Plot Description:

One Room Round Robin 3 - the misadventures of our small band of four.

 Fresh of Year:The War of Ages had suddenly come to a close. The realm had been hauled back from the downward spiral of chaos, at the hands of the King's Quartet, most elite and trusted four of His noble ranks. Our Great King Iliar presented them, for many months, with the bounties of heroes for their courage at the Timechilled Rift. Yet, some bounties are known only to the rulers of realms secluded from mortal strife...

 Correspondence arrived, bearing the legendary signet of the King Unknown, the Sage of the South: Bardwell of the Peacebound Lands. Not twice seen in a century, his mythical beckoning, the irresistible invitation, came for the King's Quartet. Our Great King Iliar had naught but to see on in misery as his band of saviors, as those of his fathers before him, departed for their eternal venture to the Dark Tower. A cycle, never to end, never to truly be broken. This, is the Curse of the Quartet.

Plot Point Summary:

 (Party heads to Bardwell, the heavenly southern lands of a sage king, barred for entry except by Bardwell's invitation; city is named after king).

 (Bardwell is mysteriously abandoned; the party learns that its inhabitants had suddenly made for the Dark Tower. Much of Bardwell itself has also vanished into thin air).

 (Further correspondence from the sage can be found within Bardwell. He requests the party's attendance at a ceremony held in his home, the Dark Tower, and suggests that the journey will be a fun series of riddles for the party: each area leading to Bardwell's chambers in the tower was designed by one of the Bardwell Heroes - other legendary retirees like the party members).

 (In the Twisted Forest, the party learns of the sage's studying of two types of magic - Soul and Time - from tortured souls left afield. The party can consider whether the research is valuable or dangerous).

 (At the conclusion of the Dark Tower, the party will meet their host. Depending on exactly what parts of the game the player completed, the ending changes; party has a possibility to fight the sage or join him in his ventures).

 These plot points allow a story and some simple lore to develop around rooms already created; the justification for literally anything happening inside each modder's room is that it was quite literally designed as an interesting riddle for future Bardwell Heroes by their predecessors. Very little must be changed to accommodate this, only new material added. Rooms that would have been cut can now be used for further plot development; since this is just a draft, I won't include all of that here until I get some opinions on this stuff).

Development Plan:
- Complete Bardwell
  - Rat NPCs, story, etc
- Add story/lore elements to all locations
  - Designated rooms in Catacombs, Town, Town East, Dungeon (?)
  - Otherwise added into existing pathways
- Design final encounter
- Replace cut/non story rooms

- - ○ Bog: replace/cut two rooms (ideas?)
    - ○ Dark Tower: replace two rooms ("game"/puzzle rooms like ORRR2 arena)
  - ● Complete modder room implementation
    - ○ Labs: develop one room (me?)
    - ○ Towers: implement two rooms (minmay, AndakRainor)
    - ○ Bog: implement one room (Isaac)

Essentially, **Bardwell** needs its NPCs, **story/lore** elements need adding everywhere, the cut rooms in areas short 1 room will be **story/lore specific rooms** instead of modder created (input of course welcome on everything here), cut room in **dungeon is reserved** for now in the case that John returns ready to implement his room, **final boss** encounter must be designed, gameplay and lorewise (input appreciated, glad to let someone else script this if they are more confident, custom modeling/etc would be awesome where possible), cut rooms in areas short 2 rooms will be cut or converted into **"gamey" rooms** (think arena in ORRR2; something like this works for Dark Tower, not sure what to do with Bog), one new **Asylum Lab room** is needed (I can make, glad to let someone else if they want), **Tower/Bog rooms** must be implemented.

Additionally, I'd love to **make a trailer** for the mod; more once we get closer, but I'd like to have an **intro cutscene** designed like LoG1 with **concept art** if we have any good hand illustrators, which could then be used along with gameplay and music to create a simple trailer.

Just some rough ideas here, feedback welcome for all parts.