

Narrative Design Document- Port Killington Quest Area

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The Story so Far:

Alaine Pendragon, along with her loyal knights of the round table are tasked with dispelling demonic forces that are invading the Earth. As a reincarnation of Arthur Pendragon, Alaine must complete the task her ancestors have completed time and time again but is unable to do it alone. She is tasked with finding the reincarnations of the knights, finding the Holy Grail, and sealing away the forces of Hell for this cycle. Alaine was able to find her first knight, Lancelot, in Northern New York state, and was able to help him regain his memories. The two then journey down to the southern tip of Florida in order to find the second knight, Galahad. Living in the swamps of the Everglades, Galahad was escaping police when Alaine had found him. He is inducted into the group and they escape Florida police, following the southern coast towards Texas, where the third member of their group lives. Parsival lives in a small town outside of Houston and after being attacked by a never-ending demonic army, the party comes to his aid in defending the city. After pushing the forces of Hell out of the area, the group makes way towards southern California, where the fourth member of their group, Caradoc, had been imprisoned in time by Morgan la Fey, a powerful witch that the party must slay in order to break the seal on Caradoc's prison. After an intense fight, they were victorious, but before defeat, Morgan foretold the party of Port Killington, a town that would be imperative to their journey. The group journeyed up the coast of California before finally reaching the town, unsure of what exactly they were looking for.

The Town:

Introduction:

Port Killington is a town based on the real-life location of Fort Bragg, California. The small town of Port Killington resides on the coast of California, but with no immediate beach access. Instead, the town was built on cliffs, with the waves crashing against it far below. This town plays a pivotal role in the main story as this is where the main antagonist, Mordred is met for the first time, as well as a location for another knight's reincarnation.

Main Questline-

1. New in Town:
 - a. The group arrives in Port Killington and immediately, things aren't quite right. There is evidence of demonic powers tormenting the townsfolk. The group must scout the town for any clues as to what is going on here.
 - b. After scouting the town, the player found out that someone is leaving demonic symbols throughout the town, drawing demons to key locations, be it houses, stores, anything. The only real clue they have is someone who has knowledge of these symbols has to be a reincarnation of a knight, or someone worse.
2. History Lessons:
 - a. After gaining this information, the group splits up to search for these symbols, leaving Alaine by herself to walk around the town to search for anything new. Alaine is drawn towards the museum, unsure, but she knows something important lies within.
 - b. After entering the museum, she is met with a mini boss fight against Mordred's reincarnation. Throughout the fight, Alaine is unable to deal damage to Mordred, and instead must survive waves of demonic forces.
 - c. After surviving, Alaine escapes the museum to reconvene with her party to discuss what just happened. The group realizes that Mordred is behind the demonic symbols, and somehow gained the knowledge of these symbols from a knight, meaning one of them must be in town as well
3. A New Mindset:
 - a. Alaine and Galahad team up to find the knight but was unable to find them. They ask around the town for any old locations, as many reincarnations are drawn to ruins and artifacts. They gain the knowledge of a stone tablet that sits on a hill overlooking the sea.
 - b. Alaine and Galahad move towards the ancient tablet. The writing is illegible to them, being written in a demonic language. After analyzing the text, they are met by Bedivere's reincarnation, who acts different.
 - c. Immediately, he attacks them not letting them get in a chance to say anything. The two are forced to attack him without the party. Throughout the fight, it seems that Bedivere is imbued with demonic strength. Upon closer inspection, Alaine sees his clothing bears demonic symbols that are reminiscent of the ones found around town. After he is defeated, the two remove the symbols, which breaks the spell on Bedivere.
4. Stonecutting:
 - a. After breaking the spell on Bedivere, Alaine and Galahad explain the circumstances to him, and they need his help in defeating Mordred. He eagerly accepts to exact revenge on the man who used his knowledge to harm his friends. After talking, Bedivere reveals that he was investigating an ancient coastal cave beneath the town when Mordred ambushed him.

- b. Bedivere leads Alaine to the cave, while Galahad rounds up the rest of the party. Alaine follows Bedivere down precarious stone steps that hug the cliff before reaching a massive stone door that was already open. Upon entering the chamber, they are ambushed by a Hellion Defender. With her new party member, Alaine swiftly brings the defender down, which reveals a hidden cavern behind him.
- c. In this hidden chamber lies a sword, Excalibur. Alaine immediately recognizes it and goes to grab it but something was amiss. It had no power and was just a regular stone sward. With Bedivere, they leave the cavern to meet up with the rest of the knights
- d. With the other knights caught up to speed, Bedivere gives some insight on a location, a hidden spring in the wilderness of Oregon that might be able to restore the sword to its full power. The party makes their way to the edge of town ready to move on to their next location

Side Quests:

- Graffiti Cleanup:
 - Requirements: Cleanse 5 demonic symbols
 - Rewards: Holy Water, Currency
 - Description: Assist the people of Port Killington with their demonic problems, and cleanse the demonic symbols
- Call the Electrician:
 - Requirements: Kill 4 Static Imps, Cleanse demonic symbol
 - Reward: Unlocks shop in town
 - Description: Given by a local business owner, Alaine comes across a store that is without power, while everyone else seems to have it. Upon talking to the owner, she realizes that there are demons causing mayhem.
- Buried Treasure:
 - Requirements: Find the hidden treasure at Killford's Point
 - Rewards: Currency, Ice Runes
 - Description: An old man was looking for a time capsule that he had buried many years ago and would like your help finding it. After digging it up, you find an ice rune (which looks like a regular stone to the old man) and he offers it to you as part of the reward.