

Force of Elements
Adventure Script
Sol

Player selects SOL from the Character Selection Screen and then selects Adventure. Dialogues are delivered between rounds of gameplay.

Intro:

ARGUS

Legend has it that the Desert of the Ascending Sun is where the sun first rose from the earth. But there is another who was born in this cradle of sand. On the hottest day the world had ever known, when the sun was at its zenith, a child named Sol was born to the Sun Falcon tribe. A child unlike any other.

Young Sol grew quick and strong. He learned to fight not long after he could walk. The sands were Sol's to command, and it was assumed that he would one day lead his people. He had barely passed his tribe's adulthood rites and he was already its mightiest warrior. The desert was a paradise for Sol and his people, but it would not that way for long...

Tier 1

Dialogue 1.1

Background: Desert

SOL

Ahh, a bountiful hunt. My people will feast well tonight!
What's that? I hear cries. The Village is under attack!

Dialogue 1.2

Background: Desert

SOL

I have never seen the desert beasts in such a state.
They will destroy the Village in their frenzy. But they are no match for me!

Dialogue 1.3

Background: Desert

SOL

Now that the weaklings have been taken care of, it is time to move onto larger prey.
This one looks like a worthy foe!

Tier 1 Outro

ARGUS

Sol drove off the last of the beasts, but it was too late.

ARGUS
(Cont.)

The village lay in ruins. His people would not survive should the beasts attack again.
Sol took it upon himself to discover why the animals had gone so astray.

Tier 2
Tier 2 Intro

ARGUS

Sol followed the beasts' tracks to the Grey Wastes, a land of shadows and death that stained the desert like a blight. To Sol's horror, he discovered that the Wastes had expanded far beyond their former borders. As Sol pondered his next move, a familiar and not entirely welcome face emerged from the shadows to greet him...

Dialogue 2.1
Background: Grey Wastes

PHASMUS

To what do we owe this pleasure, cousin?
Come to bore us with tales of your latest victory?

SOL

Phasmus! It is good I found you. My quest concerns you as well. Beasts have overrun Sun Falcon Village. I followed their tracks here to the Grey Wastes, but I cannot survive in that wretched place for long.

PHASMUS

Poor, Sol. What is worse?
That you must accept your strength has limits, or that you must grovel before the outcast?
Very well, we shall help you, but only because of how pitiful you are.

Dialogue 2.2
Background: Grey Wastes

PHASMUS

Why did we agree to help that hot-headed fool?
Sol will take all the credit for this, as he always does...

Dialogue 2.3
Background: Grey Wastes

PHASMUS

What's this we sense!? The presence of a necromancer?
Not in our territory... we shall eradicate him!

Tier 2 Outro

ARGUS

Phasmus returned to Sol and explained that while the spreading had stopped, the Wastes would not recede back to their former borders.

The Sun Falcon Tribe would need a new home.
Phasmus delighted in Sol's despair as the warrior wandered into the desert.

Tier 3

Tier 3 Intro

ARGUS

Sol's confidence was shattered by his inability to save the Village.
After days of wandering without food or water, he had a vision of a sun falcon - his tribe's namesake.
Sol chased the spirit bird as it flew off into the west.

Dialogue 3.1

Background: Desert

SOL

I've followed the sun falcon for days but just when I think I've caught it, it disappears.
Is this spirit leading me to my death?
What is that I see before me? An oasis...? It must be a mirage...

Dialogue 3.2

Background: Keida's Oasis

SOL

This water is no illusion! I knew the Sun Falcon would not steer me wrong.
The water is polluted by some fell beast, but I can fix that.
Crops will grow here. This will make an excellent home for my people.
But first I will cleanse this place with the power of the sun!

Dialogue 3.3

Background: Keida's Oasis

SOL

Ha! Another foe falls to the Sun's Wrath!

PHASMUS

We see that you gloat even when you have no one but yourself for company.
Pathetic, but not unexpected.

SOL

Welcome, Phasmus. Not even your dour presence can spoil this day.
Behold, I have found a new home for our tribe!

PHASMUS

If you knew this place's history, perhaps you would not be so eager, Sol.
But don't let us stop you.

Dialogue 3.4

Background: Keida's Oasis

SOL

I have found the source of the oasis's pollution! A foul ooze slumbers beneath the spring.

PHASMUS

We are impressed, Sol. Perhaps you are the leader our people deserve.
But if that is the case, we wonder why you would settle on this patch of green when we're entitled to so
much more...

SOL

Speak your mind, Phasmus. No more riddles.

PHASMUS

Very well, cousin. Finish your slaying and we will tell you about Skyreach, city of cities, and the true
home of the Sun Falcon Tribe...

Tier 3 Outro

ARGUS

Long ago in Skyreach, greatest of cities where mist spirits roamed wild, there lived two great families.
One group worshiped the mist spirits and trusted them for protection. The other believed mankind
should grow stronger and free themselves from the spirits' influence. The second family was betrayed
and exiled to a harsh life in the desert. They would become the Sun Falcon Tribe.

Tier 4

Tier 4 Intro

ARGUS

Once Phasmus had planted the seed, Sol could not let go of the idea that his people deserved justice.
And so, he set forth with a new goal in his mind -- he would retake Skyreach for his people! As he began
his ascent, Sol came upon another traveler...

Dialogue 4.1

Background: Scarravine

STONE IMP

Ahoy there, friend! Wanna join me for some refreshments?

SOL

I've been told never to trust a friendly imp.

STONE IMP

Wise advice. But we're friendly when we have something to gain from it.

SOL
And what would that be?

STONE IMP
Protection! The beasts here in the mountains are far too menacing for me to handle.

STONE IMP
(Cont.)
If you protect me to the other side of the Scarravine, I will give you food and water.

SOL
I accept your offer. But if you betray me, you will die. Painfully.

Dialogue 4.2
Background: Scarravine

STONE IMP
The name's Rikshaw, by the way. What brings you so far from the desert?

SOL
I am headed to Skyreach.

RIKSHAW
Can't say I blame you. If I had to sleep in scratchy sand dunes, I'd make for Skyreach, too! Nice comfy beds...

SOL
I prefer the desert. I am only heading to Skyreach to reclaim my people.

RIKSHAW
A one-man army, eh? Good luck with that...

Dialogue 4.3
Background: Scarravine

SOL
And what brings you to this pass?

RIKSHAW
It's the best place to find strong Earth Gems, of course!

SOL
You risk your life to find gems? Just to sell them and earn coin?

RIKSHAW
Well, yeah. Money makes the world go round, friend. Everybody knows that.

SOL
You are a strange little one, indeed.

Dialogue 4.4
Background: Scarravine

RIKSHAW
Ohh, no! There he is. I'm just going to hide behind you for a bit...

SOL
Nonsense, this fellow means us no harm. He's just a cyclops.

RIKSHAW
Well... I kinda ran off with a bunch of his stuff. But, you promised to protect me, so there ya go!

Tier 4 Outro

ARGUS
At first, Sol was furious at being tricked by the imp, but as the fight with the Cyclops Chieftain wore on, the thrill of facing a worthy foe won out. Sol left the pass invigorated, and he had Rikshaw to thank... but that would not stop him wringing the imp's neck should their paths cross again!

Tier 5
Tier 5 Intro

ARGUS
The road to Skyreach twisted up the mountain like a serpent. As Sol began his ascent, cold winds tried to wrestle him from his path, as if to warn him that he was not welcome here. But Sol could not get Phasmus's words out of his head. Their people once lived like kings in the sky but were exiled to live in the dust. He could not stop now...

Dialogue 5.1
Background: Temple

SOL
The beasts grow stronger the higher I go! They will provide a good warm-up before I retake Skyreach.

Dialogue 5.2
Background: Temple

SOL
The air grows thin and cold, but I am closer to the sun than I have ever been.
Perhaps there is something to living so close to the sky.

Dialogue 5.3 - Background – Temple

SOL

What is this temple? No doubt a place where my enemy worships the demons that betrayed us. Let the people of Skyreach see me reduce it to rubble so that they know what is coming for them.

Dialogue 5.4

Background: Temple

KI

Stop what you're doing at once! I'll let you go no further.

SOL

After all this, they send a little girl to fight? Or are you the strongest this place has to offer...?

KI

Strong enough to defeat the likes of you!

SOL

Come at me, then!

Tier 5 Outro

ARGUS

Sol defeated the guardian Ki, but in his weakened state was driven from Skyreach by the Sages of the Mist - the same spirits who long ago betrayed his ancestors. They expelled Sol and caused a landslide, sealing the pass to Skyreach forever.

Sol realized how foolish he was to let Phasmus goad him into such an attack. But there was still the oasis. His people could have a new home, where they would grow strong again - strong enough to fight back the Grey Wastes and perhaps, someday, return to Skyreach.