

There have been more versions of the story of Divinity 2 than there are brain cells @Larian.

This is one of these versions, which surprisingly contains quite a few of the ideas that made it to the final game, but then again, also contains quite a lot of things that didn't make it.

DIVINITY 2

Narrative Game Flow

RIVELLON

Once a beautiful planet cultivated by a brilliant race of Dragons, Rivellon flourished for eons with magic and a powerful life force. But it's been thrown out of balance by the invasion of darkness and the Demons. The demons found a way to infuse their evil powers in a yet-to-be-born child. This child would then represent the ultimate, concentrated evil. The forces of good reacted, and infused their own divine essence into a person. This person was to prevent the demon child from being born.

Yet, when it finally came down to it, the hero, called The Divine One, could not kill a newborn child. He decided to take the child as his own son, and prevent him from ever turning to evil.

Adopted as a child by the Divine, Damian grew in the tutelage and care of privilege, but was never permitted to learn of the old ways and the ways of magic and mystery. This frustrated Damian, who felt held back by his foster father (and he was). Then, a friendly girl took notice of him. Her name was Ygerna, and he would never forget her. She taught him magics of all sorts, and introduced him to people both good and evil.

Tragically, the Divine was forced to execute first Ygerna's father and then Ygerna herself for dealing in witchcraft and consorting with the enemy. This pushed the young Damian over the edge, and he sought out the aid of the Black Ring, the organization erected by demons to aid Damian. Finally he found out what he was born for, and embraced it fully.

When finally the Divine couldn't deny the danger his son posed, Damian was banished to the prison zone of Nemesis, largely populated by an alien race known as the Raanaar. Damian gained the help of a Paladin and tricked this hero and the demons alike. He escaped, bringing the great asteroid prisons of Nemesis, and his new troops of demons with him, to wreak revenge upon his foster father and upon Rivellon. Upon his arrival, he looked for the body of his beloved Ygerna, and vowed to take care of her body for all eternity, so he could possibly find a way to bring her back.

It didn't take long after his arrival to turn once peaceful races against one another. He waged many wars against all races. The Elves were even forced to blow up their own capitol city to prevent the demons from getting too far. In the final battle against the divine one himself, Damian used the power of his mind to control one of the Divine's new allies: a Dragon. This mind controlled Dragon betrayed the fragile new alliance and slew the Divine One. The hero of everything that was good had fallen.

Now, Rivellon is a planet in chaos, with localized battles that keep the various races and tribes disconnected and bickering, and invested in seemingly endless bloodfeuds. The resulting devastation has been ripe for conquest by Damian's demon forces, now augmented by armies of soulless, virtually indestructible warriors that he has cultivated to help fortify his power and suppress his enemies...

The (false) betrayal of the Dragons was never forgiven by the humans. They founded the Dragon Slayer's guild in a frenzy of hate and revenge. The divine's personal bodyguard founded this organization intent on eliminating the treacherous Dragons from the face of Rivellon.

So now, Rivellon is fractured, riddled with strife and despair.
But it is not without hope...

BROKEN VALLEY

An armored zeppelin arrives, bringing the player to this land with Rhode, your coarse but fearless Commanding Officer. **Also with you comes Marius, a strong and able Slayer, who follows commands without question. He is one of your best friends.**

As soon as you land, Rhode explains your background, the rules of combat, your assets, and the land you're soon to visit. There has been a report of a dragon sighted in this area, and you are tasked to destroy it. **She sends out Marius elsewhere, to the unholy Dragon temple in the area, to investigate.**

The Player is descended from nobility – his father Arben, a loyal bodyguard to the Divine, also founded the order of Dragon Slayers after a Dragon killed the Divine. You have been trained and know that you are one of the last Dragon Slayers for a very simple reason – the Slayers have eliminated most of the Dragons from Rivellon.

The Dragon that slew the Divine is still at large. This Dragon is most likely the last remaining Dragon on Rivellon. Decades of hunting this Dragon, and the lives of hundreds of fallen Slayers have not lead to the Slayer's final victory over this Dragon, the great betrayer.

You carry the mark of the slayers; you have eyes of pure silver. You have been given this ability at your rite of initiation into the Slayers. These new eyes do not impair your vision in any way, but it allows all the slayers to see Dragons and Dragon Knights from afar.

Some time has passed since your father, Arben, died at the hands of a Dragon Agent. Finally trained and of age, it is the Player's turn to follow in his father's footsteps and avenge his death.

These agentsof the Dragons are called the Dragon Knights. The Dragons created them to counter the rise of the Slayers. The Dragon Knights are humans infused with draconic

powers, and can change their shape Most of the conflicts between humans and Dragons have been through their agents: Slayers versus Dragon Knights. Yet now, the slayers know of only one Dragon Knight remaining...

You arrive, quickly catching sight of a Dragon wandering near the great old temple. Rhode recognizes this one – Talana by name, the last Dragon Knight – and before the two of you attack, Rhode gives you something:

It is your father's sword – which you will now use for your first kill. Rhode explains that this sword is your protection and is vested with magical wisdom – its jagged point will steer you to your destiny. Arben (your father) wanted you to have it, and he had it on him when he died.

You attack! The Dragon exclaims that she doesn't want to fight – but Rhode strikes and Talana strikes back – mortally wounding Rhode. As she dies, her gasping breaths demand that you avenge her...

Talana is grief-stricken – she says she didn't want to kill Rhode, and doesn't want to kill you. But you're going to get revenge for Rhode, and you start fighting. She's wounded in the fight, but she manages to knock you out – and then you enter a dream vision...

This is a dream, and somehow you are magically one of the Dragon Knights – sworn, not to fight the Slayers, but to kill Damian or die. Talana is a voice in your head. She seems desperate, but steadfast. She says she is showing you all of this because her destiny is now yours. It is only fair, as you are about to kill her, she explains.

And she takes you to a great flying fortress, and tells you this is where Damian leads his onslaught against all creatures not submitting to his will. You are met by demons and have to fight your way through – you kill a bunch of them, but you're fighting against an unstoppable force.

You are struck down. Damian himself appears, laughing over you... You can hear Talana cursing his name. Talana says goodbye, and calls you a Dragon Knight. May you carry the burden of being the last of the Knights. She warns that because you have been bestowed her form involuntarily, it is harmful and temporary – if you don't shed your Dragon-nature, you will ultimately die. And until you die or the curse is broken, you will never again be welcomed or trusted by your own kind. The only way to break the curse, she says, is to kill Damian – the ultimate quest of all Dragon-Knights. Eventually you will see the truth behind the Dragons, and save all Rivellon.

So now, *you* must fulfill Talana's destiny, her mission, in her place.

You wake up... A cat is licking your face. Where did he come from?

Next to you, Talana lies dead. She has turned into human form. A wizard and his pet cat are standing here, looking over you. The wizard looks concerned...

The cat speaks! He tells you that he knows what it's like to not have his own body. This is Arhu – he claims he was once a wizard who dabbled in mind switching. Now Arhu's been searching for his human body, which - having the mind of a cat - ran off without a trace.

Arhu says you'd better get out of this body, because the stress of a Dragon body eventually will kill you, and you'll never be welcome again by humans, who will never trust you as long as you bear the curse of the Dragon-Knight.

The old wizard chuckles as he pets and thanks Arhu for finding you. The wizard introduces himself as Zandalor, and he proclaims that it was destiny that brought him to you.

Zandalor was created by the Planet itself, and knows not when. He has a sense of the whole planet, and he was born to bring balance to a world thrown off balance... For some time, he's been readying for a great change that's coming: An anointed Dragon Knight who could conquer Damian and bring stability to chaos.

He believes that hope to be you. But he's believed it before, so he's going to look out for your welfare... Nevertheless, he tells you that you will not return to your own form, the spell will not be broken, until the destiny intended by Talana is fulfilled – you cannot regain your natural human form until Damian has been destroyed.

Zandalor explains you will need a base of operations, and a host of tools and weapons and other resources are hoarded in the Battle Tower. It should be yours, but it has been taken over by Laiken, the Necromancer, and his undead hordes. You must defeat Laiken and regain control of the Tower. When you do, your allies will pour in and you will find the resources you need to continue on your quest in strength.

First, however, to get there, you need the aid of the Statue within the Temple. Though this Sentinel Statue once would have remained immune to your pleas, your new form as a Dragon Knight will permit a request for travel.

Zandalor says he will meet you soon, but first he must prepare himself for a change in his own life. If your quest is successful, a sacrifice will be necessary to enable the ultimate victory – and Zandalor is destined to be that sacrifice. At this time, he won't explain himself further. He vanishes.

Before you reach the temple, you run into Marius again. He is studying inscriptions at the temple. As you approach him, he can hear you and turns to face you. His Dragon Slayer eyes cannot lie; he can see immediately what happened to you. He is appalled about what happened to you. He panics and tries to flee.

He heads back to the Dragon Slayer base. Now all the Dragon Slayers will know what happened to you...

You go into the Temple, and the Sentinel Statue transports you to...

THE BATTLE TOWER

After a run-in with a shipwrecked crew, you get the key to the humongous towering structure that should be yours: The Battle Tower. The tower itself is crawling with undead monsters, and a dark, dank dungeon will have to be traversed before you get to the central rooms in the massive tower.

The Battle Tower itself was built long ago by the same architect that is responsible for most of the massive statues and temples around Rivellon. It was once designed to aid the fledgling Dragon Knights in their struggle, but its new owner was slain in battle.

Before a new Knight could move in, Laiken took over the tower. He was an ally to Damian, and supplied his first armies with undead troops and monstrous creations. Yet Laiken grew bored of this, and only sought to create a perfect being through necro-surgery. Damian eventually found a new supplier of his armies, and left Laiken relatively alone.

Eventually, deep down the dungeon, you discover a woman – Sassan – chained and kept lonely in a chamber. Surrounding her are sketches and pictures. She tells you that she has been an object – studied by Laiken, for quite some time, and that elsewhere in this place, there is an undead duplicate of herself, used as Laiken’s Zombie Sex Slave.

She’s not completely human and not entirely demon. Sassan opens up to you and explains that she is half-demon, half-human, and was once in the courts of Damian when he spurned her and gave her as a cast-off to Laiken. But she was too “alive” – Laiken’s tastes go to the perverse and the dead – and she was also cast aside in here, only used as an example for Laiken’s newly constructed toy. She’s since been forgotten down here.

Sassan urges you to trust her, because she too wants Laiken dead. So you release her and she helps guide you to his chamber. As you walk together, you get the feeling that she is eager for anyone to love her. She’s really a kind of a pathetic creature.

With her help, you battle Laiken. As you strike him down, he lets out a terrible ringing howl, almost like a cry for help. Then, his sex slave zombie arrives, but does not want to fight. It only wants to be released of this unlife, and whimpers in a pathetic tone for you to kill her.

A pulse shudders through the tower, and suddenly, it’s not quite as dark anymore – with Laiken gone, the Tower now has been “rehallowed” and usable for the purposes of righteousness. The Battle Tower itself seems relieved a new Dragon Knight has taken over.

Claiming the battle tower means you now have access to its Dragon Stone. This object will allow you to go the tower at any time. The Stone is also a conduit; it enhances and channels your draconic powers. This means you can now turn into a Dragon at will. This is a great blessing indeed.

Zandalor appears, and congratulates you. He also thanks Sassan for helping you. Sassan leaves you, to go take a position on her Battle Platform.

But there is no time to rest now... Suddenly there's a Thundering quake!

You look outside and there's an attacking flying fortress! A huge flying rock with weapons firing on your tower, demons and Black Ring soldiers zipping all around it. Zandalor realizes that Laiken's cry for help must have alerted the nearest contingent of Damian's forces.

Sassan arrives – she says this is not Damian himself, but he's known to travel on things like this. Damian must have come to check on Laiken and his research. Sassan explains that Laiken was doing a lot of research into books on necromancy and resurrection, and Damian's fortress might be here to safeguard that knowledge.

As for this battalion of demons - these guys are no pushovers. Better defend your tower, or you will lose your tower as quickly as you gained it.

Now that you have established headquarters, and protected it, Zandalor tells you your path is far from over. Before facing Damian, you must travel to the Land of the Dead, and find the Divine. Only he knows how to defeat Damian.

Arhu scoffs at this idea – there's no way for a living soul to get to the land of the dead. It is unnatural!

But Zandalor knows better.

The powerful Book of the Dead lies in the Elven Wastelands. If you can get it, a spell within the book will open a portal that will transport you, without harm, to the Land of the Dead, so that you might search for the Divine.

THE ELVEN WASTELANDS

These lands were torn apart by a great war. Demonic armies marched on the rich lands of the elves. With the help of Dragons, the elves defended themselves, but they were fighting against an unstoppable rising tide. Desperate times beget desperate measures. A great bomb detonated was constructed, and detonated. It killed all demons in a flash, but also destroyed the Elven lands utterly. Its powers also fused elves and Dragons violently together. The Dragon Elves were born in the ruins of the old Elven capitol.

These creatures live a horrid existence. Little remains of their Elven notions, nor of the dragon nobilities. They are all twisted and in almost constant pain, eking out a wretched existence in the ruins.

The Dragon Slayers hunt down these creatures now, simply because they are related to Dragons...

The great Elven library once held many great tomes, not only the precious Book of the Dead. It is now completely buried under rock and rubble, inaccessible to all. Its great arched entrance is heavily fortified by the Dragon Slayers and protected by an anti-Dragon stone. You cannot reach it by foot. You are going to need outside help of some kind.

The demon forces of Damian are not oblivious to the Book of the Dead and its uses. A huge demon hive asteroid crashed into the site, right over where the library lies deep down inside. Now the asteroid is slowly digging down into the bedrock until they breach into the library. You will have to hurry to beat them to it, but you need another way in.

When you arrive in the zone, a great battle immediately comes into view. There is a still-erect battle tower on the outskirts of the ruined city. It is still very impressive, despite its crumbled appearance. From the top, several tiny wizards, almost too small to see, are firing great spells down into the city.

The city itself is smoking, on fire. A mass of men can be seen, in Dragon Slayer attire. They, too, are firing many destructive spells, aimed at the tower. If your former comrades, the slayers, see you in your new form, they will certainly attack you. There is no friendship to be found there.

At this moment, a character approaches. He is one of the Dragon Elves that roam the ruins, attacking anything they see. Yet this one seems more intelligent, and does not attack. He says he is one of the liberated few Dragon Elves that have found peace, and are in control of their emotions. Their great mistress wants to see the Dragon Knight. He urges you to go to the great Battle Tower and meet the mistress.

Fighting your way through regiments of Slayers, you arrive at the Tower. The Dragon Elves at the great Tower welcome you, and send you to the upper chambers. You can only enter this room in human form. The mistress waits...

The upper room is huge, with a delicate, crumbling ceiling. The room is dominated by the statue of a gigantic Dragon, made from pure marble. Between its claws rest a small hoard of treasure: coins, statues and jewelry.

The statue glows slightly. This is because the player still has his Dragon Slayer eyes.

The curious (and likely greedy) player will try to get some of this treasure. Yet, at the moment the player approaches, the towering statue stirs. This is no statue at all, but a real

Dragon! It stirs, and starts to attack you. It can see the mark of the Slayer on your face; the mark of her worst enemy.

This is a hard fight. Only by showing your strength, and showing the Dragon what you're made of, can you convince her to listen to you.

The Dragon stops attacking and demands to know what is going on here. She expected Talana, the only remaining Dragon Knight, to report back to her after her mission of peace. Alas, you have to tell her, Talana is dead but you, now, have taken over her mission. Not all hope is lost, the Dragon says.

The Dragon's name is Laressa. She is one of the oldest two remaining Dragon in Rivellon. She has seen the birth of many nations, and even the races themselves. She was a good friend of the Divine and an ally in his final battle. This was when she was controlled by Damian through dark magic. It only took a few short moments, but the consequences were monumental. In her mind controlled state, she betrayed the army of the Divine and slew him on the battlefield. She left behind an outraged and baffled Arben, who went on to found the order of Slayers, who have finally found her, and lay siege to her resting place.

After all these years, she still feels she is responsible for the whole event. If only she has remained focused, or resisted Damian's prying spells, The Divine would be alive, and Damian already defeated. She feels responsible for the hardships in all the world. If only she could tell the Divine she is sorry, and ask for forgiveness.

To do that, she will have to die, and finally be free of this painful, drawn-out life. Then she can atone before the Divine One himself in the Land of the Dead, where - she senses - he still wanders.

Yet she cannot die yet. Her charge, and that of her partner Yorn, is to protect the last Dragon egg until it hatches. Until the egg is hatched, or at least safeguarded without danger, she cannot die.

When the egg will be safe, she can venture at last out of her tower, and face the slayers in the field of battle. She will clear the defenses around the entrance to the battle tower, so you can enter. She does not expect to survive this journey.

You have to go to the sacred Dragon Hatchery cave to the north and check on Yorn. She is afraid that the Slayers have found him too, and the egg is already in danger.

You go to the cave, and find that you're too late. Slayers are crying cheers of victory over the body of a large Dragon; Yorn is dead. The egg is in the cave, but it is already crawling with Slayers. You have to fight your way through the caves and secure the egg. You then have to bring it back to the tower and tell the Dragon the bad news.

In the tower, you both come to the conclusion that the egg would be safest in your own battle tower. With the help of Zandalor, you teleport the egg over to the tower, where it will be looked after by Zandalor, Arhu and Sassan. Laressa thanks you. You have saved the Dragon race. Now she can die, and meet Yorn and the Divine in the Lands of the Dead.

She flies out of her tower. She soars over the ruins, with Slayers shooting at her from all sides. Yet their serrated arrows cannot penetrate her marble skin. She kills dozens, but is wounded by a thousand stings. At the hilltop with the entrance to the library, there is an anti-Dragon device. It hurts you both immensely, but Laressa pushes on. The closer she gets to the device, the more intense her suffering. It is almost too much when, suddenly, the device overloads from the released energy. A huge red flash, sparks and red lightning connect between the device and Laressa's brain.

The device is no more, but Laressa's brain is now all but fried. She is dying. In a last action, she rises up, as if to cry out to the heavens. She shouts: forgive me, and turns to marble; a statue, just like she was when you saw her first.

You can now go through and enter the dungeon-like library in search of the book. Demons have swarmed all over the place, and have found the book for you, which was no small task.

A demon overlord now holds the book, and is about to head back to Damian's lands. You confront him in the central room of the buried library. The ceiling is held together by the underside of a huge demon hive. Its many digging, gaping mouths dug their way down into this chamber, and spawned many demons directly into the heart of the library.

The demon overlord, book in hand, commands the hive to rise. It obeys and the ceiling (with unnatural swiftness) begins to rise up and out of the ruins. The demon overlord escapes up through this hole, which leads right out, to the skies of the Elven Lands. You change into Dragon form and go after him.

There is a great chase for the book, as you fly after the overlord. You get the Book back, and return to the Tower.

BACK IN THE BATTLE TOWER

Zandalor opens the Book of the Dead, and reads an incantation... You are sent to:

THE LAND OF THE DEAD

It's a crazy, mirror-image of this area you just left. But it's more barren, and there are creatures that drift like lampreys, sucking on the memories of the dead. These are the

memory eaters, a wholly different kind of creature, beyond good or evil, with a single purpose.

This is the scouring – where the dead are scoured of their memories of their former lives. When they are completely erased, their souls are ready to move into a new body and be reincarnated. This is why people are born without memories of their past lives.

Zandalor's voice speaks in your head... telling you that these "Memory-Eaters" can be resisted, and they might attack you, but you have resources to fight them off with. You don't want to leave this place forgetting why you came here...

But there is no figuring out where the Divine is located. You're lost.

You hear a cry from somewhere. You move towards it, and it gets louder.

Zandalor's voice pops again... Pull your father's sword! You need it!

You try to reach for your sword, but it moves out of your bags on its own accord. It now floats in front of you, with a mind of its own. It glows, and points in a certain direction. Then it slowly starts to move. You have no choice but to follow.

The Memory eaters begin to take notice of you. You are not supposed to be here. Like anti-bodies in a body, they will want to force you out. They are also after your memories. You will have to fight them off to survive.

The sword leads you through winding corridors and strange passages, often filled with hostile memory eaters. Some of them are really gigantic, and harder to overcome.

Finally, the sword leads you two glowing figures – a bright one, and a less bright one, who steps in your way, as if guarding the brighter figure. Suddenly, your sword seems to react to the less brighter one. A scene starts...

The ghostly man doesn't seem to remember much, but he does recognize this sword. He starts to regain some memories. He says this dagger was his. He begins to recognize you. It's Arben, your father.

As his memories flow back to him, like warm waves of electricity, memory eaters might also attack. In order to help your father, you're going to have to fend those memory eaters off.

Your father's memory returns in strength... Reinvested with purpose, he introduces you to the Divine, who welcomes you, even as he constantly fights off the Memory-Eaters, as if they were gnats.

The Divine explains that they're trying to get his memories, his knowledge to feed Damian, because of the deal they forged with him:

Damian slaughters thousands of innocents, giving them ample memories to soak up, and in exchange, they give him some of the choicest of those memories – the wisest, most learned, the ones with deep secrets. They get to keep all the shallow souls, the ones who lived simple lives. And he gives them plenty to feed on. Suddenly there's a quake of thunder and lightning – the Divine points to the lightning bolt, flying up, and tells you this is how they send memories to Damian.

The Divine tells you that Damian's weakness is Ygerna. If you want to draw him out of hiding and trap him, you will need her. She and Damian have a special connection, and one word from her will summon him to her. When you resurrect her, you must ask her to call him into your trap.

The Divine knows Damian very well, and knows what can hurt him. He will give you a magical powder. If you make a circle of power from this powder, and can get Damian to step into this circle, his powers will be severely drained.

This is your only option, the Divine says. His own body has been destroyed long ago, so he cannot be resurrected himself. Damian's choice of keeping her body embalmed for all these years will also be his downfall.

Ygerna has been hidden by Deodatus the Embalmer, in his palatial chambers under Aleroth. You have to defeat Deodatus, find her body and then find a willing sacrifice to perform a ritual that can swap her soul with that of your sacrifice. Only that way can she be resurrected.

He says that there is only one way into the part of the catacombs where Deodatus resides. You have to find the statue of the holy Mardaneus, which covers the entrance to the catacombs. Around it are 4 Dragon statues, if you are to turn all four of these to the north, you will open the entrance.

You thank the Divine, and he sends you back to the Battle Tower.

Zandalor explains that once you find Ygerna, you must summon him to her when you find her. He tells you that he knows that he is the sacrifice you seek. He wishes you luck in finding the catacombs under...

ALEROTH

The way to Aleroth lies through a canyon landscape. The rugged terrain has no roads, but many zeppelins travel from Aleroth to Broken valley and other places. Or at least that is how it used to be. Recently, the champions in this area have run into a lot of problems.

Ghouls have assaulted a totally surprised champion fortress. Now the inner chambers have collapsed, and there is no way into Aleroth from where you are. Only with the help

of an ancient architect in the land of the dead can you get past this. The champions thank you and finally send you on your way to Aleroth.

Ash rains down on this once idyllic landscape. The great cataclysm of the elven lands also reverberated here, and changed it drastically. The old village with its wooden palisade was all but destroyed, but in its place arose the new city of Aleroth, dedicated to healing the people of Rivellon just as its older predecessor.

Zandalor speaks to you in your head. He tells you about Aleroth's history. He says that they have perfected a method of making healing crystals using the life essence of other creatures. No creature supplied such a potent energy as the humble goblin. Now the champions, the guardians of Aleroth, hunt the goblins in the forest for their hearts, which are then turned into healing crystals in order to heal the stream of pilgrims and sick who come to Aleroth to be cleansed of their ailments.

People rarely see Deodatus, and few know about his practices right under the healer's city. He is an evil mad doctor living in his complex under Aleroth, and he now serves Damian. Once a brilliant scientist working on the machines that make the healing crystals, he's slowly gone crazy, breathing in the fumes of his chemicals and experiments. He's spent half a lifetime conducting experiments on undead creatures, trying to supply Damian's army with more troops. And he's developed a very special, somewhat legendary mummification technique, to preserve the Dead for future reanimation.

Aleroth is not what it used to be. Where you expected long lines of sick people waiting to be healed, you see a city of conflict. The city is almost overcome by ghouls and ghosts, who pour from parts of the catacombs below. Deodatus has been creating these ghouls to take over the city and has now released them from below.

To make matters worse, someone in Aleroth has been sneakily feeding human flesh to the poor, hungry people of Aleroth. This only leads to more ghouls.

Every now and then, a giant flash of lightning hits the Waiting room, the principal structure of Aleroth. The right wing of the building is now on fire, and people in the city say that it's been invaded by an evil entity. Some say that Damian himself has entered the waiting room to prepare for an invasion of the city.

After dealing with many of the problems in Aleroth, and maybe even solving the mystery of the ghouls, you reach the main square with the statue of the holy Mardaneus. But there are no four Dragon statues around it... only three! One of the guards informs you that the Dragon Slayers have confiscated the statue to research it. It is likely at their base, still.

You have to go into the lion's den: the Dragon Slayer's main base. Deep inside, there are many Dragon relics hidden, including the statue you need (and thank the Divine it's small and portable).

Now you enter the Catacombs, and face Deodatus. You search and near the bottom and you find the sealed sarcophagus – where Ygerna’s body is held in stasis. Surrounding her is a cabal of pregnant half - demon witches, who supply Damian with an army of demonic undead minions.

Once you’ve killed them all – there’s just Ygerna’s body.

You call upon Zandalor to help you revive her, and he appears. **The wizard reminds you it is now time to lay the trap for Damian. Using the magical powder, you make a circle on the floor around the body of Ygerna. This should do the trick.**

Zandalor says he’s enjoyed this life on Rivellon, but he knows it’s come to an end. He tells you to take your dagger out – and kill him. Now! He stretches out himself, a willing sacrifice...

You have no choice. The only way you can resurrect one soul from the Land of the Dead, is by sending another, to that forsaken place.

You kill the wizard, and Zandalor’s entire essence vaporizes. Ygerna shudders, her eyes open... she’s alive!

She looks at you with contempt. She never wished to be resurrected. Now, her body ruined from mummification, she hates life.

She demands to know why you’ve brought her back to this aged body...

You tell her you need her to lure Damian out, so that you can kill him.

But Ygerna refuses. She says she will kill you instead.

And so you fight. When she starts losing, she gets desperate, and calls on the only one she knows can help her, here and now. She calls for Damian, stretching up to scream loudly for him... and you see she’s vulnerable.

Damian appears, just as you move in to chop off her head.

Damian howls with anger, so passionately infuriated that the force of it rips the catacombs and the waiting room (which was right on top) right out of the ground. Lifting the whole chunk into the air... it becomes part of a much larger “Flying Fortress”, and drifts up into the air.

Damian shouts at you and moves towards you. He sets one foot in the white powder circle you drew for him on the floor. It works. Damian squeals in pain. You can see him visibly shrink and grow meek. Now he’s spent; weakened. He has to get away from you. His Demons encircle him as the Fortress flies off, higher and higher and Damian escapes.

But you are in the catacombs – now separated from Damian’s Flying Fortress... everything shakes, breaks, and the Sarcophagus crumbles.

You can’t let Damian get away. You spread your Dragon wings and fly toward his fortress... Here’s where you fight it out. You call for the souls that you liberated to help you fight the demons here. Damian is still weakened, but is quickly drawing power from the demons around him. He goes through several stages in this final battle.

It is now time to track him down before he gets too strong, and defeat him once and for all.

When you defeat Damian, you will have saved Rivellon forever...

The End