

Dungeons and Dragons: Dragonshard

by

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**THE ORDER OF THE SILVER FLAME****MISSION 1**

EXT. MISSION 1 OPENING CINEMATIC

MONTAGE OF 2D ART

PLATE ONE

From high above a desolate landscape, we see LADY MARRYN standing at a crossroads.

The sky has an eerie reddish tinge and we hear faint music, percussive and off-key, which creates a sense of ominous foreboding.

We move closer on Lady Marryn. She is tall and beautiful, regal and strong, wears gleaming armor and holds a warhammer.

The percussive music builds as the ground begins to tremble.

PLATE 2

There's a violent CRACKING SOUND as the earth splits open, the crevice extending all the way to Marryn's boots.

Black flames rise from the earth along with a massive crystal, pulsating with purple light. It's shrouded in a dark mist that spreads out, covering the ground.

Hands reach up out of the mist, grasping for Marryn's legs.

PLATE 3

She brings her WARHAMMER DOWN on the massive crystal. We HEAR an EXPLOSION as a blinding whiteness fills the screen and we--

CUT TO:

EXT. MISSION 1 OPENING CINEMATIC PART TWO

THIS IS AN IN-GAME CINEMATIC.

LADY MARRYN stands on a platform with arms raised high.

She's flanked by LHAZEL THE SEER, a powerful mystic, and BASTION, a mighty Warforged.

We HEAR the ROAR of a cheering crowd and, as we pan around her, we see she is addressing a massive army. They fill the plaza below.

MARRYN

My dream foretells that the time of prophecy is upon us. We will journey to the Ring of Storms and release the Flame from the Heart of Siberys! Together we will save Eberon from the darkness that threatens to destroy us all!

The army CHEERS with a THUNDEROUS ROAR.

EXT. MISSION 1 GAMEPLAY - TUTORIAL

At a small encampment, Marryn addresses a small contingent of soldiers.

BAINÉ, a rogue, stands beside her. (The characters are in the players control and the dialogue occurs during gameplay.)

MARRYN

Lhazel the Seer and Bastion the Warforged are gathering our forces as we speak. This is...

(disparaging)

Baine. He's familiar with the outer edges of Xen'drik and has agreed to help us find our way into the Ring of Storms.

SOLDIERS

For the flame!

BAINÉ

Actually, it's for the money. And a full pardon for all my previous sins and transgressions.

MARRYN

Time is of essence. Can we please begin.

BAINÉ

I love a woman who knows how to take charge.

Marryn silently stares at him as he steps forward.

BAINÉ

Right...let's get started. We're going to be traveling into some very dangerous territory. So you need to do exactly what I say when I say it.

(Baine teaches simple game commands. How to make formations. Gather resources like gold. Build a base. All of this should be augmented with text on the screen.)

The player builds a small base and then leads his newly created force through a mountain pass, fighting low-level enemies along the way.

The various units say various things as you click on them. (There will be a separate document with unit dialogue.)

The mission ends when they connect up with Lhazel and Bastion on the far side of the map, where a fleet of Airships wait to transport them to Xen'drik.

EXT. MISSION 1 END IN-GAME CINEMATIC

LHAZEL

Lady Marryn.

MARRYN

Lhazel. Bastion. Are the forces assembled?

BASTION

Yes, M' Lady.

Just then, there's a low-pitched rumble as the ground begins to shake and rocks begin to tumble

SOLDER ONE

What is that?

SOLDIER TWO

Are we under attack.

SOLDIER THREE

Run for your lives!

MARRYN

Stand firm! Stay strong!

BAINE

Just don't stand under any rocks.

Finally, the ground stops shaking.

MARRYN

My dream seems to be coming true.

BAINE

Was I in your dream too?

MARRYN

Watch your tongue, rogue. I am not one of your pliable barmaids. You may speak when spoken to. Is that understood?

BAINE

(a little sarcastic)

Yes, Ma'am.

Marryn turns to the Lhazel and Bastion and the troops.

MARRYN

Our enemies await! On to Xen'drik!

ALL THE MEN EXCEPT BAINÉ

For the Flame!

(AS MISSION TWO LOADS WE SEE A MAP WHICH SHOWS THE PROGRESS OF THE ALLIANCE FORCES, ACROSS THE SEA TO THE SHORES OF XEN'DRIK.)

## **MISSION 2**

EXT. MISSION 2 OPENING CINEMATIC

ON XEN'DRIK OUTSIDE THE RING OF STORMS

Marryn, Bastion, and Lhazel make plans to head inland and find their way past the mountains.

LHAZEL

Baine's a bit rebellious, but I believe he will prove to be very useful.

MARRYN

We shall see.

LHAZEL

I feel he has a strong connection to the flame.

MARRYN

He is intolerable.

Baine enters into the frame.

BAINE

Intolerable?

Lhazel laughs.

MARRYN

Didn't I order you not to speak  
unless spoken to?

BAINÉ

Does that mean I shouldn't tell you  
what I just found.

Marryn sighs.

MARRYN

What? What did you find?

BAINÉ

Follow me.

Baine leads Marryn, Lhazel, and Bastion to a wall of boulders which conceal a lever. Baine releases it, revealing a hidden column that leads to below.

LHAZEL

A way into the underworld.

BAINÉ

Below the mountains...

LHAZEL

...and into the Ring of Storms.

MARRYN

But we don't know what's down  
there.

BAINÉ

Only one way to find out, M'Lady.

MARRYN

First we must build a base. Build  
up our strength.

BAINÉ

You do that. In the meantime, I'm  
gonna take a look around.

MARRYN

Take Bastion then.

BAINÉ

No thank you. It's hard to be  
stealthy when you're being followed  
around by three tons of clattering  
metal.

Baine heads into the underworld.

MARRYN  
(to Bastion)  
Follow him! Defend him!

BASTION  
Yes, M' Lady.

Bastion follows Baine into the underworld.

EXT. MISSION 2 GAMEPLAY

The Order of the Silver Flame builds a base and sends troops into the underworld. Hazel and Marryn lead this force and they fight their way past all sorts of dungeon creatures.

When they meet up with Baine and Bastion...

BAIN E  
I appreciate you sending your protector to protect me, but it was unnecessary.

MARRYN  
You just wanted to be alone in case you stumbled upon some treasure to plunder.

BAIN E  
Is that a problem?

MARRYN  
There are far more important things than riches, thief.

BAIN E  
Spoken like someone who has never gone to sleep hungry.

And they continue fighting their way forward through the dungeon until they stumble upon an ancient temple.

EXT. MISSION ONE MIDDLE IN-GAME CINEMATIC

MARRYN  
What is this place?

The walls are decorated with etchings of Swamp creatures and warnings in a primitive language.

LHAZEL

A temple and these are warnings... to go no further.

MARRYN

And if we do?

LHAZEL

That I cannot see. But these creatures, I feel that they and the Heart of Siberys are intertwined in some way.

BAINÉ

In my experience, when someone tells you to go no further... that's exactly when you want to take that next step.

EXT. MISSION 2 GAMEPLAY CONTINUED

The player continues to fight his way deeper into the dungeon, past all the warnings, through secret doors, and dangerous traps.

At the end of the level, they come upon a GIANT CLOCKWORK GOLEM. The Golem is very powerful, but when it's finally slain, it EXPLODES, taking out a half dozen troops, and BLOWING out a wall, revealing a sealed off secret passage guarded by a massive statue of a FIERCE LIZARD WARRIOR. DARROC.

EXT. MISSION 2 END IN-GAME CINEMATIC

Lhazel stands before the statue and goes into a trance.

LHAZEL

I see a bloody battle where many perished protecting the Silver Flame. This statue commemorates Darroc, who died defending the Heart of Siberys. We must find him.

BAINÉ

I thought you said he was dead.

LHAZEL

His tomb holds the clues we need to locate the heart. This passage must be the path.

BAINÉ

If that's the path, then my job is done.

MARRYN

Done?!

BAINÉ

It's been a lot of fun, but all good things must come to an end, M'Lady. So...if you don't mind filling my purse, I'll just be on my way.

A HUGE EARTHQUAKE shakes the room. Rocks fall, blocking the way they came in. The statue of Darroc topples forward, barely missing Baine before slamming into the floor.

MARRYN

That was it. That was our sign. Now we can't turn back.

Baine searches for an opening in the caved-in wall.

BAINÉ

No, no, no...this can't be happening. I have places to plunder. People to pilfer. I can't join your pointless crusade

LHAZEL

But it seems you already have.

MARRYN

That Earthquake. That was the one from my dream.

BAINÉ

Lady, your dream is turning into my nightmare.

(AS MISSION THREE LOADS, WE SEE A MAP THAT SHOWS THE PROGRESS OF THE ALLIANCE FORCES.)