**Battle 1**

Erium Castle. Dusk.

So battle 1 occurs because Noah, Sharna and Huun notices dark characters acting shifty in the castle grounds and they investigate

6 enemies: 6 Dark Ooze.

Bushes and Trees.

Characters: 3 \*Hero, Sharna, Huun join.

Eliminate all enemies.

**Battle 2**

Erium Jail

The Force are jailed for 'attacking' the High Mage. Craig and Olivia bust the Force from their cell

6 enemies: 3x Melee Guard, 1x Archer Guard, 1x Mage Guard, 1x Guard Captain

Stone floor. Statues and armor racks. Kinda narrow

Characters: 5 \*Olivia and Craig join.

Eliminate Guard Captain

**Battle 3**

Woodlands outside of Erium. Daytime.

The Force escape from Erium to seek cover in Craig and Olivia’s friend’s (Eddie) cabin. As they arrive, they see the cabin is under attack.

8 Enemies: 2x Archer, 4x guard 1x Mage, 1x Capt

shrub, bush, trees and undergrowth

Characters: 5 \*Nobody joins

Eliminate all enemies

**Battle 4**

Erium - Reyval Border, daytime

The Force are now regarded as fugitives and **Mistal** has their descriptions out

Some of the Border Guards notice the Force and attempt to arrest them. Liza steps forward and makes a commotion. As a result of flashing her magic about, the border guards attack to kill. Liza doesn't necessarily fight for good, but she is impatient and thinks the border guards are just bored and picking on force

12 Enemies: 4x Border Knights, 3x Border Guards, 2x Border Medic, 2x Border Archers 1x Border Captain

Shrub, bush, trees and undergrowth

Characters: 7 \*Olivia and Craig leave, Eddie, Tyson/Liza, and Crook, join.

Defeat all enemies

-----***END CHAPTER 1-----***

**Battle 5**

Reyval- Chapel, dusk.

More of the enemy plot is revealed (what part?). The Force is trapped and forced into battle. More of the patrol catches up and engages in battle.

15 Enemies: 5x Border Knights, 4x Border Guards, 2x Border Medics, 2x Border Archers, 2x Chapel Watchmen.

Stone, shrub, bush, trees and undergrowth, dirt

Characters: 7 \*Nobody joins

Defeat all enemies.

**Battle 6**

Overworld Plains- Daytime

A random encounter with some local monsters.

12 Enemies: 3x Green Ooze, 3x Bat, 2x Grass Man, 2x Goblin, 2x Witch

Shrub, bush, trees, grass, dirt

Characters: 8 \*Vance joins.

Defeat all enemies.

**Battle 7**

Goblin’s Cave- Darkness battle

Force steps in on Goblins. They attack.

13 enemies: 3x Grass Man, 3x Goblin, 2x Bat, 2x Green Ooze, 2x Witch, 2x Death Goblin

Dirt

Characters: 9 \*Lewis OR Gwyneth joins.

Defeat all enemies.

**Battle 8**

Overworld Plains 2 – Daytime

More local monsters attack.

13 enemies: 3x Grass Man, 3x Large Bat, 3x Death Goblin, 2x Witch, 2x Dark Archer

Grass, etc.

Characters: 10 \*Hauron OR Sampson joins.

Defeat all enemies.

***-----END CHAPTER 2-----***

**Battle 9**

Town Battle in Signus- Daytime

The Royal guards attack the Force for an unknown reason.

15 enemies: 3x Royal Soldier, 3x Royal Archer, 3x Royal Mage, 3x Royal Knight, 2x Royal Cleric, 1x Royal Captain.

Dirt, Stone.

Characters: 12 \*Trevor and Krys join.

Defeat all enemies.

**Battle 10**

Avaria Gate (split battle)

A locking mechanism needs to be released by one group as the other group rushes the city.

8 enemies vs. 6 force members on each side. 2x Royal Soldier, 2x Royal Archer, 2x Royal Mage, 1x Royal Cleric, 1 x Royal Captain.

Grass, etc.

Characters: 6 on each side (15 to pick from) \*Gerrard, Felix OR Zane join.

Defeat all enemies.

**Battle 11**

Avaria Throne Room

Force walks into a trap and is forced to battle **Stone**

12 enemies: 3x Henchmen 2x Dark Archer, 2x Mad Mage, 2x Gargoyle, 2x Dark Priest, 1x **Stone**

Characters: 12 (13 to pick from). \*Nobody joins.

Stone

Defeat **Stone**

**Battle 12**

Outside Avaria- Daytime

**Gulwin** is blocking the way to the Western Shrine.

13 enemies: 3x Henchmen 2x Dark Archer, 2x Mad Mage, 2x Gargoyle, 2x Dark Priest, 2x Noxious Gas

Grass, etc.

Characters: 12 (15 to pick from). \*Nobody joins.

Defeat all enemies.

***-----END CHAPTER 3-----***

**Battle 13**

Western Shrine (Battle is half in and out of shrine)

**Gulwin** runs. The Force gives chase into the Western Shrine. The Force approaches the quiet shrine, only to be attacked by **Stone** and **Gulwin** as their army surrounds the Force. Halfway through, Reid joins.

14 enemies: 2x Henchmen 2x Pegasus Archer, 2x Mad Mage, 2x Gargoyle, 2x Dark Priest, 2x Noxious Gas, 1x **Stone**, 1x **Gulwin**.

Stone

Characters: 13 (1 joins, 15 to pick from pre-battle). \*Reid joins midway.

Defeat **Stone** and **Gulwin**

**Battle 14**

Cliff inside of Shrine- Dark Battle

Raltis throws key into a chasm, a small group goes to fetch it. Gerrard, Krys, +3 more go.

6 enemies: 3x Noxious Gas, 2x Cliff Dwellers, 1x Gargoyle.

Stone, dirt.

Characters: Krys and 4 others (out of 17- Hero cannot go) (4 others cannot partake in next battle). \*Balek, Norman, and Joel join.

Defeat all enemies.

**Battle 15**

The Shrine of Lashei

Krys flies the key back up to the rest of the Force and the other 4 members begin climbing back up. The main Force presses on to take on the **Raltis**. He reveals himself as Under General 3 and summons creatures to prevent the Force from taking over the Shrine of Lashei.

13 enemies: 3x Evil Dwarf, 2x Noxious Gas, 2x Pegasus Archers, 2x Mad Mage, 2x Golem, 1x Dark Priest, 1x **Raltis**.

Stone, dirt.

Characters: 12 (out of 15 since the 4 that left are still climbing. Krys can join though). \*Nobody joins.

Defeat **Raltis**

**-----END CHAPTER 4-----**

**Battle 16**

Battle at the port of Taban- Daytime

Some enemies are attacking the ship and the Force rushes in to save the Captain and the ship.

14 enemies: 5x Pirate, 3x Evil Dwarf, 2x Golem, 2x Pegasus Archer, 2x Pegasus Knight,

Wood, stone.

Characters: 12 (21 to pick from) \*Kigane and either Wiley OR Anthos joins.

Defeat all enemies.

**Battle 17**

Out on the Great Sea- Sunrise

Enemies attack the ship.

14 enemies: 4x Pirate, 4x Sea Bat, 4x Crab 2x Pegasus Knight

Wood.

Characters: 12 (of 21 to pick from) \*Nobody joins.

Defeat all enemies.

**Battle 18**

Shrine of Serenity

Force goes to the Shrine, but goes to leave as they think the seal is in no danger. **Nokajiku** appears and engages in battle.

14 enemies: 3x Orc, 3x Ninja, 2x Wizard, 2x Monk, 2x Sniper, 1x Beast, 1x **Nokajiku**

Stone, dirt.

Characters: 12 (22 to pick from) \*Cypriel joins.

Defeat **Nokajiku**

**-----END CHAPTER 5-----**

**Battle 19**

Shrine of Tides

Hero is injured and left in Kyo. Gerrard takes the Force to the shrine. **Mistal** is waiting for the Force and starts a battle.

14 enemies: 3x Orc, 2x Ninja, 2x Wizard, 2x Monk, 2x Sniper, 2x Beast, 1x **Mistal**

Stone, dirt.

Characters: 12 (22 to pick from) \*Hero leaves, Romeo joins.

Defeat **Mistal**.

**Battle 20**

Mountains near Nahariya- Daytime

The Force gets Hero back and gathers info then heads to Nahariya. Hero becomes ill and is left behind again. The Force heads off to find a holy sword. Outside of Nahariya, **Gulwin** attacks the Force.

15 enemies: 3x Zombie, 2x Ninja, 2x Wizard, 2x Monk, 2x Sniper, 2x Beast, 1x **Gulwin**

Stone, dirt, grass, etc.

Characters: 12 (23 to pick from) \*Marahar joins.

Defeat **Gulwin**

**Battle 21**

Temple Battle

The Force makes it to the temple and the monks allow them in but state that they will be tested. When the Force finds the Holy Blade, the monks begin an assault.

12 enemies: 8x Monk, 4x Beast

Dirt, wood.

Characters: 12 (23 to pick from) \*Nobody joins.

Defeat all enemies.

**Battle 22**

Nahariya on fire- Daytime

Gerrard attempts to lift the sword and is cursed by it. The Monks say that the sword responds that way when handled by someone unworthy. Clearly, Gerrard had not lead the Force for long. Going back to town, the Force hears an explosion and sees the town on fire. They run forward and are attacked by **Stone** and **Nokajiku**.

14 enemies: 3x Fire Demon, 3x Hell Hound, 3x Red Ooze, 3x Dragonet, 1x **Stone**, 1x **Nokajiku**.

Dirt, burnt stuff.

Characters: 12 (24 to pick from) \*Mithra joins.

Defeat **Stone** and **Nokajiku**

**Battle 23**

Outside of Nahariya- Daytime

After battle 22, the healer tells that a mage and dwarven warrior kidnapped Hero. The Force heads to find Hero but **Raltis** stops them.

15 enemies: 3x Hell Hound, 3x Dragonet, 2x Fire Demon, 2x Red Ooze, 2x Shaman, 2x Devil Wizard, 1x **Raltis**.

Grass, etc.

Characters: 12 (25 to pick from) \*Justine joins.

Defeat **Raltis**

**Battle 24**

Shrine of Solitude

The Force goes into the Shrine of Solitude and encounters all 4 Under Generals… Halfway through, **Mistal** joins in on the action.

5 enemies total: 1x **Stone**, 1x **Gulwin**, 1x **Raltis**, 1x **Nokajiku**, 1x **Mistal**

Stone, etc.

Characters: 12 (26 to pick from) \*Annie joins.

Defeat all enemies.

**Battle 25**

Fleeing the Shrine of Solitude- Daytime

After battle 24, Hero, Olivia, Craig, and Azure rush in and duel with the Under Generals. **Lexus** shows up to break the seal and heal his generals, then flees as he uses creature to divert the Force’s attention. Enemies attack the Force within/ outside of the Chapel. Sharna suggests visiting the God they met earlier, so they set off to find him in the Ancient Chapel.

12 enemies: 3x Minotaur, 3x Chronomancer, 2x Baby Dragon, 2x Shaman, 2x Devil Wizard.

Characters: 12 (30 to pick from) \*Hero, Olivia, Craig rejoin. Azure joins.

Defeat all enemies.

**-----END CHAPTER 6-----**

**Battle 26**

Ancient Chapel

The Force catches up with Craig & CO. as they move to the Ancient Chapel. Dark creatures attack the chapel when they are speaking with the God.

14 enemies: 3x Wraith, 3x Chronomancer, 2x Minotaur, 2x Baby Dragon, 2x Black Serpent, 1x Shaman, 1x Devil Wizard.

Stone, etc.

Characters: 12 (30 to pick from) \*Nobody joins.

Defeat all enemies.

**Battle 27**

Chasm- Daytime

The Force goes to Ohran to regroup and get some answers. Amos points them into the right direction and the Force goes to purify the Holy Sword that has been cursed.

16 enemies: 3x Black Mist, 3x Shadow Sniper, 3x Wraith, 3x Doom Knights, 2x Black Monks, 2x Shadow Wizard.

Stone, etc.

Characters: 12 (31 to pick from) \*Amos joins.

Defeat all enemies.

**Battle 28**

Escaping the Chasm- Daytime

Hero pierces the pocket of darkness and purifies the sword. The God is infuriated and sets some monsters to attack while he goes to find **Lexus** and take his power.

16 enemies: 5x Syphon, 3x Wraith, 2x Shadow Sniper, 2x Doom Knights, 2x Black Monks, 2x Shadow Wizard.

Stone, etc.

Characters: 12 (31 to pick from) \*Nobody joins.

Defeat all enemies.

**-----END CHAPTER 7-----**

**Battle 29**

Toward Erium- Daytime

The Force heads to Ohran for final preparations then decided to move back toward Erium in search of the Shrine of Kings. Before crossing the border, the Force encounters an army placed by **Lexus**.

18 enemies: 4x Syphon, 3x Bone Horror, 3x Blade Golem, 3x Blood Golem, 3x Red Dragon, 2x Blue Dragon, 2x Master Sage.

Grass, etc.

Characters: 12 (32 to pick from) \*Maya joins.

Defeat all enemies.

**Battle 30**

Outside Desolation’s Heart

Enemies try to cut the Force off from Desolation’s Heart.

18 enemies: 4x Syphon, 3x Bone Horror, 3x Blade Golem, 3x Blood Golem, 3x Red Dragon, 2x Blue Dragon, 2x Master Sage. (Same as last battle but harder enemy placement).

Stone, etc.

Characters: 12 (32 to pick from) \*Nobody joins.

Defeat all enemies.

**Battle 31**

Desolation’s Heart

The Force enters Desolation’s Heart. **Lexus** raises undead Under Generals (all 4) and commands them to attack the Force.

19 Enemies: 3x Chimera, 2x Syphon, 2x Bone Horror, 2x Blood Golem, 2x Red Dragon, 2x Demonic Sniper, 2x Master Sage, 1x Undead **Stone**, 1x Undead **Gulwin**, 1x Undead **Raltis**, 1x Undead **Nokajiku**

Stone, etc.

Characters: 12 (32 to pick from) \*Nobody joins.

Defeat all enemies.

**Battle 32**

Desolation’s Heart

The Force confronts **Lexus** and **Mistal**.

20 Enemies: 3x Sentinel, 3x Chimera, 2x Syphon, 2x Bone Horror, 2x Blood Golem, 2x Death Dragon, 2x Demonic Sniper, 2x Master Sage, 1x Mistal, 1x **Lexus**.

Stone, etc.

Characters: 12 (32 to pick from) \*Nobody joins.

Defeat **Lexus**.

**Battle 33**

Desolation’s Heart

The Force is paralysed and the God merges with **Lexus**. Maya releases the Force from their paralysis.

20 enemies: 3x Sentinel, 3x Chimera, 3x Rabid Fenris, 2x Syphon, 2x Bone Horror, 2x Death Dragon, 2x Demonic Sniper, 2x Master Sage, 1x God.

Stone, etc.

Characters: 12 (32 to pick from) \*Nobody joins.

Defeat the God.