

One Million Quest Campaign

Avarice

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Map of Avarice



Fig. Map of Avarice: The Last City (Center), Old Island (Bottom Left), Elf Island (Top Right), The Forbidden Archive (Bottom Left), Lumberjack Isle (Top Left)



Fig1.1 Basement of the Forbidden Archive



Fig 1.2 WFH 1

Context

You escape petrification only to find that the world is unrecognizable. Armed with the skills of a former adventurer, navigate a world that has moved on, find what is left of the past and uncover the truth behind the disappearance of your kind.

Setting

A world where humanoid like elves and beast-man are now forced to live in floating islands to escape the monsters on the ground without the presence of humans.

Number of Inhabitants: 41 in the game area

Objectives

Main Objective: Find out the Truth behind the disappearance of the Human Species

Sub Objectives:

1. Understand the situation
2. Prepare for the Adventure ahead
3. Discover the truth

Programme

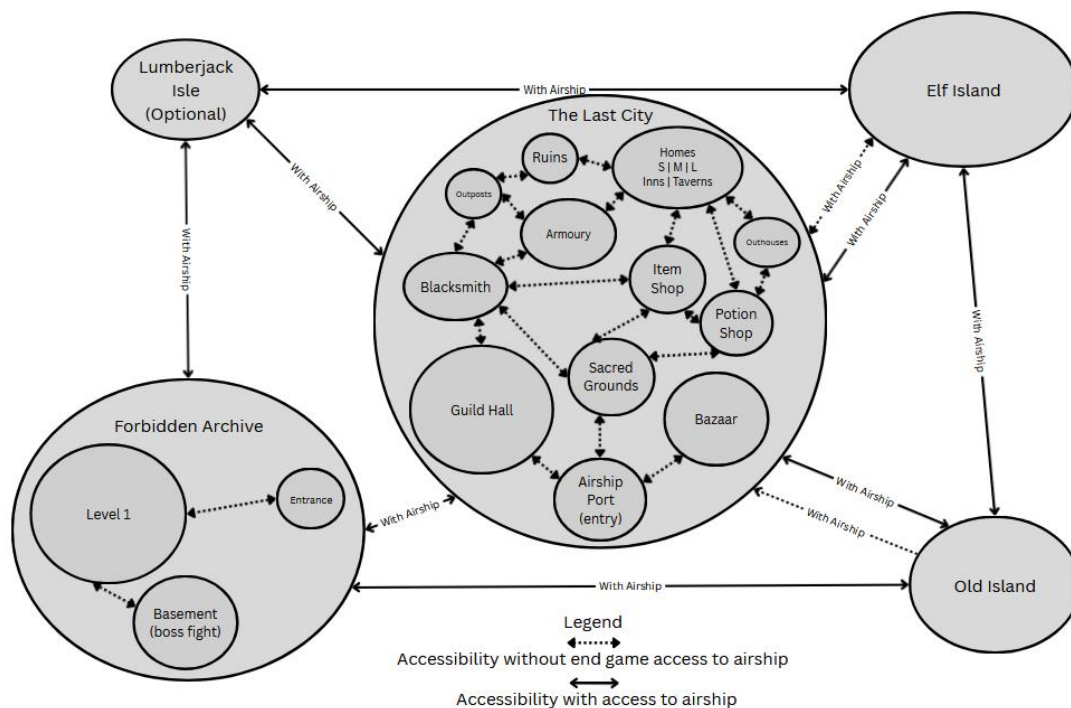


Fig 2. Intensity Chart of the Game Progression

Key Interaction Events

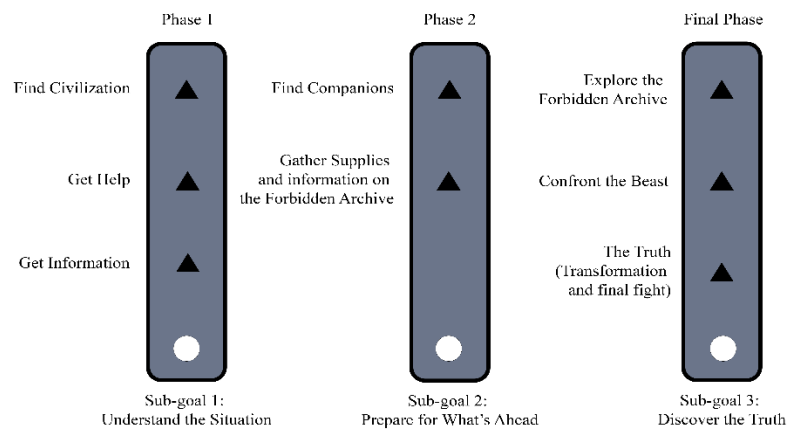


Fig 3.1. Interaction Chart of the Sub Goals in the Game

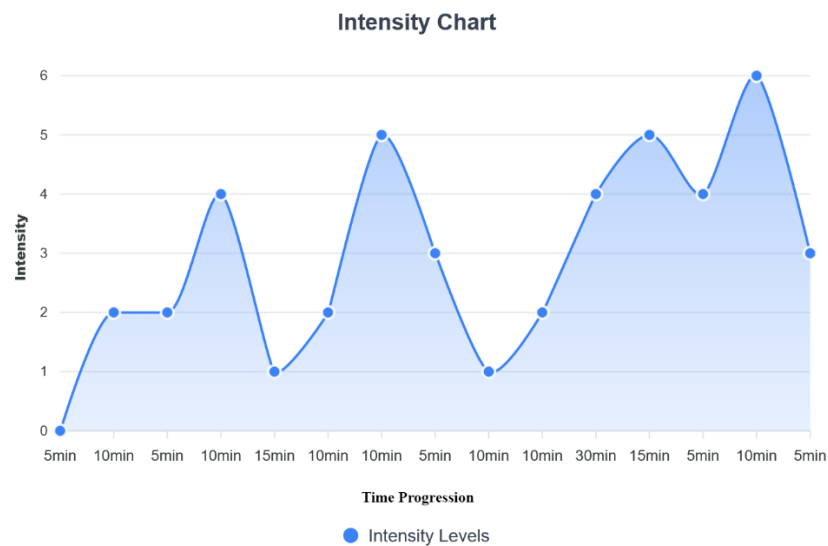


Fig 3.2. Intensity Chart of the Game Progression

Experience Draft

#	Names	Details	Duration	Intensity
1	Opening	Daily routine, setting up controls and mechanics	5	1
2	The Awakening	Wake up on beach, explore deteriorated home	10	2
3	Discovery	Attempt to find civilization by following path from the beach. Path cutoff and realize he is on a floating island.	5	2
4	The Encounter	Head back to home, meet merchants, first monster fight and get specialized weapon	10	4
5	City Arrival	Arrive at The Last City, explore and reach the guild.	15	1
6	Guild	Restore adventurer status, learn the truth about humans	10	2
7	Old Companion	Find Dying elf friend, ambush by monsters, old companion death fight.	10	5
8	Recruitment	Back at city, meet two youngsters, antagonist scuffle	5	3
9	Preparation	Healing supplies, equipment and getting information from the tablet in the sacred grounds and city people.	10	1
10	Travel to the Forbidden Archive	Given free roam to air travel. Travel to Forbidden Archive, gate opens to MC's biometrics	10	2
11	Forbidden Archive Exploration	Exploration of the Archive and fighting monsters that lurk in there.	30	4
12	Final Boss	Encounter a big enemy in the basement and forced into a fight.	15	5
13	The Ambush	Ambushed by the Antagonist from "Recruitment". MC surrenders and gets slashed	5	4
14	The Truth	Transformation from Human to Monster and Player controls remaining companions to defeat MC	10	6
15	Ending	Ending Cutscene of life moving on with lore playing as a fairytale retelling.	5	3

Distribution Of Resources (Experience Points and Currency)

#	Location	Interaction Event	EXP	Gold
1	Old Island	The Encounter (First Monster Fight)	80,000	2,000
2	The Last City	Guild reinstatement and Exploration	14,000	5,000
3	Elf Island	Old companion's gift and Monster Ambush	150,000	10,000
4	The Last City	Antagonist Scuffle	80,000	3,000
5	The Last City	Quest Preparation, gifts from NPC's and Exploration	0	6,000
6	Forbidden Archive	Monster fights	420,000	0
7	Forbidden Archive	Final Boss Fight	230,000	0
8	Transformation	Transformed MC (Companion Fight)	0	0
	Total	1,000,000	974,000	26,000

Appendix (Full Story)

Overview

Avarice is a story about the folly of man. We follow a protagonist who acts as the only survivor of mankind and as the key to understanding the fall of a civilization. The game bears the name of humanity's sin, not his.

He was once a well-respected leader amongst adventurers. Now he lives quietly as a fisherman on the shoreline while his companions have found peace and companionship in their own lives

That quiet life however was uprooted when he accidentally reeled in a creature that inflicted a long but temporary petrification. When he finally breaks free, he finds himself on the same beach he has always known, but something very wrong. His home has rotted into ruin and the ocean has vanished. Where the horizon once stretched endlessly, there is only open sky and the distant silhouettes of other islands drifting.

Stranded on a floating remnant of what he understood as normalcy, he sought to find answers and people to understand what had happened to his kind. However, he will find himself having to reconcile with the fact that he is the only human left and the land that was once bountiful, is now ridden with monsters.

Prologue [Before the World Changed]

Opening

The game starts with the protagonist waking up in a bedroom. He gets ready for the day, fetches his tools and makes his way to the dock. The morning ends with a cutscene of him casting a line, the petrification taking hold and a fade to black.

[Design Intent: The opening serves as the game's tutorial. Each domestic action, interacting with furniture, opening containers, cooking, equipping tools, introduces core mechanics like environmental interaction, inventory management, crafting, and equipment.]

The Awakening

The petrification finally wears off, and the protagonist awakes from his long coma on the beach behind his house, however, he notices that something is immediately wrong. The dock, along with his house, is rotting and practically destroyed and the sea level was unnaturally low, almost as if the water is gone. He rushes to his house to see what remains and realizes that a lot of time must have passed for this to happen. Not knowing what to make of this news, he gathers what's left of his equipment to find civilization.

He follows the path behind his home, expecting to see the village but what he sees shocks him. He sees clouds, airships and islands, floating islands. The world he once knew was gone.

[Design Intent: The opening serves as the game's tutorial. Each domestic action, interacting with furniture, opening containers, cooking, equipping tools, introduces core mechanics like environmental interaction, inventory management, crafting, and equipment.]

Objectives:

- Investigate the house
- Recover equipment
- (Optional) Gather additional supplies for the journey
- Follow the path toward the village

The Encounter

After a while of collecting himself, he returns to the beach and finds that one of the airships has docked at the rotting pier and its crew making camp on the shore. Nothing else to lose, he makes contact in hopes of getting help.

Through conversations, he learns that many years have passed and learnt that the islands are floating to avoid the beasts below, much to the confusion to the merchant of his lack of knowledge. The exchange was cut short, however, by an ambush by a strange monster that the protagonist had never seen before in his years as an adventurer. He tries to fight back but realizes his weapon does not work against the monster. Realizing this, the merchant throws him something different. A weapon that was forged to fight the monsters of this age, which the protagonist used to make quick work of the monster.

The merchant explains that the weapon was forged by dwarfs to fight these monsters specifically and does not harm people. As the body of the monster settles, a faint and haunting melody surfaces and something in him stirs.

[Design Intent: The Encounter introduces combat. The merchant's explanation of the weapon is delivered in good faith but is incomplete, the blade distinguishes by what something fundamentally is. This only becomes relevant at the end of the story. The haunting melody that plays after the kill is introduced here as a seemingly musical cue. Its true significance is also withheld until the Final Chapter.]

Objectives:

- Approach and speak with the merchant group
- Survive the monster attack
- Learn what has happened to the world
- Departing the island

Chapter 1 [The City of the End]

The Arrival

Having saved the lives of the group, they offered to bring the protagonist to The Last City. The city was alive with people, none of which he noted were human. It was strange but there could be another island, he thought. Drawing on his old habits, he makes his way to the Adventurer's Guild. It was always a good place for information.

When at the Receptionist, he requests a reinstatement of his Adventurer Status. However, when his records were retrieved, she freezes and escorts the protagonist to the Guild Master Meeting Room. There, he learns a devastating piece of information, humans have seemingly vanished!

Not understanding how this can happen, he requests to make contact with his old companions who were of a long living species, elves and dwarfs. The guild obliges him to take him to the elf island in exchange for assistance with an ongoing ruin exploration effort.

[Design Intent: The city serves as the game's hub, introducing the player to amenities.]

Objectives:

- Explore the City of the End
- Visit the Adventurers' Guild
- Reinstate adventurer status
- Locate old companions
- Find out what happened to humans

The Last of an Old Friend

It's a new day and he meets with guild workers at the airship dock to head to the home of his old elven companion. He is alive if barely, bedridden recently, almost as if he was waiting for the protagonist.

Upon meeting, they have a heart-to-heart talk about what happened to the world. After catching up, the Protagonist resolves himself to find out why and how humanity could just vanish. In response, the old elf instructs his descendant to travel with him.

As they prepare to leave a monster ambushes the crew again. This time, however, the monster was beyond what they could manage. The old elf intervenes at the cost of his life, and the familiar melody plays again, while something in him shifts.

After which, the protagonist realizes he needs more companions and so he sets out to find more help.

[Design Intent: This sequence introduces the first companion and reframes the protagonist's search, from finding his people, to accepting they are gone to choosing to understand why. The elf's death is the emotional pivot of Chapter

1. The musical cue plays again here, slightly more prominent, continuing the pattern of the player registering it without yet understanding it.]

Objectives:

- (Updated) Find more allies before continuing
- Return to the guild for next steps
- (Updated) Find out what happened to humans

Allies and Enemies

On the way back to the guild, they come across a confrontation, two younger figures being extorted by a gang. He steps in. The fight is settled quickly, and two more companions are gained.

The gang leader, before leaving, delivers his parting words, "You'll pay for this!!!"

A separate scene plays out elsewhere. The gang leader acquires one of the specialized monster-hunting blades. His associate notes that the weapon cannot actually slice living people. He dismisses the concern as it is meant to intimidate, nothing more.

Notably, this fight carries no music after victory. No sense of something shifting. That absence is quiet, but it is there.

[Design Intent: The absence of the musical cue in after the fight is intentional and load bearing. The player has now heard the melody twice after monster fights and will subconsciously register its absence here, though the significance will only become clear later. The villain's weapon acquisition plants the mechanism for the Final Chapter's reveal without announcing itself.]

Objectives:

- Return to the guild
- Acquire healing supplies and equipment for the party
- Accept the quest to explore the Forbidden Archive

Chapter 2 [The Words Left Behind]

The Forbidden Archive

Previous expeditions have failed to enter the Archive. The reason becomes clear on arrival, the gate is not locked by any mechanism the current world recognizes. It does not respond to elves, dwarves, or any of the people who have tried before. It simply does not acknowledge them. Built by humans, it reads for something biological, a signature that has not existed in this world for generations.

He places his hand on the gate while inspecting and it recognizes him immediately. The lights come on, the door opens.

Inside, the Archive is cold and preserved. A research facility frozen in the final years of humanity. Monsters have made their home in some of the chambers, but scattered throughout are papers and records, intact through some residual magic, that begin to tell a story. The party moves deeper. Each chamber cleared brings the melody back, less like background music and more like something with intent.

At the heart of the Archive, a final door opens onto what was once a research chamber. Whatever was being studied here never got the chance to be finished. At the center of the room, fused into the machinery around it, is something that was once a person. A researcher caught mid-experiment when the reversion came, their body and their work collapsed into one another. The party has no choice but to put it down.

The melody does not stop this time. It swells. Standing over something that was once human, something that looks like a twisted reflection of what he might become. A strange status afflicts him. He does not know what it means, not yet.

Before he can make sense of what is happening, the gang leader arrives, with numbers and the blade that was never supposed to matter.

He makes the trade, his surrender for his companions' freedom. As he approaches, he keeps talking, drawing every eye in the room to himself. His companions linger at the edge of the room, close enough to still see what happens next. When he is sure they are clear, he turns back to the gang leader and points out, almost conversationally, that the blade he is holding cannot hurt a living person. It is not a threat. Just a fact. One everybody in the room already knows.

He cannot let that stand and he swings.

The blade connects. And the room goes very quiet.

[Design Intent: The Archive is the game's culminating dungeon, structured as a series of rooms with escalating difficulty and progressive lore delivery through readable documents. The gradual intensification of the musical cue across the Archive is the final stage of the foreshadowing arc. The biometric gate recontextualizes the protagonist's role, the last human and the last key to unlocking the truth.]

Objectives:

- Open the gate to the Forbidden Archive
- Explore the Archive and uncover what happened to humanity
- (Optional) Read scattered research notes and records throughout the Archive
- Reach the heart of the Archive

Finale [What Always has been]

The Truth

The wound should not be fatal. The blade was never supposed to cut living things.

But the blade was never cutting a living thing. It was cutting what all humans have always been, a monster wearing the shape the gods gave them. The gods are long dead and that shape no longer sustained. Every monster he has killed, every time the song played, it was a call to return to being a monster.

When the original vessel was damaged, he transformed.

The gang leader and his followers are gone in moments. What remains is something massive and lost, and somewhere inside it, the man who led a party once, a man who just wanted to go fishing.

His companions face him. The fight that follows is the last one. He is not fully gone and somewhere inside, enough of him remains to recognize what is in front of him. Weakening himself enough for the party to put him down.

In the aftermath, the party sits with what the Archive contained. The screen fades to black. Life returns to the world inside the city and outside. Things carry on, as they do.

As the scene plays out of the outside world, a fairytale is told:

“Once upon a time, there once was a land overrun with monsters, their chorus filling the world with the Song of Monsters.

The gods, moved by pity for the other peoples of the world, took that song away. They shaped the monsters into something new, gifting them silence and consciousness and the shape of living people. And thus, humanity was born.

But humanity, gifted with silence, was never satisfied. They believed the gods to be the last obstacle standing between them and their true potential and so they fought.

When the last god fell, the silence broke. The song returned and all at once, every human alive heard it. Familiar, warm, and theirs.”

This is the story of an end brought about by avarice.

[Design Intent: The epilogue plays as a fairytale narration over a return to normalcy, life continuing in the world the party inhabits. The contrast between the quiet devastation of what just happened and the gentle storybook framing is intentional. It mirrors how this history will eventually be passed down, not as a lived tragedy, but as a

cautionary tale. Players who read the Archive documents throughout will recognise the narration as the truth they already pieced together, now given its final shape.]