

# The Wayward Crown

## Plot

### Personal Plot

#### One Liner

MC's father goes missing at a young age. Clues found while exploring leads him on a hunt to find his father.

#### Details

MC's father, Sean, is siblings with Xavier and Lyra and is just as powerful as they are. Xavier and Lyra attempt to "persuade" Sean to join them in their quest. They do so by threatening to harm his son if he does not help. Sean leaves clues of his whereabouts throughout the storyline.

### Global Plot

#### One Liner

Rebels are trying to overthrow the current nobility.

#### Details

Rebels are lead by Lucas who was outlawed from the nobility as a child. He uses the rebellion as a ploy to get power by killing his brother, Lawrence.

### Side Plot

#### One Liner

Powerful descendants of a fallen nation attempt to resurrect the old kingdom.

#### Details

Xavier and Lyra offer Lucas power to overthrow the nobility. they plan to use the rebellion as a distraction, as well as an aid to achieve their goal. They wish to restore Alkazaar, their ancestors kingdom.

# Characters

## **Main Character**

Age: 22

Relation: Is the protagonist

Personal Goal: Find his father

Notes:

## **Sean**

Age: 43

Relation: MC's Biological father.

Personal Goal: Reunite with son

Notes: Missing from early in the game. Brother of Xavier and Lyra

## **William**

Age: 57

Relation: Foster father to MC.

Personal Goal: Fulfill his father's legacy.

Notes: Uncover the mystery of family's heirloom, finds a new caretaker

## **Jennifer**

Age: 19

Relation : Close friend and party member of the MC.

Personal Goal: Explore the world

Notes: Must take care of father before leaving

## **Xavier**

Age: 40

Relation: MC's rival for part I

Personal Goal: Eliminate lesser beings / create elitist world

Notes: Powerful human being, brother of Lyra and Sean

## **Lyra**

Age: 35

Relation: MC's rival for part I

Personal Goal: Eliminate lesser beings / create elitist world

Notes: Powerful human being, sister of Xavier and Sean

### **Lawrence**

Age: 39

Relation: King

Personal Goal: Dies too early to introduce a goal

Notes: Dies.

### **Alyss**

Age: 38

Relation: The Queen

Personal Goal: Avenge Kings death upon it happening/protect nobility

Notes:

### **Lukas**

Age: 41

Relation: King's older brother

Personal Goal: Become king

Notes: Outlawed from the nobility as a child

## **Event Flow**

### **Abridged Version**

#### **Tutorial Period**

Begin training with father. Father goes missing. Taken in by family friend (William). Escape north from rebels.

#### **Part I**

Discovers people who may know of his father's location. William tells MC to find a historian (Felix) in Rybore who may know more about them. Jennifer joins him on his quest hoping to explore the world. Find out the two have been seen before stealing artifacts. MC is sent to possible artifact that could be their next target. MC intercepts the two unknown

### **Long Version**

#### **Tutorial Period (10 years prior to main game)**

Player's mother dies during birth. Player (as child) grows up with father in

the outskirts of Vale. Father is class that is chosen by player. At a young age, the father teaches the basics of the chosen class to player (his son). End tutorial period by going to sleep. Fade to black (6 months later). Cinematic of going to bed you're your father sitting by the fire. Cinematic continues when you wake up. The fire is ashes, and it's cold inside. Your father is nowhere to be found. You start heading towards town in search of your father (because he hasn't returned home all day). As you're walking down the wooded path towards town, you are stopped by a family friend (an archeologist, William) with his daughter (Jennifer). You are told not to go towards town, as a rebel invasion is underway. Asks about where your father is and you explain you don't know where he is. He explains you must go. As this happens, a group of rebels come out of the woods and initiate a battle. After defeating them, it cuts out.

### **Part I – The mysterious duo**

10 years later. You've recently moved into Maeshire (far north of the rebel forces). You are supporting William through old age and Jennifer, as the man/leader of the house. You and Jennifer now do the field work for William's research because he can no longer do such intensive work due to his old age. Upon coming back to game play, William asks you two to explore a possible cavern under a waterfall to the west. Jennifer refuses to leave because William is sick with a fever. You opt to explore this cave yourself because it's not far away. You leave and find the waterfall mentioned. Upon exploring the cavern within, you find a shield. On it is an unknown inscribed language. As you are inspecting this artifact, 2 unknown people enter the room you found the shield in. They tell you to hand it over. Enter dialogue explaining that they are nobody of concern to him. During dialogue, they make notice that they know his father. Upon inquiring more about his father, the two unknowns use force to obtain the shield. You are inevitably defeated. You wake up alone in the cavern; you share the same feeling you had when your father first disappeared. As you return back to William's house, there is no sign of the two people you saw. You tell William about what happened, and he tells you to go help villagers around town while he tries to find out who the two were. After questing for a bit William calls you back to his house. He tells you to go see one of his friends who is a historian, Felix. Following Williams directions you arrive at a town. You go to the historians house and see his assistant standing in front of the door, you ask him where the historian is. He tells you he is up on the nearby mountain with a small band of mercenaries about to enter a ruin. You go to the ruin and join the historian, the mercenaries are reluctant. At the end of the "dungeon" there is a gauntlet, inscribed much like the shield. The mercenaries turn out to be rebels and maim Felix and take the gauntlet saying something about mysterious people talking to their leader, which match the two unknown

people from the beginning of the story. You aid the historian, then leave the cave in pursuit of rebels, they are long gone. Small dialogue about why you are searching for Felix, he invites you to his house. Fade black to Felix's house. Dialogue about mysterious duo, rebels who attacked them, artifact they stole, rebel forces moving on nobility. Felix looks in his library for text related to the artifact. He pulls out a book about the language the artifact was in. Felix tells you to go to Seabriar where the islands largest library is, and bring back <<Book Name>>. You go to the city and a band of rebels attack you, a watch guard who sees you tells you the city has been infiltrated by rebels and he needs help securing the city. (If you deny the library will be locked for safety until you help). You help remove the rebel threat and the King of the nation thanks you, saying he is in your debt. You go to library and go with librarian to find the book. You get it and return to Felix, you both open the book to the page about the artifacts. The page you turn to has a child's drawing in it, old and musty, that you remember via flashback as a drawing you drew for your dad before he vanished.

## **Part II - The crest of Alkazaar**

Felix's assistant bursts through the door saying that the mysterious duo has been seen around another ruin/cave. Felix tells you this might be your only chance to find out the link between your father and the mysterious duo, so you should leave and he will write notes about the artifacts. You and your party go to the cave and enter, fighting enemies along the way. You see signs of people passing by not long ago, footsteps leading in, not out. You see, across a ravine, the two mysterious people. Dialogue between you and unknowns. They exit, and you rush to the other side of the ravine, they have left, but a scrap of one of their clothes was left behind. you leave the cave and return to Felix. You thank Felix for his help, he gives you his notes, and you return to Maeshire and visit William. William says he has been researching his notes and found a similar incident to the ones you have been facing. Cut to "playable cutscene" when William is younger (11 years ago). (As William) You enter a crypt, and search for anywhere that might be a secret hiding place for the crown. You find the crown, and exit the tomb. Uncontrolled battles: Rebels attack, and you must fight your way through the rebels to deliver the crown to the King and Queen. (End cutscene). You give William the notes, who reads them, and tells you that they are hunting the four tools of the Alkazaar's crest: Shield (defense), Gauntlet (power), Crown (nobility), and hammer (commoner). The last of which has not yet been stolen, and William says he has a good idea of where it is. You go to the supposed ruin which holds the hammer, and enter. You go through the cave and get to the hammer without difficulty. You retrieve the hammer and go mid way back through the ruin. You stop when you hear voices

approaching, you hide behind rubble, and the two mysterious people pass by, chatting about how their plan will almost be complete after they get the crown and this hammer. You return to William and you tell him about the conversation you overheard. He tells you that he suspects the mysterious duo are descendents of an ancient civilization that existed before the current kingdom. They are trying to destroy the current kingdom and restore the ancient civilization, which they do by gathering all 4 of the tools of the ancient civilization's crest and performing a ritual. Suddenly a courier enters William's house. He hands you a letter, it is an invitation to the Kings annual banquet.

### **Part III - Poison at the banquet**

When you arrive at Naterhorn you see rebels snooping around the castle, you hear one say "Where are our contacts", you dispatch them. You enter Naterhorn's castle, and go to your room for the night. After curfew you snoop around the other rooms for a possible sign of rebels. Outside one room you hear muffled speech. Two people talk about killing the King at the banquet tomorrow by poisoning his glass. You go to bed after this. The next morning you wake up and run down to the wait staff. You ask for them to switch out the kings glass for another. They ask why and you say it might be poisoned. They say they can't take orders like that from guests, and maybe you should talk to the advisor. You decide to go to the King's advisor with a fancy glass you bought, and tell him to have the King use it, you also ask to sit next to the people from the room with the assassins in it. Later, at the banquet, when the king takes the first sip of his drink and doesn't die, one guest stands up and tries to shoot the king, you intervene and kill him. After the banquet, you talk to the King, Queen and their respective advisors. You tell them about the threat of the rebels, and how the Kazars are trying to retake their land. They seem worried and ask where the other three artifacts are. You say you have one and the other two are in the rebel's/kazar's hands. The King says that the rebel threat is mostly to the south, and so the crown will be sent north to be protected. You help escort the crown north through a mountain pass to Maeshire (there is a fort there). As the crown is sent through the mountain pass, rebels give it chase. You send a boulder down the pass as the cart passes through it, trapping the rebels. When you pass through Kazar province, you see the crown glow and shake. An inscription appears on the side of the crown, and you jot it down. Some undead Kazars are summoned and you have to defeat them. You return to Maeshire and bring William and the hammer to the fort. At your quarters in the fort you see a (shield/sword/bow/staff) respective to class that you remember using as a kid to train with your father.

### **Part IV -**

After you leave your quarters you go to Oldridge, and talk to Felix. You

ask him to translate the inscription you jotted down, and also to follow you to the fort. You escort Felix to Maeshire, intercepted by rebels along the way. You reach the fort and Felix starts translating the text, William sends you to the ruins of Kazar to retrieve some scriptures to help Felix translate the notes. You go to the ruins, and find more undead. You fight through the ruins finding lots o' lore about Alkazaar. You reach what used to be the town center. (Library, city hall, churches, market, courthouse, etc.) you start looking for some text that shares some letters/words of the inscription. After collecting some articles, you hear a loud grinding noise. You decide to investigate the sound, which came from the town center. You exit the building and see the fountain in the middle of center has stopped, and has moved out of place, revealing a staircase downwards. You enter the cave. Lining the walls of the cave there are stone coffins. As you go to the end of the corridor, you try to open one of the coffins, it is sealed tight with magic, and you can hear humming. At the end of the corridor there is a stone wall with a small hole, the perfect size for the training weapon you got earlier . You put the into the hole and the wall opens up to a large cathedral like building. The room buzzes with magical energy. Along the walls there is text. Magical artifacts are stored on pedestal locked in place with magical constraints. In the middle of the room is 4 empty pedestals with a pillar of light in the middle of them. You walk up to the pedestals and see inscriptions on the pedestals, on one pedestal there is an inscription that matches the writing from the crown. You turn to leave the cave, and see the lids of the coffins open up (have opened up). You dispatch the undead coming from the coffins. You see they are dressed in regal clothes. You leave the cave and exit the ruins, returning to Maeshire. Felix says that he was able to make out the words: rise, crown, fall, return, and revenge. You give Felix the scriptures and he gets to work translating farther. You go to William and tell him about the ruins, and how your old training weapon fit the lock to the cave. William says your father might still be alive, but to not worry about that right now, because the King has asked for your presence at the castle.

#### **Part V -**

You go to the castle, and the King tells you he seeks advice from a powerful augur in Aerolyn. You go to Aerolyn and find out the Augur lives on a tall mountain next to the town. You ascend the mountain, and the Augur tells you to go get a relic from a cave in the mountain to channel his divine powers. You go into the cave and get the relic for him, when you try to exit the cave, an image of your father, olde than previous, chained and the two mysterious people standing near him. Your fathers eyes are wide, and he looks happy/surprised, the other two look furious. You being the relic to the augur, and twll him what happened. He says that you must be lucky, and he begins to tell you your/ the kingdom's

future in riddle. (Warriors from different continents, exploring kazar ruins, peasants fighting, death, magic spells, and your father) You descend the cliff, in hopes of making sense of what you saw and what the augur told you. A villager tells you that in Seabriar, there is a person who is obsessed with decoding the Augur's riddles. You go to Seabriar, and seek out the perso. You get to his house and see that it was ransacked. You find his journal on the floor, and you open it to his latest entry. *Last time I went to the Augur he had told me of a personal attack, that I would be needed by someone else, but before I could help that person, others would attack me. I fear that may be happening now. A group of people in black have been following me around the city, and now they are in front of my house. I shall enchant a stone and swallow mage, with my ring, that I have left under a loose floorboard, you can track me.* You look for the ring and find it under one of the loose floor boards. You set out to look for the decrypter, and find that he has been taken to Basalt Grotto. You find that a large group of rebels have been mining into the volcano. The ring leads to a hut outside the mine, and inside you see the decrypter. You defeat the rebels and get to safety. The decrypter tells you what your future is. You ask what they are doing in the volcano, and he tells you he only knows that they are looking for something, because they are not bring the stone back out. Worried you bring the decrypter to Seabriar again and return to Naterhorn. You tell the king that he will need to recruit new allies, and that peasants will revolt. He tells you he will think about who will be powerful in this war. You go to Maeshire and tell William what happened. You and him reflect on it, and he tells you that inside the volcano may be a powerful source of energy needed to restore Alkazar. You visit Felix and he gathers you, Jennifer, William, and others. Felix says that the inscription on the crown is exactly what William thought, it is an incantation for restoring Alkazar. Felix says all four artifacts must be put on the four pedestals in the ruins of Kazar, and the incantation chanted. However, a large source of energy must be used to channel the spell, William says that must be why they are digging in the volcano.

#### **Part VI -**

You report to the King, who says he is going to transport the artifacts to King's rock for safety. You return to Basalt Grotto and hear complaints of loud noise from the volcano. You enter the mine the rebels dug, and follow it to its end. At the end you see that the rebels broke into a cavern, buzzing with ethereal energy. You fight a few rebels (and lava monsters) until you reach the center of the volcano where the two unknown people are, standing in front of a large source of power. You talk to them, and they introduce themselves formally, and explain their plan. (Calling the energy source a "beauty" because it is an ancient race). They hint at having your father, controlling the rebels, and how close their plan is. You

do not fight X and L. They leave the cave, leaving you in the cavern, you exit the cave into raininess (same effect as when father left). You report to the King, and he tells you he must face his brother in war.

#### **Part VII -**

You and the King and his army go to Champions hold, where you and the King strategize. The King's army goes to the front lines while you intercept trade lines and infiltrate rebel camps. You get news that the nobles lost the battle. So you return to Naterhorn. The king tells you that the rebels have amassed a far greater force than anticipated, so we too must have a large force. He tells you of four great heroes who helped defeat enemies in another war. You go to Elmshaw, the closest, and recruit the mage, who has you go into a nearby cave and get a powerful crystal for him. The paladin in Wishendale has you cleanse an area in The Anguished Lowlands for him, before he joins you. In Lauterbrunnen, the ranger makes you kill a strong animal before he helps you. When you get to Havenwood, the warrior asks you to defend a farm nearby from bandits. The King also tells you to go to a desert in another continent to get aid from desert people while others get aid from other continents

#### **Part VIII -**

While the allies are preparing, the King tells you to go to Kingsrock because rebels are attacking the fort where the crown and hammer are stored. You arrive at the fort just as the rebels are making off with the hammer, you stay and defend the crown. More soldiers arrive at the fort and assure you that it will be safe. You return to the King to tell him the hammer has been lost, the King says that commoners have been rioting about war. The King also says that a large force of rebels are moving towards the castle. Suddenly a scout interrupts the conversation saying that a large armed escort is moving through Griffons sweep to a cave in Orions lake that X and L have been seen around. You go to intercept the armed transport and get the shield that they were guarding. You return to Naterhorn just as the rebels start attacking. The King welcomes you back and says that the armies are arriving in Seabriar today. You go to Seabriar and start welcoming the armies, but you see a group of rebels load something onto a ship. You quickly leave, and board the ship. Inside the ship you defeat the group of rebels. The rebels were protecting the hammer. You obtain the hammer, and find a note that says to leave the hammer on a dingy around the coast of Vale, to be picked up by rebels. Since you stopped the drop off, you go all the way to Oswaldon. Once you land you go back to Naterhorn, and see that the peasants have stopped rioting, and also that the armies have made their way to Naterhorn and have started fighting. You give the King the hammer

#### **Part IX -**

The king says his armies and his allies are doing well, but that Xavier and

Lyra have not been seen around the battle field. Because of this everyone is suspicious, so you are told to go to Losthelm Valley, to look for the two. When you get there, you feel tremors, so you make your way up a mountain where the tremors seem to be originating from. On the mountain is a temple erected where the current kingdom slayed the ruler of the Alkazar. In the temple, you fight undad Kzaarians to get to the center tomb. When you get there you see Xavier Lyra and your father, after short dialogue, Xavier and Lyra cast a spell that makes the temple start to collapse, so you have to escape. When you reach the bottom of the mountain, a traveler tells you he saw three people traveling to the Kazar ruins, and that they destroyed his caravan with undead people. You go to the Kazar ruins and see it starting to be mystically rebuilt. A lot of enemies are inbetween you and the city center, so you either fight your way through, or try to go around stealthily. When you get to the city center, the church steeple collapses on the cave entrance, stopping you from entering. You enter the church and see the other part of the caravan, you save them, and get them to help clear the entrance to the cave while you hold off enemies. After a while, the entrance is cleared, and you enter.

#### **Part X -**

In the cave, you feel many tremors. Many times, the cieling of a section of the cave collapses, and you have to find another route. When you reach the main chamber, you see Xavier and Lyra performing a ritual round the pillar of light. Dialogue explaining that their retake of the countey would have been a lot more peaceful if they were simply given the artifacts, and explains the meaning behind the artifacts. They say that they never needed the artifacts to retake the nation, but they wanted to spare those already living, to teach a lesson. They say now, they are going to have to raise a bigger army and defeat any opposition. They also say the rebels were just a distraction, and cheap fighting force. Your father comes in from another room, and asks whats going on, and he sees you. You start to talk to him, but X&L stop him from goong near you. A platform the are standing on starts to rise, and you can't get there in time. All around you, undead rise and advance on you, but your father says to spare him, and all the undead stop. You can leave the cave now, and when you do, you see armies amassing. You escape from the ruins, and return to Naterhorn.

#### **Part XI -**

When you arrive at Naterhorn, you are brought to a viewing platform with the King, Jennifer, and William, where he shows you the battlefield, and that they won, but a cost. You tell them about the army amassing armies in the ruins, and that they are nearing even as we speak. The king expresses his worry, and heads off. William tells you that he will help fight

off the army, too, but you say it is too risky. Jennifer says William is not yet healed, so he has to stay away from battle. You and Jennifer go back to the castle, and you feel a tremor. Fade to black. Jennifer wakes you up, and tells you the castle is under attack. You have to make your way through the ruined castle, back to the king's throne room. You see Xyra and Lyra fighting the king, one spell causes a column to collapse and block you from entering. You walk the only direction you can, and on your way you see a servant hiding. He tells you that there is another way into the throne room, through the servant walkways. He guides you to the servant quarters, and tells you the right direction to go, you have to fight along the way. You pass through a collapsed wall, and see the king is almost dead, but still fighting, and your father is being chained to the throne with magic. You arrive in the throne room a little while later, and the king looks at you for a second, when Xyra and Lyra send a blast at him, knocking him back to the column. You face the two, and dialogue about your disobedience and pestilence, and that your father can't save you, because he has been chained down with magic-damning bindings. You see William enter through the servant walkway, so you back up, making the two step forward to keep up with you. William goes over to Sean and starts casting a spell to undo the bonds. You challenge the two, to keep them from looking at William. At first they send their minions, but after dispatching those, you are shot at with magic bolts by the two. After dodging a few bolts, Sean is freed, but Xavier and Lyra sense this. They turn around and send a fire ball at them. William jumps in front of Sean to protect him. Then, you and your father attack X&L. Once you defeat them, you and your father reunite, and hurry over to William. He is barely alive. Jennifer rushes in from the servant walkway, and hurries to her father. Dialogue between all four, and then William asks to speak alone with Jennifer. You and your father hurry to the king, and see that he is barely breathing, too. He tells you to tell Alyss that she will have to re-marry and rebuild the kingdom, and that it is the last wish from him for her to live a happy life. He then dies. You and your father remember the attack on the kingdom, and tells you that he will meet you at the temple in Losthelm valley. You make your way to the temple after saying your good byes, and meet your father at the top. Your father discloses that the reason they were up here before the attack was because they were casting a spell on his heart. This spell caused all the Kazars to be resurrected as long as the heart is still beating, and that his skin can only be pierced by a special blade. A blade Sean stole from X&L. He gives you the honor of killing the undead king, and then it fades to black. Cutscene of the undead army falling, William's + the king's funeral, Alyss on the throne, all of the allies at a feast, and a ceremony from Alyss to commemorate you. Fade to you in your house in Vale with your father. Closure dialogue.

**THE END**