

## THE LOST VALE

### Plot Synopsis

1. The PC receives a magical communiqué from Lord British. LB tells the Avatar that Nystul has managed to deliver his message across the dimensions. LB tells the PC that Britannia needs the Avatar, and that, through intense research, Nystul has determined that there is a race of people on Pagan who can help the Avatar overcome the Titans and escape. LB sends the PC to Mythran for more information about the people of the Lost Vale. [Also, some mention should be made by LB of the status of Britannia Isn't the Guardian suppose to be plundering the place during the events in Pagan?]

2. The PC goes/returns to Mythran and asks about the ancient race. Mythran explains that he received a vision from 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. [We recommend that Mythran give the PC the 'bag of endless reagents' at this point in the plot.]

3. Mythran tells the PC about a man named Galjeron who once searched for the Zealans. Mythran has not see this man in a very long time. However, Mythran tells the PC that Galjeron could most likely be found on the other side of a huge set of double doors which are in a cavern in the Plateau. We suggest having the Avatar compile a list of reagents in order to magically contact Galjeron (who is, at this point, presumed to be alive). After doing so, the player watches a set-scene in which Galjeron's spirit appears and delivers some information about the Lost Vale and the key to the door. We could use the ghost art for Galjeron, thus saving art space. Also, Mythran could suggest that Galjeron's motive for seeking the Zealans was driven by his desire to defeat the Titans and become the Ether Titan.

4. Inside of the doors, the PC finds a dead body which turns out to be Galjeron. There should be some sort of guardian within this room. Something that actually killed Galjeron. As it turns out, Galjeron kept a journal which described his efforts to find the Lost Vale, and explain his goal of Titanhood. The journal also mentions that in order to get to the Lost Vale, one must penetrate the barrier erected by the Titans by finding and using four magic gemstones, each of which represents an element.

5. So off goes the PC into a dungeon which is divided into four parts. Each part of the dungeon corresponds to a different elemental theme. We need an NPC here--perhaps a guardian left behind by the Titans. If we can't afford one agent for each Titan, we could create one interesting NPC who was chosen because all four Titans found him suitable. This multi-elemental agent could show up for a couple of set scenes throughout the elemental dungeons attempting to thwart the Avatar. He could, if defeated, escape and later show up again to battle the Avatar (see para 15).

6. Once the PC has gone through all four parts of the dungeon, he is faced with a blockade of elemental forces. Four pillars, Earth, Air, Fire, and Water block the path to the Lost Vale. If the PC has all of the gemstones, he can use the opposite power on each pillar to destroy all of the pillars (ex: fire coupon on water pillar). Will this area have a teleporter pad in it so the player can return here quickly if he later uses the recall item to leave the Lost Vale?

7. When the PC finds the Lost Vale, he finds a place that was once lush and beautiful, but is now barren and desolate. Barren is sometimes boring. I hope we're planning on using some cool fallen ruins here and there. The once-unified Zealans have separated into two factions, each living near one of the two sources of water left in the vale. Ezraket, the High Priestess of the Zealan religion has been shunned by the two communities, and the communities are involved in a destructive blood feud. When encountered, the high priestess will only agree to meet with



the PC if he comes to her escorted by a representative from \*both\* of the rival factions. (She says this with the hope that a stranger might be able to help the two groups comes to terms.)

8. The two factions are hostile toward each other, and highly suspicious toward the PC.

If the PC approaches the first group, they will ask him to pass a test in order to gain their trust. This group will ask the PC to kill a particularly nasty monster who has made a lair near the group's primary mushroom garden. (This would be a good place to introduce one of the new Lost Vale monsters--a pack of harpies, for instance.) As a reward, they will offer him an item of value (which they have recently stolen from the rival faction).

If the PC approaches the second group, they will react in a more hostile manner, attacking and capturing the PC. As a prisoner, the Avatar will be offered a chance to prove his worth to the group by recovering the item recently stolen by their rivals. This group of Zealan's will only believe his story (including the fact that he is not actually from Pagan) if he passes this test and brings back the item (which he can do by fulfilling the quest issued by the first group). Only after he has satisfied both quests will the groups agree to send escorts along with the PC to visit Ezrakel. (This does not mean they have made up, of course.)

9. Upon finding Ezrakel, 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 Shield of the Ancients has been broken and the Gods no longer speak. She goes on to tell the PC that a 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.) During this attack, the Zealan gods were sealed in a shrine. Ezrakel 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 Shield of the Ancients was broken.

10. The Shield of the Ancients is essential for 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). Ezrakel tells the PC she tried many things to repair the Shield of the Ancients, but nothing worked. Then one night, the two halves of the Shield of the Ancients were stolen while she slept. The Zealans, who were already unhappy with her for being unable to repair the Shield of the Ancients, turned against her completely and drove her out.

11. The Zealans began a search for the thief and found that two young men, Snori and Hoskuld, were missing. These names sound Norse, and seem incongruous with the rest of the Pagan/Zealan names. Snori's family accused Hoskuld of stealing the Shield of the Ancients, and says that Snori simply went after the thief. They feel that Snori must have been murdered by Hoskuld. Hoskuld's family says the opposite; that Snori stole the halves of the Shield of the Ancients, and Hoskuld went after him. This feud divided the tribe in half, and the two sides have been involved in a "blood feud" ever since.

12. Ezrakel says that only the Gods can aid PC in his attempt to defeat the Titans and escape Pagan. To gain their assistance, the PC must climb the cliffs and reach the city in which the gods once lived. The high priestess also explains that reaching the gods would also greatly help in reuniting the people of the Lost Vale.

13. The PC scales the cliffs which lead to the City of the Gods. In times past, no Zealan would ever dare to try to reach this place. However, since the gods have abandoned them, some Zealans have attempted to scale the cliffs in order to discover why the gods left them. In the process of scaling the cliffs, the PC finds the bones of many dead Zealans. The PC encounters a new monster, the Harpie. This is another familiar old Britannia monster. Couldn't we come up with a cool new Pagan monster? This was one of the strengths of U8; monsters like the seeker were very innovative. Has the harpy art already been done?



17. The PC and Ezraket must then break through the wall which leads into the shrine. What if instead of a barrier, we use a guardian which can only be slain by someone bearing the intact shield? This would allow the Avatar to accomplish what could not be done by the Zealans before. It might even be a good idea to reuse the multi-elemental agent of the Titans who was guarding the elemental dungeons.

18. Once inside of the shrine, the PC finds that the gods are encased in a magical shell. Could we recycle the translucent blue fields from the journey to Lithos portion of U8. These were cool, and doing this would save art space. Ezraket calls upon the new found strength of the rejoined people and, in a set scene, break the gods free. The Gods give the PC a symbolic representation of the rejoined shield. This comes in the form of a really powerful shield which maxes out the PC's armor rating. This would also alleviate some of the weight management problems experienced by players, since it would allow them to discard the rest of their armor in favor of the great shield.

19. Since the gods have been released, they restart the flow of water within the Lost Vale. The land is restored and the blood feud is ended. In the final Lost Vale set-scene, the gods further explain to the PC that if he defeats all four Titans he may be able to achieve such a position himself. (The Zealans would, after all, be strengthened by any reduction of the Titans' power.) U8 overall would be aided by something of an explanation here concerning the weird endgame, which many customers have expressed puzzlement over. The gods might also offer some insight into what is happening in Britannia (as a teaser for U9).

Note 1: What this needs is something to give it an added dimension, make it less linear. I suggest adding an NPC who lives apart from either faction. This person would at first feign indifference toward the Zealans, but would then quiz the PC concerning the state of their blood feud (specifically how close they are to reuniting). Later in the plot, the NPC (who was placed in the Vale by one or all of the Titans for the sole purpose of preventing the Zealans from reuniting) could show up

and attempt to stop the PC outright. When the PC kills this agent of the Titans, one of two things could happen. Either A) one of the Titans could make an appearance (since the U8 subdirectory already contains Titan art) to claim the agent's body and explain things, or B) in a set-scene the NPC could curse the Avatar and explain his involvement before dying.

Note 2: We strongly recommend that U8's spellcasting not be removed from Lost Vale. Players would be greatly disappointed by the loss of this aspect of the game. The add-in would be weakened by the removal of spellcasting.

Note 3: We strongly recommend that the player be allowed to travel back forth from Pagan to the Lost Vale. This will cause the player to perceive 'the Lost Vale' as a longer, less linear add-in.

Note 4: If you are going to include any new magic weapons, we recommend using the Bonecrusher hammer mentioned in U8. Many customers have inquired about the location of this nonexistent hammer. If some new art was dedicated to the creation of a really unconventional hammer (with another cool effect in the vein of Slayer or Flamesting) it would add to the value of the add-in greatly.

Note 5: We suggest placing a small ruin and labeling it the Birthplace of Moriens. This would not be a difficult thing to do, and would please a great number of customers.