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## THE FORTRESSES TO INFERNO

"for Might and Magic 6,7,8,  
Morrowind, Gothic, Daggerfall, Kingdom Come Deliverance,  
Thief, Quake, Baldur's Gate, Ishar, and...more"

## MY INTENTIONS WITH MY WOR(L)D SERIES

This is my eight script (winter 2018).

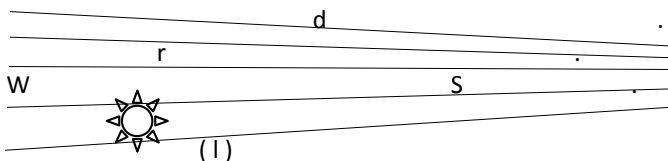
I hope many of you , (AI included 2030?) will find my script interesting and worth to be trasformed into a game experience.

My wish is to see many variations according to the technology you use, your skills and interpretation of my vision.

As always in my 'WOR(L)D' series I let you free to use all my ideas, or if you feel like, just some of them as seeds of inspiration.

Just enjoy.

My script like the score of a symphony.



## THE EVIL PLAN AND THE LEGION (1<sup>st</sup> mission)

This is the story of an evil plan, a plan to bring a new Inferno on Earth.

The tool for this plan are 3 almost identical Fortresses that constantly vomit lava from their 9 mouths directly into the sea.

Three almost identical fortresses scattered around the seas have risen from the deepness of the water.

The evil plan is simple, cover the land with lava, terraforming it to bring a new Inferno to the land.

The population and the authorities are unaware of what is happening, but something is wrong as the temperature of the seas is rising quickly.

Rumors start to spread near the coasts, someone swears to have seen cascades of fire falling from the sky in 3 different seas.

The game starts on a coastal area and all the people the player encounters will comment on the strange events that are happening and will suggest the player to visit "The Minister of The Huge Crisis" who will inform the player about the situation and will give you the first mission to accomplish: the player has to investigate about the nature of those anomalies and their locations.

Once the player discovers one of the three fortresses that are pouring lava into the seas, the player must report to the Minister who will provide the player with a Legion of well trained warriors.

(THE OBJECTIVE OF THE FIRST MISSION IS TO LOCATE ONE OF THE THREE FORTRESS) When the objective is completed this text appears: "The fire in the sky described by the people is in fact lava pouring out from an enormous Fortress, this is without any doubt the reason why the temperature of the

sea is increasing so quickly. Most probably there are other two fortresses as people from other two different coastal areas have witnessed the same events; inform "The Minister of The Huge Crisis" about your discovery, he is the only one who can solve this potential crisis.

## THE FIRST FORTRESS (2<sup>nd</sup> mission)

"Legion, look! there it is"!

It is huge, made of dark boulders, but simple in its forms.  
On one side 9 mouths that pour lava from the top part of the building.

It sits on huge basaltic stones.

Like outside, the inside is very simple, many huge rooms,  
many many columns, simple arches, stairs.

The fortress is filled with evilish creatures that defend its secrets.

Where the lava does come from?

How does the lava reach the top part of the building?

After a long battle the Legion finds 9 huge halls (Warmhalls)  
covered with holes, they are wells from which thousands of  
huge worms are coming out.

If the player or one of the soldiers fall into one the holes,  
they die because it is too warm.

The worms are vectors, they swallow lava from the depths of  
Inferno and travel to the surface through those holes, finally  
vomiting it out through the mouths of the Fortress.

Killing the worms is useless as they are continuously coming  
out and also they are dangerous to kill as they explode  
splashing lava everywhere.

All worms go towards a huge circular opening of the  
Wormhall (each Wormhall has one), that is fact is one of  
the nine mouths of the Fortress.

Soon the Legion discovers that cannot find a way to stop this  
outpouring of worms and the lava.

They have to retreat and report to the Minister.

This second mission ends with a retreat, for the moment.

New plans have to be formulated, a new solution has to be  
found before the Apocalypse is coming.

The time is not over, but the shadow is moving.

(THE OBJECTIVE OF THE SECOND MISSION IS TO PENETRATE IN ONE OF THE 3 FORTRESSES, REACH AT LEAST ONE OF THE WORMHALLS AND KILL A CERTAIN AMOUNT OF WORMS).

When the objective is completed this text appears: "The Legion cannot do anything to stop the lava, the worms are too many; you and the soldiers have to go back to The Minister to report about the gloomy situation to make a new plan".

## WINTER

Before I begin to describe the 3<sup>rd</sup> part, here an important element: the whole adventure is temperature based, it has to be completed before the temperature of the sea reaches 100 degrees Celsius.

What I was saying? Oh yes...: WINTER  
(3<sup>rd</sup> and final mission)

Once the player and the Legion are back to explain to the Minister that stopping the outpouring of lava seems like an impossible task as the worms are way too many to stop them.

The Minister starts to speculate about who is the mind behind all of this and if the lava is just the beginning of something else.

All questions without answers, but it is clear that the outpouring of lava has to stop before the temperature reaches impossible levels.

...Then something happens:

It starts to snow, a lot of snow...the sea starts to release steam as the snow touches the warm sea and becomes steam, a lot of steam; a thick fog embraces everything, the land, the sea.

And then the cold, freezing cold that freezes everything, even the sea that becomes an enormous frozen flat land.

The temperature is now -100.

Frozen snow is still falling making a strange sound, like million of crystals were hitting the ground, which is actually what it is happening.

All the people are inside the houses, hiding from this deadly cold no one is out; an icy landscape and the sea that few days before was getting warmer and warmer now is a desolated white land.

In few days all has changed, the situation is different.

The Minister orders a solo mission: the player has to investigate alone one of the 3 Fortresses: is the lava still pouring out? Are the worms still active?

This is an investigative mission, a solo mission.

So the player starts his journey to investigate into the first Fortress; the player this time can walk on the icy surface of the sea.

The player realizes that all the worms are frozen and it is simple to destroy them all.

Everytime a frozen worm is destroyed a soul comes out of the shattered worm and flies to the sky whispering "Thank you..."

The player with great surprise also notices that all the holes are sealed, something or someone has sealed them, this will remain a mystery.

This last mission does not provide any challenge, but it has a almost poetic and mysterious feeling to it.

Travelling alone on the icy sea, wondering inside the fortress and listening to the crystals of snow that hit the ground, and finally shattering to pieces the worms liberating the trapped souls is the main attraction of this final mission, leaving the mystery of why suddenly the cold has arrived, who sealed the wormholes, who were the soul trapped inside the worms...?

(THE OBJECTIVE OF THE THIRD MISSION IS TO PENETRATE INTO ONE OF THE 3 FORTRESSES, AND KILL ALL THE FROZEN WORMS OF THIS FORTRESS). When the objective is completed this text appears: "You killed all the worms, the holes have been sealed and many souls have been freed; go back to the Minister to make a report."



## CONCLUSION

The player returns to the Minister and makes a report so that he can send a bunch of soldier to complete the job for the other 2 fortresses.

The player is invited to rest for the night in the Minister's residence so to wait the soldiers coming back with their reports.

The day after in the late afternoon they come back and report that all the frozen worms have been successfully destroyed and many other souls have been freed.

It is time to celebrate!

## FEW MINOR MISSING DETAILS

In my script I omitted some details as I want you to fill those gaps using your own ideas, for example: I did not explain how the player and the Legion reach the Fortresses, by boat? Swimming? Flying?..I leave you the choice.

Many other details are left to you, like the locations of the Fortresses, the residence of "The minister" etc...

I believe that leaving these details to you will give you the right amount of space to you without being too pedant on minor details.

I did not specify of how many soldiers is composed the Legion, I leave it up to you: a few? Many? A lot?

If you have a better english don't hesitate to change my wordings especially in the "MONOLOGUE" part (where I wrote the written monologues of the NPCs).

I prefer monologues to dialogues as they are more concise and simple to write but at the same time they convey the story very efficiently.

My script is a bit rough, but I'm not looking for perfection, just I want to inspire people, so I hope you are enjoying the reading and just have fun!

## LIST OF THINGS YOU MAINLY NEED FOR THIS ADVENTURE

- A bar indicating the temperature of the sea.
- The residence of "The Minister of The Huge Crisis".
- The Minister himself.
- The people living on the coasts, mainly fishermen.
- The legion: basically a bunch of soldiers.
- The 3 Fortress which are very similar. (I let you free according to your resources to add differences in terms of architecture and enemy variety\displacement to make the game more interesting).
- The enemies, which are monsters of different kinds, but the most important creatures and that cannot be omitted are the worms when they move and the frozen ones.
- The texture of the sea covered in ice.
- The textures of the cascades made of lava, and the steam coming from the sea where the lava meets the water.
- The souls that fly into the sky, freed at the end.
- Music at the end to celebrate the victory, confetti and happy people that are dancing.
- The sounds (of all the sounds, for me the most important are: the sounds of the worms when they vomit the lava, the sound of the icy crystals falling from the sky, the sound of the frozen worms being shattered to pieces and the sound of the souls expressing their gratitude.
- The written monologues of the Minister and the fishermen\other people (I wrote all the lines "MONOLOGUES" but you can add more if you feel it is necessary).

## MONOLOGUES

### PEOPLE\FISHERMEN OF THE COASTAL AREAS

(people\fishermen that the player can find on the first and second mission which are aware that something is wrong with the sea):

1<sup>st</sup> NPC "I cannot live anymore! I cannot live anymore! I have to leave my sea to be a peasant!"

2<sup>nd</sup> "They told me that the hell is coming out from the sea and we all are going to die!"

3<sup>rd</sup> "I already sold my boat for near to nothing, the fish is all dead! please help us to understand what is going on!"

4<sup>th</sup> "I saw it! Fire from the sky, five days ago, I ventured into the sea for many hours risking my life, I have never been so far with my little boat, an then I saw fire, fire falling from the sky...I am afraid that the end of the world is coming."

5<sup>th</sup> " They say that the sea will boil, is it true? Please save us!"

6<sup>th</sup> "My brother told me that there are people that have seen the fire in the sea in other regions, what is going on? What are we going to do?"

7<sup>th</sup> "We cannot live without fish, for us is a disaster, but I think we are only at the beginning, is anyone here who could help us all?"

8<sup>th</sup> "I knew, it, I knew it, we all are going to die, smoke on the water, fire in the sky!"

9<sup>th</sup> "It is written, the sky will turn into hell a we will boil like food for evil creatures..."

10<sup>th</sup> " I will go an drink the fire so my family will survive..."

11<sup>st</sup> "Who are you? Will you save us all?"

12<sup>nd</sup> "I'm a poor fisherman, I'm a poor fisherman and I will die watching the end of the world"

13<sup>rd</sup> "They will come, they will take us and cook like we cook our fish, this is a revenge, the revenge of someone..."

14<sup>th</sup> "Go home stranger, this is not the place for you, go home, and forget about the world."

15<sup>th</sup> "My place was here and now, I don't know, what it will be of us? The sea is now an enemy ready to boil our feet.."

16<sup>th</sup> "...help us...we need your help traveller, call your friends, seek the enemy and erase the evil from this land, help us..."

17<sup>th</sup> "...I saw a Fortress, in my dreams..."

18<sup>th</sup> "...I blame the war of the pasts for this, it's a punishment that we all deserve, even the innocents are guilty!"

19<sup>th</sup> "We opened the gates, in some way we did..."

20<sup>th</sup> "...heavy is the water, heavy are our souls, they will come but not in peace..."

21<sup>st</sup> "Come and find your land of dreams, come and see how all we die, come and see, come and see...come and find your land of dreams..."

22<sup>nd</sup> "My son is born, he will see a different world...if we don't stop the lava flowing down from the sky!"

23<sup>rd</sup> "I went to talk with the Minister, he is good, will solve the situation, I know he is a capable man."

24<sup>th</sup> "We need heroes, in this world we need more heroes...what do you think stranger?"

25<sup>th</sup> "You! I can see you! You are our saviour! Don't go and stay here with us in our beloved land, save us great saviour!"

26<sup>th</sup> "I heard about the fire from the sky, what is it? Is it good or am I going to die?"

27<sup>th</sup> "There are truths I don't know, I wish I had the answers to my son's questions, maybe you know better what is going on..."

28<sup>th</sup> "I am who I am, don't ask me to come with you as I'm not a hero, I won't come as I am who I am and not who I am not."

29<sup>th</sup> "I can feel the smell of hell, can you feel the smell? It feels like burnt eyes."

30<sup>th</sup> "Other coastal areas are affected, at least other three, maybe more but this is what I heard."

31<sup>st</sup> "My sister said that soon we will have a big

barbeque...aha ha ha ha ha!!!!”

32<sup>nd</sup> “the winter is coming...”

33<sup>rd</sup> “ Go to The Minister, he will know what to do, he is a good and capable man.”

34<sup>th</sup> “Yes, if anyone can help you that would be The Minister of The Huge Crisis, he helped us in the past...you need should find him in his residence.”

35<sup>th</sup> “The water is getting warmer very quickly, the only person you should visit is The Minister, he came here few days ago to interview few people here, I'm sure he is investigating...”

36<sup>th</sup> “ I don't know, but there is a person who can solve the situation, I don't like him but he is the person to talk with....I don't know anyone else...”

37<sup>th</sup> “The Minister, has the power, soldiers that can...I don't know, do something....maybe we will be attacked, I really don't know... anyway, go to him.”

### THE MINISTER OF THE HUGE CRISIS

(The Minister informs you of the situation and offers you the first mission):

“Hello stranger, I'm The Minister as anyone call me here. Probably people from the region have sent you here as they feel something is going on, and definitely I'm very worried; the temperature of the sea is increasing very rapidly, soon the fish will die and we will have serious problems with food.

But this could be the beginning of something catastrophic; There are three regions which are involved; we believe that the source of this strange phenomenon is in the sea, but we don't know the exact locations. I expect you to locate just one of those "anomalies" and report me back as quick as possible as we must stop the rising of the temperature. Then when we have more details, we can act consequently.

I wish you luck stranger, you can always find me here.”

FIRST REPORT AND SECOND MISSION WITH THE LEGION:  
(The minister is commenting on the player's report and task you with a second mission this time in the company of the Legion):

THE MINISTER: “That is a a serious finding, a huge Fortress? A fortress that is spitting enormous quantities of lava from 9 mouths? And probably there will be other 2 doing the same in the other areas!

We must act quickly, I will gather my best soldiers: the Legion as I call this group of soldiers; they will accompany you to stop this monstrosity! Go for the one you discovered and if you are successful go to stop the other 2!

I will inform the population that we are responding to this huge crisis, but won't give the detail, it is better to wait.

We must know who did this and what this evil will wants to achieve.

Good luck and bring me back good news!”.

## SECOND REPORT AND SUDDENLY WINTER

(The minister is commenting on the bad news and preparing for the worse when suddenly something happens...):

THE MINISTER: “ Worms? 2 meter tall warms? And they are coming out from deep holes transporting and vomiting lava into the sea? This is appalling!, an evil plan, something truly evil, what they want to do? Who's behind all of this?

So, you had to retreat because there where too many and they were coming out relentlessly from those holes... so what we can do to stop this? The situation is getting more and more worrying, we need to put a stop to all of this otherwise the sea will begin to boil and who knows what

could happen next?

Which kinds of evil creatures were you fighting? All sorts of evilish creatures!..humanoids on flames, incandescent snakes!..it seems that literally all hell broke loose!....

We need to gather our best experts and elaborate a plan.....”

NARRATOR: After many hours of thinking the solution is not coming out, the Fortress is indestructible, it is too big and strong, defended by too many creatures; all the plans seems not even work on paper, so there is air of despair in the residence of the Minister....but then someone looked out of the window as for seeking for some kind of inspiration...snow...it started to snow, quite strange for this period of the year...

...a lot of snow, so much that in few hours the landscape is completely covered...not just snow but a cold snow...almost ice...crystals of ices....soon the temperature is dropping to -30 Degrees Celsius, then -50, -70....-100.

Everyone is immediately thinking to the fortress, or better to all 3 the fortresses.

THE MINISTER: “What do you think is happening?... is this part of this evil plan? Or someone is helping us?...Maybe the icy cold has slowed the outpouring, or even completely stopped it...it is possible no?....-100 degrees Celsius!

I think we need to go and check, but I think is also wise to send the stranger to do that , quietly and without risking our soldiers.....stranger! We would appreciate aif you could unveil what is going on, but be careful not to engage with the enemy, it is too risky, we just need more information. Go at dawn, it will be the best moment; we will wait for you here ready to fight if it is necessary!”



### THIRD REPORT AND THE GRATEFUL SOULS

(The Minister is commenting on the report, send a few soldiers to finish the job and final celebrations):

“ Someone has helped us! I cannot believe that the river of lava has been stopped and that all the wormholes are sealed! Who did that?, Why this happened?...And the souls trapped in the worm's body, who are they?

Enough with talking, I'm going to send a few soldiers to the other 2 fortresses so they can do what you did and hopefully in one day they will return with the same good news; You will stay as a guest in my residence, so we can wait for the reports and then we will celebrate the end of this crisis...but many questions remain in the air, in this cold air of mystery”.

NARRATOR: “The few soldiers go to check the other 2 fortresses and as expected, the same scenario repeats itself for the second and third fortress: all worms are frozen, the holes all sealed; many other unknown souls are now free.”

THE MINISTER: “Well done to everyone, something terrible has happened, but also something wonderful has happened, too...we will take heed of this strange and mysterious events as we need to protect our people, so many things have to be organized...not now, now we celebrate, together!”

## MINI CONTRACT

You can use my ideas for free.

If you use them, just let me know as I love to hear about your projects and how my ideas have been implemented.

Just if you make a profit with this script, I would like you to share the profit with me.

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WORDS

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WORLDS

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