

Eyrulia

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Revision History

Version	Date	Author	Description
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T.O.C.

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Game Description

- Genre: Third Person RPG
- Target Audience: Adults 17-34 (People who have hours to sink after work or school)
- Theme of the game: Fantasy

Game World

Game World Story - Thousands of years ago, the world was ruled by one being in pure darkness, not one light shone in all of Eyrulia. To keep the suffering of all creatures in the world, he created three other major deities; less powerful than him, but enough to rule the world on their own. He considered

these his children, but after a couple hundred years, one of his children was tired of his rule and the rule of darkness across the land. The only daughter of the three, Tamara created beings of good to assist the creatures that had been suffering for a millennia and waged a thousand year war against her two brothers and her father. At the end of the war, she was able to seal her father and brothers away, but had to sacrifice herself, locking herself away with them. Hundreds of years later, the fighting finally ended, with the beings on Tamara's side winning the conflict. From then on, twelve major cities were built across the land. Every decade, a ritual would happen at the same place Tamara sealed away their greatest enemies, one person who was considered the greatest warrior from each city would participate. The ritual would keep the seal strong ensuring peace to come.

Recent Story – Twenty years ago, the last ritual failed, one of the ritual members betrayed the rest and broke the ritual, releasing one of Tamara's brothers, Igdril. Igdril and the person went on to kill everyone, turning them into stone, this included the player and Caius. From there Igdril started a campaign and created a new war, which they have already won.

Zone Description

The zone is a grassland biome that stretches to the ocean. Sharp cliff faces line the continent making for interesting forts being made and maintained in safe positions. Forests and mountains aren't too far from the cliffs, with a major city centered within a canyon going straight through the mountain. Most resemblance of society had disappeared from the world, as twenty years of chaos has rampaged through the world. Large camps of mobs can be found at the southern points of the region, staging themselves for a final assault on all that is considered good in the world. There is an underlying tone of despair everywhere, everyone is dreading what is to come, but no one is ready to go down without a fight. There are other semblances of society within other scattered species. The Giants to the north are all but wiped out and are still fighting strong. Using guerilla tactics to stay alive, very hard to track, even for their allies. Minor deities have turned on the same creatures they once protected. This seems to be the last stand for the world we know.

Player Character Background

The player is one of twelve people who were killed or turned to stone at The Tower of the Ancients, a place that has the most spiritual power within Eyrulia. The closest you can get to the major deity Tamara. Tamara uses the remaining power she gathered twenty years later to revive as many people at the top of the tower as she could, granting them weapons and armor that that the player is proficient in (what they choose). The player is always human. The player is also more powerful than the rest due to Tamara's blessing, something that both Caius and Aishela know.

NPCs

Major Character 1

Aishela – Human Female Leader of Theron city, a warrior considered with the likes of Valkyries (Same Person as my first project, Xanna). Born and raised in Ayreos, she befriended Caius, who was present with you at The Tower of the Ancients. Fearless leader who is always ready to step onto the battlefield with her claymore, but understands that she is needed more within the confines of Theron city, keeping everyone united and alive. She is calm and seems to be a balanced person, but underneath everything is overburdened and wishes this nightmare she lived in was over. Across her body are red tattoos that change shape with her mood and her fighting style. Boasts heavy metal armor whenever fighting or in public.

Major Character 2

Caius – Human Male Spearman that was present at the tower with the player. He was revived early, and caught up with Aishela, becoming her right hand man. The frontline of Theron, he cares more for his men than most things. Valiant, yet perplexing; his strong feelings often outweigh the right course of action. Aishela seems to be the only person who can reign him in. His tactful mind and trust of his troops makes him a menace on the battlefield, giving him the ability to change plans on a whim to guarantee the highest rate of success. Most of the time during combat and while in public, he wears lightly plated armor with a visage and hood. A small slit in the visage leaves a dark void where his eyes would be, making it difficult to know what he's thinking. A red cape is draped over his right shoulder, a symbol of the frontline he's always on.

Major Character 3

Typha – Minor Devil Deity, takes the shape of a female human with red skin. Like most devils, she wants to keep a balance between good and evil, because without both her kind falls to extinction. However, Typha is different than most devils, she seems to have more good grace to the people of Theron, assisting in making them more powerful. Her ulterior motives unknown, but her mannerisms show something else. Commands lesser devils to assist in what she thinks needs to be done. Seductive, but very violent when she doesn't get her way. Very perplexing yet playful temperament, especially when she doesn't share as much information as she could.

Boss Character

Igdrin – One of the four highest caliber deities within the world. Brother to Tamara and the right hand man of the greatest evil that plagues the world. When the event at The Tower Of The Ancients happened, only he was released out of his brother, sister and father. Dawns heavy black armor that shows his gray-pale skin with eyes black as night. He wields a sword that can turn any being evil, polluting their minds with his own essence. Feared by everyone including Aishela and Caius. Igdrin has spent much of his time hunting minor deities like the Anteok of Tarse Forest. He also spends his time hunting down enemies that have dealt great blows to his efforts, turning them, forcing them to fix what they brought out of balance. Very cocky individual who sees anything other than his brother

and father as inferior. Rules with an iron fist and has no remorse for killing his men and those close to him.

Minor Character 1

Tamara – One of four major deities, the narrator at the beginning of the story. Still sealed away with her other brother and father, attempting to keep them there. Long ago she betrayed her family to give the world hope, now all she does is attempt to keep what she's created.

Points of Interest

- **Name of POI** – Theron City
 - **Purpose:** Main hub for the character
 - **Population:** 600
 - **Story:** After the event at The Tower Of The Ancients, Aishela managed to escape with her mother figure, Caius' grandmother. On the run for multiple months, they grouped up with more survivors and settled down in a canyon that split a mountain. Caius' grandmother created the cloaking field around the city, killing herself to do so. As the city grew along the walls of the canyon, Aishela grew to be the leader of the city, keeping it safe until the present.

- **Name of POI** – Tower Of The Ancients
 - **Purpose:** Ritual site to keep the four highest ranking deities sealed away
 - **Population:** After the event that took place twenty years ago, the tower is all but abandoned.
 - **Story:** The place where Tamara sealed away her two brothers and father so that her followers could win their war and live happily. Every decade there is a ritual to keep the seal strong, until twenty years ago where the ceremony was sabotaged and Igdril was released.

- **Name of POI** – Cliffs Edge
 - **Purpose:** Used to be one of the twelve major cities in the world. The city, much like Theron City is built on a cliff face, going all the way down to the ocean. Allowing for the city to be a major fishing center. After the event, all that's left is the dead. Skeletons plague this land and it's currently used as a staging area for Igdril and his Telkine.
 - **Population:** Zero
 - **Story:** Used to be the major fishing city in all the lands, exporting unique seafood. Known for some of the most beautiful sunsets in the land.

- **Name of POI** – Giant's Domain
 - **Purpose:** A place where giant's roam free. The hilly, rocky area allows for the ten to sixteen foot tall Giant's to wage a guerilla war on Igdril while they fight to survive. Always on the move, these giant's are very difficult to track, even though they're on the same side as the people of Theron City. After being betrayed multiple years ago, they

have isolated themselves, thinking they are better off on their own. Unlocks as a Safe POI after step 11.

- **Population:** 100
 - **Story:** One of the surviving species of the event that took place twenty years ago. Although almost extinct, the giant group seems to be stronger than ever. Becoming nomadic is the route they took to keep their kind alive, trusting no-one to maintain what they have. The large rocks in the hilly area allow for the giants to move without prying eyes.
- **Name of POI - Tarse Forest**
 - **Purpose:** A sacred forest where a relic you need is hidden.
 - **Population:** Dozens of different types of wildlife including birds and smaller creatures. Most larger creatures have fled this area due to the minor deity in the area turning evil.
 - **Story:** Tarse forest is known as one of the most mystical places in all the lands, miracles were known to happen there. Those that found themselves lost would always find their way home. The Anteok, the minor deity that protects the forest judges those who pass and assists those who are good of heart. Assisting them and helping them with a better life. Old relics are also known to be scattered within the forest, the Anteok looking over them.
 - **Name of POI – Scouting Camp**
 - **Purpose:** The Scouting Camp keeps an eye on the Lower War Camp, looking over enemy troop movements that come close to Theron City. Scouts around the area always report troop movements back to Caius and Aishela.
 - **Population:** 10 soldiers that are always in rotation.
 - **Story:** Created to protect Theron city, the POI can be used as a staging area for raids.
 - **Name of POI – Lower War Camp**
 - **Purpose:** Called the Lower War Camp as it's the closest major war camp to Theron city, but other smaller war camps are in the area.
 - **Population:** Changes between 600-1600 mobs at any time. The Telkine and Igdril are seen mostly in this area.
 - **Story:** Also known as “The Big One” the war camp was created to find those that reside in Theron and wipe them out.

Bestiary:

- **“Turned” Anteok – Mini Boss**
 - Minor Deity or Tarse Forest. A large creature that walks on two legs, bear body and moose head with giant antlers. Weilds a giant club made from a fallen tree. Used to be a creature of good, but was turned evil by Igdril, now an evil spirit that kills most anything that enters it's domain.
- **Skeleton (& Variants) – undead Mob**

- Undead humanoids, heavily populated at Cliff's Edge. They hold different weapons and some can even cast minor magic. Elemental variants can also be seen roaming. Skeleton Captains can create cohesive attacks if they are in the area.
- **Telkine – Mini Boss**
 - Floating apparition that is the mastermind of groups of mobs, cloth is wrapped around the creature with only it's yellow eyes and arms being visible. Heavy magic caster who has the ability to move in and out of areas quickly. Igdril's creation and underling.
- **Sprite (& Variants) - Demon Mob**
 - Minor elemental demons that roam the lands in groups. Small pygmy like creatures that run on two legs and use their large claws to subdue larger foes in groups. There are also variants that are larger and work as leaders of the groups.
- **Harpy – Humanoid Mob**
 - Humanoid creature with talons for feet and wings for arms, a beak comes out of the humanoid face. Often found in rocky and mountainous areas.
- **Mammoth Crab – Creature Mob**
 - Giant hostile crabs that can be found off the coast.
- **Possessed Armor – Magical mob**
 - Armor that is possessed by a magical essence, can wield melee weapons, no means of communication. Armor can be small or very large, with some suits of armor being created just to be possessed.
- **Shade – Undead Mob**
 - Magical ghosts of the dead who did not pass from the world correctly. Usually found alone in ruins or abandoned buildings. Some shades have found their sanity once more and become a neutral party.

Saga Quest/Mission Steps

1. Prologue Cutscene – Backstory is explained through a narrator (Tamara), your stone form converts back into a human, leaving you stunned. As you come to, a human soldier is screaming in your face. You miss his first few words, but understand what the soldier is getting at.
 - DIALOGUE: NPC Soldier yelling at the player
 - NPC SOLDIER: --Need to go now! Are you with me?
 - PC: "W-what?"
 - NPC Soldier: "We're in danger! We weren't the only ones who were expecting you, come on!" The soldier then moves to spiral stairs that go down the tower.

2. You walk down the stairs of the tower to the bottom floor, witnessing two more human soldiers face off against two skeletons and a hulking armored beast. You engage in combat with the mobs. The two soldiers can perish during combat.
3. As the combat ends, Caius enters, he explains that he is heard that the soldiers accompanying your escape needed help.

CUTSCENE BEGINS

CUTSCENE DIALOGUE: Caius speaks to you and the surviving soldiers

CAIUS: "When I heard that you needed help, I came right away, but it looks like you were able to manage. Are you ready to go?"

PC: "Go where?"

Caius: "There's only one place to go in these trying times, you wouldn't know it, a little place called Theron."

DIALOGUE ENDS

CUTSCENE VISUAL

Seeing that you were able to take care of everything He escorts you back to the last remaining city. As you pass through a canyon that splits a mountain in half, the world around you starts to change. You enter a cloaking field, seeing that there is an entire city built on both sides of the cliff face. Bridges sweeping across allowing for main areas to be built over the small stream that makes it's way down the canyon.

CUTSCENE ENDS

4. Caius Brings you to Aishela who fills you in. She then gives you a small amount of gold to gather supplies. Then sends you on a mission to investigate the source of skeletons in the "Cliff's Edge" area.

DIALOGUE BEGINS: Aishela and Caius to you.

Caius: "Miss me?"

AISHELA: "Never."

Caius: "That's cold... Well, here (he/she) is."

Aishela: "I see that, and for the record, that's the one I was worried about." Aishela looks at you. "I'm glad you're okay, we really need you. I'm Aishela, I run things around here."

PC: "I've missed a lot."

Aishela: "Indeed, but nevertheless, we're glad you're here."

PC: "Thank you. How may I be of service?"

Caius: "Right to the point, I guess there was a reason you were up there with me."

Aishela: "I don't want to send you into certain death just yet, but, there is something that's been bugging me."

Caius: "Cliff's Edge?"

Aishela: "Cliff's Edge... We've seen a large rise in undead in our area near a place we now call Cliff's Edge. I'd like you to investigate."

PC: "Undead haven't been seen in centuries."

Aishela: "These are different times."

PC: "I understand."

Aishela: "Caius has some gold for you before you go, make sure to grab everything you'll need."

Caius: "(He/She) never said they'd go."

PC: "That's alright, I'll figure out what's going on."

DIALOGUE ENDS

5. Buy healing items (Mandatory) and ammunition (If needed for that class). Explore the city to find the major points of interest. Report back to Aishela when you set off.

6. You go to "Cliffs Edge" and search for clues, skeletons can be seen wandering in different directions, but are all coming from the same direction. As you get closer you realize there's a town built onto the edge of the cliff much like the one Caius brought you to. The town itself isn't very wide and it goes all the way down to the water's edge, where a very angry ocean meets land. As you delve deeper, you see skeletons littering the ground, lifeless. As you approach the town center, you encounter a Telkine. The Telkine upon seeing you resurrects the skeletons around you. Forcing you to make an exit.

7. As you struggle for survival on the way out a sudden voice tells you that you can't let them leave. This voice is something you have never heard before. You gather flammable objects while surviving against the hordes of enemies and set fire to the only entrance, not allowing any more skeletons to leave the area.
DIALOGUE BEGINS: Typha to you during combat.
TYPHA: "There's far too many for you."
PC: "Who's there? Show yourself!"
Typha: "Why? I'm not even there."
PC: "What?"
Typha: "Burn the bridge, the one you came in through, make sure no more can escape."
DIALOGUE ENDS

8. You travel back to the city in the canyon and report your findings to Aishela, telling her you've dealt with the situation. She explains that there are issues going on with the cloaking field, but only Caius knows how to fix it. She then tells you that he was sent out as the lead of a scouting party and she would like you to bring him back immediately.
DIALOGUE BEGINS: Aishela to you.
Aishela: "Welcome back."
PC: "Good to be back."
Aishela: "What did you find?"
PC: "There was a creature there that seemed to be leading the undead."
Aishela: "The Telkine?"
PC: "Telkine?"
Aishela: "Never mind, just know it's very dangerous. I've got something else for you."
PC: "Alright."

Aishela: "There are problems with the cloaking field and to my knowledge he's the only one that knows how to fix it. If we lose the field we lose everything."

PC: "Sounds like it's the only problem we should worry about right now."

Aishela: "You'd think... Unfortunately Caius isn't here to fix this. His scouting party is late, could you look for them? They're to the north near the rocky hills, the Giant's Domain."

PC: "Ominous sounding."

Aishela: "It's not as bad as you think."

PC: "I'll take your word for it."

DIALOGUE ENDS

9. You set off to find Caius, when you find him; he's all alone, the rest of his scouting party isn't in sight. He waves you over as you get close and explains what's going on. His scouting party was captured by giants, but he doesn't believe they are hostile, but think that the scouting party may be. When you bring up the cloaking field, he tells you he doesn't know how to fix it, he only knows how it works. Then he starts devising a plan to get his people back, that's when he spots a mob raiding party in the distance.

CUTSCENE BEGINS

You walk up to Caius and ask where the rest of his scouting party is. He motions for you to follow him through some brush. He pushes some brush to the side showing you a clearing.

DIALOGUE BEGINS: Caius to you.

PC: "Where's the rest of your team?"

Caius: "They've been captured by giants."

CUTSCENE VISUAL: A giant could be seen guarding two members of Caius' scouting party.

PC: "Are they trying to lure us out?"

Caius: "No... Technically the Giants are on our side, but they were burned once by a traitor. They don't trust anyone, but they also don't want needless bloodshed."

PC: "So should we just ask for them back?"

Caius: "No... I expect we'd find ourselves in the same predicament."

CUTSCENE VISUAL: Noise could be heard in the background and Caius moves to see what's going on. A large group of mobs can be seen going towards the position of the giants.

Caius: "That's our hand."

PC: "What?"

Caius: "If we engage with the enemy, and the giants see us, they will see we mean no harm."

PC: "You hope?"

Caius: "Y-yes... but... oh come on."

DIALOGUE ENDS

CUTSCENE VISUAL: Caius ambushes the group of mobs.

CUTSCENE ENDS

10. You ambush the raiding party with Caius in hopes of showing the Giants that you are on the same side. They end up joining in the fight and returning the scouting party.

DIALOGUE BEGINS: Caius to you.

Caius: "Onward!"

PC: "Are you sure this is a good idea?"

Caius: “The key is to not think about whether or not it’s a good idea!”

NPC GIANT 1: “OHOOHO! You think we’d miss out on this?”

NPC GIANT 2: “Say, you two are pretty good at this!”

DIALOGUE ENDS

11. When you get the scouting party back Caius starts making his way back to the city to try and figure out what’s going on. Leaving you to do as you wish for the day. As he leaves, the same voice that you heard at “Cliffs Edge.” Turning around you see a woman sitting on a rock behind you. After a brief conversation on who and what she is, she explains that if your cloaking field falls, they’ll need extra supplies to have a chance of surviving. She then tells you where to get said supplies. You then make your way to where she tells you to go.

CUTSCENE BEGINS

DIALOGUE BEGINS: You to Caius

PC: “Oh, Aishela sent me to you for a reason.”

Caius: “What is it?”

PC: “She says there are troubles with the cloaking field. That you knew how to fix them.”

Caius: “Arghhhhhh... I know how it works, but that doesn’t mean I know how to fix it. I’ll go back and do my best to figure it out. I’ll see you later.”

CUTSCENE VISUAL: Caius leaves and moments later Typha appears behind you.

Typha: “That’s not good.”

CUTSCENE VISUAL: You are startled by the sudden voice and draw your weapon.

Typha: “You told me to show myself, so, here I am. You do remember Cliff’s edge right?”

PC: “I do...”

Typha: “Typha. Listen, if you’re cloaking field fails, you’ll need some extra supplies when you eventually abandon the place. I know where to get them.”

PC: “Go on.”

Typha: There’s an enemy encampment to the west of your city. You’ll find some fun stuff there, maybe something more than just supplies, but that’s just a rumor, my rumor.”

CUTSCENE VISUAL: Typha disappears in front of your eyes.

DIALOGUE ENDS

CUTSCENE ENDS

12. CUTSCENE BEGINS

You arrive at a camp where the Telkine you had seen at “Cliffs Edge.” The Telkine is surrounded by a group of harpies and a group of sprites. Right beside it there is a humanoid figure, with the Telkine seemingly taking orders from this being. The Telkine then takes a group from the camp out. After a while you are able to attack the camp.

CUTSCENE ENDS

After dispatching them you start gathering supplies, while doing so, Typha appears again and tells you to look at something. There you see a set of papers laying out a plan to set up a devastating attack on the city once they find it. You then take the papers and some supplies back to the city.

13. On your way, Typha appears trying to stop you from going back. You have a conversation on why a Devil is helping them, then after she leads you to a shrine in the forest. There is an orb on the shrine, Typha says that with this they can fix the cloaking field.

CUTSCENE BEGINS

CUTSCENE VISUAL: Typha appears and stops you in your tracks, putting her hands on your shoulders.

DIALOGUE BEGINS: Typha to you.

Typha: "I've figured something out!"

PC: "What? How?"

Typha: "A little bit of spying on your friends, nothing big."

PC: "WHAT?"

Typha: "It's fine, they would never see me anyway."

PC: "That's still a terrible idea."

Typha: "Anyway, there's a relic in a far away forest that'll fix all your problems. Wouldn't it be nice to surprise them?"

PC: "Why are you helping us?"

Typha: "It's rude to respond to a question with a question. Also, I wouldn't say I'm helping you for say."

PC: "Doesn't feel like it."

DIALOGUE ENDS

CUTSCENE VISUAL: Typha shrugs and disappears.

CUTSCENE ENDS

14. Before you can grab the Orb, you are ambushed by an Anteok. Mini boss fight. Originally a guardian of the woods, this creature has started attacking anything that enters its woods instead of assisting them. Typha aids you in this fight.

DIALOGUE BEGINS: Typha to you.

Typha: "Ah, the mean one is here."

PC: "What in Tamara?"

Typha: "He's not so tough, let's go."

DIALOGUE ENDS

15. After defeating the Anteok, you take the orb and bring it back to town. Typha shows herself to both Caius and Aishela, there is a small dispute before Typha tells them how to fix the cloaking field. The ritual requires the sacrifice of a righteous spirit. Aishela then sacrifices herself to maintain the cloaking field. You then give Caius the papers to analyze.

CUTSCENE BEGINS

CUTSCENE VISUAL: In the room with the power source to the cloaking field. There is a large orb with a white milky substance in it, but the orb is almost empty. You pull out the relic and hand it to Caius.

DIALOGUE BEGINS: Caius and Aishela speaking with you.

Caius: "Where did you get this?"

PC: "I-"

Caius: "What did you do? WHAT DO YOU KNOW OF THIS?"

PC: "I-"

Aishela: "Caius, isn't that what we need?"

Caius: "Yes, but--"

Aishela: "But what?"

Caius: "I only told you."

CUTSCENE VISUAL: Both Aishela and Caius look to you. Typha appears next to you as they do.

Typha: "I was the one that told him."

Caius: "YOU ARE DEALING WITH DEVILS NOW?"

CUTSCENE VISUAL: Caius picks up his spear, but Aishela just stands there.

Aishela: "Caius stop. Who are you?"

Typha: "Typha, I've been assisting your toy here."

Caius: "So it seems."

Aishela: "Tell me the truth, who else have you told about this?"

Typha: "Truthfully none, but why would you trust a devil?"

Aishela: "Hmmm... so how does this work?"

CUTSCENE VISUAL: Caius looks away.

Aishela: "Caius?"

Typha: "Stab the heart, maintain the safe haven."

Aishela: "Caius? CAIUS?"

Caius: "She's right... but there's something else. Only someone with an iron will can do so."

Typha: "And you can't, neither can (He/She)."

PC: "Why?"

Caius: "We're already dead, our will no longer matters. Tamara's grace is the only thing that keeps us in the mortal plane."

CUTSCENE VISUAL: Aishela steals the relic from Caius' hands. Then opens a hidden blade in the relic.

Caius: "AISHELA NO! WE CAN--"

Aishela: "WE CAN WHAT CAIUS? Wait for the cloaking field to dissipate and leave ourselves open. Let everyone die just for a hope of finding something else?"

Caius: "Aishela..."

Aishela: "Caius? Close the door on your way out."

CUTSCENE VISUAL: Caius uncomfortable and reluctantly leaves, Typha disappears and you follow Caius out.

PC: "Caius I'm sorry."

Caius: "We need a breakthrough."

PC: "Could these help? I also found these when I went for some supplies."

CUTSCENE VISUAL: You hand Caius the papers you found.

Caius: "I'll have our analysts take a look, thank you."

DIALOGUE ENDS

CUTSCENE ENDS

16. Once Caius is done analyzing the papers, he seems to be in a panic. He explains what is going on, that there is a catalyst sucking the life out of the orb that Aishela now is. Caius has found out where it is and he says that you need to assist him in destroying it as soon as possible. He tells you to ask for the Giant's help as he gets his men together.

DIALOGUE BEGINS: Caius to you.

Caius: "Good, you're here."

PC: "What do we have?"

Caius: "Aishela may have made the ultimate sacrifice too early. Igdriel seems to have something that is draining the orbs energy."

PC: "Where is it."

Caius: "The one place we like to avoid."

PC: "That is?"

Caius: "The Lower War Camp. They have their own cloaking field. That's why we never caught wind of it."

PC: "So what's our next move?"

Caius: "I'm going to gather the men, I need you to go visit our giant friends and ask for assistance."

DIALOGUE ENDS

17. You travel to the Giant's domain to ask for their help, and receive it destroying small mob camps on the way to lure the Giants out.

DIALOGUE BEGINS: NPC Giant 1 to you.

NPC Giant 1: "You're back."

PC: "Unfortunately, and even more unfortunately I am requesting your help."

NPC Giant 1: "With what?"

PC: "The warriors of Theron are assaulting the Lower War Camp. If we don't it could mean the end of Theron."

NPC Giant 1: "I see..."

PC: "I understand if you don't."

NPC Giant 1: "There was a time recently where we wouldn't, but I know for certain that if Theron falls, we would fall soon after. There may not be many of us, but we can still make a difference. Now go, we'll meet you there."

DIALOGUE ENDS

18. You meet up with Caius and get ready for an assault, but there's nothing in your area. As Caius moves forward with his men, you realize that they are using the same cloaking field that the city is. A Massive cathedral is seen in front of you, a place where the mobs have set up a staging area. You break through the frontlines to get into the cathedral.

DIALOGUE BEGINS: Caius to you and the Giants.

Caius: "Thank you for joining us."

PC & NPC Giant 1: "Thanks."

Typha: "This'll be fun to watch."

Caius: "I bet they're expecting us, shall we begin?"

DIALOGUE ENDS

19. When you make it into the cathedral, you rendezvous with Caius, where you both go through the cathedral together in searches of finding the source of the field that is taking the power away from the city's cloaking field.

DIALOGUE BEGINS: Caius to you over the fighting.

Caius: "I'm enjoying myself, what about you?"

PC: "Can't say I'm disappointed."

NPC Giant 1: "Onward!"

DIALOGUE ENDS

20. When you find it, the humanoid figure that was with the Telkine is there. Caius realizing you two are no match sacrifices himself, but he himself is turned evil in the making. The humanoid Igdril is disgusted by the action and instead of fighting you himself has Caius do it. You vanquish Caius, releasing him from that state, then destroy the catalyst that is sucking the life from Aishela's orb.

CUTSCENE BEGINS

CUTSCENE VISUAL: As you approach the catalyst, but before you get there, Igdril comes out from behind a pillar.

DIALOGUE BEGINS: Igdril to you.

IGDRIL: "Oh you were so close."

PC: "It's not over."

Igdril: "Oh but it is."

CUTSCENE VISUAL: Caius bursts into the room with you.

Caius: "Igdril..."

Igdril: "Oh am I glad you're here. Dear Caius, I am slow to anger, but I tow the line, when I reckon on the effects of your life on mine. I look back to where I failed and with every place I checked, the only common threat has been your disrespect.

Caius: "I wouldn't have it any other way."

Igdril: "If you had a problem with me, you should've come to me. I might have spared (him/her).

CUTSCENE VISUAL: Igdril lunges at you at lightning speed. Caius however gets in the way, taking Igdril's sword through the chest, the blade only inches away from you.

Caius: "S-s-stay back..."

Igdril: "Now why would you go do something like that? We could've been friends... Oh, wait, we're about to be anyway."

CUTSCENE VISUAL: Caius grips the sword and tries to pull it out, but Igdril overpowers him, pushing the blade deeper. You take a step back so the blade doesn't touch you.

Caius: "Quite a grip you've got there... big mistake."

CUTSCENE VISUAL: Caius twists his body violently, breaking the blade close to the hilt, freeing himself with the blade still stuck in him.

Caius: "How does it feel? Never being able to turn someone into your puppet again?"

Igdril: "Why would I need to, when I have you?"

CUTSCENE VISUAL: Darkness quickly emanates from the blade wound in Caius, consuming his body, around the wound a bright white light is shone, but it is not enough to prevent the darkness from taking over his body.

Igdril: "Oh Caius, It's going to be wonderful to have your company. Dispose of (him/her).

CUTSCENE VISUAL: Igdril disappears and Caius turns to you, almost fully consumed, only his eyes remain the same.

Caius: "You know what to do... history has its eyes on you."

DIALOGUE ENDS

CUTSCENE ENDS

CUTSCENE BEGINS

CUTSCENE VISUAL: You vanquish Caius, the sword fragment shattering as he falls to the ground dead. The darkness leaves his body, leaving a peaceful look on his face. You destroy the catalyst and look back to Caius' body. Typha appears crouching next to him Typha closes his eyes.

DIALOGUE BEGINS: Typha to you.

Typha: "That wasn't very fun."

PC: "You're not wrong."

Typha: "What will you do now?"

PC: "I don't know."

Typha: "Wrong answer."

PC: "What's the right answer?"

CUTSCENE VISUAL: Typha disappears and reappears next to you and whispers in your ear."

Typha: "Resist"

DIALOGUE ENDS

CUTSCENE ENDS

Side Quests/Missions

- **SQ1 - Kill the Telkine – After the final mission, Tamara tells you where the Telkine will be. Utilize this information to kill the Telkine.**
 - **Quest Giver:** Tamara
 - **Targets:** Telkine
- **SQ2 – Save the Devil – A minor devil had been snooping around Cliff's Edge and has gone missing, Typha requires this one find it. Typha is not friends with this devil, so be careful.**
 - **Quest Giver:** Typha
 - **Targets:** Minor devil.
- **SQ3 – The Child – There is a child wandering in the woods where the Anteok had lived, but has never been attacked by it. Figure out his secret**
 - **Quest Giver:** Giants
 - **Targets:** The child of the woods.
- **SQ4 – Special Supplies – “Do me a favor, will you?” Typha seeks compensation for her help. Magical scrolls are being transported by multiple Possessed Armor mobs. Interfere before they get there.**
 - **Quest Giver:** Typha
 - **Targets:** Carriages with the scrolls in them.
- **SQ5 – Right Hand Man – Uncover Caius' past. Caius was missing for only ten years compared to your twenty dig up what happened and report it to Aishela.**
 - **Quest Giver:** Aishela
 - **Targets:** Ruins around The Tower Of The Ancients.

- **SQ6 – The Soldier’s Song – Bond with your fellow soldiers in Theron, sit down with it and learn the tales of the soldier.**
 - **Quest Giver:** NPC Soldier
 - **Targets:** Campfire in Theron

RPG Zone Template

Landblocks: 256m x 256m

