

Child of Power

by Callym Lukie &

Apoorv Taneja

Table of Contents

Table of Contents.....	2
World.....	4
Kelthun.....	4
Sija.....	5
Setup.....	6
Characters.....	7
Moriah.....	7
Sable.....	8
Silvia.....	9
Ikorai.....	10
Felix.....	11
The Entity.....	12
Levels.....	13
Level 1 - Moriah.....	13
Level 2 - Escape the Citadel.....	14
Level 3 - A Push in the Right Direction.....	15
Level 4 - Silvia of the Forest.....	16
Level 5 - The Way of the Forest.....	17
Level 6 - The Mark.....	18
Level 7 - The Kelthnic Prison/Belly of the Beast.....	19
Level 8 - The Sijan Civilization.....	20
Level 9 - End the Cycle.....	22
Level 10 - The High Noble.....	23
Level 11 - The Low Noble.....	24
Level 12 - A New Pact.....	25
Visions of the Mark.....	26
Vision 1.....	26
Vision 2.....	27

Vision 3.....	27
Level 7 Breakdown: Kelthnic Prison.....	28
The Kelthnic Prison.....	28
Objective 1 - Find a Way in.....	29
Objective 2 - Where is Sable.....	29
Objective 3 - Get to Sable.....	30
Objective 4 - Where did Sable Go?.....	30
Objective 5 - Mus Offers to Help.....	30
Objective 6 - Descend to the Lower Prison.....	31
Objective 7 - The Warden's Chambers.....	31
Objective 8 - Investigate the Chambers.....	31
Objective 9 - The Warden's Return.....	32
Objective 10 - Friend of Foe?.....	32
Objective 11 - Escape the Lower Prison.....	33
Objective 12 - Find a Way Out.....	33
Objective 13 - Exit the Prison.....	34
Objective 14 - Ambushed!.....	34
Objective 15 - Silvia's Transformation.....	35

World

Kelthun

Kelthun is a highly militaristic city in the desert governed by the High Noble. Until 13 years ago, the city's governing system was aligned with democracy, and valued the will of its people above all else. However, after the previous elected leader mysteriously disappeared, the figure who would become the High Noble used this disappearance to their advantage in order to claim temporary leadership — long enough for them to forcibly retain their position and restructure the city's governing forces entirely. Since then, the social and fiscal gap between the rich and the poor has only grown wider and led to new forms of disparity amongst the Kelthnic peoples.



Packed Streets full of citizens doing their best to thrive in Kelthun. Merchants dot the sides of the smoky streets shouting to sell you food, and pots in order to meet their quota for the day.

Sija

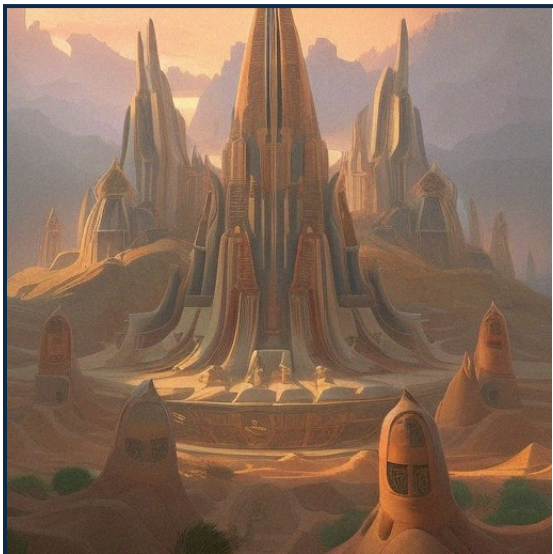
Sija is an ancient city-state once known to have been the greatest military empire in all of history, boasting strength as mysterious as it was powerful. At the peak of its might, the city's population disappeared overnight in an event unseen by the rest of the world. This phenomenon was caused by dangerous research decreed by the last Sijan king, Aeshun, in an attempt to discover magical power beyond mortal understanding. The research involved expanding on their existing discoveries of harnessing power by means of sacrificing life energy. Until the mass genocide of Sija, this was done primarily with plants, small animals, and other creatures.

However, after the king cruelly punished a prisoner to death by sacrifice, he unintentionally discovered that the magic born of human sacrifice held potential much greater. Greed led to a royal decree to sacrifice a larger number at once, in an attempt to empower an experimental weapon that would allow the city-state to overwhelm neighboring cities from unbelievable distances. Unfortunately, the ritual of sacrifice was too unstable and could not distinguish between friend or foe. In mere moments, the population of Sija was replaced with immense power, manifesting itself with the darkest, most twisted desires of those in the city — and thus, the entity was born.



Setup

- “Child of Power” is set in and around Kelthun, a highly militaristic city in a desert miles from the nearest forests.
- Kelthun’s military forces, as well as most of its labor, mostly consists of prisoners of war who are treated like slaves by nobility.
- At the start of every season, without fail, every child from the ages of 10-19 is gathered at the Grand Citadel for observation.
- The High Noble (i.e. city leader) examines each child, looking for a sign that they were chosen for sacrifice to a greater being — who in return provides powerful beasts to strengthen the Kelthnic military.
- Families of the sacrifice are rewarded with coin and prestige, and thus a chance to climb up the noble ladder.

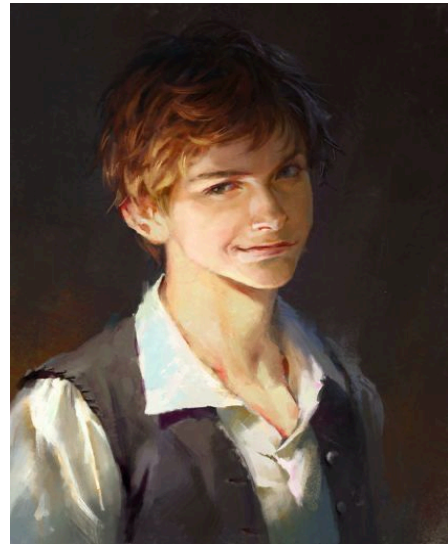


The Grand Citadel. Located in the center of Kelthun. Shining in a bright white and gold The Grand Citadel towers over any other building around it. The hub of Kelthun is full of secrets kept away from the citizens.

Characters

Moriah

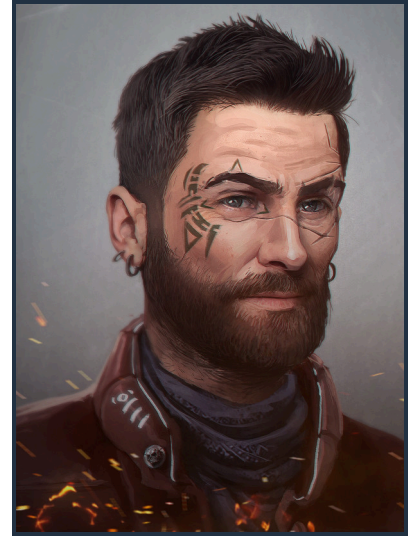
- Bio
 - Age: 17 years old
 - Gender: Male
 - Height: 178 cm
 - Weight: 167 lbs
 - Description: Moriah is slim and agile. His dirt-hazel eyes are paired with sandy skin, often making him hard to notice in the Kelthnic desert. Despite being of nobility, he remains humble and often visits the commoners markets despite his parents' opinions.
- The protagonist of the story, born into a noble family near Kelthun's Grand Citadel. Born into a family where his parents obsess over status, and appearance.
- Moriah likes plants, and tries to be a green thumb in a yellow desert. His record for keeping a plant alive is 15 days. The desire for plants to thrive in the desert mirrors his hopeful and optimistic nature, paired with a more secretive drive to one day leave the desert and seek out a more lively environment to live.
- Sable, who disagrees with his parents' values and has served as Moriah's guiding figure and best friend. The only one who knows Moriah's dream to leave Kelthun.
- Visions of the Mark
 - After being chosen as a Child of Power, Moriah intermittently has visions while asleep of Ikorai's activities and whereabouts (*see Visions of the Mark*).



Sable

- Bio

- Age: 26
- Gender: Male
- Height: 183 cm
- Weight: 176 lbs
- Description: Sable is a little tougher than his brother; his role as an understudy at the Grand Citadel has afforded him some luxury. His intimidating face tattoo is juxtaposed with a kind personality, one that contrasts from his parents and serves as a better role model for Moriah.



- Being the older sibling, Sable feels responsible for being a good influence on Moriah and always tries to hide his shortcomings around him. He witnessed the disappointment in his parents when he was not chosen for sacrifice and came to hate his parents for their attitude over time.
- As soon as Moriah became of age for the seasonal harvest inspections, Sable felt truly threatened by the possibility of his brother being chosen as a Child of Power. He quickly stopped rebelling against his parents, and appeared to accept the 'proper' ways of Kelthun nobility in order to eventually start working in the Grand Citadel. Once Sable secured a position as an understudy, he immediately planned out escape routes and means to get out of the city if Moriah was ever declared to be a Child of Power.
- A few days before the fall harvest (where Moriah is chosen), Sable gets his hands on a precious red amulet, deemed worthless by the High Noble and disposed of through Sable. Something about the amulet feels empowering, and so he wishes to give it to Moriah as soon as he can.

Silvia

● Bio

- Age: ???
- Gender: Female
- Height: 172 cm
- Weight: 141 lbs
- Description: Silvia is sharp, witty, and surprisingly active for her perceivable age. Her piercing gaze betrays the patience she has for the countless plants she nurtures, but reflects a similar greenery in her eyes.



- Silvia was born and raised in the ancient Sijan civilization, where the entity first manifested itself. She was the first to hold a pact with the entity, but eventually used that pact as a means to seal it within an altar in the ruins that were once Sija — the same altar that Felix and Ikorai would go on to discover in their early 30s.
- Her father was a researcher employed to the throne of Sija, and was the first to discover the possibility of power by sacrificing life energy. This would eventually lead to him being ordered by the Sijan King to attempt human sacrifice to the same end, and unintentionally cause the mass genocide that wiped Sija of all humanity — except for Silvia, who was intentionally sent to the forest by her father to gather some herbs.
- After being forced into a pact with the entity, she spent years researching its nature to attempt sealing it away, which she managed to do. However, she was left with uncontrollable frenzies that would cause her to tear apart those around her without discrimination, and feed on their essence to perpetuate her own life.
- These frenzies never ended, but she decided to stay alive in order to keep an eye on the entity and anyone who dared approach it.

Ikorai

- Bio

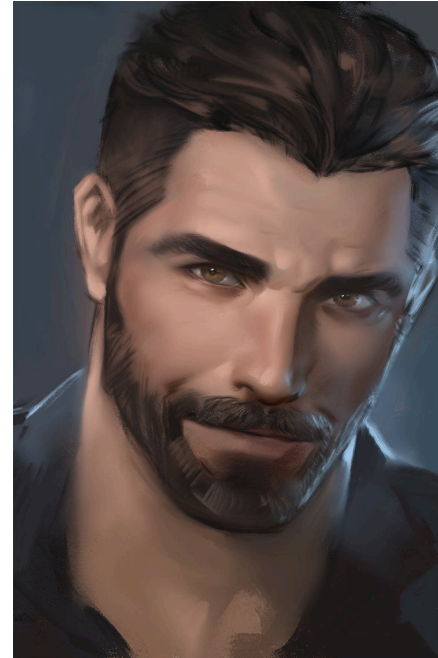
- Age: 48
- Gender: Male
- Height: 185 cm
- Weight: 173 lbs
- Description: Ikorai is as cunning as he is merciless. His age is hidden to an extent by the power of the pact, though he maintains the stature of regality regardless. His hair is long and flows like the sands, with a beard as sharp as the blade he wields.



- Ikorai is the elder brother to Felix. While both parents were caught up in their careers, Ikorai and Felix spent time together as kids. Ikorai was bullied as a child, but learnt one day after a particularly violent interaction with one of his bullies that sometimes you must *take what you are owed*.
- In his twenties and thirties Ikorai worked as an archaeologist with his brother, specifically chasing down the legend of Sija and the mystery that comes along with it. The remnants of the legend involved varied rumors — some hinted at powers capable of wiping out entire cities in a few moments, whereas others suggested the existence of a sinister red beast that would tear apart anyone who dared come close to the supposed sites of the ruins.
- Ikorai takes pleasure in tormenting those less fortunate than him, squeezing the suffering and prolonging it as long as possible. People's lives are his to use, disposable and only worth the resulting objective that they were used for.
- He believes that he is rightful to own all his material wealth and powers from the entity. He was always meant to own these things, and no one else could ever compare to his intellect, or ambition, and that is why the world falls into his lap — as it should.

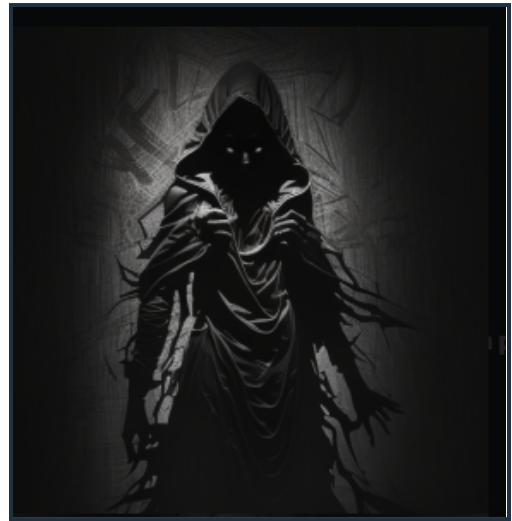
Felix

- Bio
 - Age: 30 (*at death; 15 years ago*)
 - Gender: Male
 - Height: 190 cm
 - Weight: 207 lbs
 - Description: Felix starkly contrasts with his brother, but maintains a similar regal stature. He keeps his hair shorter, and beard in line with his jaw, simple as are the joys he finds in day-to-day life.
- Felix is Ikorai's younger brother, born 3 years later. His parents couldn't initially afford to send both of them to school, so Ikorai would go in his stead and pass on all the knowledge he could, with what notes he could keep away from his bullies.
- Felix eventually decided to follow in his brother's footsteps, also pursuing archeology, and working closely together in their twenties and thirties.
- On the expedition to find Sija, Ikorai's obsession with finding the ruins concerned Felix greatly, and kept him on guard to try and keep his elder brother safe. This is what would lead him to jump in the way of the entity's grasp and unintentionally binding himself to a pact with it.
- Meeting Silvia helped him get the pact and its power a little more under control, using her guidance to make sure not to harm someone with it. His good intentions and charm eventually led him and Silvia to be engaged, two years after the expedition had ended.
- By using the power of the pact to strengthen Kelthun and make the city more prosperous overall, Felix was able to claim the fame and power that Ikorai always felt *he* deserved. Ikorai gave into this envy and killed Felix, watching Silvia flee from Kelthun, never for her to be seen again.



The Entity

- Bio
 - Age: ???
 - Gender: N/A
 - Height: N/A
 - Weight: N/A
 - Description: The entity's appearance always mirrors a person's expectations and desires to manifest a form attached to their innermost mind.
- Born from Sija's mass genocide, the entity attaches itself to anyone worthy and coerces them to make a pact with it. The entity needs the energy of life in order to keep itself alive — the source of this energy is unimportant to it; self-preservation is its primary goal.
- The entity has a twisted sense of humor, finding itself willing to agree to irregular pact terms so long as it involves gaining life energy. Amusement is an undertone, but as it was borne of greed and power, it mainly wishes to perpetuate itself unto those that follow that chain of desires.
- Any being who presently holds a pact of power with the entity **cannot** be harmed by anyone who once held a pact — someone who is marked for power, however, is able to do so... if they are even capable.



Levels

Level 1 - Moriah

- Introduce Moriah, 17, from a noble family living near the Grand Citadel in the city of Kelthun, the player character
 - *The pronoun 'you' will also be used for Moriah thus forward*
- Moriah loves plants, can't keep them alive too long in the desert climate
- One of the children gathered at the Grand Citadel for the fall harvest
- Found worthy of sacrifice by the High Noble! Let the celebration begin!
- Parents happy to give you up but Sable, your brother, not too pleased
- Gameplay:
 - Intro to movement, dialogue, object interaction.



The interior of Kelthun's Grand Citadel preaches its wealth to anyone who enters. Riches are spread across the long walls in the form of paintings, gold, and artifacts. Reflecting the natural sunlight, chandeliers and lights dot the high ceilings and illuminate their surroundings, boasting a posh lifestyle.

Level 2 - Escape the Citadel

- Your brother, Sable, stays at the Grand Citadel as an understudy
- He appears before you in the dead of night, with plans to help you escape
- Sneak out of the citadel without alerting guards, and obtain a *Flune*
- Leaving the citadel alerts the High Noble, guards are sent after you
- Use the *Flune* to get to the Maha'rib forest a few kilometers from Kelthun
- Gameplay
 - Stealth and sand-striding.



The streets of Kelthun have an eerie feeling when turning the wrong corners. While running through the alleyways, debris litters the floor and dust clouds obscure vision.

The Flune. A vehicle perfect for the terrains of Kelthnic desert. Its agility and aerodynamic build allows for carving quick turns, and leaping across large gaps in the terrain. Its tricky handling is not suitable for everyone.



Level 3 - A Push in the Right Direction

- Make it to the forest, guards still chasing after you with weapons
- Keep running but hit a dead-end: a cliff that reveals the forest below
- Sable decides it's worth the risk to jump off, but gets hit by a guard
- Sable tries to hand you an amulet but before he can a spear lands in between the two of you separating you from each other just enough.
- Sabe makes a quick decision and pushes you off the cliff right as the guards catch up to him, without handing you the amulet:
 - *Cut to black and cue<TITLE SCREEN>*
- Gameplay
 - Light combat, platforming and fleeing warriors.



The terrains of Kelthun are swamped with rocks and cliff faces. Terrain cracks are common and often lead down to inescapable pits. Greenery is a rarity, and one may travel for kilometers without coming across so much as a shrub.

Level 4 - Silvia of the Forest

- [VISIONS OF THE MARK 1 of 3](#) (ref. p26)
- You awake, wrapped in bandages over your clothing, in a small cabin with tools, plants, and other mysteries scattered. Sable's wellbeing is unknown.
- Can examine surroundings but much slower than usual as you are wounded.
- As you examine the trinkets, a figure emerges from the front door and greets you.
- Her name is Silvia, she lives in the forest by herself - you are wary and stand your ground, but make guarded conversation to learn more.
- Gameplay
 - Platforming, exploration, dialogue, **Vision of the Mark (1/3)**



The interior of Silvia's cabin is nothing like the average house back in Kelthun. Baskets of trinkets hang from the ceilings, tools scatter the walls and the scent of withered wood is strong.

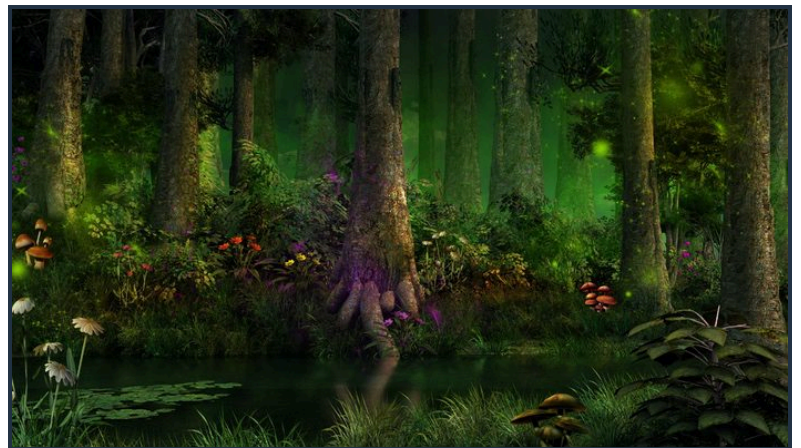
Level 5 - The Way of the Forest

- Moriah reveals his fascination with plants, and Silvia offers to take him to explore the forest and gather some herbs.
- Silvia gets wounded protecting you, asks you to fetch some medicinal herbs
- On your way back, you encounter similar beasts completely torn apart
- Silvia responds to this testimony:
 - *“The forest holds dangers greater than those of Kelthun’s bestiary”*
- Gameplay
 - First proper combat, fetch quest, dialogue.



The Kelthnic beasts are made from pure sacrificial energy and are the forefront, and most expendable part of Kelthun’s army. Individually they pose little threat, but in groups they can be devastating to anyone who crosses their path.

The Maha’rib Forest is ecologically the opposite of Kelthun. Thick trees, mysterious plants, and herds of small animals densely populate the land.



Level 6 - The Mark

- Silvia asks about the mark under your clothing (which she saw when bandaging you) and reveals that she knew of its significance, and how to harness its power by crafting an herbal liquid — you drink it and gain its power.
- Scout w/beasts from Kelthun shows up in the forest, captured by Moriah/Silvia
- Scout mocks Moriah, mentioning that his brother (Sable) has been captured and is being held at the Kelthnic Prison away from the city
- With new powers, Moriah decides to go and try to rescue Sable from the prison
- Silvia pulls out and old *Flune* and you start to head to the prison
- [VISIONS OF THE MARK 2 of 3](#) (ref. p27)
 - on your way to the prison you fall asleep on the back of the *Flune*.
- Gameplay
 - Herb cutscene, test new powers with a combat sequence.
 - Movement and dialogue, cut to arriving at prison.
 - **Vision of the Mark (2/3)**

Level 7 - The Kelthnic Prison/Belly of the Beast

- Moriah and Silvia arrive together at the prison. The entrance in the front isn't an option to enter. A breach from the ceiling is possible.
 - Silvia can't follow you because the breach is a bit too small for her
 - she stays back as a lookout/in case you need help to get out
- Moriah enters through the ceiling and begins to stealthily search the cells asking every prisoner about Sable. Eventually he comes across a man named Mus who was Sable's cellmate. He tells you that Sable was taken this morning and probably moved to a lower level. Mus offers to take you lower if you let him out of his cell, and holds up an amulet saying '*Sable left this or you.*'
- Stealthily avoid guards, get to warden's chambers to figure out where Sable is
- Get to the Warden's office and search for anything with Sable's information. Eventually find papers saying that he is being taken back to Kelthun to be executed tomorrow morning.
- Escape the prison, fighting guards to break out of there
 - Can go out the ceiling or extra combat to go out the door
- Running away, some guards catch up to you and are about to capture/kill you
- Silvia bursts in with spooky red aura and unrecognizable powers and claws through enemies in a bloodlust
- Silvia can't recognise you but before she attacks you, she recognizes the amulet you received from Sable and is able to calm down.
- Gameplay
 - Stealth, investigation, combat

Level 8 - The Sijan Civilization

- Silvia explains that the amulet was from her hometown, and that it held great significance to the mark and power. She begins explaining her history.
- 15 years ago, two brothers discovered ancient ruins of a militaristic civilization, Sija, that fell apart due to war
- Ruins held the entity at an altar, with a sacrificial dagger and sealed pot of liquid.
- Entity emerges from the altar and reaches for Ikorai, Felix jumps in the way to take the blow instead.
- Felix starts dying, overwhelmed by the entity's power, but Ikorai saves him by force-feeding the liquid from the sealed pot on a hunch
- Silvia, originally from Sija, reacts to the awakening of the entity and rushes to the ruins to apprehend the two brothers
- Upon seeing the entity already unsealed, she immediately jumps at Felix but is unable to harm him as he is already bound for a pact with the entity; all that's left is defining terms for the pact
- Felix offers a year of his own life on this day every year, such that he ages twice as fast but only once a year. The entity is amused and accepts.
- Silvia is pleasantly surprised by these terms but still threatens Felix
 - if he uses this power to harm people she will hunt down everything he loves and tear it to shreds.
- Silvia accompanies Felix and Ikorai back to Kelthun, so as to monitor the entity and how Felix uses its power

- A couple years pass, and Felix has successfully used the power in mostly positive ways to make Kelthun a better place.
- Silvia was to marry Felix, now having taken a liking to him at this point.
- Elder brother Ikorai kills him with the dagger and makes a new pact.
- The amulet used to belong to Felix, and stored some of his power inside. This amulet can absorb power from other marked people. Ikorai doesn't know this.
- Ikorai is the High Noble
- Only the sacrificial dagger is capable of killing a current pact-holder
- Silvia explains her blood lust has kept her alive by draining the life force from those she kills. That being beasts, or people.
- Gameplay
 - Play as Felix in the flashback. Platforming, exploration.



Sija's ruins. What was once a great civilization built on grand military strength eroded to nothing but piles of rubble.

Remnants of sandstone pillars that once held the ceilings of Sija up now layer the floors with debris. The only inhabitants of this once thriving civilization are rodents, and the remains of lost travelers.

Level 9 - End the Cycle

- Silvia couldn't do anything to the High Noble because she once had a pact with the Entity, but you can.
- You want to find Sable and help the children of the city stay alive.
- You and Silvia ride out to Kelthun on her *Flune*, shortly after you fall asleep.
- [VISIONS OF THE MARK 3 of 3](#) (ref. p27)
 - *As you rest on the Flune on the way to Kelthun*
- Sneaking into the Grand Citadel, you come face-to-face with the High Noble.
- You demand to know what happened to your brother, but Ikorai explains that he was already executed at dawn.
- Gameplay
 - Sand-striding, stealth, combat, dialogue interaction.
 - **Vision of the Mark (3/3)**



The gates of Kelthun are heavily guarded. As commanded by the High Noble, these gates are always under heavy watch from armed guards. Few openings are scattered along the walls surrounding every meter of Kelthuns city. Its high walls loom over anyone who wishes to enter, making it nearly impossible to do so unpermitted.

Level 10 - The High Noble

- Enraged by Sable's death, you charge recklessly into battle.
- Silvia, unable to directly attack the High Noble, assists you with beasts spawned by Ikorai to strengthen his fighting force against you two.
- After a few moments of enraged combat Ikorai overwhelms Moriah as puts him one blow away from death.
- In this moment Silvia abandons her fight with the beasts in order to take the Ikorais stab. Silvia takes a blow for you one final time.
- He harvests most of her powers but Silvia manages to give you the power you need through the amulet you obtained at the Kelthnic Prison.
- You must face the High Noble alone.
- Gameplay
 - Ikorai Boss Fight (phase 1/2)



The entity's sacrificial dagger currently in Ikora's care. As the only weapon that can kill, it hangs in the straps of his robe, concealed from anyone wishing to take it off him. Its bright gold handle, and unmistakable pink blade is indirectly the most powerful, and most important weapon in all of Kelthun.

Level 11 - The Low Noble

- With Ikorai's new power he enters an even stronger state in your fight. You utilize the power Silvia managed to give you and the fight continues.
- After a battle using the entire Citadels Courtyard, Ikorai is weakened enough for Silvia to speak to you one last time, and tells you to use all the power she handed to you which is also all that's left of Silvia.
- Your power, and Silvias combined, deals a strong enough blow to incapacitate Ikorai, but you hesitate to deliver the killing blow.
- Guards walk in and witness the scene, willingly comply to restrain him.
- You tell them they are free to do with him as they wish, they take him outside.
- The entity appears before you, claiming that as long as there is a marked one, a pact must be made.
- You wish to end the cycle of sacrifice started by the High Noble Ikorai.
- Gameplay
 - Ikorai Boss Fight (*phase 2/2*)
 - Cutscene

Level 12 - A New Pact

- A new pact must be made to fill the void of the old one, and you are worthy.
- The entity wants one simple thing. To be able to survive, and for that it needs life force.
- You offer up your own body as a vessel upon death to the entity.
- The entity says an old body is useless, and suggests offering half your lifespan as a principal amount.
- Moraih agrees and a new pact is made between Moriah and the entity ending the sacrifices, and keeping the children of Kelthun safe... for now.
- Gameplay
 - Dialogue, Cutscene, Credits.

Visions of the Mark

- After a child of power is declared, if kept alive, they will intermittently see visions at night surrounding the entity and the person whom it currently holds a pact with.
- Moriah sees Ikorai at 3 pivotal points in the story, which are denoted in the Levels section — they will be linked to this section and expanded on here.
- In-game, each occurrence will allow the player to witness a scene involving Ikorai while playing as a spectral version of Moriah.

Vision 1

- Moriah sees Ikorai talking to Sable alone, asking about Moriah's whereabouts
- Sable refuses to give in, Ikorai playfully points out the amulet without revealing his personal connection to it
- The vision ends with Ikorai subtly indicating that he knows Moriah is watching
 - *"...I hope you both understand that"* and he glances at Moriah's direction

Vision 2

- Ikorai doesn't acknowledge Moriah this time around, simply acting alone
- A guard walks in with a few documents requiring Ikorai's attention, regarding prison transfers
- Ikorai lazily goes through the pile, tossing them onto his desk
- He dismisses the guard and walks over to a balcony, looking out into the city
- The vision ends with him indirectly speaking to Moriah
 - *"You won't escape this time, you know."*

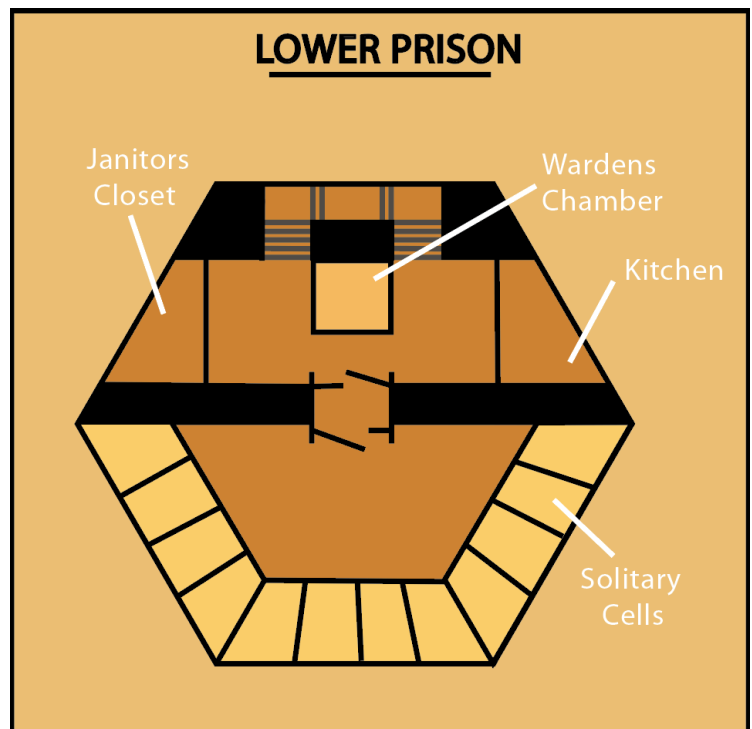
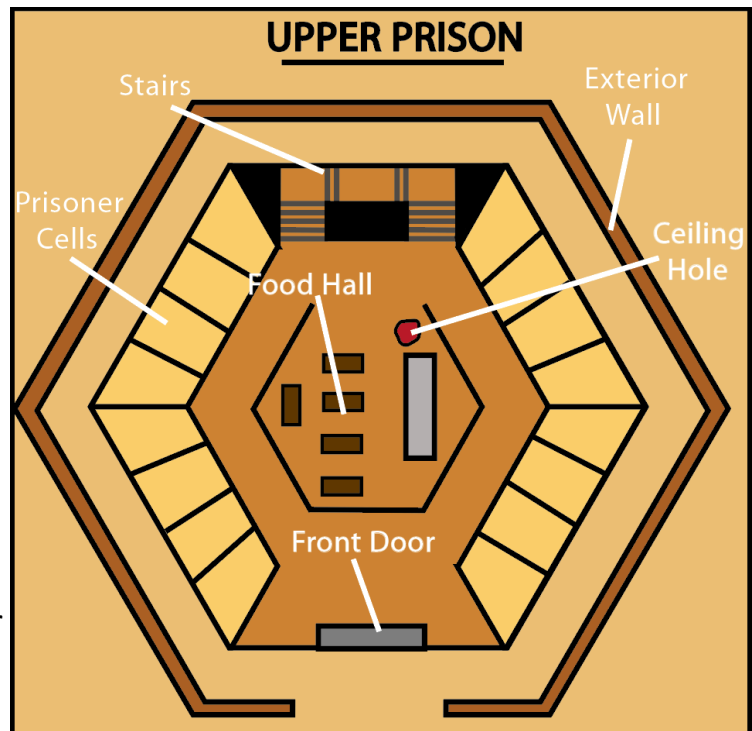
Vision 3

- Moriah sees Ikorai face-to-face with a more battered Sable, being held in a temporary cell under the Grand Citadel before his execution
- Ikorai looks in Moriah's direction but specifically does not verbalize this acknowledgement
- Ikorai taunts Sable, letting him believe that Moriah was captured at the Kelthnic prison and will be sacrificed as originally planned, thus leaving him in despair
- Sable feels that all his preparations to rescue Moriah have gone to waste, and is left alone in the cell with nothing but despair on his mind
- Ikorai amusedly walks away and the vision ends

Level 7 Breakdown: Kelthnic Prison

The Kelthnic Prison

- This level is set in the Kelthnic Prison, a standalone structure a few kilometers out from the main city. It employs a few senior guards from Kelthun, but mostly consists of more prisoners of war that are treated like slaves.
- These guards are given the promise of reuniting with their families, albeit briefly, on the condition that they work properly at the prison — for months on end, for a few days at most in return.
- Other labor includes kitchen and janitorial staff, who are also mostly prisoners of war, but specifically unrelated to the guards so that they all feel motivated to work and see their families again.
- Ikorai uses PoW as guards specifically because he knows he has leverage, and he knows that *they will be brutal*.



Objective 1 - Find a Way in

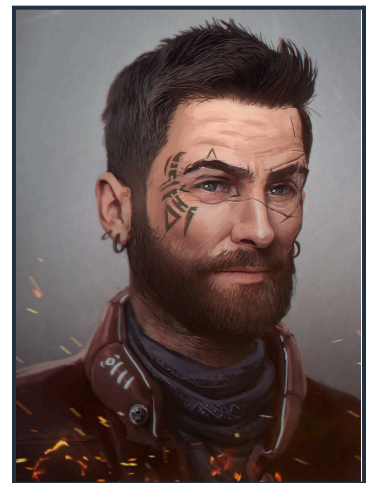
- 1) The front entrance of the prison is too heavily guarded for you.
- 2) Scout out the prison with Silvia and through visual storytelling find an opening in the ceiling just big enough for you to use.
- 3) Silvia offers to stay behind to protect the *Flune* & act as a lookout.
- 4) Stealth around guards and platform across gaps to the top of the prison in order to sneak in.



Objective 2 - Where is Sable

Branching Moment!

1. Stealth
 - a. Avoid guards, look for clues, and ask prisoners if they know Sable, or where he might be held.
 - b. More guards for combat later.
2. Combat
 - a. Defeat/interrogate guards to find out where Sable is being held.
 - b. Less guards for combat later.



Objective 3 - Get to Sable

GAP!

1. Expectation
 - a. Find Sable, break him out.
 - b. Happy outcome.
2. Result
 - a. Sable is not in his cell.
 - b. Where did he go?



Objective 4 - Where did Sable Go?

1. Sable's cellmate, Mus, notices you.
2. Mus says that the guards took Sable this morning. They probably took him down to the lower floor.
3. The Wardens chambers is at the bottom floor, there might be information.

Objective 5 - Mus Offers to Help

- 1) Mus offers to take you lower if you let him out of his cell, and holds up an amulet saying Sable left this or you.
- 2) Use your powers to break the cell's lock and sneak Mus out.
- 3) Gain a new ally!



Objective 6 - Descend to the Lower Prison

Branching Moment!

1. Stealth your way down.
 - a. More guards for combat later.
2. Fight your way down.
 - a. Less guards for combat later.

Objective 7 - The Warden's Chambers

- 1) Stealthily move past guards on the lower level to make your way to the entrance of the warden's chambers.
- 2) Follow Mus inside.



Objective 8 - Investigate the Chambers

1. Go through the cabinets/desk in the Warden's chambers and look for documents regarding Sable.

Structure Twist! A Hostage is Taken!

2. Find out that Sable was taken back to Kelthun to be executed the following day!

Objective 9 - The Warden's Return

Structure Twist! A character changes sides!

1. Mus gets caught by Warden and rats you out!

GAP!

2. Expectation
 - a. Sneak in/out of chambers and get info without being caught.
3. Result
 - a. Warden gets back to chambers and you have to deal with it.

Branching Moment! What to do with the Warden?

1. Use knife to incapacitate her (Allows stealthy escape).
2. Use knife to break the window (Alarm sounds, must fight to get out).



Objective 10 - Friend of Foe?

1. You leave the Warden's Chambers and run into Mus, who insists the Warden threatened and forced him to rat you out.

Branching Moment!

2. Abandon Mus and get out of there.
 - a. No help for combat (# of guards based on past choices).
3. Reluctantly let Mus follow you.
 - a. Mus' help for combat (# of guards based on past choices).

Objective 11 - Escape the Lower Prison

1. *If player incapacitated Warden.*
 - a. You have the ability to stealth out, unless you are discovered in which case the alarm sounds.
2. *If the player ignored Warden.*
 - a. You have to fight or run past any guards in your way.
 - b. Number of guards to fight affected by past choices.



Objective 12 - Find a Way Out

Optional Gap!

If the player stealthed out of lower prison.

1. Expectation:
 - a. Use the gap you used on your way in to get out!
2. Result:
 - a. Get caught and the alarm sounds! Find another way out!
 - b. Also applies if the player didn't manage to stealth out of lower prison.

Objective 13 - Exit the Prison

1. The only way out that is possible is to go through the front.
2. This requires you to fight through any guards that you didn't apprehend earlier in the outer prison.
3. Make it out to the front, but just barely.

Objective 14 - Ambushed!

1. Barely breathing, you make it out to the front and even get a little distance between you and the prison...

Gap!

2. Expectation:
 - a. You (both?) made it out safely!
3. Result:
 - a. Another group of guards?! COME ON!
 - b. *If you had allowed Mus to follow you out, the ambush begins with a spear through his head.*



Objective 15 - Silvia's Transformation

1. With little to no energy left in you, the guards have you surrounded and are about to make the final blow...

Gap!

2. Expectation:
 - a. Get killed by guards.
3. Result:
 - a. Silvia jumps in, shrouded in a beastly red aura, and tears them apart to shreds.
4. Before Silvia can harm you in her rage, she recognizes the amulet you received from Mus that Sable had left for you, and is able to snap out of her enraged state.

Structure Twist! A Revelation that changes everything

1. Silvia clearly knows more about the powers than she had revealed — *What else is she hiding?*
2. No strength to escape, so you have to hear her out.
3. Continue to Level 8

