

The Plot

Disclaimer: This document is intended to focus on the plot of the game, and to serve as a guideline for what needs to happen in the described areas. There are numerous details left out of this document, and for those details, existing design docs should be referred to.

Chapter 1: The Install

Hawkwind saves the Avatar

- (N) This section still needs lots of work.
- (S) Have the install of the game revolve around Hawkwind teleporting the Avatar back from Pagan. The player would get to play Hawkwind, putting together the spell to get the player back to Britannia. In the process, he installs the game.

Chapter 2: Stonegate

Stonegate Tower

- This is where the player begins, after being teleported in by Hawkwind.
- Hawkwind apologizes for the double teleport in the intro. Movie, and explains the movie a little bit.
- Hawkwind tells the player to seek Lord British, your virtuous buddy, in Britain.
- He also tells you that the way out is a boat to the Britain Sewers which awaits at the bottom of the dungeon below Stonegate.
- (S) If we wish, this tower area could have any number of items that can help flesh out the players history, but they should be placed there after they leave for the first time so that there is something cool for him to discover if he goes back.

Stonegate Dungeon

- The entire purpose of this dungeon is to serve as a tutorial for the player to get accustomed to the interface.
- It should also teach the player how to fight and use spells.
- Player gains all of the linear spells in this dungeon.
- At the end of the dungeon, the player jumps on a boat and floats into a river tunnel. The game fades to black and...

>>>Play Sending 1 - Avatar Summons Demon<<<

Sewers of Britannia

- Fade up from black and the player is floating into the sewers.
- The first encounter in the sewers is Damon (a wyrmguard) whose armor you can take once you defeat him.
- (N) There should be tons more for the player to do here.

Chapter 3: Britain

First Visit to Britain:

- Is strapped by famine (which should be very visible). The Britains blame it on the mages of Moonglow for not providing food to ease their suffering. As the story goes, the Britains sent a ship full of Serpentwyne to Moonglow which was to be reciprocated by a ship from Moonglow full of food. The Moonglow ship never came, and the Britain ship never returned. In retaliation, the Britains killed all the mages in Britain. When the Moonglows found out about this, the Tribunal was disbanded and now a civil war is brewing. The general populace speaks of the shipment, since in their eyes, not only did they not get the food, but the ship never returned.
- There should also be a rumor of a ghost ship that prowls the seas.
- Somewhere in the town, there must be a setup where the player meets Julia and gets to know her well enough, so that when he sees her dying in Despise, it has meaning. She can even mention going to the Caverns of Despise, and the player could discourage her.
- The Cathedral of Love
 - If the player wanders into the Cathedral of Love, he sees Blackthorn, as Ebontyne, manipulating Amorph, who is one of the fomenters of the Civil War.
- The Hall of Virtues is closed at this point

First Visit to Lord British's Castle:

- Geoffrey is serving as LB's valet and bouncer.
- Geoffrey tells the player that LB is sick.
- Geoffrey tells the player that the land and king are one.
- If the player is wearing Wyrmgaurd armor then Geoffrey suggests he remove it since its not appropriate. He will give you other armor.
- Geoffrey tells the avatar that the Tribunal has been disbanded and there is unrest throughout the land.
- If the player has released Shamino, Geoffrey will comment on it.
- LB is happy to see you.
- LB speaks of his dream where he saw the avatar summoning a demon and asks if it was true. Either way LB make a comment about that being bad.
- Also talks of the Wyrmgaurd, and the missing runes.
- LB speaks of the Guardian's return, the columns.
- If the player is still wearing the wyrmgaurd armor, Lord British comments on how that stinks.
- LB suggests going and turning off the columns as a good first step, and indicates that there is one in the Caverns of Despise.

Chapter 4: The Caverns of Despise

The Caverns:

- Despise is the home of Trolls and Orcs.
- (S) They are warring on each other. At some point, the player will have the option to join one side or the other. If he joins the orcs, he has to prove his worthiness by getting something from the troll king. If he allies with the trolls he goes and kills the orcs.
- He makes his way down to the bottom where the column rune is. Before the column, Julia is on an altar and has been dealt a mortal wound as part of a sacrificial ritual from the orcs. It seems that the orc shaman was killed when the column rose up and now they worship the column. Before she dies, she tells the player how to do the ritual to extract the rune from all the columns and thus power it down. She also tells the player how to sanctify the shrines.

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First Appearance of Slaine & Raven:

- Upon exiting, Slaine, a female Wyrmguard, will land and move to kill the player.
- Just as she does so, Raven throws a dagger from the shadows, which plunges into Slaine's eye and then she steps into the scene.
- Slaine will fly off and Raven will introduce herself.
 - Raven tells the player that Samhayne in Asylum is the man to talk to if he wants to heal the ills of the world.
 - She says she'll meet him back at her boat (in Britain's harbor) when he ready to go to Asylum. With that she leaves.

Chapter 5: The Hall of Shame

Hall of Shame:

- This column and dungeon have no specific plot purpose other than to get the rune.

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Chapter 6: Return to Britain

Second Visit to Lord British's Castle:

- If the player talks to Geoffrey, he will tell the player that Samhayne is powerful, and not to trust him because he's a thug.
- Lord British will merely ask the Avatar to help his people, in a way that makes it clear that he has no new information for the Avatar. His condition is clearly getting worse (i.e. now you talk to him from his bed chamber)
- In his bad chamber is the Mirror of Darkness
 - Looking into the mirror gets the guardian to speak to him and show him the Armageddon flic.
 - He can destroy the mirror which will lighten the guardian's influence on LB (sugg. perhaps this should be able to happen until a later date, like having a blackrock weapon)

Second Visit to Britain:

- The Hall of Virtue
 - If the player explores Britain after Despise, with the first rune of virtue, and anytime thereafter, he will find the Hall of Virtue open. In the Hall of Virtue, Osprey will tell the player about the runes, and how in the Guardian's hands, the runes are evil, but in the Avatar's hands they would do good... and that getting all of them would be a good thing.
 - There should be some form of tribute to the Virtue questions here.
 - The tapestry of Ages is in the Hall, and will be viewable by the player.
 - When the player approaches the tapestry he will be able to click on portions of the tapestry and each scene will tell its tale via a narrator, as if he were telling a story,
 - Shamino is in stasis in a cell, in the Hall of Virtue. The player can release him at any time, given that he learns the riddle of the candle, bell and book. When he is released, Shamino explains why he put himself into stasis, and goes off to find out where all the rangers have gone and leaves.
 - If you do not release Shamino, Osprey and Raven should cue this so you don't skip this bit.
- Once the player's ready, he may now board Raven's boat and talk to Raven, at which point she will give the order to travel to Asylum, and express small appreciation for the return of the avatar.
 - From now on, the way the boat works is that the player talks to Raven, and she gives him a list of places that they can go. The player selects a destination and they go there. She will allow the player to go to any location that he has already been, and any new locations that are allowed by the plot. This only lasts until she rescues him from the Prison of Wrong, at which point the player is in command of the boat and can go anywhere.
 - Sleeping on the boat gets the player to the destination quickly.

Chapter 7: Asylum

First Visit to Asylum:

- The dock workers in asylum know what's going on in the world, and mention a column that is near Asylum.
- Raven directs the player to Samhayne's manor and then goes off.
- Samhayne's Manor
 - Samhayne talks about...
 - First he starts with recognizing the honored avatar and welcoming him.
 - He covers all of the events that have transpired so far, starting with the plague and the famine and ending with the disbanding of the tribunal and the growing tensions between Moonglow and Britian. The only member of the tribunal that isn't jaded by all these events is Corrigan, but Corrigan won't act because his son and daughter are the commanding generals of the opposing armies.
 - He makes the skiffs available to the player.
 - He suggests traveling to Valoria to see if the avatar can rouse Corrigan to action and bring about peace, since war is bad for his business.
- If Shamino hasn't been released, Samhayne should mention it.
- Skiffs
 - For the first time, the player will be able to use skiffs, which are player controllable dingys that can only go into shallow waters (water of a certain depth)
 - (S) Water depth should be indicated by color with the player getting an audio cue the first three times he runs into the barrier.
- At this point, the player should go see Corrigan in Valoria.

Chapter 8: Valoria

First Visit to Valoria:

- (N) By this time in the plot, there needs to be evidence of Blackthorn's influence, the Guardian, and the wrymguard. Their connection with one another should be clear as should be their intent.
- At the gate (to Corrigan's keep), Avatar or no, the guards will not let you in until you prove yourself worthy by bringing the crown of the nearby troll king.

Troll Kings Cave

- Near Valoria, is the Troll King's Cave.
- The player should have the option to kill the troll king and take his crown, or to come up with some way of borrowing the crown from the king.
- Once the player get the crown, showing the crown to the guards will get you through the gate because you're such a bad ass.
- The player can then talk to Corrigan. He will talk to them about the tribunal fighting, how his children and leading the armies, how his force is too small to be effective and his children won't listen to him.
- Corrigan knows that you are the avatar, that the tribunal is fighting, the forces are split between is daughter the general and his son the general
- During the audience, the avatar attempts to call Corrigan to action, but Blackthorn as Darkblade is there encouraging Corrigan to not become involved. He also has tons of excuses like my forces are too small, his children are the generals, blackthorn advises him to the contrary, etc. the avatar should argue these point (sugg. maybe interactively?). by the end, the avatar convinces Corrigan to take an active role in stopping the civil war. (which is the setup for him being killed, since Blackthorn doesn't want him involved.)
- Corrigan asks the avatar to find out what the other tribunal members are doing so that he can respond accordingly.
- Upon exiting the audience with Corrigan, Raven lets the player know that Samhayne has new news for him and wants to see him now. "C U at the boat."

Chapter 9: Ambrosia / Hythloth

Ambrosia / Hythloth:

- (S) This episode needs to happen before the Shrine of Justice, and this seems like the best place for it since the story is not that far along yet.
- (N) There is a potential that the player has not released Shamino at this point. Perhaps Shamino should be released automatically if he is not free by this point.
- This event should be triggered by the Avatar visiting Britain before this point, or when he visits Asylum now.
- Before he gets the chance to leave the dock area, if Shamino has been released, Shamino will come out of the water, and tell the avatar of the adventure he just went on, which concerns the fate of the Serpentwyne ship.
- The screen fades to black and as Shamino tells the story we see a set scene of the events.
 - As Shamino was looking for the rangers, he found out about a wrecked boat near Asylum. Knowing about the missing vessel that was carrying the Serpentwyne, Shamino decides to explore the wreckage to see if it was the boat in question. As he approaches the ship wreck, a whirlpool to Ambrosia comes into being where the ship is. Shamino decides to explore it.
- Once in Ambrosia, the player gains control of Shamino.
- (N) This must be done by the time of the Civil War's conclusion at the Shrine of Justice.
- The truth about the civil war is that the Britain ship was destroyed by Blackthorn who creating a whirlpool that broke up the ship. The ship sunk, but a few of the sailors were carried off to Ambrosia/Hythloth where they died. They are now ghosts that wander in Ambrosia knowing the truth about the civil war.
- Some of the crew of the Serpentwyne ship were all trapped in Ambrosia where they died. Now their ghosts wander the area. Ambrosia has mostly collapsed, and only a very small portion of the once proud underwater city of the gargoyles remains.
- The point of this area is to give a bunch of cool stuff for Shamino to do, and allow the sailor ghosts to tell the story of what truly happened to the Serpentwyne ship. There is a column in the area, and Shamino must get it.
- This area should include things like having to swim to new areas and between air pockets, etc. This is all underground caves, water passages, and pool swimming.
- The sailor ghost will tell about how Blackthorn destroyed the boat with a whirlpool
- The exit to the area is marked by a skeleton pointing the way out. When the player hits the exit, the game fades out and back in the Shamino and the Avatar on the shore.
- (N) The area should have lots of swimming, some ruins and some cave parts ala the Pirates of the Caribbean sets.

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Chapter 10: Return to Asylum

Second Visit to Asylum:

- The avatar will explain Corrigan's position to Samhayne.
- Samhayne says that they will need to acquire more info/evidence before the eminent civil war can be put to rest. Besides, his other spies have failed to report back on the respective courts.
- Sam also lets the player know that the armies have increased their aggression to each other and action must be taken.
- In order to gain access to the guilds network, he must join and be branded. He must join to continue on the plot.
- Samhayne will then fill you in on the contacts in each town that will help you.
- At this point, the player has the option to the Cathedral of love or the Court at Moonglow. Going to the Cathedral gives the player the same thing he saw when he went in their the first time.

Chapter 11: Moonglow

Moonglow:

- Moonglow hates Britain for never sending the Serpentwyne.
- There is lots of food and plague here.
- The sailors treat this place like a leper colony.
- There is so much food that rats and rotting abounds.
- In the street there is a plague victim with a dog that guards him.
- Mages don't visit the populace.
- People in the town should talk about the column in the Dungeons of Deceit.
- There should be marked doors for the sick and barricaded doors for the well.
- The player must contact Arthur the guild member for the location of the secret door to get into the court.
- To spy on the court you enter via the Lyceum, you watch some event, and while watching, the player gets cold cocked...

>>>Play Sending 2 – The Avatar being thrown in Jail<<<

- ...and wakes up in a cell in the Prison of Wrong.

Chapter 12: Prison of Wrong

Raven rescues the Avatar:

- Once in the cell, Blackthorn visits, reveals his plan, taunts the avatar, and reiterated Corrigan's value. He makes it clear that Corrigan is the lynch pin to the avatar's plans. "...and with him dies your hope."
- He should also mention that there is no way that "your puny little girlfriend" will never be able to find you here.
- Once this ends, we switch to Raven, and the player now controls her.
- Raven is a highly gymnastic character with bladed thrown missile weapons.
- The dungeon should be a gymnastic fest of challenges that don't require twitch dexterity. (see Richard for what this really means.)
- Raven starts within the confines of the prison after having dropped in.
- She is trying to rescue the avatar, and in the end, she'll have to get the rune from the column within and use it to power a puzzle that lets her reach the avatar.

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- From now until the civil war is solved, Moonglow is hostile to the avatar and this is reflected in the comments from the populace and the guards that attack you on site.
- From here the player can now go anywhere, but he should be going to Valoria...
- <see forthcoming story flowchart for full investigation of options.>
- When Raven gets to the avatar, they share a kiss and then fade to black. On the fade up, they are both on Raven's boat. From now on, talking to Raven will get an explanation of the current state of the game, and some side comment about their relationship. She also turns over control of the boat to the avatar. In this particular instance, Raven advises the player to go to see Corrigan before its too late.
- (S) At this point, the sailing skill could be given to the player.
 - Higher Sailing skill would allow the player to sail faster, see reefs and spots enemies.
 - This still needs some work, and should have 4 special things you can do just like the other skills.

Chapter 13: Return to Valoria

Second visit to Valoria:

- When the player arrives, the city is in mourning.
- Valdemar tells the player that Corrigan is dead, and gives the player the only clue, which is the arrow that slew Corrigan.
- The moment the player leaves the hall, Corrigan's ghost comes to the avatar and tells him that he had a peace treaty on his person when he died. If the player could find the body, he could retrieve the treaty and stop the civil war. The ghost doesn't know where the body is, but tells the player that the arrow was made by a fletcher in Trinsic.
- (N) It must be made clear that there was nothing the player could do to save Corrigan. "The day we heard about your imprisonment, Corrigan was killed."

Chapter 14: Trinsic

First Visit to Trinsic:

- When the player first comes in to Trinsic, he will find out that the Paladins which once protected the town have been killed, and as a result, Trinsic is now under constant attack from the monsters of the area. The Paladins were killed by the wrymguard, but the exact details have not been fleshed out.
- The Bastion still remains outside the makeshift barricades erected to defend the city from the constant raiding. The player may go and explore the Bastion if he has the rune of honor. (Chap. 18)
- If the player goes to Gilby the archer, he will admit to making the arrow, and that he sold it to a one eyed woman, and notes the poison, which is only made by Helain in the town.
- Going to Helain will cause her to admit that she sold the poison to a one eyed woman. She will have a vision and show that Corrigan's body can be found in the Well of Souls.
- After the vision, Helain will give the player the key to enter the Caves of Deceit.

Chapter 15: Dungeon of Deceit

Dungeon of Deceit:

- This column and dungeon have no specific plot purpose other than to get the rune.

Well of Souls:

- The well of souls is actually a special room inside of Deceit.
- In the well is the Dracolich, which is a great undead Dragon, and the king of all the undead. The Dracolich bars the path to Corrigan's body and must be defeated for the avatar to get to Corrigan. Once defeated, all undead in the world are laid to rest.
- The body of Corrigan must be sanctified. When that is done, Corrigan is finally at peace. On the body is the unsigned peace treaty written by Corrigan. Corrigan's ghost now tells what happened and asks the avatar to stop the war.
- When the avatar returns to the boat, Raven will let him know that war is about to break out at the shrine of Justice.

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Chapter 16: The Shrine of Justice

Shrine of Justice:

- The armies of both sides are meeting at the shrine to do battle.
- When the player arrives, Janna (the druid) rushes forth to greet him and explain what is about to happen, at this point the avatar will present the treaty to both generals.
- In the treaty, the truth about Blackthorn's plot is revealed to all, at which point he reveals himself, confesses to his evil deeds, and flees the scene, taunting the player. Upon fleeing, the Guardian's eyes appear and taunt the avatar with challenges to come and get him at the Isle of Terfin. The Guardian will gloat about how difficult this is and will in summary fashion, reveal all the obstacles that the player has yet to overcome in order to get to the Guardian's lair.
- After seeing the error of their ways, Morwen and Wellen swear fealty to the avatar's cause of bringing peace and unity to Britain in addition to signing the treaty. Moreover, M&W band with you to destroy the true cause of all this Blackthorn and the Guardian . "let's kick his butt!"

>>> Sending 3 – End of the Civil War <<<

- Janna (the druid) who has been there through all of this, in order to guard the shrine, and once its all over, tells him to go see Nicodemus at Cove.
- She tells the avatar how to get to Cove.
- The avatar delivers an inspiring monologue about solving the ills of the world on your own and taking responsibility, and then commands that the armies spread out and help ease the famine and plague throughout the land.

Chapter 17: Cove

Cove:

- When the player finds Nicodemus, the sage tells him about all the 8 runes and mantras, and about the things they will need to fight the guardian. He also lists the defenses of the Guardian's lair which are: Gargoyle Soldiers on the land, Wrymguard on Dragons in the air, and the guardian's dark navy on the water. Samhayne and his navy counter the Guardian's ships. The armies that have just sworn fealty to the avatar will counter the gargoyles (with the help of blackrock weapons). The good dragons of Destard will counter the controlled dragons, and Samhayne's pirate navy will counter the dark navy.
- The one thing he does not know is how to effect the gargoyles since they seem immune to normal weapons. He recommends going to empath abbey and talking to the former king of the gargoyles, Vesagralem, for a possible answer.

Chapter 18: The Bastion & Destard

The Bastion:

- The only way to enter the Bastion is to use the rune of Honor (Hall of Shame column) on the gate. The gate should have a riddle that goes something like this. "Only those with honor may pass these gates."
- Inside the Bastion is a map or entrance to a series of secret passage into Destard. Also inside the Bastion will be some artifacts that once belonged to Dupre.

Destard:

- The purpose of this area is to rescue the Queen of dragons from the control of the Wyrmguard, thus gaining her loyalty and the rune of valor held within.
- If rescued, the Queen offers to help the avatar.
- The close of this thread needs a big payoff.

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Chapter 20: Empath Abbey

Empath Abbey:

- Vasagralem, the king of the gargoyles has found refuge in the abbey ruins.
- If the player has gone to Nicodemus, he will tell the player about blackrock, which could be mined from Covetous. He tells the player that this is the weakness of Gargoyles, and weapons made of this substance should be able to damage the gargoyles.
- He also tells you about "gunpowder" and where to place the charges so as to open the mines.
- Desbet will offer to mine the blackrock if he clears the mines.
- Vasagralem will also give the Avatar the red lens and say something prophetic about using it to see the codex now that your journey is at the end.

Chapter 21: The Covetous Mines

Gypsy Camp:

- At the foot of the Covetous Mines is the gypsy camp.
- When the player gets there, the wyrmguard is attacking the town, and Slaine is on the outskirts of town about to remove the eye of a gypsy.
- The final battle with Slaine now ensues.
- Throughout the rest of the world after this, there should be the occasional person who is missing an eye.
- Once you save the gypsies from Slaine, they will agree to mine blackrock for you if you open the mines up and clear the mines of monsters.
- Raven's grandma is also in the camp, and will comment about Raven and the avatar.

Covetous:

- The mines have been sealed, and require blackpowder charges to be set in specific places at the entrance to open them.
- Within the mines is a column.
- Once the mines are cleared game fades to black and then fades back to gypsy camp where gypsies tell the avatar that they will begin mining the rock and sending it to the appropriate person for forging.

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- Upon completion of this quest Raven suggests going to Lord British.

Chapter 22: Third time in Britain

Lord British's Castle 3:

- LB realizes his mistake in distrusting the avatar via the sendings. And apologizes. (This is triggered by the end of the civil war)
- Upon the destruction of the Mirror of Darkness in LB's room and the return of the avatar from the 7th rune, LB will rise to defend his own land and travels to the Abyss to get the final rune.
- LB has to summon a demon to open the gate to the isle of the avatar, and in doing so he is humbled and admits to the avatar that sometimes lesser evils are for the greater good.

Chapter 23: The Abyss

Abyss:

- Gate to the abyss closes behind LB. On the island are the abyss and the shrine of the codex. LB can go to either.
- If he goes to the shrine. He comments about how he wishes he had the other lense.
- Going to the abyss is a magic based dungeon suited to LB. There is a column and thus the final rune here.
- Also in the abyss is Blackthorn guarding the rune, and LB has the final battle with Blackthorn.
- When he gets the rune, he automatically goes back to his castle.

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Chapter 24: One Last Time in Britain

Lord British's Castle 4:

- Upon the return, LB gives speech and hands over the final rune to the avatar. Contained in the speech must be that the player should now go to The Isle of Terfin. He should also say that there is a dragon outside waiting to take the avatar to the isle.
- LB gives the avatar the blue lens and recommends he go to the codex before the isle
- At this point, all the other characters of importance will be there and each will have something to say to the player.
- Raven gives a kiss and tells the avatar to be careful.
- LB should give you something special as well.
- Moriah, Janna, Geoffrey and all other important characters should be there and either have something to tell or give the player.
- Upon exiting the keep, the queen of the dragons is waiting for the player.
- Talking to the dragon will lead to her giving the player a dragon flight to the isle. The dragon will make sure that the player really wants to go before letting him on "no turning back". The dragon will take the player to the isle of the avatar first and then the isle of terfin, via the scenic route or the direct route.
- The scenic route goes over all the major areas that the player was in.
- As the flight is taking place, the Queen of the Dragons narrates how each of these areas has changed because of your actions.

Chapter 25: Glimpse into the Future

Shrine of the Codex:

- At the shrine, the avatar can now combine the red and blue lens to view the codex, which will give an enigmatic riddle as to how to defeat the guardian.
- Codex foreshadows the end and suggests taking in all the sights one last time before you go.

Chapter 27: The Final Battle

Guardian's Chamber:

- Once the character gets in the room, the door will be sealed if he has all of the required runes and mantras. From that point on, the poly count of the room and all the objects will be improved as much as possible.
- The room is an octagon. The "south" face is the door through which the avatar just came.
- In the center of the room is the "Fire of Eternity".
- Beyond the flame (from the avatar's view) is the guardian's throne.
- Beyond that is the black gate.
- On the facing immediately to the player's left is the mirror of darkness. (sugg. destroying the mirror should do something cool?)
- At the junction of each facing, is a shrine to one of the corruptions, of which there are 8.
- It seems as if the Guardian has, once again, fled the land. (sugg. Should be some way of telling this?)
- Hopefully by this point, the player has figured out the riddle of the codex. The answer is that the player must first create the "trap" for the guardian from which he cannot escape.
- This is done by placing the appropriate "counter" rune on the shrines of corruption (i.e. the honesty rune should be placed on the deceit shrine) (sugg. Perhaps he should have to Sanctify the shrines also, since the rune and the shrine probably just cancel each other out.)
- Each time this is done, the shrine springs to life with magical energy.
- When 2 adjacent shrines are energized, a magical barrier appears between them. All the shrines must be energized for the avatar to continue.
- After the room has been sealed, the avatar must cast each of the mantras into the fire in order to summon the Guardian back through the black gate. The mantras will not work on the shrines, and the runes cannot be used with the fire. Using the mantras with the fire will have no effect until the room is sealed. (... since part of the purpose of the barrier is to contain and resonate the magic used within?)
- Once all of this is done, the guardian, wearing the amulet of good and evil, is forced back through the gate and into the room. At that point the gate is destroyed and collapses (sugg. because it was "overloaded"?)
- (sugg. The guardian should comment on what a fool he is for destroying the gate, and be angry?)
- The amulet of Good and Evil is a medallion that on one side has the symbol of the virtues, and on the other has the virtue symbol, and on the other, has the pentagram symbol.
- The final battle ensues, but the guardian does not attack the player other than to close and then attempt to block his attacks. All the while, he should be taunting the avatar about how he is only killing himself by attacking, and how he and the avatar are one.
- The Guardian and the Avatar both use the same hit point bar. Healing the Avatar heals the Guardian, damaging the Guardian, damages the Avatar. (after all, they are the same person)
- When the hit point pool get really low (bottom 10%), the guardian's taunts should become much more worried, as it appears that the avatar is willing to die to. His taunts should become more desperate like "Don't you realize what you do?!" "Stop this senselessness!!" etc.
- Finally, when the pool is reduced to 1 hit point, the necklace of the guardian is knocked off (this should be done Virtua Fighter style, with a hit, so it looks natural.) At that point, the player will not be able to affect the pool any longer, and the guardian will become gaining confidence and mocking the player openly. "You don't seem to have the strength to kill me. What a shame that you came all this way for nothing." Etc.
- The solution is to take up the amulet and to toss it into the fire, which kills both the avatar and the guardian.
- At that moment (amulet into fire) the shrines lash out with dazzling special effects and kill zap both the avatar and the guardian.
- Now a flic plays of the muppet head imploding (overhead camera), and then exploding out in a healing wave of energy. While still in the first cut, in the same amount of time that the wave takes to get to the edge of the screen, the glowing translucent figure of the avatar streaks by. The remainder of the movie should be similar to the apocalypse movie showing a wave of healing

- Mouse & Keyboard Stickers for U9 interface.
- 8 Virtue Crossbows from Iolo (David Watson).