

A New Force

...in which the Towers are reclaimed by the Learned Combinate

[This section still under development...]

Pushed into internal conflict by the aquaforming of their world, the Learned Guild splits off into a competing organization, the so-called Learned Combinate, with its own political structure and vastly different theories for solving the problems encountered by the ongoing feud between Lokerh and Ontaris, two of the most powerful mages.

With the Learned Guild ever on the wane, the Combinate orchestrates an effort to regain control of the Nexi Towers. They construct crystalline domes around the Towers that still stand and create the unique elevator devices to get to and from the Towers. Although the Combinate achieves some notable triumphs on its own, their feuding has taken its toll. The mages no longer maintain the wisdom of the ancients. Little by little, the hard-won knowledge is lost.

All of which suits Belakon just fine. Upstaged by the more imposing mages in his organization, he's been shunted to the side, his tremendous mental prowess ignored by his peers. Alone among the mages he has kept the knowledge of the Old Ones intact, and even furthered their discoveries with new theories of his own.

But the time for waiting in the wings is done. With the armies of Vir the Tyrog at his command, as was promised him in return for his help, Belakon can come storming back and assert his authority over the entire planet.



The Brotherhood of Yasimer

...in which the dregs of society find fraternal kinship through the rape of the traderoutes

[This section still under development...]

How these brigands of the sea split off from Humanity. What are their habits, their goals, their strengths and their weaknesses?

For now, the most significant information about the Brotherhood that you'll need to know is that they're a little different from their fellow humans. They eat their own. They are cannibals and thus spend much of their time marauding the watery surface of Jaal, hunting out delectable fare (i.e., people) to bring back to the stronghold on Raik Isle and summarily have for dinner.

The Work of the Learned

...in which the Learned bend the laws of reality using the power of the fabric of life

[This section still under development...]

The Combine rediscover a small portion of the knowledge of the Guild, learning again of how to open the Moon Gates and teleport to other places. Though they no longer understand how this magic works, they're at the point of being able to use the Moon Gates for their own purposes.

A Shadowy Plot Emerges

...in which the dreadful power of the Shadowlords is revealed

[This section still under development...]

The history of the Shadowlords can be traced back to the beginnings of recorded history. When Mondain was slain, his Gem of Immortality was shattered into three shards. These shards lay dormant for centuries—quiescent vessels with tremendous evil potential.

During the epic quest in *Ultima IV*, a champion was chosen from Earth and stripped of all that was undesirable. Thus the Avatar, the human embodiment of the 8 virtues, was conceived. The Avatar's undesirable traits did not, unfortunately, simply disappear into the void. They took form in the shards of Mondain's Gem of Immortality.

In *Ultima V* the undesirable traits of hate, cowardice and falsehood took form as the tripartite Shadowlords—Astaroth (Hated), Faulinel (Falsehood) and Nosfentor (Cowardice). The Avatar banished the Shadowlords from Britannia by destroying their shards in the flames of Love, Truth and Courage.

Each of the Shadowlords was banished (and imprisoned) on a different plane of existence to keep their evil from reuniting.

Jaal is the world on which Astaroth's prison resides. While Astaroth, still working in conjunction with his depraved cronies, cannot exert his full power on the world, he's yet strong enough to manipulate those of weak will or evil intent.

Astaroth has plans of his own. He could care less what Belakon has in store for the world of Jaal. Astaroth knows only that he must find a means to escape. He's imprisoned in his stronghold, a direct result of the Avatar's actions in *Ultima V*, yet he has discovered a way to capture an inter-planer gate (black Moon Gate). He has plans to use the gate to reunite with Faulinel and Nofentor.

This Reunion, if you will, is the only way they'll be able to regain their full powers...and eventually transform into the Guardian.

Note that you may not discover all of this directly in *Underworld 3*. It will be alluded to in the back story and elsewhere, just enough to pique your interest further. According to Astaroth's plan, you must die before the Astaroth can reclaim the Bracelet that figures prominently in the game. Astaroth cannot kill you directly or the Bracelet will be destroyed. Once Yerria 'cleanses' the Bracelet, Astaroth's plans are momentarily interrupted. But Astaroth is a being that has existed for centuries...and he is as patient as he is cunning.

The races of Jaal will know Astaroth primarily as a vague, malevolent power located in the Spine of Finlos. Of course, they will NOT know Astaroth's Britannian history. At the same time, Astaroth's purpose within the game will be fully described and his motivations entirely accessible even to the most casual player. In short, even if you have little or no experience in playing *Ultima* games, you won't be penalized for not knowing about the past history of the Shadowlords.

Present Time

...in which the story of Underworld 3 begins

The unfolding of a new and intriguing chapter in the history of the *Ultima* Universe...

NPCs

This is merely a brief description of a few of the principal NPCs in *Underworld 3*. These descriptions will continue to be fleshed out and new NPCs added throughout the course of development. For now, it will give a flavor of some of the principal characters.

Belakon—Primary Villain. Human. Looks like he's in his late thirties, though he's actually more than 300 years old. Of medium height, with long, black hair streaked with gray. His beard is short and neatly trimmed. Belakon has a flair for the dramatic, and he dresses the part. His garb is usually much more flamboyant than his fellow mages wear. He dresses in long, flowing wizard's robes, encrusted in arcane runes. Being rather paranoid, his robes are usually ensorcelled with spells of shielding. To this end, he usually covers his head with his robe's hood. Belakon is an arrogant and vain man, and rarely speaks to anyone except to issue commands.

He's also embittered by the mean turn of events in his life. Though convinced that's he the most learned and powerful of the mages, he finds no acceptance among his peers. As he grows increasingly isolated, he becomes manic in searching for a means to gain control of the Combinat and of all of Jaal, hence his unholy alliance with Vir the Tyrog.

Belakon is a native of Jaal, with ambitions to rule the entire world. Some years ago he uncovered an ancient scroll that showed him how to secret himself in an unknown chamber at the top of the central tower in Wayreth. He now makes that 'control room' his lair. It was there that he figured out how to contact beings on other worlds and found Vir the Tyrog. Swayed by Vir's promises of a physical army to match his mental prowess, Belakon brought the Tyrogs to Jaal and caused, indirectly or otherwise, the terrible aquaforming that then resulted.

Jeral—Jop-L'in's Ship Mage. Human, about twenty years old and slightly above average in height. Long, prematurely white hair gives Jeral an older look. He's an energetic, outgoing mage. He likes people and will go out of his way to help them. His face is pale from spending many long months imprisoned by the Brotherhood on Raik Isle. He rarely wears wizard's robes, preferring more mundane clothing.

Yeria—A powerful mage in her own right and long-time friend of Jeral's. Human, mid-twenties. Tall and majestic in appearance. While she usually wear her wizard's robes, they are sometimes dirty and torn from the scrapes she keeps getting into. After the PC rescues her from the Brotherhood prison, she takes up residence on Traff and opens a Mage shop, making herself available to provide



knowledge and magical training throughout the game. She holds herself with a quiet dignity even when things are at their worst.



Captian Nahk—Captain of the Dark Tide, the pirate vessel. Human, late twenties. Tall in stature and powerful in shape, with broad shoulders and a mean sword swing. He speaks with a deep, almost croaking voice. He's respected and feared by his crew, who obey him without question.

Josef—Pirate Leader of the Brotherhood. Human, late twenties...and a mean bastard of a cannibalistic pirate. Josef was captured by the Brotherhood when he was young, but (obviously) avoided ever being eaten. He grew up in the pirate's care and is wholly their creation. He's evil and ruthless, having gained his position through guile and the strength of arms. Josef is a powerful fighter, a cunning tactician and has an insatiable taste for human flesh. In combat, Josef prefers to close with his target in hand-to-hand combat, while his healer and wizard provide backup.

Roc'Shal—A unique monster, some ten feet in length, who makes his home in the pit under Raik Isle. The Roc'Shal has a long, thick body, similar to that of a worm. He walks on 4 legs. Dead black eyes are asymmetrically placed across his face. He has the ability to spit acid. While not particularly intelligent, he's nonetheless very effective in his attack. His preferred method of attack is to blind his victim with acid, then close and beat the victim to death with his appendages. His body, while pliable, is extremely tough and he can take a lot of damage before dying.

Captain Koria—Captain of the Jop-L'in. Human, early twenties. Medium length, yellow-white hair. The Jop-L'in is the only boat that Koria has ever known. She was a deckhand on the ship's maiden voyage. She has a deep love of her vessel, and it hurt her deeply when the Jop-L'in fell into the Brotherhood's hands. While Koria is a generally likeable woman, she will brook no argument when it comes to the safety of her ship.

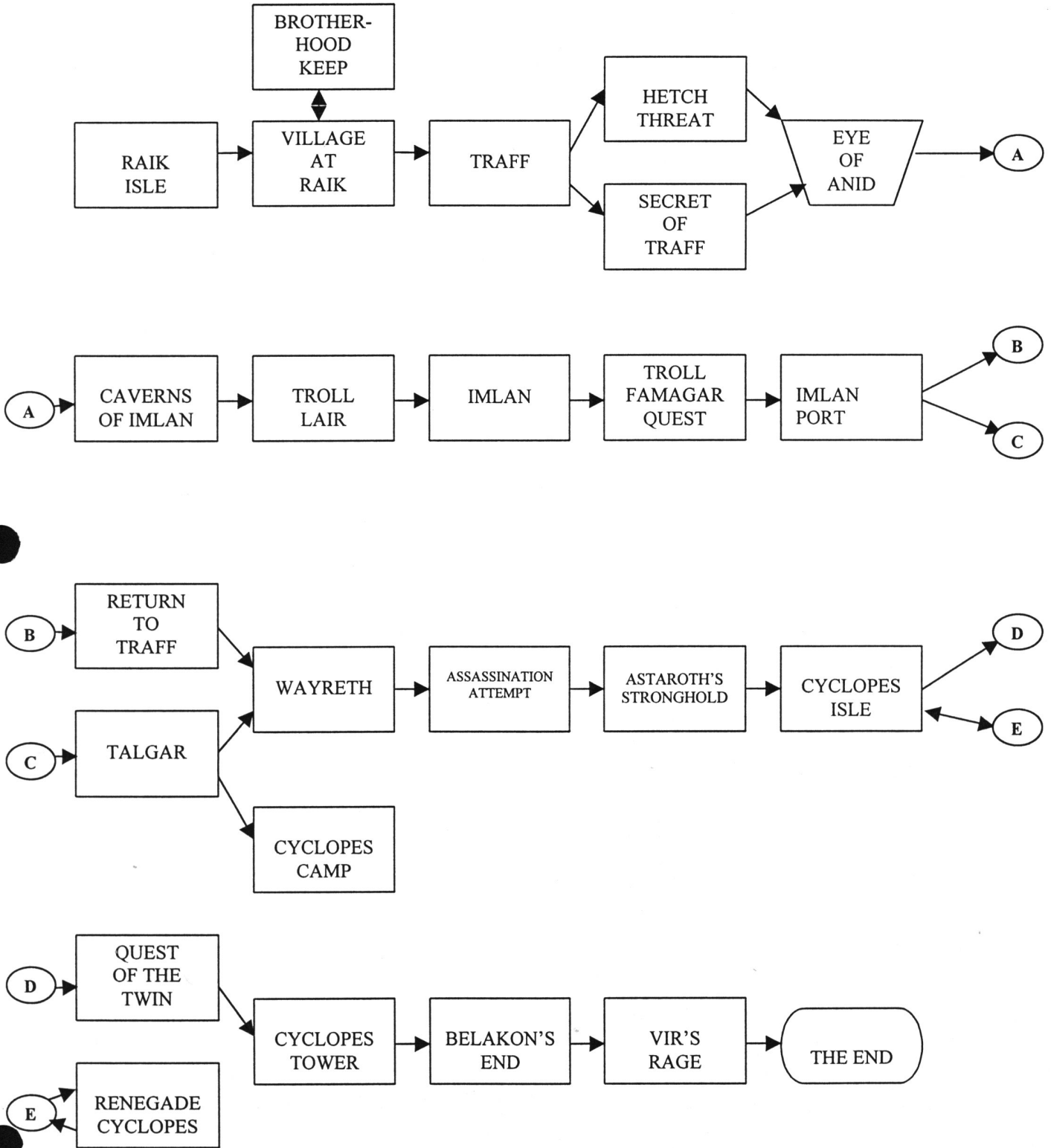
Vir the Tyrog—Large, kraken-like sea critter. More than 100 feet long, of which only about the top third rise out of the water when he attacks.

Vir seduced Belakon into gating him and his minions to Jaal, promising to lend Belakon the powerful Tyrog sea army in exchange for knowledge. Together Vir and Belakon manipulated the magical nodes to raise the water level on Jaal, starting more than a century earlier.

Once again, this section is still under development and presents only a few of the total characters in *Underworld 3*. The various town NPCs, especially, will be detailed in the appropriate section of the story during the next phase of development.



Gameflow



Prologue

Without further ado...

For ease of comprehension, all flics, ASS scripts and similar non-interactive material are set apart in indented italics.

THE SHADOWLORDS

Three dark figures are gathered around a table, staring down into a glowing mirror embedded into its surface. The trio will ultimately be revealed as Faulinel, Nosfentor and Astaroth—the dreaded Shadowlords.

At present, they're none too happy. Their efforts to escape the eternal prison in which they've been cast have come to naught. But they have a new plot afoot, a means to reunite themselves that takes advantage of an unsuspecting victim—from the Avatar's own homeland...Earth.

CAMERA swoops into the mirror and through it, revealing a lakeside cottage on earth.

Fade to black. MAIN MENU SCREEN APPEARS.

You now have the opportunity to create your character, choose different options for gameplay or view trailers of other Origin products.

Press START GAME...

A WEEKEND GET-AWAY

You wake up one morning in the bedroom of what turns out to be a lakeside cottage. Through the bedroom window you can see a small lake, surrounded by generous woods. A canoe floats in the distance and a couple of fisherman are angling from the far shore. It's an altogether restive and idyllic scene.

Note that after creating your character and choosing your options, you begin right in gameplay.

You can explore the interior of the lakeside cottage at your leisure or else rush downstairs and through one of the doors, thus triggering the next stage of the game. There may be a couple of Easter Eggs worth finding in the house—objects that have their own trivial use in our world and quite another, and perhaps more important, use in the universe of Underworld 3.

The bedroom is furnished minimally. There may be a suitcase on the dresser containing your clothes and such for a weekend getaway.

Also on the second floor you can explore a bathroom and a second bedroom which has been converted into an office, featuring a personal computer on top of a desk.

Clicking on the screen of the computer on the desk brings up the Coming Attractions window—which is also accessible from the interface screen when you first start the game.

You can escape out of the Coming Attractions screen directly back to gameplay or select one of several trailers that preview other Origin products and then return to gameplay.

Downstairs you'll discover a living room, kitchen and storage pantry, all lightly furnished—as you would expect at a weekend retreat. Through the back window, you may note a dog house. On the grassy frontage of the lake in the background a boy is playing frisbee with the dog.

In the living room is a telephone with an answering machine. The message light's blinking. You may choose to listen to the recorded message.

If so—on the TAPE, your girlfriend (of, if you've selected the female PC, your boyfriend) has left a brief message setting up the scene. She (or he, as the case may be) is running a little late in meeting you at the cottage for your planned weekend together. She hopes your drive out from the city the night before was uneventful and looks forward to seeing you sometime later this morning.

ESTIMATED TIME of COMPLETION: 3-7 min.

AN UNEXPECTED TRIP

Attempting to open either the front or back door plays an ASS script—our proprietary Animated Story System which allows characters to move, interact and advance the story within gameplay itself.

Within about 10 minutes of starting game, if you haven't already tried to open one of the doors, the doorbell begins to ring as a cue for you to do so.

Either male or female, you now see yourself for the first time as the CAMERA disengages and swoops around.



Just outside your front door is a glowing black Moon Gate. Before you can retreat, a shadowy projection of Astaroth—one of the Shadowlords from the opening flic—steps from the Moon Gate and freezes you with a gesture. He makes a cryptic remark about taking over your destiny for his own ends, then snaps a strange Bracelet around your wrist, like some kind of unholy handcuff. Try though you might, you cannot remove it.

Even as pain wracks your body from the evil forces within the Bracelet, the specter of Astaroth pulls you directly into the Moon Gate.

Fade to black. Opening credits play over a plasma effect background, simulating a Moon Gate travel experience, and the occasional fly-by of your character—now dressed quite differently than in the Prologue. Your clothes have become more ancient in appearance.

In the background you hear the opening THEME MUSIC along with whooshing sounds of your rapid voyage through space and time.

Run Time—1:15

Credits end. Fade in:

Act One

An Unwelcome Arrival

THE MYSTERIOUS CHAMBER

Wearing your new attire—and sporting additional inventory items if you located any of the Easter Eggs that may or may not be hidden in the cottage—you find yourself in a dark and mysterious chamber. The room around you glows and pulses, as if from magic. Runes line the walls and you get the sense of great power flowing through this room.

Several open moon gates surround you—red, black, etc. A powerful mage, whom you later learn is the evil BELAKON, reacts angrily to see you in his chamber. The Bracelet around your wrist glows brightly. Suddenly, the black moon gate in Belakon's chamber is sucked into the Bracelet.

Belakon shrieks in horror at this and fires a deadly bolt of energy right at you. But the powerful Bracelet somehow deflects the energy and instead knocks you back through an open blue Moon Gate.

You crash onto the deck of a ship, the Dark Tide, plowing through the strange green seas of this world. An ugly assemblage of fierce-looking rogues, the Brotherhood, at once set upon you and clap you into chains. They're shocked by your sudden appearance and indicate that they'll deal with you soon enough—the intimation being that you're going to be roasted and eaten for food. Not exactly what you had planned for the morning!

The Brotherhood's ship pulls into their stronghold on Raik Isle, an amoebae-shaped island with sunken ships in the waters surrounding it. Though you'll only see a small portion of the island now, it's a rocky place

dotted with huts where the Brotherhood and their hard-scrabble families live. A central, mountainous feature dominates the island.

Because of the dense, contained nature of the world in this game, you'll return to most environments several times and have ample opportunity to explore and quest through them.

All plot-related quests are detailed in this story summary. But there are numerous additional sidequests—including an entire pirate sub-plot that involves one or more trips back to Raik Isle.

Raik Isle is accessed through a huge stone cavern that slopes down to the water. At the far end of the dark cavern are docks and a prison complex, where you are apparently now destined to end up.

A couple of goons from the Brotherhood haul you towards the prison. As you near a pit, you break away and dive into it. The goons hoot and holler in the background.

Run Time—3:45



RAIK ISLE PIT

You find yourself in a dark world hewn out of the stony innards of Raik Island, in a dungeon where few have survived. You hear the chittering and scratching of vermin in the distance.

The Raik Ise Pit is effectively a "Starter Dungeon," with a modest layout and some fairly easy monsters to battle.

The primary point of this area is to acquaint you with the interface, allow you to practice simple combat and blow you away with the detail of the environment.

Around you are the corpses of others who have tried to escape...and failed. These corpses, scattered along the floors or leaning against the slimy stone walls, possess a few offensive weapons and armor for the taking.

The objects (weapons, spells, etc.) you find in gameplay vary dramatically depending on the Difficulty Level you selected, your preferred Mode of Play (Warrior, Wizard, etc.), certain random elements and the number of Players in the game.

Alone in this eerie dungeon, you proceed through a series of tunnels, caverns and passages—nothing too complex at this early stage of the game. You're not going to get hopelessly lost in here, but you better believe that you *can* be killed.

You'll encounter a rich world of sounds throughout Underworld 3. Monsters scream when attacking or dying, and generally provide a chilling variety of noises as you progress through a level.

Ambient sounds include dripping water, doors creaking, the distant groans and growls of creatures, etc.

The dark, forbidding environment sets the mood for the entire experience as you wend your way through torch-lit areas, alternately hunting down or running from monsters. Some of these are RATS and SPIDERS—though a far cry from the relatively benign versions you may have encountered back on Earth. You'll also come up against Pirates and a small band of STONE SHRIKES.

You have two options for recovering Hit Points...

REST: walking very slowly without combat action. Your Hit Points rebuild slowly, yet steadily.

SLEEP: laying down and stopping completely, during which Hit Points rebuild much more quickly. However, sleeping does leave you vulnerable to attack or other disturbances.

In either case, Game Time always continues.

Soon you meet YERIA, a former mage who was cast into the prison and later escaped into this adjoining dungeon area.



All NPCs that you may encounter in the Raik Isle Pit, and other localities throughout the game, are detailed later in this document.

Generally, all conversations are both audio and text. This speech will be fully localized and translated into appropriate languages and, space permitting, included on the same CD(s) as the leading PC SKU.

Though wounded, Yeria's sensibilities are relatively intact. She's able to give you tips on progressing further. As a mage, Yeria can sense that you have no spell-casting ability. She directs you to an abandoned temple within the dungeon complex that could help you in that regard.

Conversation Option:

If you wish, Yeria can act as mentor to you, instructing you in the functionality of the game as you progress through this dungeon. Some of the information she can impart, in response to questions you may ask, includes:

- ***The Bracelet around your wrist may be your only way home.***
- ***The Bracelet is harming you and may eventually kill you unless...***
- ***...You locate a special Amulet that the Brotherhood has stolen from Yeria's Order.***
- ***You should be wary of Belakon, a powerful mage working towards evil ends in this land.***

After further exploration and skirmishes, you reach an old underground temple built by Cyclopes. It's a small stone construction with ancient writing in red around the openings. A swirling mass of colors can be seen at the top of a round chamber. As you step into it, sparks and dancing light reflects from your skin. You're suffused with a glowing light, at which point you now have access to **Level 1 Spell-Casting** ability.

Achieving Spell-Casting ability will be a spectacular effect. In addition, your mana flask will fill up and your spell book icon will appear for the first time.

If you wish, Yeria can train you in the magical arts.

You gain 3-12 skill points each time you go up a level. By this point, you've probably gone up 2-3 levels.

There are two ways to implement these skill points...

1) Selecting the Adventure gaming style during the game's set-up allows hard-core gamers to manipulate their stats to their hearts' content. In this case, you must first "practice" the appropriate art—Bartering, Repair, Stealth, Trap Detection, etc., etc.—with a Trainer. Generally you want to track down a Trainer with a high skill level, since that will cause your skill to increase much more dramatically.

2) Selecting the Action gaming style enables the Auto-Train functions that will, obviously, automatically train your character in the arts appropriate to the character you're playing.

As you near completion of the dungeon complex, you encounter the Roc'Shal—a slobbering creature who survives on the refuse in the pit and is delighted to encounter some fresh meat. You must dispatch the Roc'Shal before moving on.



Continuing through the dungeon, you reach a tunnel that's been cut into stone surrounding the prison complex, giving you access to it.

EST. TIME of COMPLETION: 50-60 minutes

A RAIDING PARTY

Decrepit stone cells with iron bars line either side of a corridor in the prison. The cells contain a hapless collection of PRISONERS, many of whom now beg for your help in rescuing them. Throwing a switch activates the doors and frees the prisoners.

Plot-Critical Action

*Throughout the game, there will be a variety of actions you **MUST** perform in order to advance the plot.*

Now, for example, you should free the prisoners. If you do not free them now, you'll have other opportunities to do so later. The prisoners must eventually be freed to continue on in the story.

Whether or not you free the prisoners now, within X minutes an ALARM is raised—but not because you've been discovered. Rather, a vicious CYCLOPS raiding party has descended on the island, decimating the pirates and laying waste to their ships.

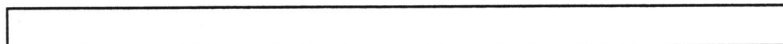
You see most of the Cyclops taking off in their ships, bloodied from their battle, yet victorious. A lone Cyclops remains and he snatches up CAPTAIN NAHK, dashing him against the bow of his ship like a bottle of champagne—with similar results. The Cyclops discards the Captain's remains and takes off in his ship.

Run Time—1:15

If you didn't previously free the prisoners, now would be a good time to do so. One remaining ship on the docks is seaworthy, you but can't sail it by yourself. You need help from the prisoners.

Once they're freed, the 15 or so PRISONERS crowd around you, thanking you for rescuing them. One of their number is CAPTAIN KORIA. It turns out that the sole seaworthy vessel is her former ship, the Jop-L'in—a beat-up old cargo barge.

Captain Koria and the Prisoners set about making the Jop-L'in ready to sail. However, Jeral, the ship's mage, says he's unable to depart until he retrieves the Amulet that the Brotherhood stole from him. His fellow prisoners are weak and unable to help much in the search for it. Jeral implores you to retrieve it for him.



The entire game up to this first point will comprise the Shippable Demo that the development team will deliver in Spring of 1998.

The Demo will also include ASS script highlights of the coolest parts of the remainder of the game to build excitement in the marketplace.

Raik Village

A smattering of huts—basically all that's left of the settlement after the ravaging by the Cyclopes. You must search through the village, fighting any remaining pirates, and finally locate the Amulet.

ESTIMATED TIME of COMPLETION: 30-45 min.

Brotherhood Fort

While searching the village, you may opt to enter the Brotherhood Fort—a large wooden structure, three levels in height and moderately fortified. You may encounter Josef, the powerful and charismatic and yet psychotic leader of the Brotherhood. If you feel strong enough, you may wish to take him on in combat. Be warned, though, he's a son-of-a-bitch and your chances of defeating him are slim.

This subquest, like every other subquest in the game, can be put off and returned to at any point in time you choose later on.

ESTIMATED TIME of COMPLETION: 60 min.

Returning to the dock complex, you present the Amulet to Jeral amidst profuse thanks and congratulations from the other prisoners. In gratitude, Jeral uses the Amulet to uncurse the Braclet on your wrist. However, he's not able to remove it. He suggests that you seek out the mages of the Combinate in Wayreth for help with it.

Captain Korja wants to get the hell off of Raik Isle before the Cyclopes return. There's a human settlement not far away called Traff, where hopefully they can do repairs on the ship and sail further still.

The Jop-L'in sails away from Raik Island. The ship is seaworthy, but barely so. As she sails across the ocean towards Traff, leaks spring up at every turn.

RUN TIME—:20

THE MYSTERY OF TRAFF

Before long you sail into Traff, a floating city comprised of pontoons loosely lashed together and a mountainous formation in the center, anchoring the floating sprawl. About 8 medium-size buildings sit atop these pontoons, which are interspersed with floating gardens—the inhabitants' attempt at recreating the grandeur of the great, land-based cities of old. The bulk of the city, as you'll soon learn, is beneath the water.

Even as the Jop-L'in moors in Traff, it's obvious that something's not right. There are no dockworkers to be seen. The harbormaster doesn't show up to collect his customary mooring fee.

RUN TIME—1:10

You're sent by Captain Korja in search of pitch and timber to help with the repairs—and to find out where everybody went. There are no citizens in the open. Once you begin exploring the city, opening doors and looking into structures, you begin to find a few TOWNSPEOPLE. They will relate the info that the city has been overrun by a loathsome bird-like creature called the HETCH, who've carried off some of the townspeople to the lower levels.

As you encounter these Townspeople, some of them are revealed to be Blacksmiths, Warriors and other characters who can be of assistance to you. They can provide information about the world, your quest and can train you in the arts you're pursuing.

THE HETCH

You discover that Traff is constructed much like an iceberg. The top portion, above the water, represents only a small percentage of the entire city. The massive pontoons on which the upper layer sits reach down several stories under the water. A rickety wooden environment, these pontoons levels are like honeycombs, with twisting passages, ladders and sudden drop-offs.

You work your way to the lowest level of the city, campaigning against the Hetch the entire way. At the bottom, you fight off the remaining Hetch guards and discover the cell where you're the townspeople of Traff are being held.

EST. TIME of COMPLETION: 60-90 minutes

You return topside, having successfully completed the rescue effort. The people of Traff are effusive in their thanks. The Jop-L'in is now headed to Wayreth. Jeral reminds you that the mages there may be able to help you remove the Bracelet and perhaps ultimately help you find your way home.

THE SECRET of TRAFF

There's a dungeon area in the mountainous center of Traff. A really cool sidequest is currently under development.

ESTIMATED TIME of COMPLETION: 90 min.

Sidequests

Though not always noted in the story document proper, at numerous junctures throughout the game there are opportunities for you to take side-quests—smaller, exciting adventures that help you build up strength, money, etc. These are definitely dangerous, but generally worth the effort

Before setting off, Yeria and some of the other passengers decide to remain on Traff and help rebuild the floating town.

It's overcast when the Jop-L'in sails, but Captain Koria is confident that she knows the heading to Wayreth. She turns out to be disastrously mistaken.

The Jop-L'in inadvertently sails into the Eye of Aenid—an unnatural vortex/whirlpool that haunts the ocean in this part of the world. The ship is caught in the unyielding grasp of this maelstrom.

Just before the Jop-L'in is sucked to the bottom of the ferocious whirlpool, Jeral casts a powerful spell that prevents the ship from being crushed under the force of millions of tons of ocean—a glowing, magical sphere that encompasses the ship as it sinks deeper into the water.

A WATERY DESCENT

The Jop-L'in plummets to the depths of the ocean, protected by the transparent shield around the ship cast by the mage, coming to a rest near the mouth of an underwater cavern. Jeral is able to hold the sphere open on one side long enough for you and the other passengers to escape into the cavern. Just as the last passenger reaches the safety of the cavern, Jeral passes the Amulet to you, yelling that it must be returned to Yeria on Traff at the earliest possible moment.

Then with a final, fatal effort, Jeral maneuvers the protective sphere over the mouth of the cavern, sealing it shut. You watch in horror as Jeral's now unprotected body is crushed...and slowly begins floating to the surface.

RUN TIME—2:25

You take stock of your situation. You're trapped in a cavern at the bottom of the ocean with a raggedy collection of former prisoners and a sea captain who seems to have temporarily lost her wits—all she can say now is, "What've I done to my ship?!" You realize that your only hope is to find a way out of these caves and send help back for the others.

TROLL ATTACK

You encounter a huge complex of underground dungeons, twisting passages and dangerous caverns. While going through this terrain, you encounter various nefarious TROLLS. They're not real pleased at your intrusion and you fight a running battle with them as you descend ever deeper in the cavern.

EST. TIME of COMPLETION: 30-40 min.

You finally you reach a slight upward slope and follow the incline to a ridge that looks out on an incredible scene...

THE TOWN OF IMLAN

From a cliff overlooking the city, you look out over the busy city of Imlan—an underwater city surrounded entirely by a semi-transparent dome. Through the dome you can see luminescent fish swimming through the black water. The sprawling town is lit by softly glowing balls of light, like drifting street lamps suffused with magic. In the center of town is a tower that stretches up and up through the very roof of the dome itself.



Following the slope on down, you arrive in the town itself and can explore it for a time. You're able to visit shops, engage in commerce and search out trainers who can help raise your skill level in whatever arts you find worth pursuing.

Imlan is a busy place and you'll have ample opportunity to engage TOWNSPEOPLE in conversation and find out a little more information on the unusual history of this planet.

The singular history of Jaal and the forces at work within the world are detailed elsewhere within this document.

Fast upon your arrival, you explain to some CITY GUARDS about the shipwreck and the survivors still trapped in the caverns. They immediately send an armed rescue party after them. The Guards are curious about this opening into the Imlan, since they unaware of it. They recently sealed up another opening into a cavern populated by

Trolls, who've been raiding the city of late. In fact, the Trolls stole an important artifact called the Famagar from the mages—which the guards, inexperienced in fighting the Trolls, have been unable to collect.

Other townspeople later direct you towards the TOWN MAGES, who hold court at the foot of the great tower in the middle of Imlan.

The Mages are now about to use the tower to open a 'gate' in Imlan that will lead to the great city of Weywreth—allowing instantaneous transport between the two cities. It is indeed a momentous day in the history of Jaal if such a thing can be pulled off.

The time comes to utilize the power of the node to open the gate. That's when disaster strikes. A blue Moon Gate opens up and Belakon emerges. He sabotages the mage's efforts. He steps back into the Moon Gate—and is gone!

The ground shakes and cracks begin appearing in the dome overhead. Something's going terribly wrong.

RUN TIME—:45

The dome is weakening dramatically. The node control has been damaged. There's only one hope for the city and that's to retrieve the Famagar stolen by the Trolls, which would allow the mages to activate the node and teleport the townspeople to safety. With your experience in fighting Trolls in the caverns leading to the city, you're enlisted for the task.

TROLL FAMAGAR QUEST

The Guards unseal the second cavern entrance long enough for you to slip inside. You fight a desperate battle against the Trolls within until you discover the purloined Famagar, a pulsing sphere of light resting on a rough stone pedestal. You return the object to the Mages, who immediately put it to use.

ESTIMATED TIME of COMPLETION: 30-40 min.

Even as the Mages struggle to use the Famagar to control the tower, more cracks appear in the dome and water seeps inside. But it's not working.

Gates snap open and closed too fast for the townspeople to get out. Sparks and lights shoot out from the tower, zapping people out of the city. A brilliantly colored bolt of energy hits you and the world momentarily goes black.

RUN TIME—:55