

Ultima IX: Ascension

Plot Treatment

July 17, 1997

Version 4.1

See Revision sheet at end of document.

Rediscovery

I. Introduction

(Begin *Introduction Flic*)

- A. Avatar arrives at Terfin Isle via magical conduit.
- B. Attacked By Dragon and Wyrmguard.
- C. Hawkwind teleports Avatar away in nick of time.
- D. Guardian and Blackthorn notice Avatar's entry via mirror in Orary.
 - 1. Blackthorn is concerned.
 - 2. Guardian says that all will play into his hands.

NOTE: See outline of script for Flic 1 [flic1.doc]

II. Hawkwind at Stonegate

A. Stonegate

- 1. You awaken in an orderly room, upon a small bed, wearing only homespun white robes
 - a. The room is filled with books, grimoires, scrolls, parchments and other tools of learning
 - b. Near you a man sits in a simple chair, wearing similar robes to yours
 - i. He wearily introduces himself as Hawkwind, the one who first aided you to gain the enlightenment necessary to seek Avatarhood
 - ii. He tells you traveling worlds can have a disorienting effect upon the traveler and says there are plenty of reference materials in this room to help you remember your past
- 2. You begin to glow with a blue light, the light slowly fades
 - a. Hawkwind explains this light means you are gaining power toward the point which you will reach ascension.
 - b. Your deeds will determine the strength of your power. In your travels you must maintain your Avatarhood and remind and teach others of this path, for soon you must move beyond this world.
 - c. I give to you this dagger. It's name is Raukarist. It was forged by the ancients of this world long ago in preparation for the one who would come later and lead this world through darkness and into the future.
 - 1. Raukarist is sensitive to the condition of your virtue. As your virtue increases so will the usefulness of this weapon, for it will not always be as you see now. The shrines are also sensitive to the precense of this weapon, and they can tell you what the weapons capabilities are.
- 3. Hawkwind reveals his true nature
 - a. He says he knew you would be arriving this day and adds you were subconsciously using your fledgling powers as the Titan of Ether to travel to Britannia
(*The Nexus of the Worlds was the destination of the Ethereal Portal on Pagan. The white passages were built long ago, by an ancient and powerful race, as a way-station to allow travel to any point in the universe at will. This info is in Hawkwind's books.*)
 - b. He seems to grow weaker, his voice softer as he says he is the one who created the gate to bring you here to safety because you were not yet ready to face the Guardian
 - c. He says he is the Timelord who aided you even before you had attained Avatarhood and there is more about him you will come to know in good time
(*The Timelord keeps the knowledge of the Ultima and the tie between the Guardian and Avatar a secret to keep this information from falling into the Guardian's hands and thereby making him more difficult to face.*)
 - d. Hawkwind states that you may use all that is here. Check the chest for further items.

4. Your quests begin
 - a. Hawkwind asks you to Seek Lord British at Lord's Keep in Britain
 - i. He tells you he would create a gate to Lord's Keep, but is too weak from having brought you to Stonegate
 - ii. He knows of a passage out of Stonegate the Shadow Lords once used, he has not tried it himself, but he it will lead to the sewers beneath Britain
(*There is a Wyrms Guard, Damon, somewhere in this passage. If the Avatar defeats him, he can take his cool armor and weapons, but these have a stigma in Britannia and an evil magic within themselves. They also confer a high resistance to magic, being made of dragon hide. This fight kicks up the Avatar's Fatigue, causing him to need sleep soon.*)
 - iii. He says L.B. has lost his purpose due to the illness and says you must help him to lead once more, "Together will you and Lord British find the way to defeat the Guardian."
 - iii. Hawkwind says he must rest now, and prepare for the future, then he disappears
 - b. You read of the destruction of the land in Hawkwind's personal journals
 - i. The Guardian came here, to Stonegate, stood atop the battlements, and cast a powerful and terrible spell
 - ii. He hurled foul, magical glyphs to the eight corners of the world and where they fell, huge columns rose from the ground
 - iii. The columns are dragging the moons out of their orbits, building awesome power as they do so, and ripping Britannia apart at its core
 - iv. This destruction of the land has caused a great famine to spread, and at the same time a plague has come upon the people and creatures alike, these factors have combined together to cause strife between different factions in Britannia
 - v. The spell is still in effect and growing stronger daily and he believes it has corrupted the moongates, the mystical conduits between towns, making them dangerous to use
 - c. In his journals Hawkwind writes of an illness that befell L.B. and of the Tribunal he created to rule in his stead, but his writings go on to say the strife is amongst these Tribunes
 - i. A plague ravages the people of Britannia, but in areas controlled by the Tribune of Love, Brother Amaranth the Apostate, the Monks of Compassion have a temporary cure known as Serpentwyne
 - ii. In areas ruled by the Tribune of Truth, Lady Verona the Justiciar, they have no Serpentwyne and suffer greatly from the plague, but the Mages of the Circle magically transform raw materials into food, so the famine effects them less
 - iii. The forces ruled by the Tribune of Courage, Sir Corigan the Knight-Marshal, are split defending Truth and Love from the ravages of brigands, wild creatures, and a new threat, the Wyrms Guard
 - iv. His writings say little else of the Wyrms Guard, save that they fly dragons

Introduction end...

III. Lord British

A. Seeking Lord British at Lord's Keep

1. You must quest from Stonegate to Lord's Keep
(The first time the party rests outside, proceed to Slaine's Ambush.)
(Guardian's First Sending - Pagan Revisited - Takes priority over Slaine's Ambush)
 - a. During this journey, you have a vision while you sleep
 - i. The Guardian speaks to you, saying L.B. no longer trusts you
 - ii. You see L.B. standing at a window, looking over the countryside
 - iii. The countryside becomes a vision of you summoning a great daemon before a pentacle
 - iv. The Guardian taunts L.B., saying the Avatar he once knew is no more
 - v. The vision of L.B. fades and the Guardian tells you soon L.B. will hate his precious Avatar
 - vi. You awaken as the Guardian chuckles
2. You arrive at Lord's Keep
 - a. Geoffrey greets you and takes you to see L.B.
(If the Avatar hasn't slept yet and received the Guardian's First Sending, he will be told L.B. is indisposed at the current time.)
 - i. If you are wearing the armor or weapons of the Wyrms Guard, Geoffrey will ask you why you bear the accouterments of the enemy, and such smelly accouterments too
 - ii. Lord British will be offended and say, "Why do you come before me dressed for battle... and in the garb of my enemies at that? You smell like rotten eggs, the sulfurous stink makes me cough." he coughs a few times to prove his point
 - b. L.B. seems concerned about things that happened in Pagan
 - i. He tells you of the Guardian's sending *(Of which you can reveal your knowledge.)*
 - ii. He asks if you really had dealings with daemononic beings in Pagan
 - iii. He says he understands you must have had your reasons, but seems unsure
3. L.B. asks you to help restore Britannia
 - a. He tells you of the Tribunal he began long ago and how they now run things in his absence. But since he has been ill, a terrible plague and famine have befallen the world and he is afraid that somehow his Tribunal may be somehow responsible. Now they don't listen to him, since his sickness has wasted him so much and they feel him unfit to handle the responsibilities of rule any longer. They are good people, but must be redirected away from their petty problems. You must seek out the source of this plague and famine and stop it before it destroys the populace.
 - b. He tells you about the Gargoyle Revolt on Terfin, saying they have a fortress surrounding the accursed Tower of Exaltation *(Big Guardian Head.)*
 - i. He knows the Guardian was behind the revolt, even though the Gargoyles really do have a reason for complaint
 - c. He knows of the Columns but is unsure of what they are, but he is sure that their influence on the land is corrupt and wrong. These must be investigated soon and a solution sought.
 - i. He says you must to Seek Out the Columns and destroy or disable them
 - ii. He annotates Hawkwind's map with the locations of the Columns
 - d. He says your old Companions are still around, but since his illness he has lost touch with them.
 - i. He tells you to Seek Your Companions to aid you
(If you ask who your Companions are, Lord British makes a comment about how traveling between worlds has disorienting effects, so he "reminds" you of who they are.)
 - ii. He says he knows at the least you can Seek Shamino somewhere in Britain, he used to live here and yet he never comes to Lord's Keep anymore. But LB has heard rumors that he is still around.
4. L.B. begins to cough and wheeze, Geoffrey comes in to help
 - a. If you are wearing the Wyrmsguard armor, he tells Geoffrey to get you more suitable accouterments, then returns to hacking and wheezing
 - b. Geoffrey escorts you out after putting L.B. to bed

- i. He takes sends you to the armory, apologizing for its paltry fare, saying the Gargoyle Revolt depleted it and all the trouble since has kept it diminished
- ii. He asks you to return periodically to keep L.B. appraised of your progress
- iii. You may choose to keep the Wyrmguard armor if you like, but Geoffrey will dispose of it if not

Seeking Lord British Quest end...

IV. Shamino

A. Seeking Shamino in Britain

1. In the Cathedral of Love
 - a. In the tavern of Britain, there is a woman named Bronwyn (*Later the Avatar's Guild Contact here.*) who knows something about Shamino
 - i. She requires payment for the information
 - ii. Once paid, she tells you of a monk named Mistral, at the Cathedral of Love, who knows where Shamino is
 - b. A monk named Mistral (*Geoffrey's daughter.*) knows Shamino is in a meditative trance within a locked cell at the alcove dedicated to Spirituality
 - i. She says no one has been in to see Shamino for many years, but he said to give a message to the Avatar if he arrives
 - ii. The message reads something like, "Stand by the well of Britain and take the road south out of town. Follow it until you reach a stand of trees. Turn west and walk until you reach a stream, then follow the stream upriver until you reach a boulder. Near the boulder is a clearing in which a faery ring has grown. Use a shovel to dig in the center of the ring and you will find the key to my cell. To awaken me read the Book of Truth, light the Candle of Love, and ring the Bell of Courage."
(*The note has little pictures and notes showing how to determine what the Bell, Book, and Candle look like.*)
2. The Candle of Love
 - a. Mistral knows the Candle of Love is on the altar before the Great Ankh here in the Cathedral, and she will allow you to borrow it if you promise to return it tomorrow
(*The Avatar loses Karma if he doesn't return it before the appointed time.*)
 - i. She is fairly certain that the Bell and Book remain in Britain and suggests you speak with the Curator at the Museum about them
3. The Book of Truth
 - a. The Curator says the Book of Truth is in the Museum, and will allow it to be borrowed for a day as well, after ascertaining that you are indeed the Avatar
(*The Avatar loses Karma if he doesn't return it before the appointed time, just like the Candle.*)
 - i. The Curator doesn't know where the Bell is, but says it used to be in the possession of a private owner, the town jeweler.
 - ii. The Curator says it would be greatly appreciated if by some chance the Bell were located and donated to the Museum where it could be seen by all the populace
(*This gets the Avatar some Karma, but won't take it away if he does not give it up.*)

4. The Bell of Courage
 - a. Chasing down the Bell of Courage at the jewelers
 - i. The jeweler tells you he once did own the Bell, but was indeed robbed of it and other items from his shop
 - ii. He doesn't know where you would find the Bell, but the first place he would look is a fence or trader of low repute
 - iii. If you ask about a fence, he will say with an air of offense he hasn't a clue where to find them, but all kinds of people frequent the Tavern, and that perhaps you should look there
 - iv. Finally, he says if you do find the Bell, he expects you will return it to him and thanks you in advance for your Compassion
 - b. Pursuing the Bell of Courage at the Tavern
 - i. In the Tavern, you might meet up with Bronwyn (*A Guild Agent.*) who will give you information on the local fence, for a price
 - ii. You also might be able to chance upon the fence here without having to pay Bronwyn's fee
 - iii. The fence says the merchandise in question was brought to him by a reputable adventurer who claimed he had found the Bell in the Caverns of Despise
 - iv. He sold the Bell to a wealthy collector in town who he does not name
 - v. Bronwyn, of course, knows of a collector who fits the bill and will cheerfully sell this information
 - c. The trail of the Bell of Courage leads to a collector
 - i. The collector, once identified and questioned about the Bell of Courage, is not willing to part with the Bell easily (*He Coveted it for quite a while hearing it had mystical properties.*)
 - ii. He keeps the Bell safely hidden and protected within a special safe guarded by a room full of numerous traps
 - iii. You can try to appeal to his avarice by purchasing the Bell from him, but it isn't be cheap, you can try to show him how he has strayed from the Path of Enlightenment through his Covetous behavior (*Probably shouldn't be successful, if it is, it should require a special service to be performed, or perhaps the gift of a magical item as a token of Sacrifice to show the collector real Virtue.*), or you can slip from the path yourself and steal the Bell

2. You are reunited with Shamino when the little ritual is performed in his cell using the Bell of Courage, Book of Truth, and Candle of Love
 - a. Shamino thanks you for rousing him from his meditations but explains why he had to resort to this form of protection
 - i. He says he began his meditations to purify himself of the horrible visions that were threatening to overwhelm his Spirit
 - ii. He can feel them even now, but being in your presence seems to help keep them at bay
 - b. Shamino joins you in your quest and has you bring him up to date on the current situation
 - c. You reminisce about old times, remembering your fallen companion, Dupre
 - d. Shamino thinks you might have need of magic in your quest and suggest you Seek Mariah in Moonglow to see if she can aid you in this area
 - e. Shamino asks if you should go to Mariah first, start right away looking into the cause of the worlds plague and famine, or check out one of those mysterious columns.
(Shamino and all of your old Companions for that matter, can “remind” you of your other old Companions, with a comment about world travelers syndrome.)
 - i. If you say go to Mariah, Shamino will suggest taking the moongate to Moonglow, or buying passage aboard a ship
(At this point, most likely the moongate won’t work, so they’ll probably have to go into a dungeon or get a job to make money to buy passage aboard a ship. Party members will make comments as you approach broken moongates and advise other, safer forms of travel. For the purpose of this document, we’ll assume they go to Mariah first.)
 - ii. If you say head off to the Columns, he will tell you generally how to get to the nearest one on your map, in the dungeon of Despise
(Shamino always seems to know where he is and can always give a clue about directions to towns, dungeons, moongates, shrines and other such landmarks.)
 - iii. If you suggest to seek out the worlds “woes”, he suggests talking with people here in Britain first, for it is hardest hit with the famine, but it is also the source of cure for the plague. The plague seems to be assuaged by Serpentwyne produced by the monks in the Cathedral.

Seeking Shamino Quest end...

V. Mariah

A. Seeking Mariah in Moonglow

1. You arrive in Moonglow and are reunited with Mariah
 - a. Mariah joins you in your quest and has you bring her up to date on the current situation
 - b. She gives information about what is going on in Moonglow, describing the plague's effects in grim detail
 - c. She has a tendency to side with the cause of Truth, which Shamino questions if he's here, taking the middle ground his Spirituality tells him to take; a little tension begins to develop between these old friends
 - d. She agrees with Shamino you will need magic in your quest and tells you how to go about gaining spell abilities.
2. If you wish to gain a spell power, you must apply to the Matriarch of the Circle of Mages, Morganna
 - a. An apprentice Mage must be sponsored by a full member of the Circle
(Mariah agrees to be the Avatar's sponsor if asked or offers it if she's in the party.)
 - b. Once you pass the test of Mages in the caves of Deciet, then you may achieve ranking in the guild of Mages and their secrets may then be passed on to you.
 - c. From that point on to gain in power you must seek a mage of higher circle and show that you have mastered the spells of the previous level *(By casting and having no fewer than half of the Avatars current circle of spells.)*
 - d. The test of Mages must be taken alone.
 - e. When you are ready, Mariah leads you to Deciet where you can enter the Cage which she will lower you to the bottom of Deceit
 - g. Somewhere on the bottom level of Deceit will be found a Glyph of Corruption

3. The Hall of Truth

- a. Within the caves of Deciet you will have to solve several golem puzzles requiring the use of your spells. Near the end you will enter the Hall of Truth
 - i. In the hall, you a great stone bust with two faces arguing with itself in a vain attempt to sway each other to their point of view about the value of life
 - ii. The first face argues heatedly, "One life is not worth more than the lives of many! To place more importance on the life of one is to disregard life in general! The Truth is, a species that behaves in this way is a species doomed to extinction!"
 - iii. The second face replies calmly, "You are wrong, my friend. What is True is every life is sacred. Who can say what the one who died would have done in years to come? Perhaps that one would have been the only who could save countless others from horror and death."
 - iv. There are stone doors at the back of this room that will not open and when you try to open them, one or the other face will tell you they cannot be bothered to open the doors until their argument has been decided, they ask for your assistance
 - v. You must teach these beings that Truth is not an absolute, it has many differing shades and values and in the end, Truth must be decided upon in each situation individually .
(You gain a large kharmic boost here, enough to trigger the mutatable weapon to show it's first power.)

Seeking Mariah Quest end...

VI. Raven

A. Slaine's Ambush

(Slaine's Ambush is a set scene.)

1. The first time you camp outside of a city, you are accosted by a Wyrmguard on a dragon
 - a. She introduces herself as Slaine and says she is here to avenge the death of Damon, the Wyrmguard who was killed in the tunnels beneath Stonegate
 - b. Just then, a shadowy figure breaks from the darkness and hurls a dagger at Slaine's face
 - i. The dagger strikes its mark and Slaine screams in agony.
 - ii. Slaine falls forward across the neck of her dragon and commands it to take her away
 - c. The shadowy dagger thrower comes into the light of your fire after the dragon has flown away and introduces her/himself
2. You meet Raven
 - a. Raven is female if you are male and vice versa *(This document assumes the Avatar is male.)*
 - b. She tells you her Master knows the whereabouts of you Companions and seems to know quite a bit about you in general, you might say she's a bit of a historian when it come to you
 - c. She asks you to come with her to meet Master Samhayne at Asylum
 - i. Shamino advises, in a whisper, against going with her *(If he's in the party.)*, and tells you Raven is with the Guild, a pseudo-legal organization with a dubious reputation
 - ii. She says her Master has told her great things about you, and tells you he wants to help solve the problems of Britannia
 - iii. If you don't wish to go, she says she will wait for you at the Blue Boar tavern of Britain
 - iv. If you agree to go, she joins your party but will only stay if you continue to proceed toward Asylum, otherwise she says her good-byes and will go to the Blue Boar and wait *(She will offer this several times if needed.)*
 - d. Once in the party, Raven can have a Guild Corsair sail the party from any port on the Guild's shipping route to Asylum

VII. Samhayne

A. Seeking Your Companions in Asylum

1. Samhayne is introduced to you
 - a. He says, “You can trust me. I’m working on the problems the Tribunal is failing to solve.”
 - i. He tells you he provides food to the followers of Lord Amaranth (*Love.*)
 - ii. And he says he provides Serpentwyne to the followers of Lady Verona (*Truth.*)
 - b. He confides the Tribunal is leading the people towards war, and that is bad for business, not to mention people lives
 - c. He says it would be mutually beneficial if you and he were to join forces to prevent this impending war, but he doesn’t expect you to take him on his word about these problems
 - i. He suggests you Find out about the Tribunal by speaking with Sir Corigan at Citadel, since he is the only Tribune who will accept an audience with the public
 - ii. He concludes, “After you have spoken with Sir Corigan, then you will understand, first hand, the nature of the problem. Then go and see the other members of the tribunal. Understand, however, that this must be done covertly for they no longer deign to grant audiences to anyone. I will give the the name of our operative in each town. Seek them out and they will instruct thee on how to get the information you need.”
 - iii. The name of Bronwyn and Arthur, the contacts, are written into the Avatar’s journal.
 - iv. He will then try to indoctrinate the Avatar into the Guild. See Joining the Guild.

A. Joining the Guild

(*In Asylum.*)

1. Samhayne asks you if you to join the Guild
 - a. If you agree, Samhayne says you must be sworn into the Guild and Marked by the Serpent
 - b. Samhayne will receive him as an initiate in the Guild and perform a small ceremony of induction (*Avatar gets a mark in the shape of the silver serpent burned onto his forearm and he receives his code-name, Ankh..*)
2. As a member of Guild, you learn of Guild secrets
 - a. You learn of the hidden Guild shops in most of the towns, and the way by which you may conduct business with their owners
 - i. This involves things like righting a picture on a wall, to which the owner will say some code phrase, and you must give the proper response
 - b. You learn about the secret Guild markings
 - i. These are things used to assist Guild members in finding secret passages, hidden compartments and the like
(*The things you are told are for spice not a major infodump, as they are all in the Guild code-book.*)
 - c. You are given a Guild code book
 - i. This contains all the information you are told about the Guild, it’s operatives, members, secret signs, shipping lanes, shops, etc.
 - ii. The code book releases a quick acting acid that will destroy itself if it is not opened by the proper procedure, known to Guild members only
(*The Avatar is taught how to open the code book*)
 - d. Most importantly, as a Guild member, you can meet contacts near the Court and Cathedral
3. Samhayne asks you to observe the other two Tribunes and bring physical proof of their plans
 - a. He tells you he needs your particular abilities (*Most importantly magic.*) to find out what the Tribunes are up to, since all attempts to negotiate, or for that matter, speak, or even outright spy upon these two have failed
 - d. At this point, if other party members are in the party, they will remind you of other possible quests you may have forgotten about

- i. If you haven't been to Cove to restore your Companions to the Path of Virtue, Shamino will remind you of that quest
 - ii. Mariah also will remind you, if you haven't gained the discipline of ritual magic, and are of the Fifth Circle, you should do this (*To allow you to enchant the cauldron for the Airship.*)
 - iii. Raven, of course will suggest you do as Samhayne suggests and go to seek your contacts in Britain and Moonglow
 - iv. You have to decide, they may grumble, or quietly accept your decision
- v. He says you may take one of his Corsairs there and it will bring you back here when you are finished, he gives you a Writ of Passage to and from the Citadel
- 3. Raven asks you if she may accompany you, saying she wishes to help in any way she can
 - a. If you say yes, she asks Samhayne to be assigned as your personal Guild Agent
 - i. Samhayne will agree to it and Raven joins the party
 - ii. Through her you now have access to Guild Corsairs to take to Guild ports
 - b. If you say no, she will seem dejected but wish you well regardless
- 4. Samhayne tells you that one of your old companions was seen here recently.
 - a. He knows Jaana, a Companion of yours, is the leader of Cove and she comes to Asylum infrequently to get food and Serpentwyne for her village
 - b. He says, strangely, Cove became completely surrounded by mountains about the time disaster struck Britannia.
 - i. He informs the Avatar, that Janna always arrives by ship, so there must be a secret river passage into the town, but he does not know how to get there.
- 5. Samhayne talks to you of his personal desire for the Guild and Britannia in conspiratorial tones
 - a. He remembers a time when Sacrifice meant giving from one's heart
 - i. In the modern era, his Guild Agents go around "Accepting Sacrifices" to replace a tax rate which was killing the poor people of Britannia
 - ii. He says he wishes to remake the Guild into an organization that truly does accept sacrifices, but not by stealing from the rich, but by asking those that can afford it to give of their own free will, then the sacrifices could go towards aiding the poor
 - b. Samhayne says only Raven and a few others side with him in this matter
 - i. Raven says there is a strong current of dissension led by Shadow, Samhayne's second in command

VIII. Cove Companions

A. Seeking Your Companions in Cove

1. Cove is hidden by barriers of illusion you can only get through with Samhayne's help
 - a. The town is beautiful, unlike the rest of Britannia, the people are well-fed and healthy
2. You are reunited with some of your Companions
 - a. Iolo is here and extremely old, almost bed-ridden
 - i. He says the Guardian seems to be a never-ending plague upon Britannia that has tried to subvert the people and now seems ready to destroy their world
 - ii. He asks you, "Who is the Guardian? Why does he hate Britannia so?"
 - iii. You discuss the Guardian's actions during the time of the Black Gate and your journey to Serpent Isle (*Ultima 7 and Ultima 7, part 2*), while you were in Pagan (*Ultima 8*), and since you have returned (*Ultima 9*)
 - iv. He advises you to find out what the Guardian wants and says only by doing this will you ever be able to defeat him
 - v. He says, Vasagralem, the last ruler of the Gargoyles prior to their Revolt, might know why they sided with the Guardian, and therefore might know more of his nature
 - vi. He says he thinks the former Gargoyle ruler has removed himself from his people. He has heard tales of a pair of gargoyles haunting the ruins of Empath Abbey.
 - b. Gwenno is here with Iolo and takes care of him
 - i. She offers her assistance in any way that won't take her from her husband's side
 - ii. She gives you bolts and arrows if they are needed (*She has a limited supply of each at any given time.*) and a special glass bolt that will never miss its target.
 - c. Jaana has become the High Druid, leader of Cove
 - i. She offers her assistance in anyway that won't take her from her duty as leader of Cove and the Druids
 - ii. She gives you food and Serpentwyne whenever you have need of them (*She also has limited supplies of each available at any given time.*)
 - iii. She can heal and cure you and your party at no cost whenever necessary and gives you an amulet that allows the wearer to survive death once
 - iv. If asked about other companions, she says she believes you can Seek Julia in Trinsic, but she knows no more
 - d. Nicodemus is the protector of Cove
 - i. He will give you a ring allowing you to see through the illusion protecting Cove
 - ii. He also has reagents (*In limited quantities at any given time.*), some spells, and rituals you might want (*He does not charge the Avatar for any of these.*)
4. If the Companions are asked about Samhayne prior to your joining the Guild, they will advise you about him
 - a. They say he is helping, but at a considerable monetary cost, and he has his own agenda
 - i. Iolo says with Compassion, "We have to trust him; we need his help."
 - ii. Jaana Justly states, "We can't afford to trust the Guild; we must solve this ourselves."
 - iii. All agree that speaking to Sir Corigan would be a good idea

Seeking Your Companions Quest end...

End Rediscovery

Tribunal

I. Sir Corigan

A. Find out about the Tribunal at Citadel

(In Valoria)

1. When you arrive at the Citadel and ask to be given an audience with Sir Corigan, you are told by the guard Captain only those of Valor are allowed into the presence of the Knight-Marshal
 - a. The Captain, Valdemar, will not let you pass until you have told him you are the Avatar, at which point he becomes suspicious and sets a challenge for you
 - i. He says you must complete a Quest of Valor to prove your Courage before he will allow you to see Sir Corigan
 - b. If you choose to take the quest you will be sent to acquire the Crown of the Trolls which is held by a nearby band of trolls
 - i. He tells you of a bridge where trolls normally waylay passers-by and wishes you good luck, half-heartedly, then chuckles to himself
 - c. At the troll bridge
 - i. Near the bridge is a cave, filled with human bones and gore, not to mention nasty trolls
 - ii. In the nether regions of the cave lives the Troll Lord, a hugely fat specimen of the troll species, who will demand to know why his dinner is walking about
(Until the quest has been given, the Troll Lord will not be in his cave, so no fear of pre-completion of this quest. This is to avoid the possibility that the Avatar might drop the Helm somewhere and not remember where he put it.)
 - iii. With most responses, the Troll Lord becomes enraged and attacks you (There might be a way to talk him out of the Helm without bloodshed, but it should require the Avatar to do something Virtuous. I.e. Sacrifice something of similar value, Compassionately offer a substitute for dinner, Honorably tell the Troll Lord you must take the Helm even at the cost of your own life, etc.)
 - iv. The Avatar will either kill the troll King and gain the crown, or will convince the King to allow him to borrow the crown.
 - v. If the Avatar returns the borrowed crown to the Troll King (assuming the King is not dead), the King then gives the avatar a skull that marks him as a troll friend. From that point on no troll will attack the Avatar.
 - d. When you return and show the helm, Sir Corigan's guards are sufficiently impressed and allow you into the Citadel

2. You and your party are brought before Sir Corigan, who is attended by an advisor
 - a. A guard announces your presence, "Sir, may I present the Avatar and his companions."
 - b. Sir Corigan greets you heartily with something akin to relief, "Thank the Virtues you have returned, Avatar. We need you now more than ever. I am Corigan, and although we have never met, through your exploits, I feel I know you. May I introduce you to my advisor, Darkblade." (*Blackthorn...*)
 - i. The advisor, a Bladesman in a dark red tabard, stands by a black wolf that begins to growl at the Avatar's approach
 - ii. He bows respectfully and speaks to the wolf, "Hush now... can't you see a great warrior approaches?" The wolf grows silent
3. Sir Corigan tells you of the problems facing Britannia and the Tribunal
 - a. His daughter Morwen holds a deep respect, bordering on love, for Brother Amaranth
 - b. His son Wellan believes in the cause of Lady Verona and has pledged his support to her
 - c. His children, each a commander of major factions of the Valorian Bladesmen, are placed at odds by the plague and famine
 - d. He says the other Tribunes refuse to listen to his council of unity, and his children are too headstrong to accept reason
 - e. He feels to side with either will bring about open hostility from the other
 - i. Darkblade agrees saying "Let them solve this themselves. To interfere now will only bring about civil war."
(*Sir Corigan may seem to waver if Avatar argues, Darkblade will keep Corigan from being able to resolve his quandary.*)
4. Once away from Citadel, Raven (*Assuming she is around.*) suggests you either:.
 - a. If the Avatar has not joined the guild...return and join so that you may go to Britain and Moonglow and snoop on the other two tribunal members
 - b. if so...then travel to Britain and Moonglow to meet contacts.

II. Lord Amorph

A. Find out about the Tribunal by spying on Lord Amorph

(In Britain.)

1. After you become a Guild member, you have a vision of L.B. the next time you sleep. This is a flic showing the Avatar joining the guild twisted by the Guardians take on it. (See Flic III.doc)
2. Raven advises you to go to the Blue Boar to meet Bronwyn, your Guild contact in Britain (*Raven will suggest this, but the Guild codebook will have advice about gaining the attention of other Guild members in places of business.*)
 - a. When you describe your business here in Britain, Bronwyn says she thinks she might be able to help you
 - i. She gives you a map of the sewers beneath Britain which should lead to the secret Guild entrance into the Cathedral, and suggests you make your way in during the day, at night the whole *place* goes to sleep so you won't be able to "observe" Lord Amorph except to learn if he snores (*The map is mostly correct with a few discrepancies thrown in for entertainment's sake and the journey should be short but fairly eventful.*)
 - ii. She knows a Monk who is a Guild sympathizer, Mystral by name, and says she'll be expecting you within the Cathedral's secret entrance into the Cloister
 - iii. From Mystral, she tells you, you will learn the layout of the Cloister and where you should go to see the Apostate speak
 - iv. She advises you to go alone, and says this is a job in which one can succeed where more would not
 - v. She says in parting, "By the way, I suggest you don't let yourself be known, the good Apostate doesn't take kindly to being spied upon."
3. The party says their farewells and waits for you at the tavern
4. When you use Bronwyn's map to find the Guild entrance you must figure out the Guild mechanism to let yourself in (*Clues are in the Guild codebook.*)

B. In the Cathedral cloister

1. Mistral is waiting for you guide you to past the Great Ankh, through the Infirmary, to the stairs leading to an overlooking balcony where will see an elegantly robed man speaking with a yellow robed Monk
 - a. She describes the elegantly robed man as Lord Amorph and the Monk as Ebontyne (*Blackthorn*) then continues about her duties
 - b. Amorph asks Ebontyne what his people have learned about Lady Verona's plans indicating that civil war is about to break out and Ebontyne is egging on Amorph (*Spying in the Cathedral is a set scene.*)
 - i. A black crow flies down and lands on a perch near Ebontyne as he says, "My lord, I have learned through my sources that Verona intends to create a set of laws to gain control of the Tribunal, and thereby our Serpentwyne. We will all die if she is allowed to do this."
 - ii. After hearing Verona's plans to gain control of the Tribunal, Amorph replies, "Have no fear, Ebontyne, we shall not allow her laws to come to pass. I am now forced to create doctrines that will confer the mantle of rulership upon my own shoulders."
 - iii. Ebontyne says, "Yes, my lord, and we must be prepared for the battle to come."
 - c. A guard in a yellow tabard runs in
 - i. He says, "My lord Apostate, we have learned of a possible spy in our midst, I suggest you go to your private rooms while we search the Cathedral and Monastery."
 - ii. Ebontyne says, "You see, my lord, even now, we must endure her spies. To what depths do you suppose she will sink?"
 - iii. Amorph sadly sighs, "I know not, my friend, but we will stop her before it is too late." they leave while formulating a set of doctrines to allow Amorph to rule
2. If you come here after seeing Lady Verona at the Court, it goes a little differently
 - a. After the guard comes in and makes his announcement, the crow flies over you and caws until Ebontyne looks about
 - i. He notices you on the balcony and realizes you are not a true Monk
 - ii. He tells Amorph who responds by having the guards surround you

- b. Amaranth asks who you are and what you are doing here
 - i. If you tell him you are the Avatar, Ebontyne denies it, saying, “Why would the Avatar be spying on us. My lord Amaranth, this is Guild scum, and he’s probably working for the Justiciar. We must imprison him.”
 - ii. Amaranth agrees you must be imprisoned, but says if you are indeed the Avatar, he will do what he can to see that it is a short stay
 - iii. You are captured, they find the Guild Mark on you and you are denounced as a Guild Agent caught spying and Find out about the Tribunal by being thrown into the Dungeon
- 3. If you came here first, you can make your way out, get your party, and be off to Moonglow
 - a. You follow Mystral out to the exit. On the way she points out papers on a desk that will prove all of what you just heard. Avatar picks up papers.
 - b. The party shepherds the quests they consider to be of import
 - i. If you haven’t been to Cove, Shamino says you should go there
 - ii. Raven says you should go to Moonglow to meet your next contact

IV. Lady Verona

A. Find out about the Tribunal by spying on Lady Verona

(In Moonglow)

1. Raven takes you to the tavern and you meet Arthur, your Guild contact in Moonglow (*Raven will suggest this, but the Guild codebook will have advice about gaining the attention of other Guild members in places of business*)
 - a. When you describe your business in Moonglow, Arthur gives you a Bladesman's tabard and briefs you on Bladesman etiquette
 - i. He says you must do anything a person in command orders without hesitation
 - ii. He gives you the proper responses to say to superiors and equals
 - iii. He says, most importantly, never back down from a confrontation, this is not Valorous
 - b. Arthur tells you, when you go to the Court, tell the guards there you are the new recruit sent from Valoria
 - c. Once inside, he says, you will have to avoid the guards and most importantly, do not enter the courtroom itself
 - ii. He tells you to get to the meeting chambers of the Justiciar, you must find the entrance into the Lyceum beneath the Court
 - iii. He warns you parts of the Lyceum are simply that, a maze of passages filled with books and legal documents, but other parts are broken down and dangerous
 - iv. He says, eventually you should find the secret passage leading to the meeting chambers
 - d. Arthur tells you to wait in the secret entrance until a group of guards pass by
 - i. He says, when the guards pass by, the last one in line will break off, he's a Guild operative and you are to take his place
 - ii. He strongly warns you not break formation... if you do, there will be the risk of blowing your cover
 - iii. He adds, when they get to the meeting hall, it should be obvious where to stand and where to face (*A column will be left open that the Avatar should go to, if he doesn't his commander will prompt him to do it with a surly comment, he must then face away from the column, again, he will be prompted if necessary*)
 - iv. Arthur says, "You're on your own, Bladesman. And just in case it's not obvious, don't blow your cover. The Justiciar places high importance on Truth, and going in there as a Bladesman isn't going to make her happy no matter who you really are."
2. The party waits for you at the tavern of Moonglow, wishing you luck on your mission
3. When you approach the doors to the Court, the guards stop you; one asks your business
 - a. If you tell him you are the new recruit from Valoria, he says he thinks you are lying
 - i. If you deny his allegations, he demands you give him proof of your identity
 - ii. You can tell him your tabard and blade are all the proof you need
 - b. The guard who is giving you all the trouble points his weapon threateningly at you
 - i. He tells you to begone or he will have your head on the point of his halberd
 - ii. If you draw a weapon, call the guard a coward, or tell him you are going to prove your identity on his person, he laughs and allows you to pass, saying you must be a Bladesman, for only they have such Courage and Valor

B. In the Court

1. Once inside, you have the option of entering the barracks, the courtroom, or the library
 - a. The barracks are a bad choice, the guards realize you are not a Bladesman and capture you
 - b. The courtroom is an equally bad choice, no one is allowed in there save for during a trial
 - c. Through the library, you can find the secret entrance into the Labyrinth and find your way to the secret passage *Arthur* told you of
2. In the entrance to the secret passage
 - a. Here you watch the proceedings in the adjacent room..
3. In the meeting chamber
 - a. The Bladesmen go to their posts
 - i. There are four large columns in the hall, one for each of the guards and one left for you
 - ii. They take their *places* and if you don't, the leader will order you to get in your *place*
 - iv. An old Mage in dark blue robes is kneeling beside a black cat, petting it gently
 - iii. If you assume your post, a regal looking woman dressed in silver trimmed pale blue robes walks in, the Mage rises and bows to her
 - b. The regal woman asks the Mage what he has learned about Lord Amorph's plans
(*Spying in the Court is a set scene.*)
 - i. The Mage says, "Lady Verona, we have been deceived. I confirmed the Apostates intentions to establish religious doctrines giving him control of the Tribunal and thereby our food. Your people are dying enough from the plague, must they starve as well?"
 - ii. After hearing Amorph's plans to gain control of the Tribunal, Verona replies icily, "Shadowbriar, my friend, I thank you for gaining this information for me, but I have no intention of starving, nor will my people. It is I who must assume control of the Tribunal, for the good of all. I will create a set of laws as is the right of the Justiciar."
 - c. A guard in a blue tabard runs in
 - i. He says, "My lady Justiciar, we have learned there is a spy in the Court, I suggest you go to your private rooms while we search the Court."
 - ii. Ebontyne says, "You see, my lady, even now we must endure his spies. To what depths do you suppose he will sink?"
 - iii. Verona sadly sighs, "I know not, my friend, but we will stop him before it is too late." they leave while formulating a set of laws to allow Verona to rule
4. If you come here after seeing Lord Amorph the Cathedral, it goes a little differently
 - a. After Verona begins to plan, the cat hisses and fusses until Shadowbriar looks toward you
 - i. The old Mage notices you and realizes you are not a true Bladesman
 - ii. He calls Verona's attention to this fact and the other guards gather around you
 - b. Verona asks who you are and what you are doing here
 - i. If you tell her you are the Avatar, Ebontyne denies it, saying, "Why would the Avatar be spying on us, and if he is, how can you accept such Deceit. Lady Verona, this must be a spy of Amorph's, we cannot afford to let him go. We must imprison him."
 - ii. Verona agrees you must be imprisoned, but says if you are indeed the Avatar, she will do what she can to have your sentence be a short one
 - iii. You are captured, they find the Guild Mark on you and you are denounced as a Guild Agent caught spying and Find out about the Tribunal by being thrown into the Dungeon
5. If you came here first, the leader of the guards takes you back to the barracks and says "Dismissed." and you can leave, then you and the party are off to Britain
 - a. Once you are back with the party they shepherd the quests they consider to be of import
 - i. If you haven't been to Cove, Shamino says you should go there
 - ii. Raven says you should go to Britain to meet your next contact there

V. The Dungeon

- A. Find out about the Tribunal by being thrown into the Dungeon
- B. If the Avatar is in Britain the dungeon is beneath the Cathedral. If in Moonglow then the dungeon is beneath the barracks used by the Forces of Truth.
 1. The advisor who pointed you out, Ebontyne for the Cathedral or Shadowbriar for the Court, will visit you as you awaken, his pet coming in with him
 - a. You are laid out on the stone floor of a small, moldering cell, wearing nothing more than a simple robe
 - b. The advisor speaks to you
 - i. He says, "Greetings, Avatar. I hope you are enjoying your stay here. And don't worry, I've had Sir Corigan taken care of, he will be dead soon and the civil war I have been brewing will break out. I'm sorry you won't be able to see it, but I can't have you mucking with my plans anymore. When this is all over, and the Guardian gives Britannia to me, perhaps I'll have you Banished as I once was."
 - ii. Then he adds, "If you haven't managed to guess it by now, I am Blackthorn."
 - iii. He begins to change, his pet with him, becoming the forms of the other advisor and pet, and then Darkblade with his wolf, and finally Blackthorn with a black drake
 - iv. He finishes, "I will have Britannia for my own again, Avatar. Lord British's rule has come to a close as has the Age of the Avatar."
 - c. Wyrmguard come to stand around Blackthorn
 - i. One of the Guard carries Raven, opens your cell door, tosses her in, then closes door
 - ii. Blackthorn chuckles, "She valiantly attempted to rescue you, but alas, was captured herself. Such a shame, don't you think? Ah well, perhaps she will give you pleasant company in the few days you have remaining to you."
 - h. He leaves, the Wyrmguard follow him silently
 2. When Blackthorn is gone, all is silent except for small scurrying noises and the constant drip of water falling into a pool in one corner of the room
(Raven remains asleep until you fill the bucket in the room with water and use it on her.)
 - a. When Raven is awakened, she rushes into your arms and asks you to forgive her for getting captured, but then says perhaps together you can find a way out
 - b. Raven suggests they look for Guild signs, for surely some Guild member or another was imprisoned here and escaped
 - i. She begins to look, and sure enough, you can find several markings
(If the Avatar doesn't find the mark, she will eventually find it.)
 - ii. This secret door is opened in a similar way to the one that let you into the Cathedral and soon you have it open
(Again, Raven can help the Avatar figure it out.)
 - iii. The secret passage leads into the lower, disused portions of Wrong and eventually ties back to the upper prison through a secret passage into the supply room *(The Avatar's equipment is here along with Raven's.)*

C. Outside of the Dungeon

Both dungeon secret passages will exit into woods near town.

1. It is suggested by all that they must hurry and warn Corigan. See Expose Blackthorn's Plot.
2. Shamino awaits you and Raven in a hidden camp near the entrance of the dungeon (*Regardless of his previous party status he will be here, but no other party members will be with him.*)
 - a. He has gathered horses so the party may travel swiftly
(*Wanted posters for the Avatar appear shortly after this. They are all about in each of the towns except Asylum and Cove, of course.*)
 - b. Raven says they must Speak to Samhayne as soon as possible
3. You have a vision of L.B. shortly after this, when next you sleep
(*Guardian's Third Sending - Avatar's Capture*)
 - a. Guardian tells you L.B.'s Hatred is now unbound
 - b. L.B. is shown the Avatar being thrown in prison, with the Guardian's twist. (see flic 3)
4. At the Shrine of Justice, if the party comes here now
 - a. You will find two encampments of Bladesmen as Shamino described
 - b. The Bladesmen of the Apostate speak of the Doctrines of Love, and the Bladesmen of the Justiciar speak of the Laws of Truth
 - c. No matter what you do or say, these factions here are determined to keep their opposing positions (*Even though occasionally they might seem to waver.*)

D. If the Avatar returns to Britain he finds the city barred to him as a treasonous outlaw.

E. Speaking with Samhayne at Asylum

1. At Asylum, in the Guild Hall after Corigan's death
 - a. Once Samhayne is appraised of the situation he will suggest you find evidence to corroborate your story about Blackthorn; perhaps there are clues at the Citadel
 - b. If Mariah is in the party, she reminds you there is a spell to make the dead speak
 - i. She says you can get Corigan's spirit to denounce Blackthorn before L.B. which will Expose Blackthorn's Plot
(*If Mariah is not in the party, Samhayne says he has seen a Mage perform a spell whereby the dead can be made to speak... same result as above.*)
 - c. Shamino says it's going to be hard to gain access to the Court or Cathedral, now that you are an outlaw, and wouldn't it be nice if they could find a way to get Verona and Amaranth together with Blackthorn, all at the same *place* and time to expose him
 - i. Samhayne says he doesn't know what can be done about bringing the Tribune's together, but he can do something about your outlaw status
 - ii. He has a document brought and shows it to you, it is a Writ of Pardon, signed by L.B. himself, and for all intents and purposes it looks real
 - iii. He drafts your name into the *place* reserved for it and, handing the writ to you, says now you are no longer a criminal
 - iv. He adds, don't be going to the Tribunes with this; it's a good forgery, but not good enough to fool those two
 - v. Raven speaks up, "Now, aren't you glad you came here?"
(*Good opportunity for a Raven Encounter™*)

Find out about Tribunal Quest end...

VI. Corigan's Corpse

- A. Expose Blackthorn's Plot by finding Sir Corigan's body
 1. When the Avatar arrives he finds the city in mourning. Corigan is dead.
 - a. When you arrive and ask about the death, you find out his body has been stolen
 - i. Darkblade is notably not in attendance, but Corigan's personal bodyguard, Valdemar, is there and is understandably broken up
 - ii. Valdemar says when the Knight-Marshal was shot, they hurried to the upper story window from which the arrow came, but found no sign of a rope or anything to show how the assassin managed his task
 - iii. He says openly that he suspects foul magic and suggests you bring Lady Verona to task for sending her Mage minions to slay his lord (*Which is untrue, as the Avatar knows.*)
 - iv. If you tell Valdemar that Darkblade is Blackthorn, he will say "Darkblade was here when Sir Corigan was shot. And now Darkblade is off trying to negotiate peace between the Justiciar and the Apostate, so your information must be wrong."
 - v. If you ask for other evidence of the murder, Valdemar willingly gives the broken shaft of an arrow with traces of poison and Corigan's blood
 - vi. Valdemar sadly states Sir Corigan was sleeping in the infirmary when the poison killed him, and then his body was stolen
 - vii. He begs you to find the one responsible for this cowardly act and slay the villain for it
 - b. When the arrow is given over, Shamino asks to see it
 - i. Shamino inspects the arrow and notices a fletcher's mark upon it, he suggests you take the arrow to Iolo who knows about such things
 - ii. Iolo, if questioned about the fletcher's mark, will tell you it is the work of Gilby of Trinsic. (*Bowyers, fletchers, and to a lesser degree, weaponsmiths will direct the Avatar to Gilby, the fletcher of Trinsic, saying the mark is most likely his.*)
 - iii. Raven says she believes you can track down the brewer of the poison by speaking with alchemists
(*Alchemists will generally direct the Avatar to Olwyn of Valoria who is world renowned for his poison lore.*)
 2. In Trinsic, seeking Gilby the Fletcher
 - a. Gilby, the fletcher of Trinsic, can say only that a harsh woman wearing a cloak and hood (*He could not see the person's face.*) bought a batch of arrows; he recognizes the feathering as being of that batch, but knows no more (*Dead end with a subtle clue.*)
 3. In Valoria, seeking Olwyn the Alchemist
 - a. Olwyn analyzes the poison on the arrow, for a fee of course, and says it is the work of Helain, a member of the Circle of Mages
 - i. Olwyn doesn't know the current residence of Helain
 - ii. The party may decide to seek Helain at Moonglow and will be redirected to Trinsic by several sources, most notably, Mariah (*If she's in the party, she will tell the Avatar Helain lives in Trinsic when Olwyn says the poison is hers.*)
 - iii. The party members shepherd the quests they think are important

4. In Trinsic, seeking Helain the Mage
 - a. Helain asks why you wish to know about the poison
 - i. When she is told the poison was used to kill Sir Corigan, she says she will try to help
 - ii. She analyzes the poison and says she sold that particular concoction to a woman who attempted to hide her face, which was scarred and missing an eye, but the person claimed the poison was to taint meat for a pack of wolves
 - iii. She remembers smelling a rather odd odor when the person came into her shop, the smell of sulfurous ash, a magical reagent, but the woman wasn't a Mage, how curious
(Written in the Book of Dragons, found here and there, sulfurous ash is the substance said to give dragons their fiery breath. Also, when if you wearing the Wyrmguard armor before L.B. he made a comment about your smelling like "rotten eggs.")
 - iv. If you ask about Corigan, Helain offers to perform a ritual whereby she can gain information about this person, but first, she must know his murderer's name
(The Avatar must choose from a list of all the NPC's he has met or heard about to date and specify one of them as the murderer. Helain will perform the ritual with any name, but only Slaine's triggers the information. If the Avatar tells her the wrong name a few times, she is too tired to go on and suggests he return another day.)
 - v. Helain begins her ritual and enters a meditative trance, she uses the blood on the arrow as a focus and whispers the name you supplied, Corigan's slayer, Slaine
 - b. An image forms over the arrow *(Filling the screen. Begin Info spew)*
 - i. You see the Citadel as from the air, a great dragon beneath you, the moon all but dark over the ocean, you approach a second story window
 - ii. Outside the window, the dragon rider nocks an arrow and calls out Corigan's name
 - iii. You now see Corigan standing inside the main hall, turning to look out the window as the dragon rider says, "Know, Knight-Marshal, you are the first to die in the name of Blackthorn, the new Lord of Britannia."
 - iv. The arrow flies in the window and unerringly strikes Corigan in the chest, he yells in pain and anger as he crumples to the ground, a few moments later, after the rider has flown off and blood has pooled around Corigan, his bodyguard runs to kneel by his side
 - v. The vision fades to be replaced by a the scene of Corigan laying in his death bed, the broken haft of an arrow protruding from his chest as a cloaked figure quickly and silently kills a guard then steals into the room and carries his corpse out
 - vi. The cloaked figure takes the body out into the courtyard where a dragon awaits; Slaine boards the dragon, tossing the body over the back and they fly off into the night
 - vii. Slaine speaks softly to the dragon, "Take us to the Isle of the Dead, my friend, Skara Brae's where we will find the Dark Tower, and in the Dark Tower, the Well of Souls..." she trails off in a wicked little laugh
 - viii. The dragon flies down over the isle of Skara Brae to a tower on the northern point and lands in its courtyard, the thief takes the body and carries it into the keep proper
 - ix. Taking the corpse to the edge of a large, rune-scribed well, she speaks to the late lord in a cold whisper, "You've joined the dead, Knight-Marshal, now join the undead." with a sharp laugh she tosses the body into the Well of Souls
 - x. The body falls in, a sickly green light swells and a horrid moan is heard rising from the depths as the thief leaves the way she came
 - xi. A bright flash, then a black silhouette appears, it raises its hands together, glowing blue, then pulls them apart with another flash; the vision ends abruptly *(End Flic)*
 - xii. Helain screams and is thrown to the ground as the broken arrow burns to a cinder, after she revives, she says a powerful Mage traced her through the ritual and somehow managed to cast a spell to disrupt it
 - c. Shamino says the Mage must have been Blackthorn
 - i. He says, Blackthorn stopped the ritual too late, we know where the body is now, it's on the Isle of the Dead, in the Well of Souls
 - ii. He adds, we need to hurry there since they know we know where it is

5. Off to Skara Brae, the Isle of the Dead
 - a. Here, the party faces the unliving enmasse and has get to the bottom of the Well of Souls
 - b. At the bottom, the party must face the horrible Dracoliche, an undead dragon that has been taken by the daemonic force you freed Horance from, long ago
(The Avatar will learn the daemonic force inhabiting the Dracoliche is enslaving the undead still as it did years before when it inhabited Horance. To leave,, you must destroy the Dracoliche and end its reign over the undead. This means that all undead are granted peace, throughout the world, and you glow as your Virtue is shown.)
(Another surge of Kharma causing the weapon to morph again.)
 - c. Once there, you find Corigan's body in a pool in the middle of a small cavern
 - i. One of the party members takes the body, carrying it so you don't have to, leaving you free to fight if you must
(The Avatar may Deathspeak Corigan to make sure his spirit will denounce Blackthorn.)
 - d. On the way out you meet up with Enoche, a Wyrnguard, and a couple of his cohorts
 - i. He stops you and says, "We'll be taking Corigan's corpse now, thank you for retrieving it for us. Slaine was stupid to toss it away. She should have burned it. No evidence that way, not that it matters. Do tell me you are going to resist. I would be so disappointed if you ran and denied us the honor of slaughtering you."
 - ii. He and the other Wyrnguard attack regardless of your answer
 - iii. When you win, Shamino suggests you hurry to L.B., because you now have proof of Blackthorn's evil deed
6. Lord's Keep
 - a. If you go to L.B. without Blackthorn, Geoffrey turns you away
 - i. He says L.B. would not survive another encounter with you and adds he has been ordered to allow only Tribunes to see L.B.
 - ii. If shown Corigan's body, Geoffrey says his death is of little or no matter at the present, cruel as that may seem, but civil war is breaking out at the Shrine of Justice, if you really want to prove yourself, it's there you will go *(He leaves, not staying to witness a Deathspeak. And he is correct about the war, skirmishes are popping up here and there between the forces of Love and Truth.)*

VII. The Shrine of Justice

A. The Dispute of the Shrine of Justice

1. Back in Civilization

- a. You learn from various people all over the continent the dispute over the shrine has escalated
 - i. Two small armies are encamped on either side of the shrine
 - ii. The children of Corigan are prepared to battle as are Verona and Amorph
 - iii. Shamino says this solves one problem, how to get them all together
- b. Like a shot, hopefully, the party is off to the Shrine of Justice
- c. If not, in each town there is a mark of the change in the political climate of Britannia
 - i. In Britain a Mage has been burned at the stake for the heresy of being a witch (*Magic and Mages are outlawed under the new Doctrines of Love.*)
 - ii. In Moonglow a Monk has had his head chopped off and displayed on a pike for the crimes of hoarding and subversion (*Serpentwyne belongs to the state and Monks are subversive under the new Laws of Truth.*)
 - iii. In Valoria, fighting and skirmishes are common between blue and gold tabarded Bladesmen, the jails there are full of transgressors and the red tabarded Bladesmen are doing their best to try and keep the peace
 - iv. In Trinsic, the tavern was burned to the ground because the owner is a sympathetic to the cause of Love

2. At the Shrine of Justice

Set scene

- a. Darkblade feigns negotiation, "I speak for late Sir Corigan, we should seek unification between our diverse needs and goals.
 - i. He continues, "You who support the Apostate, I know you have suffered horribly the pain of famine..." They grumble and shout at this reminder
 - ii. Sadly he says, "And you who support the Justiciar, I know many of you have felt the touch of the plague." They knock swords to shields and insults are hurled back and forth for a moment
 - iii. He finishes weakly, "But can't we all just get along?" (*Ha! Or something like that.*)
 - iv. No one listens to Darkblade, not much of a surprise, since he's not really trying, swords are raised
- b. The Tribune who captured you turns to you and raises his/her hands for silence, the opposing faction slowly responds
 - i. The Tribune demands to know what an outlaw is doing at the Shrine of Justice
 - ii. Darkblade rushes forward as he notices you too, but he tells the Tribunes he will handle it, a couple of Bladesmen in the neutral red tabards come with him to take you
 - iii. You shout, "Blackthorn the Banished has returned and he is responsible for the murder of Sir Corigan!" you lay out Corigan's body, "And he is here now, in the guise of the Knight-Marshal's advisor, Darkblade."
 - iv. The Tribunes and all assembled are shocked into silence, finally, the Justiciar breaks the silence, "This is a grave charge you make; can you prove it?"
 - v. Darkblade interrupts you, "Nonsense is what this is. I have served my poor lord for many years. Can't you tell Deceit when you hear it, Justiciar?"
 - vi. Verona turns on Darkblade, "Yes, sometimes I can, and I think we've been listening to it for a long while." Darkblade's wolf begins to growl menacingly
 - vii. Amaranth breaks in, "Come now, let us be reasonable. Darkblade has been trying to resolve our dispute, without much success, but you can't blame him for trying."
 - viii. Verona turns back to you, "Well, where is your proof?"
(If you don't have Corigan's body, you are screwed, party members reinforce this fact. Without the body, you have no evidence, perhaps a quick execution for a lying outlaw? Could be cool, but not fun, I know. This will require much thought, or a stunning breakthrough. Probably the former.)
 - ix. You say, "First ask yourselves where -your- advisors are, and if that doesn't make you curious, then let Corigan's spirit speak." the party member who picked up Corigan's body comes forward and lays the late Knight-Marshal out, respectfully
 - x. Darkblade interrupts again, "What are you going to do, charlatan, some parlor trick? Let us dispense with this here and now." he draws his blade
 - xi. Simultaneously, both Verona and Amaranth point at Darkblade and order their guards, "Stop him." a blue tabarded guard crosses halberds with a yellow tabarded guard in his path; he sheaths his blade slowly
 - xii. Verona says, "There will be no need for the Avatar to perform his magic, as I am sure that you will accept mine, Darkblade." She turns from him to the corpse
(The reason the Avatar doesn't perform the Deathspeak spell here is three-fold. Firstly, it breaks up the Flic and assumes everyone is just waiting until the Avatar gets it done, unless we force him to do it quickly. Secondly, what if he's not prepared with his spellbook, the spell, or the reagents? Finally, it's nice to occasionally see supposedly powerful Npc's actually -do- something. The Avatar brought the body, let him rest.)
 - xiii. Verona casts Deathspeak and asks Corigan who was responsible for his death
 - xiii. Corigan's spirit rises from his body and points a ghostly hand at Blackthorn, his voice tormented as he says, "I was killed in the name of the traitor Blackthorn, self-proclaimed Lord of Britannia, he who calls himself Darkblade" the ghostly form disperses as people gasp

3. Kidnapping
 - a. The Tribunes come together at last
 - i. Lady Verona says, "I hear the Truth of Corigan's words."
 - ii. Lord Amaranth says, "I feel the Love Corigan had for Britannia, it can be no other."
 - iii. They both turn on Darkblade and call out to their guards to capture him
 - b. Darkblade is now Blackthorn. Blackthorn yells, "You have stopped the war, Avatar, but I shall have my revenge!"
 - c. People pull back as Blackthorn begins to lash out at you and the party with sorcery
 - i. The Avatar and party must withstand a few (~5) casts by Blackthorn and an attack by his gargoyles.
 - ii. After a few moments the Guardians voice is heard. "Now is not the time. All is not complete. Come to me, my minions. And you Avatar...come to me at the Tower of Exhultation, on the Isle of Terfin. "There, I will toast to thy memory while drinking wine from your skull."
 - iii. Gargoyles, Blackthorn, Verona and Amaranth all disappear.
 - c. After it is all over, Shamino says they must Bring Blackthorn to Justice and rescue the Tribunes

Expose Blackthorn's Plot Quest end...

End Tribunal

Justice

I. Scouting

A. Bringing Blackthorn to Justice quest begins

1. The Unification

- a. If you have not yet been turned away from Lord's Keep, Shamino tells you now is the time to redeem yourself with Lord British (*With the same result as above, except for the mention of the civil war.*)
- b. The children of the late Sir Corigan pledge their support for the you and your cause
 - i. They return together to the Citadel to reorganize the Bladesmen for an assault on Blackthorn's forces
 - ii. They take their father's body with them for a proper burial ceremony
- c. Not long after this, you have another vision of L.B.
(Guardian's Fourth Sending - Corigan's Children)
 - i. The Guardian says he enjoyed watching L.B. turn you away (*If it happened, otherwise he generally taunts the Avatar.*)
 - ii. You see L.B. laying in his bed, coughing fitfully, only Geoffrey at his side, the Guardian voice is heard, telling him you have been busy during this time of unrest, and have even unified Britannia beneath your command
 - iii. L.B. and Geoffrey hear the late Corigan's children pledging their support for you, and your acceptance in return
 - iv. The Guardian tells L.B. now the Avatar of Corruption has an army on Britannian soil and better yet, the army is L.B.'s own
 - v. Geoffrey snarls, "They'll never take Lord's Keep, and I'll make sure those treacherous dogs never set foot within a mile of it!"
 - vi. You awaken to the Guardian's fits of real, unbridled laughter

2. Overwhelming Odds at Terfin

- a. If you try to attack Blackthorn, you will be overwhelmed by his forces, but doing so will at least show you what you are up against
- b. The defenses are: a fleet led by a big, seaerpents, the Gargoyle Horde, and the Wyrmguard, not to mention the walls and towers surrounding the Tower of Exaltation
- c. Shamino strongly suggests you go to Cove and call a meeting with the others there in order to Plan the Assault on the Tower of Exaltation

3. Return to Cove

- a. If you haven't found he asks you to Seek Vasagralem in the Ruins of the Abbey, so his insight can be brought to bear on the plan for the assault

(The meeting will begin when you arrive in Cove with Desbet in tow.)

(If the Avatar returns to the Citadel at this point, Corigan's children will say a plan needs to be made to take the Tower, Shamino again says let's go to Cove.)

(This quest cannot be completed until the Tower of Exaltation has been taken.)

Bringing Blackthorn to Justice Quest halted...

IV. The Ruins of the Abbey

- A. Seeking Vasagalem in Empath Abbey
 1. Finding the Abbey
 - i. Any of the populace in Britain would know of the Abbey's whereabouts.
 - ii. Shamino and Raven know where it lies and will bark as such to the Avatar.
 2. You and your Companions arrive at Empath Abbey
 - a. You meet the last Ruler of the Gargoyles, Vasagalem, and his only subject, Desbet
 - b. By speaking to Vasagalem, you get the Gargoyle perspective on the Gargoyle Revolt or War of Survival as they called it
 - c. You learn that a man riding a black dragon (*Blackthorn*) came amongst Gargoyles offering them food and Serpentwyne as well as a way to regain the glory of their past
 - i. He spoke of a savior to the Gargoyles written about in the Book of Prophecies
 - ii. He said, "Follow me and I will help you find your lost Savior."
 - iii. Vasagalem and Desbet wouldn't serve this human interloper
 - iv. All other Gargs served the man and built the Tower of Exaltation as their new leader commanded
 - v. Vasagalem and Desbet fled here after warning the people of New Magincia of the coming war
 - d. Vasagalem gives you advice over the current situation.
 - i. He says you must Seek Information about the Guardian in the Shrine of Spirituality
 - ii. He adds, the only way to overcome the Guardian is to learn who he is
- B. Seeking Information about the Guardian at the Shrine of Spirituality
 1. You must meditate in the ruins of the Shrine of Spirituality. Then a voice will speak to you and the following will be learned.
 - a. The voice intones slowly.
 - i. The Shadowlords were destroyed by the one who is called the Avatar, to whom the gargoyles refer to as the False Prophet.
 - ii. These shadows then arose in the form of a worker gargoyle with the powers of a winged gargoyle. This being led the gargoyles to revolt. He was their self proclaimed savior
 - b. A pause then the voice continues.
 - i. It says how the Savior warned his people that losing the Codex of Ultimate Wisdom would bring about the destruction of Ambrosia
 - ii. It tells how the Savior commanded the Gargoyles to rise to the surface and attack the human shrines
 - iii. It also describes how the Savior fled when the False Prophet came to Ambrosia but foretells of his triumphant return, which the Gargoyles must await
 - iv. It tells that this Savior did disappear but said that he would soon return and bring the gargoyles back to greatness when the time of tribulation was upon them.

(This quest cannot be continued until Blackthorn has been defeated and joined the Avatar to go to Lord's Keep.)

Seeking Information about Guardian Quest halted...

II. The Plan

A. Planning the Assault

1. Return to Cove

(Planning the Assault is a Flic, unless we want it to be an interactive conversation.)

- a. You speak of an attack on the Tower of Exaltation with your friends
(Shamino, Raven, Iolo, Nicodemus, Hawkwind, Vasagralem, Desbet are present)
- b. Shamino recaps quickly what they face in an assault on the Tower of Exaltation
 - i. The Black Fleet must be eliminated, to do this, they will need a fleet of their own
 - A. If the serpent call device is found.
 1. The device can be turned so that serpents attack the fleet (destroying all).
 2. The device can be used, saving your ship from serpents.
 - ii. They must devise a way to battle the *Wyrmguard* and their dragons
 - c. Raven speaks, saying she is sure Samhayne would be willing to lend you the use of his fleet of Guild Corsairs and he might even be persuaded to fill them with provisions, she leaves to take care of this
 - d. Iolo says he will go to the Citadel and tell Corigan's children the time for battle is nigh, he knows they will be willing to fight and with them, the Bladesmen, he leaves as well
(He has Jaana become the Master Healer at the infirmary of the Citadel and has Gwenno and a team of shipwrights begin work on converting the Guild Corsairs into warships once they arrive at the Citadel.)
 - e. Vasagralem says while he is saddened things have been allowed to get to this state, he is glad to give his assistance in remedying the situation
 - i. He will train the Bladesmen in tactics that will help them fight and preferably subdue Gargoyles since they will be badly outnumbered
 - ii. He says Blackrock is extremely effective at blocking Gargoyle magic and has heard Julia, your Companion in Trinsic, knows the means of working Blackrock into weapons and armor
 - iii. He leaves to go to the Citadel
 - f. Nicodemus says he will go to Moonglow and ask the assistance of the Circle of Mages to see if he can't get some of those bookish witches and warlocks to aid in fighting the magic of the Winged Gargoyles, he leaves saying he will meet you all at the Citadel.
 - g. Shamino summarizes the plans as the council comes to an end
 - i. Raven is going to Asylum to get provisions and ships from Samhayne
 - ii. Iolo and Vasagralem are going to the Citadel to get the battle preparations under way
 - iii. Nicodemus is going to Moonglow to get Mages and take them to the Citadel for training
 - iv. As per Nicodemus suggestion we should gather the other Glyphs as soon as possible.

Planning the Assault Quest end...

III. The Gypsy Camp

A. Seeking Aid from the Gypsies

1. Gypsies and the Wyrmguard
(The destruction of Mystvale occurs during the time you and your friends are planning the assault on the Tower of Exaltation.)
 - b. When you arrive at the camp, it is a burning ruin, completely destroyed by dragon's fire
 - i. The Gypsies have run to nearby caves, and a dragon rests in a burning hollow
 - ii. The Wyrmguard Slaine and some of her cohorts are in the process of threatening the gypsies.
(Note: While this may seem gratuitously gross, insanity is a part of life and I don't think we should shirk away from it just because it's not pretty. Insanity defines Slaine's character.)
 - iii. A blood curdling scream is heard and Slaine stands over a bound, writhing young man who falls over, blood pooling around his head
 - c. At your approach, Slaine turns and laughs, saying, "Your friend stole my eye from me, so I plan to take back as many as I can."
 - i. She hurls a necklace of round, whitish objects before you and your Companions
(They are the eyes of the dead gypsies, all the corpses here have had them cut out.)
 - ii. Slaine's companions *(Strangely, enough to evenly match the Avatar's party.)* take up defensive positions near Slaine
 - iii. She begins walking toward you, her blade drawn as she says, "And now, I want YOUR eyes, Avatar!"
 - iv. Combat ensues... when you are victorious, and Slaine dies, her dragon screams and flies overhead, passing directly over Slaine's body *(Nifty sprite.)* lifting her into the air and taking her away *(Dragon sprite passes over. >POOF!< No more body.)*
2. Madame Myshella, the leader of the Gypsies goes to you, thanking you profusely for aiding them and offering healing salves to the wounded
 - a. She says they no longer have a home and are now dedicated to assisting you in anything involving the eradication of the wicked Wyrmguard

Seeking Aid in Mystvale Quest end...

IV. The Covetous Mines

A. Opening the Blackrock Mines of Covetous

1. It will require a powder keg to open the entrance. Desbet has one. Desbet is an expert at mining and can provide useful information to party if he is present.
2. Clearing out the Mines
 - a. The party fights monsters and evades traps on the way down
 - b. At one *place*, they must close off a dangerous area
 - i. There is a never ending supply of horrible creatures (*To be designed, or use one of the currently existing monsters.*) coming from a certain cave that Desbet notices has a weak entrance
 - ii. He says with a properly *placed* series of explosions, the cave could be closed and the creatures sealed within
 - iii. There is a large stalagmite that has to be knocked over across a chasm
 - iii. Once the cave has been closed and some others open, the Gypsies will be able to begin their work
 - c. To get to the last couple of levels, the party must burn wooden debris in a few passages, and destroy some cave-ins with precisely *placed* explosions (*Magical or powder keg.*)
 - d. Once the bottom is reached, Desbet stays behind to begin a mining operation
 - i. If, by some chance, you missed any of the criteria necessary to begin mining operations, Desbet will inform you here

Opening the Blackrock Mines Quest end...

V. Sentri and Katrina

A. Seeking Sentri and Katrina in Trinsic

1. Journey to Yew

- a. When you arrive here, Sentri and Katrina will make you and your party feel at home, and provide him with inside information on the Gargoyle Revolt (*Telling it from the perspective of a warrior and refugee, respectively.*)
 - i. Katrina tells you of their flight from New Magincia, how they were warned by Vasagralem, and those who wishes to flee did so while those who wished to fight prepared for the battle
 - ii. Amongst those to remain behind was a young Mage with the Courage of a Bladesman, this Mage gave her a magical orb which would allow her to watch their progress and record it for posterity
 - iii. Sadly, it was to become the last testament to this brave Mage's life, and in the end, his and others sacrifice for those who fled the isle
 - iv. Katrina's voice describes how they fled while those who remained behind were overwhelmed and finally crushed by the Gargoyle Horde, even the brave Mage's magic couldn't stand against the magic of the Winged Gargoyles
 - v. She tells how the New Magincian refugees came to Serpent's Hold and the warriors there prepared a great retributive campaign
 - vi. They sent out a call to the Fighters, Paladins, and Rangers of the world, but oddly, only the Fighters responded
 - vii. Undaunted by the lack of response, they started the campaign by retaking New Magincia, however, when they got to the isle, they found it deserted and sacked
 - viii. When the Britannian forces returned to Serpent's hold, it too was razed to the ground during a lightning assault, and in rage, they left to attack Terfin itself, when they got there, they found a heavily fortified wall surrounding the Tower of Exaltation
 - ix. They were decimated by the Black Fleet, repelled by the Gargoyle Horde, and great dragons with wicked riders flew overhead causing hysteria and breathing flames
 - x. Afterward, the survivors withdrew to the Valorian Isle to regroup, they built the Citadel and banded into a society called the Bladesmen, ever vigilant against the Gargoyles and the new threat, the Wyrmguard
- b. Sentri and Katrina were more interested in why none of the Paladins or Rangers responded when the call to arms was sent out
 - i. They followed a trail of dead dragons, their deceased riders, and many more slain Paladins in various *places* around Britannia, but they found no sign of the Rangers
 - ii. Then the attacks began; the dragon riders, or Wyrmguard as they call themselves, accosted them at every turn and they were forced to flee into the depths of Ebonwood, where the dragons could not easily find them
- c. After this discussion, if Shamino is in the party, he will leave it to begin a private search for his secretive Ranger brothers .
 - i. Shamino says he will follow your example and make a difference on his own
 - ii. Sentri suggest you continue the quest to find the Rangers and Paladins, since there seems to be a connection between the Wyrmguard and them
 - iii. He adds, we have no leads on the Rangers so we should Seek the Lost Paladins first, perhaps on the way we will learn more of the Rangers (*He was tracking the Paladins down in the Dragon Caves of Destard and suggests they start the search there.*)
 - iv. Katrina, if asked, says she would come but she is with child

Seeking Sentri and Katrina Quest end...

VI. The Lost Paladins

- A. Seeking the Lost Paladins in Destard
 1. The Dragon Caves of Destard
 - a. During your journey through the caves, you find a dead dragon, along with the bodies of slain knights (*Sentri, if present, suggests they search the bodies.*)
 - i. On one of the bodies, you find a message to Caine, the Lord of the Lost Paladins
 - ii. The message reveals information, indirectly, about these Lost Paladins, which the dead knights are, and their secret quest to redeem or destroy the Rangers who have become the Wyrmguard
 - iii. From cryptic clues in the message, you can deduce that only one bearing the Chalice Device of Honor (*On the tabard of the dead Paladins.*) will be allowed entrance into the Bastion of the Lost Paladins in Trinsic
 - b. Sentri suggests they seek this one named Caine to find out more about the dragon riding Wyrmguard
- B. The Remnants of Trinsic
 1. The Bastion of the Lost Paladins
 - a. As mentioned before, you must have acquired a tabard with the Chalice Device to be allowed to enter the Bastion, and then you are at first only allowed to enter to explain how you have come into the possession of said device
 - b. You are interrogated by Gavin, (*Caine's Champion*), but after a short while he is interrupted by Caine himself
 - a. The party meets Caine, the Lord of the Lost, who recognizes you from old tales
 - i. He reveals that many dragons are servants of the Wyrmguard, bonded at birth and fanatically loyal
 - ii. The Wyrmguard follow their Dark Lord who rides a great black dragon
 - iii. He says the Paladins know the way of dragons, but do not use them because of the wicked and evil nature of the beasts
 - iv. He describes the luring and turning of the Rangers by their Dark Lord, making Wyrmguards of them (*The Avatar may say that the Dark Lord is none other than Blackthorn the Banished, which will not surprise Caine in the least.*)
 - v. He tells you the Paladins feel the turning of the Rangers keenly, for the Rangers are the keepers of Spirituality, and by their corruption, all of Britannia has been dishonored
 - vi. He says this is why their quest is secret, for if Spirituality is lost, hope is lost (*Before this, the Lost Paladins do not reveal their true nature, claiming to be wanderers and seekers, which they are in a sense. You can tell him that Shamino yet remains of the Rangers, Caine will be reassured.*)
 - b. If you are ready to assault the Tower of Exaltation and say you lack only the means to fight the Wyrmguard, Caine offers the assistance of the Paladins, saying they are at your disposal
 - i. He has Evan, a young Paladin, join you in your quest to fight Blackthorn
 - ii. Evan is only to glad to join and tells you he was squired to the man who was Dupre's squire and hopes he can fill, in some small way, the great Dupre's *place*
 - iii. Caine tells Evan to bear his words that the Lost Paladins throughout the world are to aid you in whatever manner you deem necessary
 - iv. Caine sees now they will need to fight fire with fire, figuratively and literally and tells Evan to aid you in seeking the Queen of Dragons, for only she is powerful enough to challenge Blackthorn's great dragon
 - v. He suggests you go to the Caves of Destard to Seek the Queen of Dragons

Seeking the Lost Paladins Quest end...

VII. Dragons

A. Seeking the Queen of Dragons

1. The Dragon Caverns of Destard

- a. Evan volunteers some important information about Britannian dragons
 - i. He warns you not to try to kill the dragons here, as it is extremely difficult to do, and might hurt your chances of gaining the Queen's aid, if not call down her wrath
(It actually won't make much difference what the Avatar does in here, since he's going to be rescuing the Queen from the Wyrmguard, she'll forgive his indiscretions.)
 - ii. The Queen does not seem to have the greed of younger dragons, nor does she seem to feed upon those she slays, but she is EXTREMELY territorial and protective of her young, many brave Paladins have been felled by the Queens sword-like claws, burned by her blazing breath, and ensorcelled by her powerful magics

(Evan can give you more information at your request, but this information may also be found in the Book of Dragons.

Wyrms kind start life as an egg, about the size of man's chest, in a clutch of about ten to twenty other eggs. These eggs must be kept extremely warm and dry until they hatch, some sixteen months after they are laid.

When they hatch, a drake emerges, this flying lizard, about the size of a large wolf, is a dangerous animal, cunning, but not really intelligent. A drake's only interest is feeding and many die by cannibalism of their own siblings.

After several centuries of growth a few drakes survive to become dragons, intelligent as but many times the size and strength of a man, with fiery breath that can reduce a homestead to ashes in seconds, and naturally resistant to the forces of magic. These huge winged beasts seem to be enamored of riches and treasures, gold is exceptionally interesting to them, and while their appetite is still strong, their greed surpasses even it.

Millennia later, a few dragons may live long enough to attain the status of a great wyrm, the nobility of dragons, these huge beings are legendary and only two are known to exist in Britannia... Blackthorn's beast, Thraxion, and the Queen of Dragons, Alexadraconia. Great wyrms are said to be shapeshifters with a vast intellect, they retain the wings, fiery breath, and magical resistance of dragons, and usually add to it wisdom in the arcane arts and always have an innate magical affinity.)

- b. You fight or sneak your way down to the lowest level of the dungeon where you come across several Wyrmguard surrounding a fair maiden in white gowns, bound by black shackles that glow with an eeire blue light.
 - i. The leader of the Wyrmguard speaks, "Alexa, your resistance is admirable but futile. Either you abide by our commands or the egg chambers will be flooded. Those blackrock shackles should keep thee more sedate. You will now serve my master. When he rules Britannia, you will be by his side, forever his bride." *(The Dragon Queen's name is Alexa.)*
 - ii. The maiden responds sweetly, "I would rather mate with a sea serpent, Graciano. They have more charm, a better disposition, and their smell of offal must be more pleasant compared to your master's odor, but I have no choice."
 - iii. Graciano tells his companions to take Alexa and prepare her for the journey to Terfin
 - iv. He turns around and sees you, he makes a hissing sound, to which his companions react swiftly, they turn on you and begin advancing
 - v. Graciano yells, "Kill the enemy!" and comes at you as well

2. The Dragon Queen

- a. When the Wyrmguard have been dispatched, Alexa asks you to release her from her bonds
 - i. When she is freed, she rises from the ground and begs you to take her from these horrible caverns. She says she was a maid captured by the dragons, but they have treated her well enough. She fears, however, that if the Queen finds that her eggs are in danger, then she might raise her kin against all humans.
(If Raven is female, she gets a little jealous here and suggests that they hurry to find the Queen, many more lives than just one maiden's are at stake. Another party member will say they can't just leave her here. It's up to the Avatar to decide.)
 - ii. If you decide to leave her here, she says she will wait for you to return,
 - iii. If you take her with you, she is extremely grateful and rushes to you, giving you a hug and kiss
(Female Raven turns away. You glow as your Virtue increases. Alexa should make some funny comment about the glow.)
(Karma gets a surge and weapon morphs again)
 - iv. No dragons or drakes are encountered while she is in the party, and if the Avatar destroys any eggs, she will reveal who she really is, becoming an extremely hard to kill, spell-casting dragon who will set about destroying the Avatar and his party. Hey, if the Avatar is a baby-killer, let him face the music.
 - v. Alexa states that "The eggs are in danger of being flooded in the chambers below. The Wyrmguard must have a tunnel somewhere down near the entrance. Find this then enter and destroy the Wyrmguard and I am sure the Queen would be indebted to thee.."
 - a. If you agree she says she will await thee at the entrance to these caves. The dragons know her so she does not fear them.
 - 1. If successful then Alexa reveals her true self to the Avatar. She takes on her true form as the Dragon Queen, a great wyrm completely white from head to tail. She says, "Avatar, I know why you came into my home, and I thank you for rescuing me from Blackthorn's henchmen and rescuing my children. In return, I will aid you in your quest, and send several of my children to serve as mounts for the Paladins, so long as you promise me I will be allowed to slay the traitor Thraxion, the great wyrm who fights for Blackthorn. Go now and fear not for no dragon will stand in thy path again."
 - a. If not, she fears that the Queen will be enraged and they best leave as soon as possible.
 - vi. She takes on her true form as the Dragon Queen, a great wyrm completely white from head to tail.

Seeking the Queen of Dragons Quest end...

VIII. The Assault Begins

A. Return to the Citadel

1. At the Citadel all information is delivered to Avatar
 - a. Iolo has things under control, the *place* is busy with preparations
 - b. Iolo has some good news to give you (*Or the Avatar can get it straight from Samhayne.*)
 - i. Samhayne arrived with a few Corsairs (*Which the Avatar might have seen in the harbor if he looked*) and the Golden Ankh (*Lord British's stolen Flagship*), he says the rest of his fleet will be ready for battle when needed
 - ii. The Corsairs Samhayne brought were full of food, Serpentwyne, and the riches of Asylum, and he'll say if spoken to, "My coffers are open to you, Avatar."
(*The Corsairs in the harbor will be the ones that hold the troops, and the Golden Ankh will become the Avatar's Flagship.*)
 - iii. Raven is assisting Samhayne, but if you speak to her she asks to come with you
 - iv. If Avatar has found the medallion used by the Black fleet he can present it to Samhayne. "Ahh Avatar," he says, "This may be the means we seek to get past the serpents that surround the Isle."
Meriah will state: "The magic on this is of a sympathetic nature. If we had the means to turn this magic it would affect all medallions of the same ilk. Perhaps even turning the Sea monsters against their own fleet. I think an antipathy spell would do."
 - d. You find Shamino healing in the infirmary
 - i. Shamino tells how he followed the trail of the Rangers to the Tower of Exaltation, and was captured by the Wyrn Guard
 - ii. Blackthorn tried to corrupt Shamino, and failing that, tortured and imprisoned him
 - iii. He managed to escape from the dungeon beneath the Tower of Exaltation
 - iv. He says he knows a way through a secret passage into the tower
 - v. He warns that they still need to assault the tower to reach the secret entrance, but at least now they won't have to finish the battle which he now has a firm belief is unwinnable
 - e. The Fleet is ready, Word has been received that the dragons have already flown off to battle Blackthorn's.
 - f. The Valorian Bladesmen are ready and continue to train with Vasagralem
 - g. Nicodemus has trained the Mages for combating the Gargoyle magic
 - h. Samhayne says that it is time to begin. We will fight the battle on land, sea and air, but you must gain the secret entrance known to Shamino. Once you reach Blackthorn and take him, their forces will fall apart without his magic to back them up.

B. Assault on the Tower of Exaltation

1. You will sail the Golden Ankh, leading a couple of troop ships with an escort of several Corsairs. At one point the fleet breaks off to do battle.
 - A. If Avatar can cast the spell all combat with the fleet and serpents will be eliminated.
 - B. If Avatar merely decides to use the medallion to block the sea serpents, Samhayne says, "I will have more of these constructed before our departure, therefore we might stand against their fleet on an even keel." All combat with sea serpents will then be eliminated, but the Avatar's ship must fight through three other ships.
 - C. If none of the above occurs, the Avatar's ship must fight through 5 serpents and 5 ships.
2. Before landing a group of Dragons may be encountered.
 - A. If the queen of the Dragons did join then no dragons will be encountered.
 - B. If the Queen is not here, then the Avatar and group must fight through an attack by 5 dragons (one after the other), culminating in an attack by Blackthorn's dragon.
3. Beneath the Tower of Exaltation. Shamino leads group to entrance.
 - a. Shamino will advise you through the underground maze of the dungeon, all the while more guards are seen and must be evaded or taken out the farther you go in
 - i. He is right for about half the way, when the choices are limited to left or right
 - ii. At the halfway point, the party is confronted by harder choices, and Shamino begins to make some errors
 - iii. At about a third of the way through, there is a junction of many hallways where Shamino is left sputtering, but makes a quick choice which is correct.
 - b. Once they are through the tunnels, they enter the torture chambers and guard posts leading to some stairs up.
4. In the Tower of Exaltation
 - a. You and Shamino must fight through many Wyrmguard to reach Blackthorn
 - i. At the top of the tower, Blackthorn is protected by the Elite Wyrmguard, these warriors are exceptionally hard to defeat and are led by Gideon Thane, the leader of the Wyrmguard
 - ii. Gideon announces who he is (*Various people in taverns should have told you rumors of the Wyrmguards, and especially their leader.*) and tells you it will be the last name you hear before you die
 - ii. Once the Elite are defeated, Blackthorn immediately surrenders

Assault on the Tower of Exaltation Quest end...

IX. The Bargain

A. Bringing Blackthorn to Justice at the Tower of Exaltation

1. Blackthorn bargains for his life
 - a. Blackthorn says, "If you kill me, Lord British will never listen to you. And without me, the Tribunes will die in their prison."
 - i. Shamino, if he's still around, will agree that killing Blackthorn now would be inadvisable, and besides, the right of this traitor's death belongs to L.B.
 - ii. In fact, Shamino suggests you take Blackthorn to L.B. immediately
 - iii. For a change, Raven agrees wholeheartedly
(If you strike Blackthorn, he shrieks in pain, but remains unhurt. He will look at himself and say something to the effect of, "The Guardian's spell is working, I cannot be killed by your weapons, but I can feel the pain. Please don't hurt me!" If you continue to beat on him, he will scream out every time and beg you to stop, and you will also lose Karma. Perhaps losing Karma should weaken your Etheric Powers, or short them out for a little while, or something.)
 - b. When you leave the tower, the Golden Ankh is sitting in the harbor waiting for you

(This quests cannot be completed until Blackthorn and the Avatar stand before Lord British in Lord's Keep.)

Bringing Blackthorn to Justice Quest halted...

X. Blackthorn

A. Seeking Information about the Guardian from Blackthorn

1. Before you arrive at Lord's Keep, while sailing back, Blackthorn reveals something about the Guardian
 - a. Blackthorn almost innocently asks if you remember touching Mondain's Gem of Immortality long ago, during the First Age of Darkness
 - b. Blackthorn says this touch, which shattered the gem into the Three Shards, was the beginning of the end for you
 - i. He says, "Just as Mondain bound his immortality to the gem, your essence became bound to it by your simple touch."
 - ii. He says, "Ages later, just after you became the Avatar, a great force came into being by some means, and this sentient force was attracted to the shards of Mondain's Gem. This was the earliest form of the Guardian."
 - iii. He adds, "The shards, so closely linked with you because of your touch, focused the force into the opposite of your principles: Falsehood, Hatred, and Cowardice."
 - iv. He taunts, "I believe you know them better as Faulinei, Astaroth, and Nosfentor — the Shadowlords."
 - v. He finishes by saying, "They were the masters who commanded me during my Regency of Britannia, and they are what coalesced into the Guardian as you know him now."

Seeking Information about the Guardian Quest halted...

XI. Lord British's Justice

- A. Bringing Blackthorn to Justice at Lord's Keep
 1. You arrive at Lord's Keep
 - a. When they reach the gates, Geoffrey demands what a treasonous dog like you is doing here and has guards surround you
 - b. You say you brings the true traitor here for justice
 - c. Blackthorn steps forward and shows himself to Geoffrey
 - d. The portcullis is raised and you are led to the throne room by guards
 - i. L.B. slumps in his throne, looking pale and sickly
 - ii. Geoffrey announces you and Blackthorn, L.B. seems shocked
 - e. L.B., in a weak voice, asks Geoffrey to go outside and close the doors to the throne room
 - i. Geoffrey does as he's commanded
 2. The Confession before Lord British
 - a. L.B. asks you what is going on, and says he was led to believe you had become a traitor
 - i. You tell him you know the Guardian had been sending L.B. dreams, but the words were taken out of context
 - ii. You tell him everything you have done, and say it was all done to capture Blackthorn and bring him here
 - iii. L.B. apologizes to you and asks your forgiveness for his lack of faith in you
 - b. L.B. turns on Blackthorn and accuses him of High Treason and of breaking his Banishment
 - i. Blackthorn quips, "No, I am not a traitor. A new order is coming to Britannia, with me as its Lord. Besides, what can you do to me, have me Banished again?" he laughs
 - ii. L.B. rises slowly, and seems to grow more steady by the second as he says menacingly, "In a manner of speaking, Blackthorn." His hands begins to glow
 - iii. Blackthorn yells, "Wait! I'll help you! I have a key to the Tribune's cells deep within the Stygian Abyss and my journal shows how to enter it and reach them!"
 - iv. L.B. quietly says, "We have no need of your help any longer, traitor..."
 - v. LB states, "Bailiff, take this worm out and have him beheaded!"
 3. Doomsday Begins
 - a. The sound of deep laughter is heard followed by clapping of hands as an image of the Guardian slowly appears over the scorchmark that once was Blackthorn
 - i. He says, "At least on this treacherous worm's death, we both agree. But he did keep you busy while my plans reached fruition."
 - ii. He explains, "The Columns I placed have finished their purpose and soon I will unleash their energy and rip this world apart."
 - iii. The Guardian laughs a low, sinister laugh then says, "I have enjoyed tormenting you and Britannia, but now, I grow bored of this world. The Guardian slowly fades
 - b. L. B. says he has remained inactive far too long, and that together you must find a way to Save Britannia from Doom
(For having brought Blackthorn to Justice, your Virtue shines forth as you glow.)
(Karma surge and the weapon morphs again)

Bringing Blackthorn to Justice Quest end...

End Justice

The Exodus

I. Regroup at Lord's Keep

A. Saving Britannia from Doom at Lord's Keep

1. The Lord of Britannia joins the party
 - a. L.B. calls out for Geoffrey to attend him
 - i. He commands his Captain of the Guard, in a strong voice, to bring his armor and weapons *(The general malaise seems to have lifted from L.B. with the passing of Blackthorn. Perhaps it was a spell placed upon L.B. by Blackthorn which caused his illness.)*
 - b. As Geoffrey enters, a glowing portal opens in the throne room through which steps a procession of your friends: Hawkwind, Shamino, Iolo, and Nicodemus, and Raven, who rushes to your side
 - c. Hawkwind says time grows short for Britannia, the Guardian will soon unleashed the destructive force which has been building within the great Columns *(If you have not encountered the Glyphs of Corruption, Hawkwind says he has learned of their existence.)*
 - i. He tells you there are eight of these Glyphs, one for each of the Columns piercing the land, and you may reach them through the eight great dungeons *(Or he tells you the last one is in the Abyss.)*
 - ii. He says he would send you there himself, but he is already taxed by having tampered with the universe to open the portal here, and the Abyss is fairly well sealed against his tampering in any case
 - iii. There is one problem though...The Guardian will release the power of the columns and destroy the world, but there is a more sinister turn to this. The columns are being held in check by his power too. If he were slain then the columns would also release their power. And I fear that the amount of life force released during the destruction of Britannia is going to be harnessed by him. That means this life force would bring him back...so no living thing can remain to be destroyed by his spell.
 - d. LB upset but realizes what must be done eventually.
 - d. L.B. suggests they Seek the Glyphs of Corruption in the Stygian Abyss, now that you have access to it, so you might find a way to save Britannia
 - i. Nicodemus says if only we'd been able to get all of the Glyphs before the Guardian unleashed the Spell of Destruction, we might have stopped it
 - ii. Hawkwind agrees, saying they must have all of the Glyphs in any case, as they have a role yet to play in the salvation of Britannia
 - c. L.B. says he will come with you to Rescue the Tribunal Members *(When the Avatar is leaving, Alexa flies down into the courtyard of Lord's Keep so he can once more take to the skies, he and L.B. can ride this while the others make their way back to the Citadel.)*

Saving Britannia from Doom Quest halted...

II. The Columns

A. Seeking out the Columns

1. Near the base of the dungeon
 - a. The party finds the base of a great column (*Which they saw protruding from the ground near the entrance and in each of the other levels.*)
 - b. In the Column is a black Glyph with a strange symbol on it
 - c. Taking the glyph shocks the person taking it and makes the Column's glow cease (*The column glows with a sickly version of the Virtue's color from which it is corrupted, and outside the dungeon, the glow extends into the sky. When the glyph is taken from the base of a column, the glow inside and outside the dungeon fades away.*)
 - d. Shamino says perhaps they should seek a Mage to learn more about the Glyph and if Mariah is in the party, she will suggest Nicodemus, since he is of the Eighth Circle and has great knowledge of enchantments
(*When you get the Glyph, all Mages have the key "Glyph" added to their conversations, for the most part, they say to seek a more powerful Mage, but Mariah or the Matriarch will suggest you seek Nicodemus for his knowledge in the area of enchanting objects.*)

B. Learning of the Glyphs with Nicodemus' Aid

1. The old Mage studies the Glyph
 - a. Nicodemus is familiar with the symbol on the glyph, the symbol of *Covetous* (*If any other Glyph is brought to him, he will similarly be able to decipher it.*)
 - b. After performing a few well chosen, arcane experiments on the Glyph, Nicodemus will be able to determine several things about them
 - i. Firstly, he says he would bet his teeth you will find another such Glyph in each of the dungeons
 - ii. Secondly, the Glyphs are the lynch-pins in the spell causing the twisting of Britannia
 - iii. Thirdly, the Glyphs also corrupt the functioning of the moongates so long as they remain within the Columns
 - iv. And finally, he says it's obvious these Glyphs of Corruption have a close relationship to the Runes of Virtue
 - c. Nicodemus asks to keep the Glyph in order to study it further and also asks if you will continue to gather the Glyphs from the rest of the dungeons

C. In the Dungeons

1. Delving the Depths
 - a. Nicodemus' predictions were correct, the Glyphs are at the bottom of the Columns in each of the dungeons
 - b. As you gather the Glyphs, and bring them to Nicodemus, he begins to study the magic surrounding them
 - i. After about the fourth or fifth recovery, he makes an astounding (*If not obvious.*) discovery, the Glyphs are none other than the Runes of Virtue, corrupted by the Guardian years ago

(*Until Blackthorn is dead, you cannot gain all of the Glyphs of Corruption.*)

Seeking for the Glyphs of Corruption Quest halted...

II. The Stygian Abyss

- A. Rescuing the Tribunal Members in the Stygian Abyss
 1. Blackthorn's Journal
 - a. The journal tells of the sinking of the Isle of the Avatar (*At the end of Ultima: Underworld.*)
 - i. Strangely, the Shrines of the Codex and Humility did not sink with the isle
 - ii. A map shows the shrines forming a gateway to a volcano surrounded bay in the middle of which coordinates are written
 - iii. The coordinates are the location a pit like cave entrance into Stygian Abyss
 - B. The Search for the Tribunes
 1. The prisoners of the Abyss
 - a. Lord Amaranth and Lady Verona are held in cells near the bottom of the Abyss and guarded by daemons as well as a host of other dangerous creatures on the way down
 - i. Blackthorn's key will open the cells
 - ii. The two Tribunes join the party and are led back to the exit.
 - D. At the bottom of the Abyss, after many harrowing battles, you find the Glyph of Pride embedded within one of the great Columns
 1. This Column, like all the others (*Should the Avatar seek them out.*), is now lined with glowing cracks and pulsing with the power that is destroying Britannia
 2. When you take the Glyph from the Column, you are thrown away by the backlash, but manage to keep a hold on it
 - a. Stepping from the only entrance into this chamber is the Lord of the Abyss, the Slasher of Veils (*A truly horrific Daemon.*) and a couple of his cronies
 - b. The Lord of the Abyss says, "I'll swallow your soul!" then attacks you and L.B., who replies, "Come get some." while the Daemon's cronies howl and attack as well
 - c. After you defeat the Lord of the Abyss, no other daemons will be seen in this dungeon

Rescuing the Tribunal Members Quest end...

III. The Shrine

A. The Shrine of Spirituality

1. You enter the moongate near the gypsy camp during the twin full moons and finds yourself transported to the Shrine of Spirituality
 - a. At the Shrine, you must meditate and when you do amagical swirling over the shrine occurs and a voice is heard.
 - b. The voice describes the history of an ancient and powerful race called the Ultima who thought they'd found the way to be rid of the evil within themselves
 - i. "Along the path to enlightenment, we created Avatars of Virtue, but for each Avatar, a dark being was created, the Avatars of Corruption. Wars raged across the Void, nearly destroying all as these colossal forces contended with each other."
 - ii. "Finally, near the brink of total annihilation, the last of our kind met and confronted his evil sibling who he knew to be a facet of himself and he battled this dark brother until they and the universe were nearly spent."
 - iii. "Gaining sudden clarity, he reached out and embraced his dark brother, giving himself up to him. In doing so, the dark part was forced to give itself up as well."
 - iv. "What emerged was a being of immense power, and the wisdom to know how to use that power. The wisdom that there are no absolutes. Each action, each situation, each being must be judged within its own context of good and evil, right and wrong. Otherwise an imbalance is created in the order of all things, an imbalance that will bring about doom if it is not balanced once more."
 - v. "This being created the Codex of Ultimate Wisdom. It is meant to be a guide to those who seek the path of enlightenment we found, for Virtue is a noble purpose. It is also a warning of the knowledge of our downfall, for Virtue is not an end, but a means. Finally, it is a key to ascension, my personal ascension that can be attained by all."
 - vi. "For I am Hawkwind the Timelord, Keeper of the Ages, the last of the Ultima."

Consulting the Shrine end...

IV. Salvation of the People

- A. Save Britannia from Doom by Helping its People Leave the Dying World
1. You tell your friends and Companions what the Codex said
 - b. Hawkwind appears and says to L.B., “You are a wise man, my friend. You know what must be done.” then he turns to you, “Avatar, you have nearly come full circle and are now almost ready to face the Guardian.”
 - c. Hawkwind tells you the Glyphs of Corruption must be restored to their pristine state as the Runes of Virtue
 - i. He says he will convert the moongate into a Time Gate to take someone back through the stream of time, restoring the Runes
 - ii. He tells you someone must carry the Runes back, but they will also feel the effects of the reversal of time
 - iii. He says he would be the best candidate to take them back, since he is immune to the passage of time, in either direction, but he must maintain the gate and bring the person, with the runes back “outside of time”, so the runes will not be once again corrupted
 - d. Volunteers offer to take the Runes back through time
 - i. Shamino volunteers, but Hawkwind says his body would not withstand the reversal of time, as it is not aged enough
(The Avatar may volunteer, but will be told what Shamino is told.)
 - ii. Iolo says if age is the Virtue that is necessary, then he has it in abundance and hobbles forward to receive the Runes
 - iii. Hawkwind nods gravely and gives them to Iolo
 - e. Hawkwind exerts his power over time to transform the moongate into a white Time Gate
 - i. The aged Iolo hobbles into the gate and almost instantaneously, there is a flash of light as he walks back out, a healthy young man with the restored Runes of Virtue
 - ii. Hawkwind collapses on the ground as the Time Gate becomes a moongate once more

V. The End of Time

A. Beyond the Time Gate

1. The Timelord's words

- a. With ragged breaths, Hawkwind tells you how to save the people of Britannia
 - i. He says the Runes must be taken to specific places around Skara Brae, once the Isle of the Dead, now their Isle of Salvation
 - ii. He tells you of a great conjunction of planets that will lead the way to New Britannia, a world far from here where the people of Britannia may yet live in peace
 - iii. Here is a map of how they must be placed in order to conform with the conjunction.
 - iii. He asks L.B. to gather the people at Skara Brae for the coming of the great conjunction when they will all be taken to their new home, L.B. agrees, comforting his old friend
 - iv. The Timelord pauses for a moment as his body fades out, then reappears
 - v. He tells you when you face the Guardian, you will gain your final Titanic power, Etheric Channeling, the power to turn raw ether into a devastatingly destructive attack
 - vi. You must not let the Guardian draw the life force from Britannia with his sinister spell. If he does then no one will be able to stop him.
 - vii. His demise won't even be permanent if his spell can transfer all of Britannia's life force to him.
 - viii. However the release of the columns power is keyed to his death as much as his word.
 - ix. He tells LB that he knows in his heart what must be done.
 - vi. He asks your forgiveness for not revealing all of this sooner, but to do so could have changed the outcome and disturbed the flow of time itself
 - viii. He says his time on Britannia is at an end, wishing you well in the days to come
- b. The Timelord glows brightly then fades away
- c. L.B. says his farewells for the time being and uses the moongate, now blue again, to set about gathering the people of Britannia

VI. Placing the Runes of Virtue

- A. Journey to Skara Brae
 - 1. The coast of the Isle of the Dead
 - a. You place the Runes at the appointed locations
 - i. A natural looking pedestal of rock rises up from the ground when a Rune is placed, melding the Rune into itself
 - ii. When the last is placed all begin to glow with a Virtuous light
 - 2. The City of Skara Brae
 - a. The people of Britannia are hard at work with Samhayne's direction
 - i. They are setting up temporary shelters, tents, huts, etc.
 - ii. They are even working on restoring the city proper, rebuilding the ruined walls
 - iii. Some gather food while others distribute it to the other refugees
 - iv. They herd the many animals they have gathered as they left their homes
 - v. There is even an encampment of dragons and Paladins gathered together

Placing the Runes of Virtue Quest end...

VII. Final Confrontation

- A. Once entering Stonegate the Guardian manifests in front of LB and Avatar
 - 1. Guardian casts a spell immediately and knocks out LB
 - 2. Guardian speaks to Avatar.
 - a. "I suppose now that you realize we are one."
 - b. "When you shattered that gem along time ago, your evil essence was drawn into it. From this birthed the Shadowlords and from them I was formed."
 - c. "Does it disturb you to realize that your own force is what has brought this world to its knees and even now places it on the brink of destruction."
 - d. "Come now...let us dance this one final dance."
 - 3. Guardian attacks
 - 4. Once Guardian is defeated, LB rises and says, "Come Avatar, we have much work to do. Difficult work indeed."
 - 5. Avatar and LB climb to top of Stonegate.

VIII. The Exodus

- A. Journey to New Britannia
 1. Somewhere in Britannia other than Skara Brae
 - b. The morning of the great conjunction comes and the Exodus begins
 - i. The world of Britannia is seen from the Void, the continent and tiny islands visible, Skara Brae included
 - ii. Skara Brae begins to glow as the moons swing into position to on either sides of the world, the sun rising from behind one
 - iii. The glow intensifies as the island becomes a ball of light, leaving the dying Britannia behind
 - iv. The ball of light streaks off into the Void, passing several planets in quick succession, gaining speed as the distant stars become blurs, nebulas pass by in washes of muted color and fiery gasses
 - v. The stars cease to blur slowly as the ball of light approaches a star, other planets passing by as if greeting the newcomer to their neighborhood
 - vi. The ball of light approaches the world seen through the Richard's telescope, New Britannia, and passes through the obscuring clouds into its new home
 - vii. The light grows brightly for seconds longer, illuminating the clouds, then grows dark
 3. The Destruction of Britannia
 - a. Lord British casts the spell of Armageddon
 - b. Britannia grows eerily quiet
 4. LB and Avatar left
(*End Flic*)

 End Game

REVISIONS:

3.1 *page 59-61* Alexa's conversation with Graciano: The harness is now a blackrock shackle.

Alexa has been coerced into wearing the shackles due to the threat to her eggs in the lower chambers.

Alexa is no longer hiding her form from the Avatar, but still waits until the entrance is reached before changing back to dragon shape.

Alexa points out that the Wyrmguard have tunneled to near her nests and have tied that tunnel to the ocean thereby with a few blasts of gunpowder they can flood the nests. She will implore the Avatar to take care of these Wyrmguard and explosives so that there is no longer a threat. That is if the Avatar has not already taken care of things.

Alexa offers to carry not only the Avatar, but also the companions too.

Changes by B.White

3.2 *page 22-24* Major alteration of events in Shame. Avatar is separated from party and is forced to complete a series of areas with the aide of three rogues. During the time with these rogues they are turned back to their previous virtuous paths. This process will allow the Avatar to gain the Etheric Power. Kaeden must still be defeated for the quicksword. Afterwards the original party members are released and and rejoin the Avatar.

The party is forced to leave by the land route and return to Britain to gain a boat and head back to Asylum.

Changes by B.White

3.3 *page 46-47* Alteration of events leading to fight on Isle of Terfin.

If Avatar has medallions effect sea serpents he can either turn them all against the black fleet by an antipathy spell, or he can reproduce the medallions giving his ships proof against sea serpents. Either option will reduce the number of combats necessary.

If he has gained the Queen of the Dragons help then all fights with dragons will be avoided. If not then the party will have to defeat 5 dragons including Blackthorn's.

If the Avatar allows Shamino to lead the party to the secret door then only three combats will be faced while traversing the Isle to the tower. Otherwise the group may fight eight battles to get there.

Changes by B.White

4.0 Most of the document has been touched on.

Major plot revisions include:

All Mystvale (Julia and Gilby) references now changed to Trinsic. Mystvale no more.

All Yew references (Helain and Katrina) now changed to Trinsic. Yew no more.

Samhayne now sends Avatar to see Corigan then do the spying, without returning.

Samhayne has Avatar join guild right away.

Quicksword quest and Shame eliminated.

Avatar now thrown in specific dungeons for Moonglow and Britain rather than the singular Wrong.

Wrong now eliminated.

Quest for ships wheel eliminated.

Vasagalem and Desbet now at ruins of Empath Abbey. Ambrosia eliminated.

Meeting at Cove now working as a game state feedback point.

Opening of Covetous mines removed as a quest. Mines still in game, however.

4.0 continued....

Gypsies now live near Shrine of Spirituality and are under attack at first meeting.

Codex quest eliminated.

Main battle-of-the-line (at Terfin) eliminated.

Entire end sequence altered.

Guardian confronts Avatar and LB at Stonegate prior to casting of Armageddon.

Purpose of Column spell is to destroy Britannia and gather life force to Guardian.

Guardian can gain force if dead and it will resurrect him.

Guardian will release columns and absorb life force if still alive.

LB realizes that everything on Britannia must die or benefit the Guardian.

Avatar destroys Guardian, then LB the Armageddons before Guardian can benefit.

Game ends with Armageddon/Exodus Flic.

Stuff to Fix

Party members shepherd plotlines

Party members join as a part of plot, not subject to Avatar's whims

Virtue pass, 24 quotes/situations for comparisons of virtues

Weather

Usables

Spells