

There have been more versions of the story of Divinity 2 than there are teeth in our collective mouths. This is one of them, an early 2007 one.

Divinity 2

Story Document

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Confidential information



Story for Divinity 2

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Tiny Summary

In divinity 2, the player has to eventually battle Damian, the Damned One, in his flying castle-fortress.

This feat can be attempted at any point during the game. The player must gather resources, personal strength and allies to accomplish this. Thus the player has the freedom to make his own plans and plot his own course through the game.

Background

Damian has finally returned from his prison on Nemisis. He did not like what he saw on Rivellon: Ferol people lived under firm demon control. His Black Ring was merely a tool for the demons, and not its governing body. There was no room for the single dark ruler he had always desired to be.

There were no great demon armies. These had been defeated by the Divine One and the Elves. Instead, the demons fooled the people of Ferol to believe in some false religion. Damian detested this sneaky, backward way of ruling.

Damian's father and opposite, the Divine One, was nowhere to be seen. The Divine order reported him dead, slain in combat against a demon. This did not please Damian either, who preferred to do the honor himself.

If Damian was to be back in control of all the living races, he needed to rally the Black Ring and show the demons who's boss. His powers had grown considerably during his stay on Nemisis, and he felt up to task of defying the demons.

He invaded the ancient but abandoned castle Stormfist, and turned it into his stronghold. Then he raised the castle straight up out of the ground and gifted it with a limited mobility. He commanded his most talented commanders to do the same with smaller forts. With this armada of flying fortresses, he could wrest control of the races from the demons.

Furthermore, Damian infiltrated the most powerful military branch of the New Order, the Dragon Slayers, and turned them into his own personal bodyguards. The demons did not suspect a thing, as the Slayers continued most of their duties without a hitch.

The demons had destroyed most of the planet beyond Rivellon, but they kept the lands of the humans and Elves alone. The humans because the demons loved to deceive and play with their prey. The humans, too, were used for experiments and torture. Their very suffering fueled the demon souls.

The people of Ferol were fooled by an extensive web of lies; the demons disguised themselves as angels and overthrew the old Divine Order. In its place they erected the New Order, and replaced the just laws of the old with the twisted rules of the new. Currently, a gigantic majority of humans follow the doctrine of the disguised demons.

The Elves were never conquered because of their zeal and magical prowess. Several attacks were staged but struck down by the Elves. When the demons amassed their largest army ever, the Elves responded by calling upon the primal energies of the stars to devastate the army. Alas, this weapon also took out all of the Elves, Dragons and landscape. After this, no major attack has been staged on the southern lands, and they are in relative peace.

The Elves might be gone, but in their place came the Dragon Elves. These were the survivors of the great weapon; fused creatures both Dragon and Elf. Their minds were haunted by two voices which left the Dragon Elves very uneasy and uncomfortable.

Several Dragons survived, most of who belonged to the ancient Dragon Council. They decided they had stood idly by for too long and took action. They sought after ancient towers called battle towers. They had belonged to rulers called Dragon lords. Even though the original Dragon Lords had betrayed the council, the Dragons thought it best to bring back the Lords, to fight the demons. They suspected great corruption in the New Order, but needed human soldiers to investigate this suspicion.

They picked 5 chosen ones, humans of great stature and moral standing (and malleability) and groomed them to become the new Lords.

Alas, it was not to be. The Council was betrayed and exposed. Dragon Slayers eliminated the council and slew all the Chosen ones, save one. This one escaped west, to Broken Valley...

The game begins

The player is an apprentice Dragon slayer. He knows nothing of the corruption in the higher echelons, nor does his fellow apprentice Slayer Marius, nor his superior sergeant Rhode. These three are sent to Broken Valley to investigate a report of Dragon activity.

Marius, eager to please his commanders, sets off immediately in search of the Dragons. Rhode stays in the village to coordinate the placing of Dragon defenses.

In the village, the player can help the villagers with some local problems. His position as a venerable Slayer gives him many privileges but also means many of the villagers see him as a hero who can solve their problems.

At one point, the Player will travel into the valley and encounter the Dragon he was supposed to look for. He spots the creature performing some kind of ritual with a mysterious man. The player can attack the two using a special weapon that Rhode gave him. If the player takes no action but waits, he will be spotted by the Dragon and be attacked nonetheless.

The weapon kills the Dragon and the mysterious man, but the ritual does not end. Swirling energies were released and now furiously seek a host. The only target is the player. The energies enter the player and cause him to black-out.

When the player awakes, he is still in the forest. Over him looms Rhode, who has woken him up. She congratulates him on a job well done. She has found no trace of the second Dragon yet, though.

At this point, the player turns into a Dragon for the first time. The player has no control on whether he becomes one or not, or how long it lasts, but he can control the Dragon. For this scene only, he has no fire breath and can't fly away. Rhode attacks you, and you have to knock her out. If you have done so, you will change back into human form.

Now Hiero enters the scene. He has been watching you from the side lines. Accompanying him is a grey old man in wizard's attire. He says his name is Zandalor.

Hiero seems outraged. He says that you have interrupted the ritual, killed one of the last Dragons and have doomed the entire world. He does not elaborate nor give you a chance to explain yourself. The wizard soothes him and urges you to come along. If you are to escape alive, you had better listen to the tiny Dragon and himself. The unconscious body of Rhode cannot stay here. Zandalor will take her somewhere safe. He casts a spell that shrinks the unconscious Slayer, and puts her, sleeping, in his pocket. His smile reassures the player that she will be okay.

Zandalor says that you will have no control over your transformations unless you receive the blessing of Aegis, god of Dragons. An effigy of him can be found deep in the Aegis temple in the valley. Hiero and Zandalor will await you there.

The player can finish quests in the valley and pick up a few new ones, since he will discover he now possessed the peculiar ability to talk to animals.

When the player enters the last room in the temple, he will meet Hiero and Zandalor again. Hiero reluctantly gives you a Dragon stone, a mighty artifact that can control your transformations. The player is then taken (with a teleport) to the Battle Tower island.

The player's mission

The tower was only recently rediscovered by the Dragon Council. They chose this abandoned tower (there are several in Rivellon) because of its strategic position. It lies high in the central mountains, completely inaccessible from the ground. It is forever shrouded in clouds.

The Council only thought it was abandoned, but it is not really. When Zandalor, Zandalor's cat, Hiero and the player arrive, they find out the tower is haunted by the undead! A necromancer, secretly undead, has taken control of the tower and will have to be defeated before the player can claim it as his own.

The Necromancer's second in command is an alluring creature half human and half demon. Her name is Sassan, and she will reveal to the player she is in fact a double agent who works for a great power from beyond Rivellon. Zandalor is intrigued by her words and orders you to spare her life. With her help, you can defeat the necromancer and clear the tower of zombies.

Sassan says she works for Maxos the Magnificent. This godlike being has been dead for millennia, but was so powerful he could remain forever, living nor dead, in the Lands of the Dead, and extend his will into all space and time. He commanded her to infiltrate this tower and make sure the necromancer did not destroy it. She has awaited the coming of the new Dragon Lord. She expected someone a bit more impressive than the player, however.

Zandalor explains a lot of things to the player and brings him up to speed. His loyalties, however, lie not with the Dragon Council. Zandalor represents the interests of the Divine One himself, who commands from beyond the grave. Zandalor also says that he has heard of Maxos, ruler of the underworld, and that the Divine One is in within the halls of his castle, within the lands of the dead.

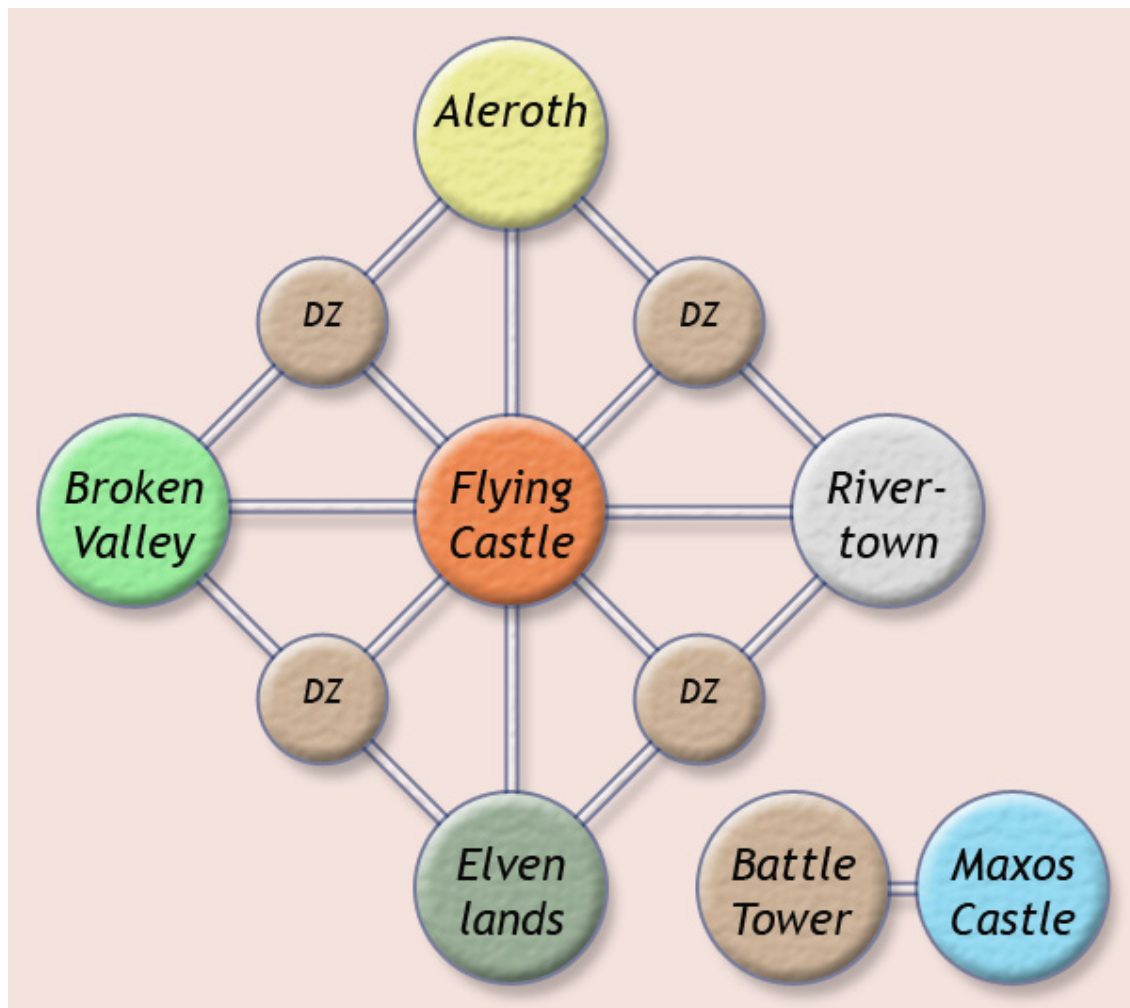
The lands of the dead, he says, are all around us, but they cannot normally be accessed by the living. They exist at the same time and place as the lands of the living, but obey different laws of nature. Within this ghostly plane, vegetation is twisted and wild, and mountains sometimes come alive.

The lands of the dead are a dangerous place for the living. Only the area directly around your tower is safe to traverse. But you do not yet have this power. You have to enter the lands somehow and meet the Divine One. Sassan adds that Maxos, too, would like a word with you.

You cannot enter the lands yet. You will need to use an arcane spell to grant you the power to shift at will between the planes. This spell lies somewhere within the ancient Elven library. Only then can you enter the dead zone around your tower, and find Maxos' castle. There you will meet the deceased Dragon council, the Divine One, and Maxos himself.

Setting the player free

From this point on, the player is set free. His mission is clear, but he does not need to rush. He can explore the world now as he wants.



Abstract Rivellon world map

This map shows all the areas of the game and how they are connected.

The four main areas are connected by lines with a DZ (Dragon zone) in the middle. You must fly/fight through the DZ to get to the other main areas from Broken Valley. Later on, you can also teleport from one main area to the next.

The large central Flying castle can also be reached from all areas. Assault and win in this area to win the game.

The Battle Tower is not directly connected, but they player goes there by teleporting. You can get to the lands of the dead, and Maxos castle, if you cast a spell when at the Battle Tower.

Every main area will be divided into little sub-areas. These sub-areas have a level range for the enemies and traps present there. A player who is much lower than the level suggested for the area will have a hard, if not impossible, time. This will create a natural flow of the game, as the player explores from area to area and encounters level boundaries.

The level ranges of the sub-areas within one zone can vary greatly. Here is an example level range/sub area overview. The numbers are speculated, because we have not yet settled on a leveling progression scale.

Example: (note: in this example, the player is already considered to be level 8 when he leaves Broken Valley, the linear part of the game)

Area	level range
Broken Valley:	
- Village	1-5
- Valley	3-7
- Temple	5-8
- Mines	3-7
- Goblin hideout	12-16 (you can only come here later, on return visits)
Aleroth:	
- Reception	8-12
- Waiting room	10-15
- Forest	12-16
- Goblin camp	15-20
- Slayer fortress	15-20
- Catacombs	17-25

The Dragon zones too, will have sub-areas like this. If a too-low level Dragon flies within these zones, he will face very challenging foes and likely be forced back. This encourages the player to go and level and come back to try later.

There will be quests of many sizes and levels of depth throughout the main zones (and some even in the Dragon Zones). Many of them are elaborate and have several steps and decisions to be made. All quests have consequences for the world, and all quests can have multiple endings. What makes this game different from all other games is that there is no real 'good' or 'bad' way to complete a quest (could also be likened to the 'right' or 'wrong' way). The decision of the player is taken at face value and not judged. You do not get a *better* reward for completing a quest one way, but you do get a *different* reward.

There will also be a deep, rich reputation system. Every NPC can have an opinion on you, which can change the course of a quest drastically. NPC's do not forget and often spread news. This can close off quests, but also open new ones you couldn't get to earlier. We will make sure you can always finish the game, but you cannot see all quests and possibilities in any one game. You simply cannot make friends with everyone.

The major quest lines will be explained in detail later. First, let's take a look at the next step.

Elven Library

Many secrets lie hidden within the ancient library. Sadly, the explosion has cause much of the library to crumble. Its main gate lies in ruins. No one knows of another way in, so you will have to find one yourself.

To make matters worse, you have to navigate a landscape filled with smoking craters, odd, mutated monsters, undead Dragons and confused Dragon Elves.

Many of the Dragon Elves have lost their mind(s). The horror of the fusing was too great for them. The lucid Dragon Elves (they call themselves The New Hope) have grouped together in the old destroyed capitol to try and rebuild their culture and find a cure for their ailment. They can help you find an entrance to the library; they themselves have been trying to find a way in for a long time.

Your primary enemies near the library are the maddened Dragon Elves known as Outcasts (or another name... like Wild Ones). Their mutation did not stop at the fusing of Elf and Dragon, and they have grown uncontrollably. These monsters now stalk the ruins.

Deep within the ruins you find a great old tome on planar travel. With this information you can infuse your Dragon stone to allow you to travel to the Lands of the Dead and back. With it, you go back to your tower and tell Zandalor.

Lands of the Dead

Zandalor tells you that the Divine is deceptively close. You need only to activate the Dragon stone right there, at the tower, to get to Maxos' castle and his guests.

Maxos castle occupies the same place as your Battle Tower, but in the lands of the Dead. It also looks a lot like your tower, but is far taller and more impressive. Within its walls you finally meet Maxos, who seemed to know that you were coming.

Maxos is a god in these lands. He is the only soul to figure out not to fade away (all dead fade eventually, as they are reborn or disappear forever), and he has never shared this fact. His thousands of years of patience and study has made him extremely wise and intelligent, but also distant and aloof.

You also meet the Divine One, a truly humbling man. He glows with a holy light, and seems to exude goodness and mercy.

The Dragon council also resides here. They are wise in the ways of the Dragon Lords, and can help you. They tell the player to make a choice.

There are two parties. Both have different plans for Rivellon, but they all want to use you as their tool in the real world. It is up to you who you are going to help.

There are three things they both want:

- Damian's armada must be stopped, and Damian must be killed
- There is a corruption in Rivertown, and this must be rooted out, and Ferol's people freed.
- Come back to life

But there are also great differences:

- Maxos
 - o Is a proponent of progress, of industry and of technology
 - o Wants a free market, and a small government where the wisest rule
 - o Knows there is no peace without suffering
 - o Feels that although man came from nature, they have risen above it, and nature must now obey man
- The Divine One

- Wants equality and prosperity for all
- Thinks that the rich should pay to help the poor (forced charity)
- Wants everybody to embrace religion, as it teaches good morals and calms the soul
- Embraces the old traditions of honor and truth, but thinks free thought only leads to subversion

Also, at one point late in the game, you will find the option to focus enough life energy that one soul can be brought back to life? Who will you resurrect? You can only pick one. Choose wisely, because the one you choose will have a great impact on the world.

The rewards that the two give are also very different. Maxos might reward you with blueprints, potions or insight. The Divine gives blessings and can convince people to help you.

Damian's Armada

As described in the background story, Damian and the Black Ring seized control of several major forts and castles. They then raised these out of the ground and turned them into floating fortresses.

These fortresses are no longer in one piece. They consist of a swarm of small 'chunks' of rock and castle. Each chunk has its own function; it can be a defensive structure, or carry a large shield. Others still produce units to harass you, and some provide power for others.

Each of the smaller fortresses has a power source that empowers the main fortress to keep it afloat. If you can eliminate the three smaller fortresses and disable the power sources, Damian's fortress will be severely weakened.

Damian's Armada now threatens all living being on Rivellon, whether they are human, Dragon, Dragon-Elf or demon.

This armada is spread out over Rivellon, and has only just begun its reign of terror. The flying fortresses move at a snail's pace, and have, as of yet, not reached any major important locations. Time is running out, though.

All of the armada is visible over the horizon in almost all of Rivellon. Stormfist - Damian's personal fortress - is by far the largest and looms at the horizon at all places but Rivertown. It is much closer to Rivertown, and a constant threat to the people there.

Assaulting the Armada

At any point in the game (at least after the player has claimed his Battle Tower), the player can attempt an assault on the Armada. Level does not restrict you in *trying* an assault, but the islands will have formidable defenses, so it is required to level up in order to be able to *win*.

The Islands are assaulted by simply flying towards them. The islands float over the main areas, but over the Dragon Zones (in between areas) instead.

The larger ones have many chunks, which can all be eliminated individually. You can try to defeat as many as you can and then come back later. Chunks will not grow back or return.

The defenses will spot you, and start firing. Depending on the island, this varies from having to dodge a few arrows to near-instant death.

There is always the option of escaping and breaking off the assault. Simply fly away from the castle. This will cancel your assault and you're safe after that.

The player does not have to face the Islands alone. He can bring many kinds of help. See chapter section on Assault Help below.

Flying fortress chunk design

Air assault buildings can be blasted and have hitpoints. You cannot land on them and you cannot enter them.

The opposite are ground assault buildings. They have no hitpoints but you can land on them. You can then enter the interior and take out the chunk by defeating an enemy inside.

- Central Keep
 - o Damian's lair
 - Ground assault
 - Houses damian
 - Has three shields - disable all three to enter
 - Defeat him to finish the game!
 - o Chapel
 - Ground assault
 - Endboss inside
 - Has two shields
- Defensive structures
 - o Shield spike
 - Not ground assault nor air assault - you disable this structure by taking out a power station
 - Projects a Dragon shield around itself
 - o Lightning spire
 - Ground Assault
 - Very slow but very long range gun
 - o Gun tower
 - Air assault
 - Large slow-moving heavy gun
 - o Bat rock
 - Air assault
 - Has many small caves that house bats
 - The bats debuff you and try to disorient you, while doing minimal damage
 - o Archer wall
 - Ground or air assault (killing all troops will disable it)
 - A piece of flying wall
 - One version with corner tower, one without
 - Has many archers that can't shoot far, but they shoot very fast

- Barracks structures
 - o Raven aviary
 - Air assault
 - This structure houses ravens
 - Sends out giant ravens to harass you
 - o Demon spire
 - Ground assault - kill the queen
 - Sends out flying demons
 - o Wyvern roost
 - Ground assault - smack all the eggs
 - Sends out wyvern riders
- Resource structures
 - o Power building
 - Ground Assault
 - This power provides magical power to adjacent buildings
 - Destroy it to weaken or disable defensive buildings
 - Also disables shield on some chunks
- Tech buildings
 - o Ammunition depot
 - Air assault
 - Blow this up to limit the firing rate of all guns
 - Explodes violently; be careful. Can take out other chunks if they were too close
 - o Officer's towers
 - Ground assault
 - Large tower that houses one of the Black Ring officers
 - Shouts commands at the ground forces, boosting their morale
 - o Wizard's tower
 - Ground assault
 - This wizard puts all ground troops in a killing frenzy
 - Take him out to stop the troops from getting this bonus

Assault help

Many of the quests in the game will revolve around getting help to attack the Armada. You can find help in the strangest of places, even from those of whom you'd not expect.

Most help comes in the form of a one-time bonus or ability. You must then choose the right time in the assault to use this ability. The right timing can mean the difference between victory and defeat. One-time means that you can only employ this temporary power once in an assault, but does not mean you cannot use it in the next assault. As soon as you complete or flee an assault, all your powers are returned and ready to use again.

Some of the powers can only be used in an assault, while others are available in Dragon zones or even in main areas.

There are three types of Aides:

- One-shot abilities
 - o These are used once per assault to make an instant difference
- Summons

- Calls upon an ally who will help until it dies or a time passes. Can be used once per assault
- Charged abilities
 - A special ability that can run out of power. Can be charge or time based. Can be always on or require activation. Will recharge complete for each assault.

Please note that there are also many things that can help you in an assault, but do not fall under the Dragon Aide category for the following reasons.

- they can be used outside of assaults as well
- they do not return/recharge/regenerate when you leave an assault

Potions are a good example of these. They will be most useful in an assault, but you can only use them once.

Aide ideas:

- One-shot
 - Maxos
 - Rewind
 - Maxos uses his influence over time and space to rewind local time (man, is he powerful!)
 - Reset timers on all your abilities
 - Will not reset the timer on rewind
 - Divine One
 - Sanctuary
 - The Divine one focuses his gaze (even from beyond life) upon an area
 - All combat stops
 - It's a time out
 - Take these precious seconds to get your bearings and heal yourself
 - Goblins
 - Operation Goblin Drop
 - Goblins have mastered flying through their construction of ramshackle balloons
 - Using this ability calls in the Goblins
 - It takes a while for them to get there, so you have to think ahead
 - A number of balloons show up and drop bombs on enemies
 - New Order
 - Hellfire
 - The demons of Rivertown can use a long distance infernal spell on a location you choose
 - Fire will rain down from the sky
 - Lovis
 - Curse
 - Lovis is well versed with curses. He can teach you a very potent one, that can be used only once (this could also be a charge power!).
 - The curse will debuff enemies
 - Bandits

- Bribery
 - The bandits can get their fingers in anywhere. They have bribed some of the soldiers; you just need to give the signal.
 - Make a few soldiers or the crew of a warmachine fight on your side.
- Summons
 - Maxos
 - Summon Flying Machine (or wraith?)
 - Maxos' faction also needs a flying, summonable ally. Options are:

machine fit with Maxos' technological focus.
 - Ornithopter machine
 - Zeppelin machine
 - Helicopter machine
 - Balloon machine
 - Ghosts or wraiths fit in with Maxos' Lord of the dead motif
 - Wraith
 - Undead Dragon
 - Ghost Dragon
 - Ghost big bird
 - Summon construct
 - Golem like construction is brought in
 - Tough but slow fighter
 - Ground only
 - Divine One
 - Summon Pegasus
 - The Divine can show you how to find and talk to the Divine Pegasus, if you tell them of the Divine One's plight, they will help you in combat
 - Pegasus are protected by 'holy luck' - arrows just don't hit them often, they're too holy.
 - Pegasus will heal you
 - Pegasus can do a kamikaze (holy sacrifice) attack
 - Summon Paladin
 - A paladin from the resistance is gated in
 - Healer and fighter
 - Blesses you for as long as he is around
 - Ground only
 - Goblins
 - Summon Goblin zeppelin
 - Goblins might make crappy zeppelins, but they make up for it by their numbers and bloodlust
 - Fragile zeppelin that can shoot a hail of arrows
 - Even sometimes fires Goblins!
 - Summon Goblins
 - The Goblin shaman knows how to teleport a few of his warriors. He can send them to help you

- Ground only
- Aleroth Champions
 - Do the Aleroth champions need a flyer? I can't think of one.
 - Summon squad of Champions
 - The champions are able fighters and healers
 - Ground only
- New Order
 - Summon Angelic
 - Doing quests for the New Order can give you the ability to call upon the help of an Angelic
 - Angelics help you in the assault until you win or they die
 - Angelics are amazing melee fighters and are protected by a holy shield. Can also shoot fireballs
 - Summon Seeker squad
 - Seekers might be loud-mouthed vigilantes, but their Order training makes them able fighters
 - Ground only
- Charged abilities
 - Maxos
 - Napalm breath
 - Maxos knows of a special concoction. He can show you how to make some
 - Does not function as a potion, even though it can be described as such
 - Empowers your firebreath to extreme levels
 - Runs out after a few seconds
 - Doing more quests can upgrade this ability
 - Red mercury grenades
 - Maxos can give you the plans to make some grenades
 - You can use each grenade only ones during an assault, but you can restock at your tower after an assault (in effect, they recharge automatically after assault)
 - Gives a big bang
 - Divine one
 - Blessing of protection
 - This blessing is given to you by the divine after a quest
 - Doing more quests can also upgrade this ability
 - Protects you from damage until it runs out (it has its own hitpoints)
 - Doing more quests will make the blessing stronger and allow it to take more damage
 - Goblins
 - Chain lightning
 - The Goblin shaman teaches you an elemental spell
 - A powerful lightning spell
 - Stuns enemies
 - Aleroth Champions
 - Healing crystals

- The Aleroth champions can provide you with a stash of Healing Crystals
- You are allowed to use them in an assault
 - After the assault, all crystals you used in the assault will be back
 - If you use these outside of an assault, they will not return, so use with caution
- Healing crystals completely heal health and stamina of a target
 - Doing more quests will give you more crystals
- New Order
 - Banish
 - This powerful demonic spell can be used with special scrolls
 - You can get these scrolls by doing quests for the order
 - Banish can make a single target (if they're not too large) disappear
- Dreamers
 - Invoke dreams
 - Can put enemies, or groups of enemies to sleep
 - Do more quests to get more 'uses' of this spell

Location specific content list

Broken Valley

- General setting/feeling
 -
- Factions
 - Miner's Guild
 - Bandits
- Buildings/areas
 - Village
 - Mine
 - Lovis Tower
 - Bandit camp

Aleroth

- General setting/feeling
 - Aleroth has turned into a dark version of Lourdes. The sick go here (almost like a pilgrimage) to be healed and indeed redeemed of all sins. But no miracles are wrought here. The medicine is effective but incredibly expensive. Several Goblins have to die for each dose of the medicine. The guards and champions, who control the operation, are highly corrupt and not only accept bribes, they *expect* or even *demand* them.
 - Officially, everyone has to wait for their turn in the waiting room to be helped, but the reality is that the rich are helped almost immediately, as long as they

- pay astronomical sums. There is also a great deal of nepotism. If you have a relative as a guard in Aleroth, your chances of survival are much higher.
- Bureaucracy reigns in Aleroth. The sick and their families (who are pampered and distracted in the inn and 'museum') have to fill out a stack of forms and waivers. There are a lot of 'options' for the treatment of the ill, each more expensive than the other.
 - Where does the money go?
 - The champions in Aleroth are making tones of money. The New Order knows this and has imposed a special income tax on the champions. The greater part of the money thus goes back to Rivertown.
 - The Slayers are a separate agency and do not pay taxes to the New Order. They now are offering to take over the Aleroth operation for a great sum and the use of their new weapons by the New Order. This is why there are negotiations between the slayers and champions.
 - What can the player do?
 - The goal is to reach the catacombs. The player has to infiltrate Aleroth from the top to the bottom, and there are several paths to take
 - As a visitor. The player can be a tourist in Aleroth, and try to find a way into Aleroth from Old Town. No visitors are allowed there, so the player will be attacked if he is discovered skulking around the wrong areas
 - As a guard-wannabe. You can get to the deepest levels if you infiltrate the organization. Apply for a guard and prove your mettle. Then try to work your way up to the top, and you're allowed to go where you want.
 - As one of the sick. The player can fake a sickness, or be really struck by something - let the player's previous decisions decide this. He is then forced to take the long road - through the horrors of the waiting room. He does end up directly inside the lab at the end, though.
 - Factions
 - Goblins
 - Healer Champions
 - Vendors
 - Old Town:
 - Aleroth Gift shop.
A descendant of George has a little general store in Old Town. Here he sells to visitors. He stock mainly decorations, maps and souvenirs, but he also has a secret stash of old things he found in old town. Some of it belonged to his grandfather, George, and other things belonged to Mardaneus.
 - Champion Fortress:
 - Fortress blacksmith.
A seasoned veteran soldier is now the blacksmith in the fortress.
 - Fortress alchemist
An alchemist has taken up shop in the fortress, taking care of some healing and the manufacture of salves that hide the scent of a human in a forest - very handy if you have to sneak up on Goblins.

- Buildings/areas
 - o Reception
 - Visitors to Aleroth are ordered to report at the reception. This clean and inviting place is the first thing visitors see of the town. Names are taken and forms handed out. A full administration is made recording who goes in and out of Aleroth.
 - o Sick entrance
 - The sick may not enter the reception and are taken to the sick entrance. Here, guards in heavy suits and masks examine the sick, take bribes and take the sick to their place in the waiting room.
 - o Museum/Old town
 - Many houses in the old Aleroth are now replaced by the new clinical buildings of the Champions. What remains are the houses of Otho, Mardaneus and Lanilor. These three, and the gardens and footpaths around them, have been restored to their old glory and made into a museum.
 - There is a guide on each corner and behind every barrel, almost literally. They generally speak a lot of lies and twist the history in the favor of the Champions and the New Order. Expect them to tell you that The Divine One declared the town to be holy, and that he invented the Healing crystals.
 - o Gift shop
 - As if the champions aren't draining enough money out of the pocket of the families of the sick. There is a gift shop where they can buy souvenirs of Aleroth
 - o Wall
 - Aleroth is divided into two distinct areas: the outer part is where Aleroth receives visitors and where the sick enter the waiting room. The inner part is where the sick are taken to be healed and processed. The wall itself is made from two parts: the old wall of Aleroth separates the village from the countryside. A second, higher, wall closes off all buildings north of Aleroth from the countryside. Unless you sneak through the forest or pass through the waiting room or guard gate, you cannot get to the north of the town.
 - o Waiting room (poor)
 - The waiting room is by far the largest structure in Aleroth. Inside, it is divided into several sections. There is the rich and the poor part, and these parts also have smaller, connected, sub-parts.
 - The sick that had no bribes or family connection with the guards are taken here and given a number.
 - The waiting time can be very long. So long that many people die in the waiting room before they can be helped. Guards often patrol the rows of benches and gurneys to look for signs of people who have died, to take them out and reclaim their number. Sometimes they help a sick person over the edge - anything to speed up the process.
 - Remaining in the waiting room can be a very detrimental business. Disease is everywhere, and is often allowed to mix and form new strains (see hospital syndrome).

- There is often fighting between waiters. Survival of the strongest. If you can steal the number of someone who is ahead of you in the line, you have a greater chance to survive.
- Waiting room (rich)
 - Things are very different in the rich section of the waiting room. There are comfortable beds, more guards, good ventilation and medical attention. The bribery continues into this room, and the patient with the boldest bribe is usually the next in line.
- Inn
 - There is a profitable inn in Aleroth that rents out expensive rooms to family members that are awaiting the fate of the sick. The Inn is usually only occupied by the rich and the few poor who have a very large sense of hope.
- Morgue
 - People that perish in the horrible conditions of the waiting room (the poor one) are brought to the morgue. Family of the deceased then have a last chance to pay additional fees to revive the deceased. They have only hours to decide, before the body is 'processed' and buried in the graveyard.
- Graveyard
 - This walled-off section is not the same place as the old graveyard of Aleroth (the old graveyard is part of the old town tour). The new graveyard is much larger and lacks tombstones or decoration. All people who die in the waiting room go to the morgue first and then, if they are not revived, they are buried in the graveyard, without further marker. No one is allowed access to the graveyard. Recently, the graveyard is overflowing, so the Champions installed the incinerator and called it an 'additional customer service'.
- Incinerator
 - If your family doesn't pay the extra fees after your death, they will get the option to have the body incinerated or buried. The burial option is more expensive, but you do get an official document of burial. The family is not allowed to visit the grave, however. If you choose incineration/cremation, you get a choice of urn, and the ashes will be sent to you.
 - A black smoke rises from the incinerator's tall smokestack day and night.
- Catacombs
 - Deep down in the catacombs, the priest Deodatus discovered the secret of the healing crystals, and he began his experiments. His laboratory is still down there, churning out healing crystals at an average rate of two per day. The demand is huge, so he is looking for a new place for his laboratory. The only place he can look is on the surface, however.
 - There is an entrance to the catacombs in the well in the center stair.
 - There is a second entrance recently dug; Deodatus uses it to reach his new lab, and to move his equipment through.
- The lab
 - The lab is now much more like a factory; not much more experimenting is done. There are vats with Goblin blood, heart

everywhere and nasty-looking machines. Magical energy flows from corner to corner creating an unnatural wind.

- Beggar's camp
 - The sick that come to Aleroth with all hope but no money are not even allowed inside. If you can't pay the entry fee, you're not going into the waiting room. So, there are always a few stragglers outside of the walls. Under a great lonely tree, they have set up camp.
- Washing area
 - South of Aleroth, downstream of the river is a small rapid, which is a perfect place for people to wash themselves and their clothes. The graveyard, upstream, has been 'leaking' bodies recently. The decomposing bones create a natural reaction with the river's water. This results in a kind of natural soap.
 - The outcast sick that wait outside the city walls use this place to wash their clothes. Sometimes, a body washes ashore, causing great commotion.
- Goblin forest
 - Ancestral home of the Goblins. It is a very lush and wild forest, and some of the oldest trees on Rivellon can be found here. The Goblins live in harmony with nature. There is a large Goblin camp in the middle of the forest, surrounded by traps. If you walk past it, you would never see it unless you knew where to look.
- Haunted forest
 - This part of the forest has grown dark and twisted. Anyone who travels in this part of the forest is never heard of again. Screams can be heard day and night. Out of the forest now come crazed animals. In the night, boars, wolves, bears and even deer emerge, with glowing red eyes, oversized fangs and twisted, blistering skin. These are a threat to all, even the nature-loving Goblins. Monsters have also been reported, coming from the distant forests in the south and now inhabiting the local forest and driving the local animals mad.
 - Some of the wild new plants and animals from the New Forest in the Elven lands has penetrated into this forest.
 - You can take care of the haunted forest in a quick way and a slow way.
 - You can try to heal and strengthen the local nature, and disallow the Champions and Goblins from hunting the indigenous species.
 - Or you can put a torch to the forest.
- The black fountain
 - At the center of the now haunted forest lays the Black Fountain. This was once a holy place for ancient druids. The fountain has long since been forgotten. When the healers came to Aleroth long ago, they drew on the powers of this ancient place without knowing it.
 - The fountain ran dry because of overuse. The healers of Aleroth slowly ran out of healing powers and had to rely more and more on natural healing.
 - Now that the balance has been disrupted, the fountain has come alive again, but instead of spraying life-giving waters, it spews forth black bile.
- Champion base

- North and not so far from Aleroth lies the fortress of the Champions. Guards and Champions are trained here and the mayor of Aleroth (also chief-in-command) resides here. The fortress is complete self sustaining, as it has its own blacksmith, alchemist and kitchen.
- The fortress has a great weakness: the northern wall. The builders of the fortress never anticipated that something would come from the forest, only from the plains to the south. That is why the fortress has only a wooden wall to the north, and no enclosure. The goblin threat rushed the champions into a building frenzy as they try to make defenses.
- The Fortress also has a treasure chamber. Here, the collected money gained by the champions is hoarded.
- Slayer camp
 - Recently, the slayers have been taking a very active interest into the affairs of the healers. They have built a little camp near the champion forest. It is also in danger of being attacked by the goblins, but the slayers are well armed. They have brought a few of their new chemical weapons along with them and are using this as negotiation leverage.
 - Many champions do not agree with the interfering of the Slayers. They are also afraid that if the slayers take over, a lot of the champions are going to lose their jobs.

Elven Lands

- General setting/feeling
 - When the great explosion occurred, the greater part of the Elven civilization was wiped out. What was left behind was a handful of Elven survivors and something entirely new: The Dragon Elves. These were Elves and Dragons fused together. Two bodies became one and two minds occupy one head.
 - Many Elves failed to adjust to their new bodies and their destroyed homeland, and went mad. There were many conflicts and the future looked dark for the Elves. Two of the Dragon Elves, Huuron and Rakarel, left the ruined capitol and vowed to forget the past and start anew. They would also look for a cure to their miserable condition. Many of the more mentally stable Dragon Elves went with them. They called themselves The New Hope.
 - The Dragon Elves that remained in the old ruins, called the Wild Ones by the other Elves, eventually overcame their madness and discovered a new sense of peace. They came to accept their new forms and started rebuilding the old capitol.
 - The two sides have worldviews that do not coincide. The Hope wants to undo the change, while the Wild Ones embrace it. One longs to return to the past; the other embraces a new future.
 - Elves have always had an influence on nature and vice versa. Where nature prospered, so did the Elves. The great destruction of the explosion wounded nature deeply - this had an immediate effect on the health - physical and spiritual - of the Elves.
Now Nature begins to regrow in the image of the Elves that live there. In the south, near the old capitol, the trees are wild, twisted and full of anger.
 - In the north, however, the New Hope is trying not to stop this growth. They want the old forest back, but it will not grow, because the Elves themselves have changed. Thus the Elves must find a cure first, only then can they regrow

the forest in the old way.

- A few years ago, a demon army was marching on the Elves. It was to be the final battle. The Elves were hard-pressed, and had to come up with a defense double-quick. The local Dragons came to the aid of the Elves. It was them who came up with the idea for making a great weapon to destroy the demon army in one swift stroke. The bomb was born
 - The Elves never asked the permission of nature to create, let alone use this device. Nature abandoned the Elves that day.
 - When the bomb was set off, the lands would be changed forever. The explosion vaporized the demon army, but it also destroyed most of the Elven homelands. Almost 95% of all Elves died in the explosion or in the resulting sickness. The survivors will tell you that those who died that day were the lucky ones. The explosion caused several of the Dragons and Elves to merge together; their flesh fused and their minds shared.
- What can the player do?
 - Go with the Wild Ones or go with the New Hope.
 - The former wants to regrow the forest as fast as it can, with the new nature that comes from the symbiosis of the new Elves and nature.
In order to make this come true, the Wild Ones need water. The nearest lake, however, is under control of the Hope. Thus the lake, and its dam, is a strategically important place.
 - The latter wants to prevent this new forest from appearing at all costs. They often burn down the new trees. They are also looking for a cure to their condition. They are desperate to commune with nature and offer their apologies, and ask for a cure. Yet the only surviving shrine of nature is closed off, and there is no apparent way in.
- Factions
 - Dragon Elves
 - Wild Ones
- Vendors
 - Wild Ones base
 - Blacksmith
 - Healer
 - Alchemist
 - Imp Kingdom
 - Imps are always happy to do some trading. They have found many ancient artifacts that can be very valuable
- Buildings/areas
 - Ruined capital
 - The Elves' ancient capital. It was once a magnificent place, but the giant explosion has broken the giant trees in pieces and scattered them about, in a radial pattern around the center of the capital. Many of the stumps still stand and are an impressive sight. The top piece lie scattered everywhere.
 - Wild one base

- The Wild Ones are trying to rebuild the old capital. Instead of trying to reassemble the old trees, which would be nearly impossible, they intend to clean it up and secure the pieces, and then have vines and moss cover it all up. After that, they will build a new city on top of this new, green 'mountain'.
- The process has already started on a small part of the city. Here, two top pieces of the broken trees, with their massive crowns relatively intact, have been fastened together. Using rope, vines and moss, the structure is now stable. On its top is a new tower, made entirely out of bamboo, vines and moss, and covered in beautiful flowers.
- Valley of Fallen giants
 - Scattered around the ancient capitol was once a vast forest of giant trees. These giants were not as gargantuan as the trees in the capitol, but still very impressive.
Now, almost all of the trees have fallen over. They were ripped in twain by the explosion and all lie horizontal, radiating from the capital. Many of the trees have had their roots torn from the ground, and now lie at an awkward angle; half under- and half above ground.
 - The fallen trees can be tricky to navigate, but one can jump from stem to stem and walk along the trees' length.
 - There are many caves and hollows under the fallen giants. This is where imps have started a new kingdom.
 - The Wild Ones intend to leave the stems, and grow a new forest right on top of it. They cannot do this until they irrigate the valley.
 - The Hope, in contrast, wants to heal the old trees. This massive undertaking will require that all trees be lifted back up and placed on their roots again, after which the healing can begin. If the Wild ones manage to flood the valley, the trees will rot and can never be healed again. What's worse, the imps living under the trees hold the secret to undo the fusing process - if the valley is to be flooded, the Hope cannot be helped (unless the player learns the secret in time).
- Imp kingdom
 - Imps always appear where you least expect them. Quickly after the giant trees in the valley were leveled, the imps discovered the hollows and caved underneath the fallen logs and made a home there. They were attracted to the multitude of Elven treasures buried there, and the free magical energy from the explosions that pervaded the soil.
 - The imps multiplied and are now a large community that cannot be denied. They have dug tunnels far and deep and have discovered secrets the Elves didn't even know about.
 - The imps have dug their way into the ancient library, but are afraid to explore it, since there are monsters inside. This is one of the possible ways into the Library
 - If the valley is flooded, the imps will all drown, and their knowledge lost. The entrance to the library will also collapse, but there will still be other ways in.
- New forest
 - The Wild Ones have already started on regrowing the forest. This area is west of the capital. Here, new kinds of animals have appeared and live in harmony with the Wild Ones.

- These new plants and animals do *not* live in harmony with the rest of the Elven lands, however. The animals are ravenous and wild, and are attacking the original animals and the Dragon Elves of the New Hope. Some of the animals have even been spotted as far north as Rivertown. These animals have been taken to the Prison, but more information about this story arc can be found in the Rivertown section.
- This new wildlife is also connected to the haunted forest near Aleroth. It is competing with, and winning from, the local natural forest. Here, it comes in contact with the holy trees around The Source, and grows completely out of control. It is an ecological disaster.
- The Wild Ones can go not further in their cultivating. There is no more water. The natural waterways and canals that once existed have been disrupted. They need a new irrigation system.
- The Wild Ones intend to flood the entire valley, by breaking the dam in the great lake in the north. The water will flow not over but under the area of fallen giants.
- Great lake
 - In the north lies a great lake. The Elves had dammed the lake to provide irrigation for the forest, the fields and the many fountains in the capitol. The great explosion destroyed all of the irrigation systems, however. The dam remained intact.
 - The lake itself is artificial. The river once flowed freely through the valley. Elves would not change the flow of a river and eventually the look of the entire valley without giving it proper thought. Through a series of rituals, they communed with nature itself, and asked its permission to construct the dam, change the flow of the river and flood a little valley to make the new lake. After many sacrifices, offerings and healing magics, nature agrees.
 - The Elves erected a magical shrine in the soon-to-be-flooded valley. Here, most of the communing rituals were carried out and the offerings placed. The shrine was to be a monument honoring the cooperation between the Elves and nature itself.
- Lotus shrine
 - The Lotus shrine remains to this day. Its structure is light and magical in nature. It looks like a giant, closed, floating flower. It appears to float on the water in the middle of the great lake, yet it is attached to the lake floor by a long root.
 - There were once many shrines of this type, each commemorating and sealing an agreement between nature and the Elves. The shrines can be used to communicate with the nature spirits and was once the home of oracles and priests. Today, only the nature shrine remains, but no Elves live inside.
 - The New Hope has built its close to the shrine, as they see it as their last and only hope of curing their condition, and eventually, the lands themselves.
 - The shrine is closed, and has been since the explosion. The Elves know not if the flower closed to protect itself or because it was outraged about what the Elves had done.

- The root that anchors the shrine to the lake floor is hollow, but the Dragon Elves do not know this, the inside of the shrine could be reached by climbing up through the root.
- The imps have dug a tunnel that comes close to where the root is attached. Only they hold the key to accessing the shrine.
- Lake dam
 - The dam is guarded by the Dragon Elves of the Hope. Several attempts made by the Wild Ones have been made intent on destroying the dam and flooding the village.
- Dragon elf base
 - The Dragon Elves needed to find a new place to make their home. They have chosen to live close to the shrine in the great lake. Their houses are made from dead wood, as the Elves dare not touch the living wood, and piss off nature even more.
 - The houses are on stilts over the lake.
- Library entrance
 - The old library once had a magnificent gate. Alas, the explosion ripped through it and caused it to collapse.
 - The gate can be cleared by an explosion. There are still 'live' bomb fragments left over, but if you want to use one of those you will need to convince the Wild Ones. If you do not, they will be seriously angry at you.
 - There are alternative ways into the library; see below.
- Library
 - The library is where you have to go to find the secret to accessing the Land of the Dead.
 - The library still holds many secrets and magics. It houses the collected knowledge of several Elven generations.
 - The Elves did not found the library; it was already there when they found it. It was Maxos, the great architect, who created the library to store his own knowledge. Maxos feared that he would one day forget some of his great knowledge, so he built the library. After decades of record keeping and writing books, Maxos became bored (as with many of his projects), and abandoned the library. He also realized (through experimentation) that his memory was rock-solid. He had no need for the library.
 - When the Elves arrived in the valley, they discovered the library and assimilated much of its knowledge into their own culture. This was a great kick-start for the Elven Empire
 - The Elves added many new wings and made renovations, but the old Maxos style (Aegis temple style) pervades throughout.
 - The explosion did more to this place than just destroy the gate. Inside, fractures have started to appear, and rooms started to break apart. Powerlines and connectors were severed, tubes shattered and ancient safety measures shut down. This led to a release of magical energies in the library.
 - The magical energies inside, now also known as *the Miasma* have had strange effects on the books inside. Some books had such powerful information inside them that they radiated energy. Now that the safety measures were off, these energies were free.

- The library was composed of several wings, each with a different subject. There was a paleontology wing, a history wing, a marine life wing, a demonology wing, a mysticism wing and an astronomy wing. Each of these wings has been altered by the rogue magics in a different way. It is like the subject matter has come to life
- Paleontology wing
 - Ancient vines and ferns, giant insects and even dinosaurs now haunt this wing.
 - There is a peculiar connection between these extinct plants and the wild 'New Nature' that grows outside.
- History wing
 - The battles recounted in the books are now re-enacted by ghostly warriors right in the wing. Elves, humans, Dwarves and even Dragons now fight an eternal battle.
- Marine Life wing
 - Creatures of the seas now float through the room, although there is no water
- Demonology wing
 - A complete pantheon of demon gods and their dark servants now make this wing unsafe.
- Mysticism wing
 - This wing held books with info on life and death. The book of death was the biggest and largest, and now dominates the feel of the room.
 - The room is the same in both the real world and in the Land of the Dead. This is the only place on Rivellon that is in both places at the same time.
 - In this room, with the help of the book of the dead, you can gain access to the Land of the Dead. You must fuse your Dragon stone with the essence of the book, and you will have the power.
- Astronomy wing
 - An error in one of the books on gravity has become real. Everything is upside down - gravity inverted.
 - If you enter the library through the roof, you end up here.
 - Physics inverted - is it possible?
- Stargazer's dome
 - There is another way into the library. The astronomy wing has a large glass dome roof.
 - Since gravity has been inverted
 - If you fly over the mountains and discover the dome, and then find a way to break the glass, you can enter the library from here.

Rivertown

- General setting/feeling
 - Rivertown has become a sprawling city. But it is also a city scarred in many places. Great contrasts can be seen anywhere. There is no real good and no real evil, but there is not a thing that seems right.

- These are difficult times for the people of Rivertown. There is a great plague that poisoned the crops. No one dares to touch any food that isn't imported.
- The few people that have eaten the poisoned food have lost their minds and turned into horrible monsters.
- Meanwhile, hybrid animals and other monsters have appeared all around the town and farmlands. This has seriously upset the livestock.
- The Dragon Slayers have abandoned their posts as the official guards of Rivertown, without any reason or warning. Bandits have taken this opportunity to start riots in the street. The New Order has their hands full with the plague and now this.

- Factions

The Order and the dreamers share many views with Maxos and the divine, respectively. Yet these factions have a much more extreme view. You must choose between one or the other, but none of them is really the best thing for everyone.

- New Order
 - Built from the ashes of the old order. This new incarnation is a harsh, uncompromising, zero-tolerance government. It is almost completely under the control of the Angelics.
 - If the Angelics were to pack up and leave, the New Order would get back some common sense and dull down a little. Yet they would still be a very conservative and strict government
 - Some people within the Order are having suspicions as to the Angelics' true nature.
 - If the Order was to find out that the Angelics are actually demons, they would be outraged. They will demand that you destroy the Angelic's Soul Stone, which shatters their link to this world. This will effectively banish them.
 - The Order wants the poisoning of the foodstocks to be over. This is will be disastrous to the dreamers (see their description to know why).
- Dreamers
 - The Dreamers were once a group of intellectuals who have been arrested and interred by the New Order. They still want revenge for the injustice done to them.
 - This group was an underground think-tank for free-thought, individualism and solidarity. They formed a small community within the prison walls, but they never had the means to break out or to make any difference.
 - When the poisoned food was discovered, the New Order had this food taken to the prison to feed the prisoners. Many of them died, but most of the Dreamers-to-be were given only small quantities
 - The small quantities of the poison had a profound effect on the Dreamers. It expanded their mental capacities greatly, and was like a powerful drug to them.
 - Not only did they become more intelligent (which made their ideas even more extreme), they also had the power to project their minds; leaving their bodies and entering the minds of lesser beings - usually

- animals. When this happened, the body of the animal would often twist and buckle under the new pressure, but at no disadvantage to the Dreamer. This is how the hybrids were born
- The Dreamer can leave the body any time he wants. Death of the creature is not in any way disadvantageous to the dreamer - he can just move back to his body or to another animal.
 - The Dreamers are now dependent on the drug for their survival - denial of the substance will cause them to go mad and eventually die. Thus, they wouldn't want the poisoning to stop, but rather controlled.
 - The dreamers are still in hiding in the Prison, but are preparing a coup. You can help them achieve this goal.
 - The Dreamers have no love for the Angelics, but they do not have such a direct relationship with the Angelics as the Order does. When the Angelics are exposed, the dreamers will want to take control of them. You have to find and steal the Soul stones, but do not destroy them. With the soul stones in their possession, the Dreamers can make the Angelics do whatever they want.
 - The Dreamers hold a powerful grudge against the Paladins. If you pick their side, they will ask you to assassinate some of the Paladin leaders.
- Angelics
 - The top ranks of the New Order are made up of Angelics. They are truly demons in another form. Their goal, ultimately, is to torture as many humans as they can. To this end, they are controlling the New Order into becoming a morass of bureaucracy and laws.
 - The Livestock
 - Yes, the livestock at the farms is a small faction of its own
 - The cows won't/can't give any more milk, because they're scared out of their wits
- What can the player do?
 - Solve the mystery of the plague
 - If you can cure the plague, it will be better for almost everybody. The people of Rivertown would be able to eat again. Yet the dreamers do not want to eliminate the plague altogether - they need the druglike effects of it to survive.
 - The dumped Dragons in the sewers were put there after the Slayers found 6 Dragons in same spot, and killed them all with just one weapon (the Dragon council). They had hoped that the effects of the weapon would continue, and poison the soil of Rivertown.
 - The weapon used for this purpose was a vile concoction of magics and poisons (a chemical weapon). Residual traces of the weapon are still present in the bodies of the Dragon Council.
 - There is a camp with Slayers in the sewers. They are supposed to prevent people finding out about their dump. The commander of the slayers here is very well aware of the effects of the bodies on the soil or Rivertown and the surrounding farmlands.

- The commander of the slayers is doing experiments on the rotting corpses. New life seems to spring and evolve around the bodies. Sometimes, monsters even appear.
- The Black Ring is interested in studying the monsters and see if they can be used in their warfare.
- Divine way
 - The Divine wants the Slayers, their experiments and all traces of the poison destroyed. It is an unnatural and unholy thing, and should not be allowed to continue.
 - If the poison is completely cured, the Dreamers would have no more drugs, and all go into withdrawal. This means that hybrid activity would be rampant around Rivertown, at least for a while (until each Dreamer has succumbed to the madness).
- Maxos way
 - Maxos is very interested in this development. He has been trying to make life from scratch for years (Frankenstein). He wants you to kill the slayers and secure the research. Sassan will send someone to the sewers to take over the lab and develop new potions here. The corpses can be secured so the poison does not seep into the ground anymore.
 - Get a bonus to your creature and to potion development in your tower.
- Expose the Angelics and free the people of Rivertown.
 - Before, we had the angelics and the New Order as one and the same entity. I propose we separate the two. This means the Angelics are currently in control of the New Order, but the Order people can be freed from their iron grip, and they will see the error of their ways and go back to their (old) Divine Order roots.
 - Thus, the New Order is a minor faction here, and you can do things for them. It is ultimately not their fault that the New Order does evil things, it is the angelics that tell them to do these things (questionable morals here).
 - The Angelics need to - that is one thing that is clear. But who will take over once they are gone?
 - Leave the New Order in place?
 - The New Order is a corrupted place with many many rules and laws. When the Angelics take over, they will go back to justice and humanity, but it will still be a very tight, government-controlled autocracy.
 - Help the Dreamers in their coup?
 - You can have the Dreamers take over in Rivertown. They want anarchy, and freedom above all other things. They hate any kind of organization and government. This is, as you can see, the exact opposite of the New Order.
 - It is up to you to decide who is best... picking the lesser of two evils, as it were.
- How do you expose the Angelics?

- The angelics rely on a ritual that needs constant renewing. This ritual is being conducted by Angelics deep down in the catacombs. If you can interrupt the ritual, all Angelics in all of Rivellon will suddenly lose their disguise.
 - One way to destroy the angelics is by smashing their well-guarded (and hidden) Soul Spheres.
- Vendors
 - Main square
 - There are shops of many kinds around the main square
- Buildings/areas
 - Cathedral
 - The angelics don't sleep in the cathedral itself. They 'nest' at the spires of the cathedral. To get to their nests, you need to climb the building.
 - Sewers
 - The sewers have several levels down.
 - Ritual room
 - Prison
 - The prison is now almost completely under the control of the Dreamers
 - A powerful Elf is projecting the hybrid creatures to places he wills. The doctor of the prison is helping him with this.
 - Farms
 - There are a few farmhouses. These are directly under the Dragon dump. Any thing you do in the dump and its lab will have a direct influence on the farmers and their crops
 - Great Crater
 - People flock around the crater rim to see the Craterjumpers perform their dazzling shows.
 - They often use fireworks. If someone was to be careless around the fireworks storage, it might explode!
 - Courthouse
 - The courthouse is the seat of the New Order. Inside, there is a great confused jumble of ranks, rooms and regulations. (think 1984, or its brainchild: Brazil)
 - Auction house
 - The Dreamers have infested the auction house with hybrid monsters! By occupying this important structure, they intend to cripple the economy.