

# THE LOST VALE

## Lost Vale Team

### Plot plan

version 1.1

05-09-94

1. Upon installing the disk, the PC sees a vision of Lord British. LB tells the PC that Nystul, his magician, has managed to break through the Guardian's veil of magic to send a message to the PC. LB tells the PC that there is a race of people on Pagan who can help the PC. LB sends the PC to Mythran for more information about these people.
2. The PC goes/returns to Mythran and asks about the ancient race. Mythran explains that he had a vision of a strange man from another world. The man in the vision told Mythran of one who would come seeking knowledge of the Zealans. This vision convinces Mythran to tell the PC about the Zealans despite the fact that doing so might possibly incur the wrath of the titans.
3. Mythran tell the PC about a man named Gal<sup>ij</sup>  
Mythran had not see this man in a very long time. However, Mythran tells the PC that Gal<sup>ij</sup>  
in a cavern in the Plateau. Mythran tells the PC where the key that unlocks the doors can be found. The PC must solve some damn puzzle to get the key.
4. Inside of the doors, the PC finds a dead body which turns out to be Gal<sup>ij</sup>  
Gal<sup>ij</sup>  
mentions that in order to get to the Lost Vale, one must find four magic coupons, each coupon representing an element.
5. So off goes the PC into a dungeon which is divided into four parts. Each different part of the dungeon, is a different elemental theme.
6. Once the PC has gone through the entire dungeon, he is faced with a blockade of, (you guessed it), elemental forces. Four pillars, Earth, Air, Fire, and Water block the path to the Lost Vale. If the PC has all of the coupons, he can use the opposite power on each pillar to destroy all of the pillars, (ex: Fire coupon on water pillar).
7. When the PC finds the Lost Vale, he finds a place that was once lush and beautiful, but is now barren and desolate. The once unified Zealans have separated into two factions, each living near one of the two sources of water left in the vale. Ezrekal, the High Priestess of the Zealan religion has been shunned by the two communities, and the communities are involved in a destructive blood feud.
8. If the PC tries to talk to any of the Zealans, he will treated with hostility and attacked. When he is attacked he will be taken prisoner. The Zealan's will only believe he is not a Pagan if he passes their "Test of Rutabaga." He is forced to take this test. The test involves a nasty plant that has a delectable fruit. The fruit is at the heart of the plant and is guarded by long, poisonous spines. The PC is told if he passes the test, they will feast upon the fine fruit. If he fails the test he will be poisoned. The PC fails the test. The poison begins to affect him. He is told the only cure for the poison came the high priestess. They tell the PC where Ezrekal is, but tell him it will do no good as Ezrekal can no longer speak to the Gods and receive the cure.

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writes

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9. Upon finding Ezrekal, PC will learn that she has been shunned by her former flock because she can no longer bring the Zealan gods to speak to their followers. She says that could she speak to the Gods, she could cure him, but the Magic Frisbee has been broken and the Gods no longer speak. She goes on to tell the PC that a very long time ago, before she was old and leathery, the Pagan titans attacked the Zealan gods during the Great Council. (The Great Council being a gathering of all Zealans once a year.) Upon this attack, the Zealan gods were sealed in the Shrine of the Wheaties. Most of the Zealans escaped, but some were also sealed in the shrine. Ezrekal attempted to reach the only gods that had not yet arrived at the Great Council, Love, Hate, and Apathy, but in the attack on the gods, the magic Frisbee was broken.
10. The Magic Frisbee is, it seems, essential in communicating with the gods. Whenever a person talks to the Zealan gods, that person needs some special item which is associated with the gods in order to talk to them. (i.e. the ancient Zealan Shield in the Shrine of the Ancient Ones) Ezrekal tells the PC she tried many things to repair the Magic Frisbee, but nothing worked. Then one night, the two halves of the Magic Frisbee were stolen while she slept. The Zealens, who were already unhappy with her for being unable to repair the Magic Frisbee, turned against her completely.
11. The Zealens began a search for the thief and found two young men, Draesh and Ikanikar, are missing. Draesh's family accused Ikanikar of stealing the Magic Frisbee and said their boy, Draesh, simply went after the thief. They feel that Draesh must have been murdered by that Ikanikar. Ikanikar's family said the opposite. Draesh stole the halves of the Magic Frisbee and Ikanikar went after him. This feud divided the tribe in half and the two sides have been involved in a "blood feud" ever since.
12. Ezrekal says that only the Gods can cure the PC. She says that she can not help, but perhaps the Gods will help him directly. To do this the PC must climb the Cliffs of Insanity to the home of the Gods in the Cloud City and ask for their help.
13. The PC scales the Cliffs of Insanity which lead to the home of the gods. In times past, no Zealan would ever dare to try to reach the Cloud World, where the gods reside. However, since the gods have abandoned them, some Zealans have attempted to scale the cliffs to discover why the gods left them. In the process of scaling the cliffs, the PC finds the bones of many a dead Zealan. The PC encounters a new monster, the Harpie.
14. Once the PC finds the Cloud World, he discovers that the home of the gods has been deserted. The PC discovers a message from one of the gods which has been left for Apathy, Love, and Hate. The message tells the three gods that the titans have attacked the pantheon of Zealan gods at the Great Council and that they need Love, Hate, and Apathy's help as quickly as possible. (Of course, Love, Hate, and Apathy have been entombed down at the shrine of Kumash Ghor) He also finds the two halves of the Magic Frisbee by the skeletons of two warriors.
15. The PC returns to Ezrekal, shows her (or tells her about) the scroll. It leads him to believe the Gods are locked into the Shrine of Wheaties by the titans. He also shows her the two halves of the Magic Frisbee. She says since the Magic Frisbee disappeared, she has done a lot of studying and thinks she has a way to repair it. However, the repair will require the belief of all the people behind it. She tells the PC to go to the villages and tell the two leaders the two halves have been found and to meet at the Sacred Smallish Unusual-Colored Rock for the attempt to put it together.
16. The PC goes to the Sacred Smallish Unusual-Colored Rock. In a set scene, Ezrekal and the two leaders show up and, with much wailing and gnashing of teeth, <sup>11</sup> Frisbee together. When the Frisbee is re<sup>11</sup> explain to the gathered group that they both stole the Frisbee and were going to try to take it

to the Cloud City to find the Gods and demand the Frisbee be repaired. Instead they were set upon by wicked beasts and killed. The two groups realize they made a terrible mistake and everyone is happy again...sort of. The Gods are still not there.

17. The PC and Ezrakil must then break through the wall which leads into the shrine. (Some sort of explosive and a nice piece of usecode will do very well here.) (This can be done here or earlier in the game.)
18. Once inside of the shrine, the PC finds that the gods are encased in an amber like resin, (they look like the shields in the movie "Dune".) If the Magic Frisbee hasn't been repaired Ezrakil says that only the strength of all the people can break them free. They go to repair the Frisbee. If the Magic Frisbee has been repaired strength of the repaired kernel of wisdom to the PC
19. Gods released, water flows, green plants, PC gets his bag, blood feud ended, all are happy, the end.