against the player, yelling to get more wounded and separating the player from the character they were carrying. If the player tries to go back in to find the character they were carrying then soldiers keep running out and pushing the player back. When the player turns around to run back out into the battlefield the screen fades to black.

The game fades in again to the PC in a tent, the character sprawled out on a cot, arms lying off to the sides of it resting on the uncovered floor. A shadow approaches the tent and a voice calls out the PC’s name (chosen by the player at the beginning of the game), saying, “I bear a message from Lord Andres for (PC’s name)”. The player bids the messenger in (or can refuse him) and the messenger extends his arm with a piece of paper towards the player. The player move up and gets the letter. The player examines the letter and it reads, “(PC’s name), I have an important issue to discuss with you. Please come to my tent as soon as possible.”

The player can now explore the campgrounds (they can also leave the campgrounds and run out into the world, though they will be chased and likely killed by a wandering Necrahdi). Andres’s tent is easily identified by it being the largest tent. Wandering guards will also direct you towards its direction and the guards standing guard in front of it will confirm its identity.

Once the player enters the tent the player sees Andres at his desk, inking another letter. Andres looks up upon the player's arrival and gets up to greet the player. He starts by saying, "Hello, Chief (PC's name)." The player is given a choice of options; the default response is a simple, "Hello."

Andres continues, "I've asked to see you because we need your help. We need you to unite with us to fight the Necrahd. Our people have been living in constant fear of these monsters for far too long. I'm sure you've heard the legends of the ancient days as a child. Where the world was always at peace and all people lived in prosperity. We can reclaim that world, but only if we work together. Please. If this fails the bloodshed will continue. A new golden era is at our fingertips, but if we remain divided we won't be able to make it... I heard about your father, you have my condolences. Please don't let his death be in vain."

The player is given response options which are variants of Yes or No. If the player chooses a Yes option the game continues on to the following sequence. If the player chooses a No option then there is an extra sequence which brings the player together with Andres.

Beginning:

Then the story cuts to present day. First Cut scene:

1. EXT. Far outside a great city – Evening, near sunset

Camera panning slowly. Very wide establishing shot of landscape, mostly plains with rolling waves of grass. Camera high, angled 25 degrees down. Mountain range crossing diagonally from the middle of the horizon line down to the middle of the left side of the frame. There is a circular castle city, ringed by a wall. It's massive, several miles in diameter, with many stone structures closer to the center reaching up into the sky. In the center part of the city is the main castle structure; its towers are the highest. The wall surrounding the city is about 100 feet high, but seems small compared to the structures of the massive city. Camera, still slowly panning, is looking down on the city, the sun is beginning to set, sort of a dreamy feel. The colors begin to sort of lose their saturation, not going gray, though. Image becomes more clear and crisp and cool. This brings out the damage seen across the landscape, as if it's experienced several earthquakes. Camera slowly stops panning. Waves begin to course through the ground. You see parts of the high stone buildings in the city begin to crumble and fall.

Cut to outside the city, length of city takes up about two thirds of screen. Camera very low, basically right above the grass on the ground, angled 20 degrees up, moving away from the city. The plains grass is flaying about, being shaken by the earthquake. Fissures suddenly bolt out from the bottom of the screen. Their jagged paths bolt for the city. Once they reach the walls a weaker fissure rises up through them. Once the fissures reach the top of the walls rocks begin to spray out from the damaged area around the fissures.

Cut to inside the city. Camera low angled up 45 degrees. Turning in place, giving a full look of the surrounding destruction. The violent earthquake is collapsing buildings and tossing people and debris into the air. The buildings are mostly made out of stone

with some peripheral wood structures. People are trying to avoid the huge falling rocks. Rats are running throughout the street, trying to survive as well.

Cut to town square, buildings get higher as they radiate out, castle the farthest building back, rising much higher than the surrounding buildings. Stationary camera eyelevel is right above the first row of buildings, from the edge of one side of the square, looking out across it, giving a good view of all the buildings that radiate out. See buildings collapsing. The cobblestone that makes up the ground is all cracked, fissures developing in the ground, the grand fountain in the center is in ruins, people are running and falling about.

Wide shot of just the city itself, seeing the full scope of buildings crumbling.

Cut to a fairly sparse stone room. Camera in the upper corner of the room, looking down into the rest of it, showing the entire room. It's focused on the PC character, a bit older, but still recognizable. He's been knocked to the floor from his bed because of the earthquake. He gets up and the player now takes over. The earthquake continues...

Walls and ceilings are cracking. The player runs out of the room and into a hallway. Many other people are running through the hallway and the player follows them (The player can run in the direction they're running away from, but that way is quickly blocked by the hallway collapsing). The player continues to run through the hallway, down steps, and as they come to a corner another character runs right into them. A short cut scene ensues:

2. INT. Intersection of two hallways – Evening

Full shot of the hallway and the two characters. Camera high, angled down. The PC is knocked back into the wall. The other character, a well-dressed younger boy, is knocked down to the ground and into the wall. He begins to get up, the PC moves over and helps him.

Cut to medium close-up of the two characters as the PC helps the boy up. Both characters are out of breath. The PC seems to recognize the boy as he helps him up and a text appears that exclaims, "Gerard! What are you doing here?!" Gerard seems annoyed at the PC's response and lets go of him as soon as he regains his footing. He responds, "I was just running around." Another massive shockwave from the earthquake shakes them. They brace against the walls. Gerard continues, "Lets go!" as he continues running in the direction he was originally going.

The cut scene ends. The player follows Gerard (but if the player doesn't they will lose the opportunity to gain standing points with several key characters). The player follows him through collapsing hallways and down more stairs. The entire time the player hasn't had a good view of the outside, though through small windows they may have caught glimpses that have implied being in a tower relatively high up. The player now also runs over a bridge connecting the tower with another. The bridge is short and the player's view is blocked to the left and right by the two large towers, but the player still get a good view of the surrounding castle structures and the city far below. The player can't gawk for too long because the bridge begins to collapse.

They continue running down the tower, running into other people, and helping others along. They finally make it out of the tower and enter a courtyard. Parts of the tower are crumbling and large rocks are raining down from it. The player keeps running out towards the gate that opens to the castle's main courtyard. The boy suddenly stops and turns, looking down the courtyard towards another exit of the tower where people are escaping. A cut scene begins:

3. EXT. Courtyard – Evening

Full shot, eye level camera. The PC is in the foreground, back turned to camera, looking over at Gerard who is just a little further up from him, looking down at the other people escaping the tower. The PC makes a “Come on!” on movement.

Cut to Gerard's POV, a full shot of the group of people running out, camera focused on a particular girl who looks toward Gerard and stops, seeming to recognize him.

Cut to close up of Gerard, he looks relieved. He begins to turn toward the PC and moves to continue running out, but time slows down as his eyes gravitate upward. His face begins to go white and becomes very grim.

Still in slow motion, cut to a camera falling a large chunk of rock falling down straight for the PC, who is moving towards Gerard to get him to continue running. Gerard leaps at the PC, pushing him out of the way, but this causes him to lose momentum and he can't react in time to avoid the rock, which hits at the midsection of his back.

Cut to full shot, camera low focused on Gerard just as the rock pins him into the ground. Gerard lets out a quick yelp. The PC falls into the camera, keeping his head up, his eyes glued to the boy.

Cut to bird's eye view camera of the courtyard, continuing to rise up, Gerard under the rock in the center, everything going in slow motion, more rocks falling down into the yard, the PC getting up, the girl still looking on...

The earthquake subsides. People around you are mourning and lamenting, “something must be done” “the world is coming to an end” etc.

The player can order one of the castle guards around that are helping to go send a message through the castle to call for King Andres or the player can just console the people around them or just wander off. Either way, Andres soon comes and discovers his son has been killed.

This part titled “Funeral Day”

4. EXT. City in mourning – Morning

Establishing shot of the landscape and city. Camera high, angled 20 degrees down. Sun is rising over the horizon in the right part of the frame. The city gates are open and a stream of figures clad in black are slowly moving to the left of the gate along the city wall to a hilly area besides the city. The ground in this hilly area appears especially disturbed, as if it had been dug up many times.

The cut scene ends. The player is now in the castle, in a small bare room. A closed, simple wooden casket is sitting on top of a stone table in the middle of the room. A window at the back of the room shows people wearing black all walking together, carrying caskets, all heading out of the city to the burial grounds. Andres and Idella and the other main characters are in the room. Andres grabs a handle on the coffin, and then Idella does the same. There are four handles on this coffin, if the player is quick they can help carry the coffin, if they wait too long another character will. If the player doesn't they can choose to walk with the group or to just go off and explore the city on their own. To get to the next chapter the player can either return to their room, where they will be prompted if they want to go to the funerals or not, or go to the funerals. If they originally helped Andres carry the coffin or at least chose to go with the group there will be another cut scene before the next chapter.

5. EXT. Burial Hills – Late Morning

Full shot from the side of the PC's group carrying the coffin past many others who are already in the process of burying their loved ones. Many markers are sticking out of the ground, indicating past burials. Many are crying and mourning and lamenting. All characters in the group are solemn.

Camera switches to behind the group. Starts out slightly above their heads angled 20 degrees down. Beyond the characters the landscape can be seen rolling out. Camera pans up, revealing many more lower hills, full of people burying coffins where there aren't already markers.

The cut scene ends. The group has just finished burying Gerard and is now standing solemnly around the gravesite. It is at the top of one of the hills. The player can go off or stand with the group. Andres says, "There will be a meeting tonight. Our people... can not continue to suffer like this." No one pushes him to further explain. The player can choose to, but they will be reprimanded by one of the other group's characters. After just a few moments screaming is heard from the people from the far southwest. A group of monsters are attacking the people and everyone is scattering.

The player can now give a call to arms, if they don't Andres will. Either way the player must fight the monsters off. After they have all been killed Andres once again tells the player that there will be a meeting tonight, but now in a more angry and defiant tone. He also calls guards to watch over the people for the rest of the day and for lookouts to man the tallest towers that still stand. The people continue to bury their dead. The player can choose to continue to watch over them or to go back to the city.

This part titles "The Meeting"

The player can go in or they can choose not to go, in which case the player can wander the castle and explore, talk to others who ask, "Why aren't you at the meeting?" The player can also join the meeting at any time if they choose not to go initially. Depending on how long they wait changes the reaction of people in the meeting when the player arrives, they are more annoyed/angry the later the player arrives.

Andres speaks mainly at this meeting. If the player lets him call it then he begins with “I’m failing our people as a leader, so many have died, now even my own son, and I have been doing nothing but contemplating this... presence which bears down upon my soul. I cannot hold it off any longer. There’s something calling me, and I have no choice now but to answer.”

Another nobleman, the sensitive Julin Dwight, tries to comfort him by saying, “It’s only natural for you to feel the need to help your people, and I’m sure it must be especially painful when there is nothing you can do, but-“

Andres interrupts, “But there is something I can do, there must be... ever since the earthquakes began five years ago this feeling has been growing inside me. It’s... like a calling, a yearning to go off for some place my body seems to know yet my mind does not. But how could I leave my people amidst such chaos and insecurity? That was my reasoning for not acting upon these feelings sooner. But there is nothing I can do for anyone here. Telling the people that things will get better, just to have another quake kill a thousand more the next day will accomplish nothing but our ruin. This is the last thing I can think of doing.”

The player can add, or if they don’t Julin will say, “But what can we do? It seems quite hopeless.”

Andres reveals his plan to take a small elite group south, into the jungles, the territory of the monsters and place of ancient legends of ruins and elves and tunnels and dwarves. Lord Ramona comments, “Abandon your people to go on a suicide mission?” The player also has the option of making this comment. Andres says, “I have already made preparations for my absence. Parth Herrak will act as steward until we return. I’m sure all of you will be fine with this choice as will the people. I plan to address them tomorrow. If all goes well the people will send us off with their blessings.

The lords press on to know what Andres thinks he will accomplish. Andres acts unsure, sort of looks away, thinking hard, speaking without conviction. He says he just knows he must go there, and that if it comes down to it he’ll go alone. One comments, “No one has been to those jungles since ancient times. Who knows what we’ll face down there.” Andres responds with, “But we know what we’ll face if we say here.” The jungle full of peril and enemies, and the player will encounter many sidequests and detours to the main quest.

Julin asks when they will be going out (the player can prompt this too). Some are fully with the king, some are doubtful, some think him foolish, but the group is formed.

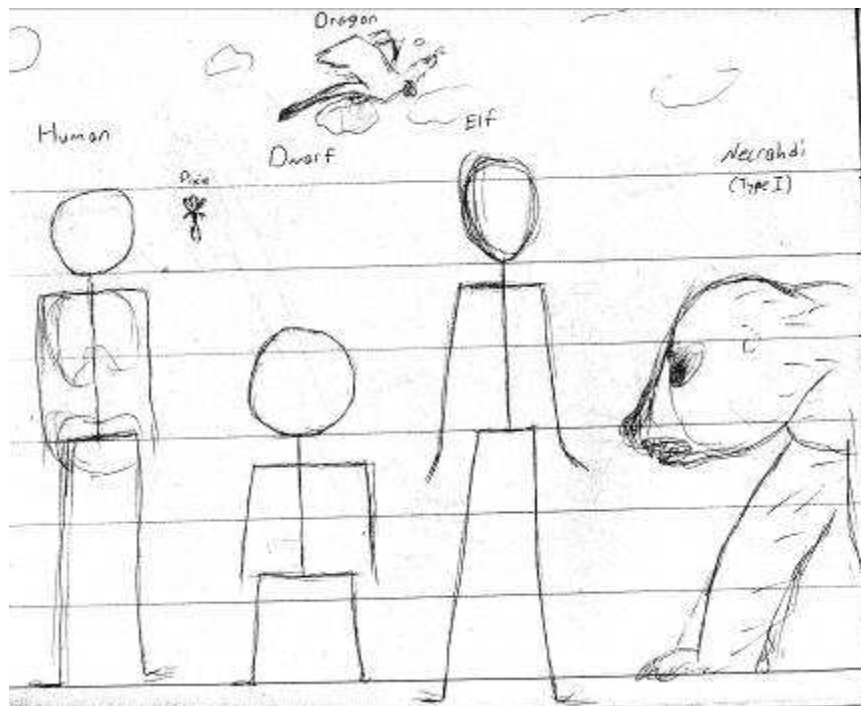
7. Appendix:

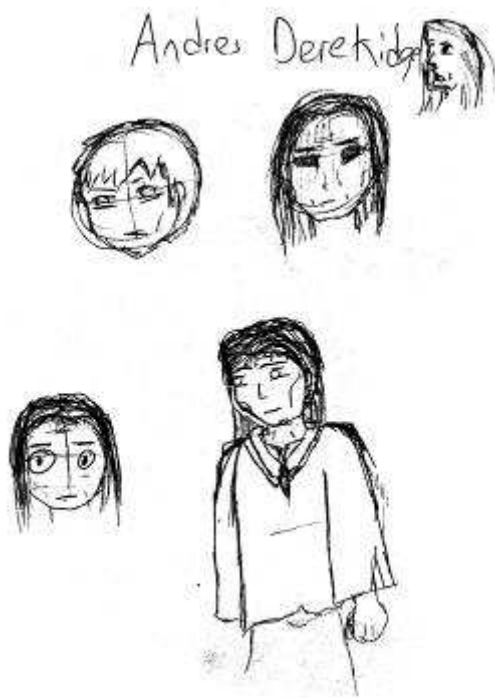
Idle Character Dialogue:

1. Greetings milord.
2. Hey! You can't do that.
3. What does he think he's doing?
4. Isn't the weather nice today?
5. I need to find a new job.
6. I heard a rumor. I wonder if it's true.
7. I have a strange feeling about today.
8. These clothes are stuffy.
9. I wonder what I'll eat for dinner tonight.
10. Oh I'm slowly walking to the bank with a big heavy bag of gold. I sure hope no one attacks me!
11. I wonder what the king will do about the recent earthquakes.
12. There's no business like show business.
13. Well, after he did that, I went up to him and said... Hey, are you listening in on us?!
14. What do you think you're doing with that sword?
15. Who invited you in?

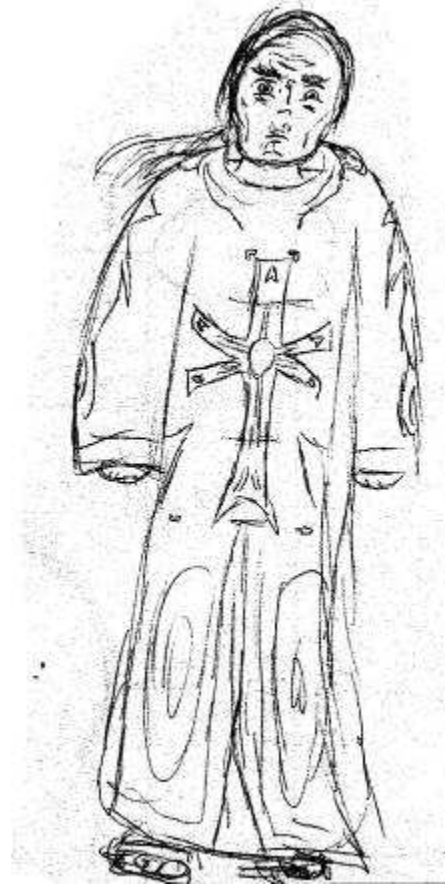
Concept Art:

Heights of the different races compared to each other. Note that the dragon is far in the background

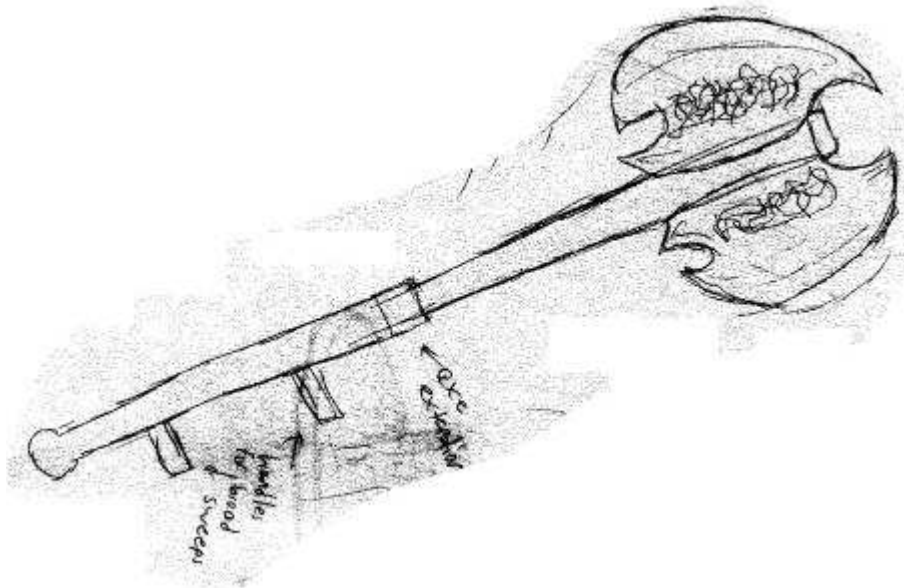




Damasken Concept:



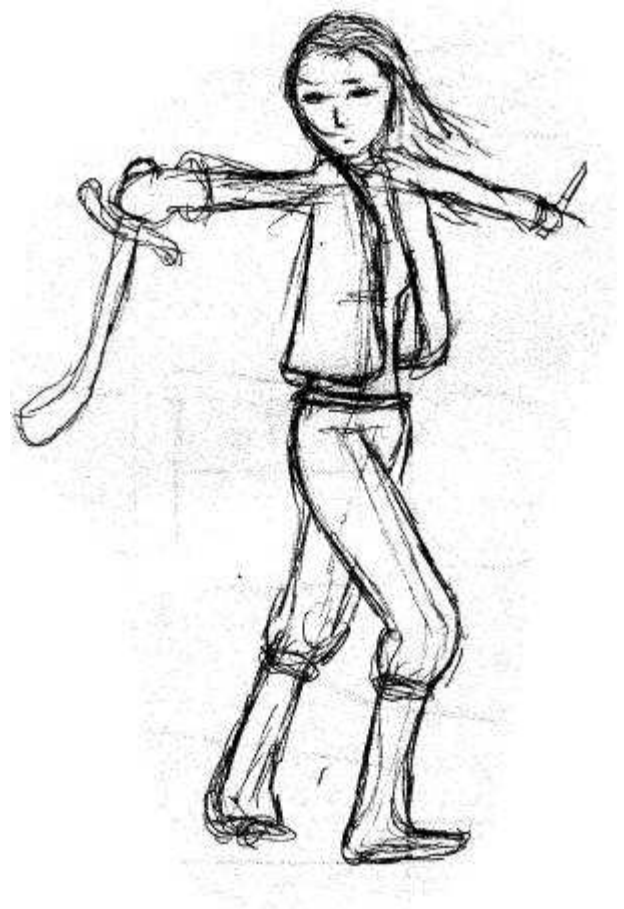
Dwarven Axe:



Andres's sword:



Idella
Concept:



Location Concepts:

Plains:



Mountains:

View from the plains



Inner range



Northern Shore:



Eastern Shore:



Jungles:

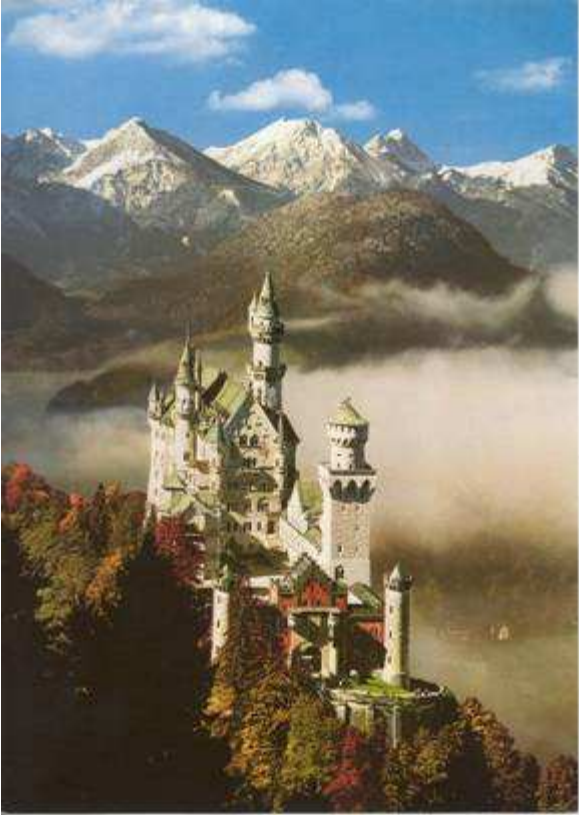


Elven Ruins of Leafall:



Human City of Edah:





Underground Tunnels and Caverns:

