

THE WARRIOR'S JOURNEY

PATH OF THE THREE CLANS

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ENTRANCE

We start our journey on the island of Qhiyo, where Nettle, an island nymph, is recruiting new warriors to train alongside three clans to fight the resurgence of dark magic.

As the new warriors arrive from their long sea voyage, they come along a brick path leading to an old, weathered building: The Hall of Warriors. The Hall of Warriors is a grand structure shared by the three clans and surrounded by flora. The sound of the ocean and birds can be heard.

The warriors follow the path, which is lined with signs introducing the nymphs and clans who inhabit the island. They foreshadow each clans' history, armor, and weapons.

Island nymphs are native to the island of Qhiyo. Their energy is directly linked to the island.

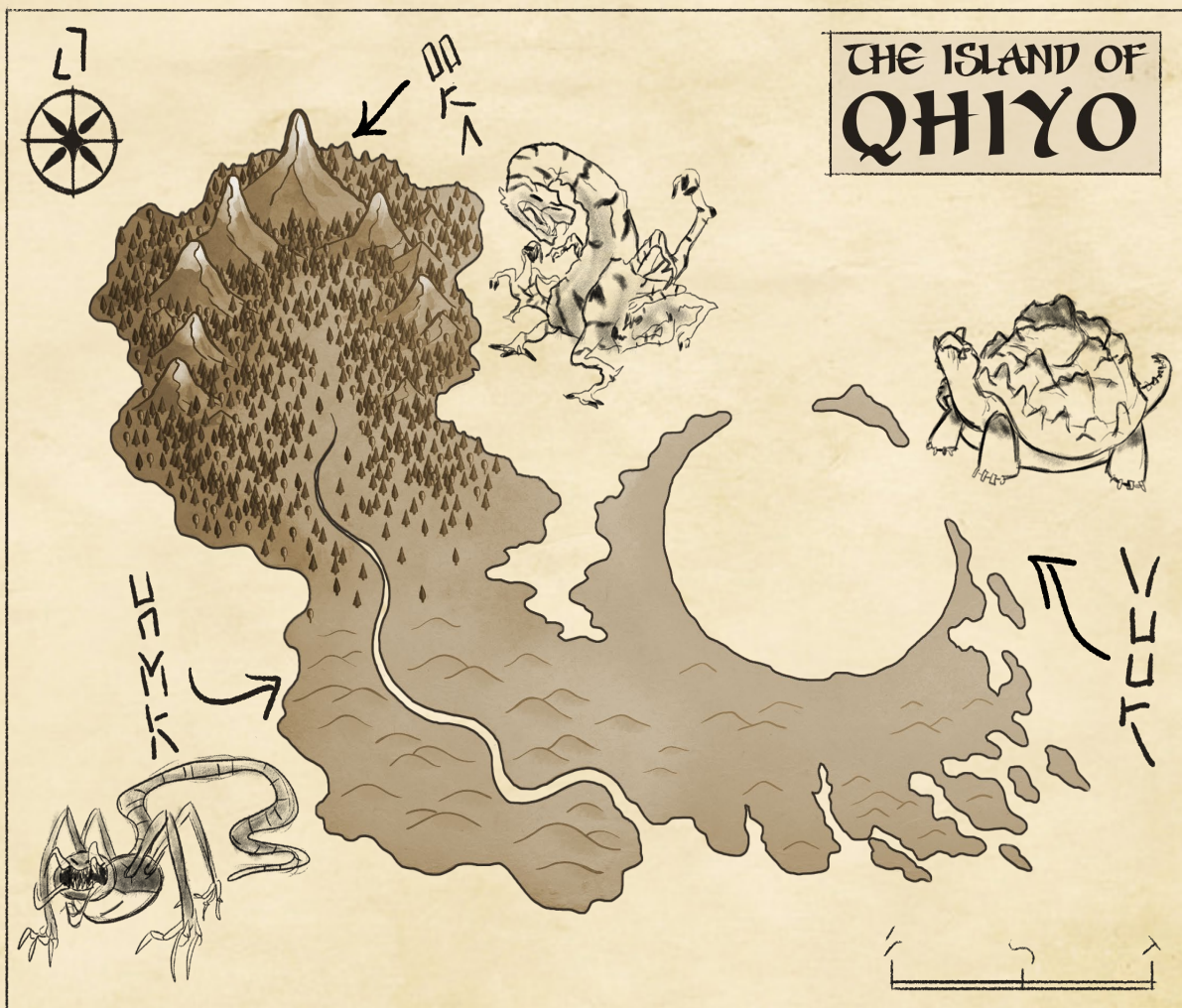
The Torva clan lives in the forests and is known for their courage and strength.

The Hayoka clan lives in the plains and values strategy and wit.

The Woahori clan lives on the coast of Qhiyo and are known for their balance and intuition.

A map of Qhiyo identifies the land of each clan and where local island creatures may be lurking.

A final sign welcomes the warriors into the Hall of Warriors. Welcome to the Warrior's Journey.



QUEUE

The warriors enter the Hall of Warriors into an artifacts room filled with clan history.

Murals and tapestries depict important moments in each clans' history. Large statues dedicated to the clans' animals—a Torva wolf, Hayoka snake, and Woahori seabird—act as pillars holding up the ceiling. Display cases hold the weapons of the original clan leaders.

A more detailed and larger map of Qhiyo is on the center wall with a smaller, burned map of the nearby mainland. Each important item, such as murals and items in display cases, have plaques describing their history and meaning. Many are partially destroyed items and murals that refer to an ancient dark magic.

As they walk through the artifact room, the new warriors can hear Nettle's voice. Lights twinkle and dance around the room. This happens every ten minutes.

NETTLE: Welcome warriors, please do not be afraid I am communicating to you through my ability of shared thought connection. My name is Nettle, and I am who summoned you all here. I cannot thank you enough for responding to my call for help. I can sense a great danger brewing on the island. For now, take your time and look around the artifact room. I will be waiting for you all in the classroom. Come ready!

PRE-SHOW

Stepping into the island community classroom, the warriors are enclosed in an outdoor canopy wrapped in greenery. The wooden base of the canopy has formed sections of bookshelves, packed with extensive records of the clans' history. Beneath the canopy, five rows of stone seating face a worn, but empty blackboard. Beside the blackboard stands Nettle, an ethereal island nymph. The warriors take their seats.

NETTLE: Today the island of Qhiyo calls upon fellow warriors to fight an emerging dark magic.

As Nettle speaks, her hands release illustrations to the chalkboard: a flourishing island loses its energy. The drawings travel through projection-mapping, moving off the chalkboard and around the canopy.

NETTLE: Beyond island nymphs, Qhiyo is inhabited by three clans: the Torva forest clan, the Hayoka plains clan, and the Woahori coastal clan. Many years ago, the ancestors of the clans lived on a mainland not far from here but were driven out by a charming and deceitful dark wizard, Chaonos.

Beside the illustration of Qhiyo, a gloomy mainland is identified.

NETTLE: Chaonos strived to turn the clans against each other, dividing the mainland to feed off its power. The Torva, Hayoka, and Woahori clans resisted his allure. While other inhabitants of the mainland fought and fed into his plans, the three clans worked together to migrate to Qhiyo. Chaonos' entrancing appearance decayed as the clans resisted and he was last seen with a gaunt, skeletal appearance.

Drawings of clans, a turbulent mainland and a red-eyed Chaonos move around the room.

NETTLE: Seeing the clans unite after the violence threatened against them caused myself, other nymphs, and the island to vow to aid and protect them. Today we meet in the very place where the Torva, Hayoka, and Woahori clans share their history and training skills with their young to ensure their survival against any threats. Despite the disappearance of Chaonos since his attack, he swore revenge on the clans and we don't know when he may return, or if he already has.

Illustrations of nymphs, clan training, and creatures with glowing red eyes appear.

NETTLE: The island and my fellow nymphs are losing our strength. We've called upon you, warriors, to join us to defeat whatever dangers lie ahead. Most recently, some of our native island creatures have begun to stir, their eyes turning the glowing red of dark magic. They are acting out of character. We must figure out what's happening to preserve the existence of Qhiyo and the clans.

WEAPONRY

Nettle leads the warriors through a wide stone entrance and into the weaponry.

The weapons are displayed in a cave-like area. This is a sacred place for the clans, as having a weapon bestowed upon you is not to be taken lightly. It is the initiation of your journey as a warrior of Qhiyo. The room is awash in a subtle blue light.

Inside the cave are three long tables, covered by thick ruby, gold, and sapphire tablecloths. Three clan leaders stand behind their table with a corresponding clan crest and weaponry. The Torva clan leader stands behind the ruby table, which features a wolf crest and five battle axes. The Hayoka clan leader stands behind the gold table, which features a snake crest and five crossbows. The Woahori clan leader stands behind the sapphire table, which features a seabird crest and five tridents.

As the warriors fill the area, Nettle stands with her back to the tables. The warriors stand in front of her.

NETTLE: Every great warrior on our island has come here to claim their weapon. This is where your journey begins with the Torva, the Hayoka, or the Woahori.

As she mentions each clan name, a spotlight shines on their respective table, casting a light upon the weapons. The Torva battle axes have carved wooden hilts. They look heavy and strong. The Hayoka crossbows are light and nimble. The Woahori tridents have sacred-looking designs along the hilts.

NETTLE: There is great unrest on our island, but not to worry. I have vowed to protect every warrior in Qhiyo, including you. You see, these are not just ordinary weapons. I have endowed them with magic.

As she says "magic," a calming blue light fills the room. The weapons flicker with light.

NETTLE: With these vessels and the courageous heart of a warrior, you can summon my magic.

Nettle picks a warrior from the group to pick up their weapon, which corresponds with the clan they selected during a reservation process prior to the experience. She tells them to feel her magic within them and hold their weapon up, thus releasing the power of their warrior's spirit.

When the warrior holds up their weapon, it lights up the color of their chosen clan.

Nettle congratulates the warriors for embracing magic so quickly and reminds the warriors that since their spirit is so strong, using magic weapons can be dangerous. She requests they be cautious, to only point and tap, and to listen to their clan leaders who are well-learned in the ways of magic and combat.

With that final warning, the clan leaders introduce themselves one by one, showing their appreciation for the warriors coming to help with the sudden upset on the island. The Torva clan leader mentions that in the history of their clans, they have only had to face dark magic once, and that was with Chaonos. A hush falls over the room and Nettle shifts the focus back to the warriors.

She tells them that now is the time for them to claim their weapon and join their clan.

The warriors may now come forward and collect their weapons they claimed during their reservation. Their clan leaders welcome and thank them for coming on this journey to help the people of Qhiyo.

The Torva clan leader is loud, friendly, and welcoming. They comment on how brave the warriors look and that they must be true warriors if they were summoned by Nettle. The leader states that the Torva clan will be proud to fight alongside such ferocious warriors. They have witnessed many battles before and assure the new warriors that they will protect them at all costs. They are like family now. The Torva clan leader focuses on making the warriors feel brave.

The Hayoka clan leader is quieter, observing the new warriors and picking out specific things to compliment. They are sarcastic and witty, but still friendly and happy to have new members for their clan. They warn the warriors that their journey will not be an easy one, but rest-assured because the Hayoka have the most advanced battle strategy on the island, and together they can outsmart any problem. The Hayoka clan leader focuses on making the warriors feel intelligent.

The Woahori clan leader is pleasant and calm, bowing and giving a small blessing to each warrior who approaches them. They say that everything on the island was born from where the sky meets the ocean, and that those with the warrior's spirit are granted courage and strength by the powerful waves of the ocean. The Woahori clan leader focuses on making the warriors feel empowered.

The clan leaders guide their warriors to the next area, the battle training room.

BATTLE TRAINING ROOM

The warriors follow their clan leaders through a stone passageway to an "outdoor" area. The stone walls of the passageways show carvings of the clan animals, weapons, and crests. A mural depicts the patron animals defending against a symbol of an eye with a bright red iris that represents dark magic.

The warriors stay with their assigned clan leader and Nettle follows.

The warriors enter the battle training room into an open area with three stations of training games. A clan banner designates each area. Each small group follows their clan leader to their training area.

Nettle stands in the middle of the space and encourages that since they got their magic weapons, they should practice using their weapons to prepare for fighting against the dangers on the island.

Each clan leader tells the story of the island creature that lives in their area. The Draki lives in the forest. The Esakan lives in the plains. The Aokatra lives off the coast of Qhiyo.

The Torva leader tells their story in a somewhat exaggerated manner. They wave their hands and add sound effects when necessary. They rile up their group in a high-energy and exciting story. The Torva members value and enjoy combat, so they consider facing their monster to defend their clan a high honor. It isn't necessarily the victory that is the highly important thing to the Torva, it's the bravery it takes to try and face a monster at all. The leader admits that they themselves lost a parent to the monster, but that parent is held in high honor among the clan for their bravery.

The Hayoka leader tells a winding tale of outsmarting the Esakan and having to figure out its attack patterns. They are more hushed and quietly proud of their work than the Torva leader. The Hayoka leader points out that they bear a staff instead of the usual crossbow of their clan, as they are now an advisor who oversees the clan strategy.

Times used to be difficult out on the plains as the Esakans can easily conceal themselves in the grass. The nomadic nature of their clan has led them to accidentally settle too close to monster dwellings before. They are now much more knowledgeable of the land and cautious of where they go. Recently, however, they came face to face with the Esakan. They injured it, causing it to lose a limb.

The Woahori leader tells a tale of wonder. This clan believes in valuing living things, and that the Aokatra has as much of a right to the island as they do. Thus, they do not attack the Aokatra, but they have recently seen the need to keep an eye on it. Back on the mainland, the Woahori did not believe in evil and were almost taken out by Chaonos because they refused to fight. When they saw the destruction of other clans, they were inspired to band together with other clans to protect each other. They now know that evil and darkness do exist but can always be extinguished if the light is powerful enough. Their tone gets more hopeful as they tell the warriors that with such strong new warriors on the island, they feel more confident than ever that the island will return to its peaceful state.

As each clan leader finishes their story, they explain their training exercise.

The Torva clan gets a game that tests reaction time. There is a stone formation in the center of the training area, with holes and concaves in its surface that hide small, mannequin versions of the Draki. A sensor on each mannequin counts the warriors' swings of their axes as they hit and the warrior with the highest count wins.

The leader for each game will warn warriors beforehand that using excess force with their weapon will waste much-needed energy, so they should tap lightly.

A winner is declared for every game, with a pin prize themed to their respective clan.

The Woahori clan's training is based on intuition and when to strike versus hold back. Each member will enter a small cave. The caves feature projection mapping along the walls and above the warriors. Symbols will flash across the walls in front of and above them, gliding as if just under the surface of water. The trident in the warrior's hands will flash a symbol, and they must tap the matching symbol on the walls of the cave. The warriors with the highest number of matches wins.

The Hayoka clan's training has them to face a series of moving targets, shaped like the Esakans of the Hayoka region. The warriors aim their cross bows and pull the trigger to "shoot" the targets. Once a certain number of targets are hit, they progress to the next level. Each level has smaller targets, increasing difficulty. The first warrior to complete all the levels wins.

The clan leaders walk between the warriors in their small groups, encourage them, and provide help when needed. Nettle makes her way around the area doing the same with each clan.

When the training exercises finish, the winning warriors are awarded with their pin prize.

Nettle says they are now prepared to take on the next step of their warrior's journey. She is interrupted by distant sounds of monster roars and expresses that they might have to enter battle sooner than expected. The clan leaders say they must go help their people. Nettle uses her magic to help the leaders and warriors get to their clans. They leave through stone pathways lit the color of their clan.

TORVA BATTLE SCENE

The warriors split into three groups and follow their clan leader. They leave one group at a time. entering the region their clan resides in: the Torva forest, Hayoka plains, and Woahori coast.

Entering the forest region, the new Torva warriors approach members of the Torva clan. They have been waiting for their leader and each brandish their own axe. They wear gray with red accents. Only the leader of the clan is dressed fully in red as it is a symbol of rank. The Torva clan's arms are coated in painted designs like the black lines across the surrounding aspen trees. The clan leader has the most on their arms. These lines track the victories each warrior has achieved.

The Torva clan members are facing off against the Torva clan's monster: the Draki. It is a large reptilian creature with scales reminiscent of the trees in the area. Its body is long, serpent-like, and lined with countless sets of arms. The arms are spindling and appear to be made of the aspen wood, with long, sharp fingers. These arms reach out for the dodging clan members. The creature is shown mostly through screens lining the room, but interactive arms pop out from the surrounding foliage.

The Torva clan leader warns the warriors to keep an eye on the Draki's mouth, for it uses its many arms as a distraction before its strongest attack: spitting flames. The Draki must be incredibly focused to prepare for this attack. Its jaw will hang open and the inside of its mouth will glow green. Its eyes are a bright shade of red rather than its usual green, reminiscent of the dark magic the warriors were told about earlier.

The warriors are instructed by the Torva leader and members to perform various actions to distract the Draki. They must make sure the green glow of the monster's mouth doesn't get too bright, as that means the flames are coming. They must also avoid the arms of the creature that dart out from the trees.

As the warriors work to distract the Draki, a clan member points out a nest above them. The clan leader notices an egg in the nest that is about to fall and notes the Draki are extremely protective of their eggs.

A clan member mentions that if the egg falls and breaks, the Draki will begin to mourn for it and allow them a moment to escape.

The leader dismisses this idea, saying that the Draki values its family just like they do. The warriors work together to bend branches to soften the egg's fall, preventing it from shattering.

The Draki notices the egg has fallen and moves back to check on it. This gives the warriors the opportunity to knock over a tree and knock out the Draki without damaging it. They manage to not harm the egg, but the tree will not hold it forever.



The Torva clan leader turns to the warriors and congratulates them on the defeat of the Draki. They inform the warriors that their fight is not over yet.

HAYOKA BATTLE SCENE

The new Hayoka warriors enter a wide open plain with tall yellow grass. The grass flows in waves around them through the use of curved screens. Huts can be seen in the far-off distance with a path leading to where they are now.

In the center of the path, members of the Hayoka clan wait for their leader. Their clothes match the yellow of the grass to easily blend in with the plains. Gold decorations of snakes wrap around them.

The Hayoka clan members are defending against the main monster in the plains: the Esakan. There are many Esakans in the plains, but they tend to remain independent. They are large bug-like creatures who have long arms with sharp hand-like claws and long tails. An Esakan has two faces on either side of its head which can quickly turn 180 degrees. One side has the creature's mouth, while the other has its eyes.

The Esakan cannot be damaged while its eyes are watching as it can predict movement and if attacked, will deflect with its long tail. When it switches to its mouth side, it is most vulnerable. The Esakan is incredibly fast and surprise attacks when it hides in the tall grass.

The Hayoka leader warns the warriors to be careful. They have learned that the Esakans can read minds and, if the warriors spot one, they should not move as they can sense your actions. If the warriors stand their ground, an Esakan will not attack. The Esakans wait for their victims to flee before attacking.

Recently, the Esakans have become increasingly daring, attacking at random even when injured. They fear the one they injured most recently is back with a vengeance as some of their clan members have gone missing in the tall grass.

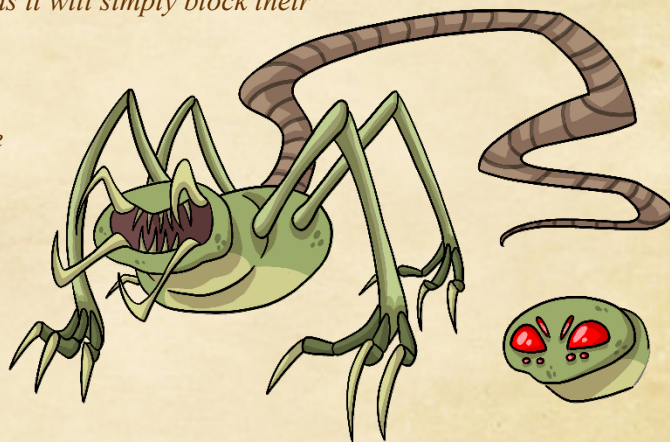
The Hayoka leader predicts that the injured Esakan should be spotted easily as it cannot move as quietly without all its limbs. They must stay on high alert for the other Esakans just in case.

The Hayoka warriors hear a deathly screech and an Esakan rises from the tall grass. Its face has only eyes showing, and all limbs are intact. The leader and the other members spread the warriors out, facing the screens so they can all watch each other's backs.

The Hayoka leader reminds them that they must time their attacks for when the creature's mouth is showing and hold off if the creature is showing its eyes as it will simply block their attacks and flee.

The Esakan moves at impossible speed and sneaks up in various spots around the plains. It attacks but stops. The leader mentions that maybe it has run away. Red eyes suddenly glow from all over the plains. An unusually large set appears in the center of the plains, missing a limb.

A clan member says they are shocked to see that the creatures they interpreted to be independent may be forming a swarm and working together under the control of the dark magic.



The Hayoka leader tells the warriors to focus and that the largest Esakan must be the pack leader. The Hayoka will have to work as a team if they want to survive this. The leader instructs the clan to keep attacking the surrounding Esakans and the warriors closest to him can help attack the swarm leader.

After enough hits, the lead Esakan in the middle shrieks and falls back into the tall grass. The other Esakans run away, causing a large gust of wind to move all the tall grass.

The Hayoka clan leader warns the Esakans are likely to return once they lick their wounds but congratulates the warriors on their quick thinking. The clan leader informs the warriors that they are not done yet as the dark magic controlling the Esakans had to be incredibly strong to hold over all of them like that. They must track down the source of the dark magic and stop it before it gets any stronger.

WOAHORI BATTLE SCENE

The new Woahori warriors gather along the coast of Qhiyo. Mist sprays. Through projection-mapping, waves lap up against the shore and warriors see a small island along the horizon.

Woahori clan members greet them. Their priority of spirituality is reflected in their garments. In honor of their belief that everything stems from where the sky meets the ocean, they wear orange shell armor on the upper part of their body, representing the sun, and blue on their lower half, representing the ocean.

The Woahori explain that their clan has had growing concerns about the changing routine and activity of the coastal creature the Aokatra. As a hundred-foot-tall turtle-resembling monster that lives primarily in water, it is most visible by its large shell. The Aokatra's shell looks like its own island, with mountains, trees, and rivers.

Although the monster is typically dormant off the coast of Qhiyo, the Woahori have learned to adjust to its movement patterns. As the island's environment energy shifts, the Aokatra's habits have begun to change. When the Aokatra emerged recently, its eyes glowed with the red of dark magic.

As the Woahori leader speaks, light gusts of wind simulate the coastal lifestyle.

The leader clarifies that the Woahori people do not wish to hurt the Aokatra, as they have lived alongside the Aokatra peacefully for years, but they must protect their people and home from further destruction.

The waves become progressively more aggressive. A low rumbling sound emerges as the projection-mapped surroundings shake. Warriors witness the island off the coast shudder, and slowly rise to reveal the head of the Aokatra. It eases itself forward, pushing towards the island one heavy step at a time. Seeing the Woahori and visiting warriors, the Aokatra snaps its large jaws, emitting a loud wail.

The warriors must work together to restrain the Aokatra and are instructed to use the creature's slow pace to their advantage. Each step and bite are powerful, but its reaction time is rather slow.



Stomp after stomp, the Aokatra creates larger and larger waves. As it nears the coast, the warriors experience the creature's sheer size, face to face with giant legs on the screens. An animatronic Aokatra head sweeps down to snap at the warriors. Led by the Woahori leader, the warriors must use their tridents to restrain the Aokatra and avoid its dangerous behavior. With ten targets around the room, their enchanted tridents can be used to activate magical water ropes that will entrap the Aokatra. Two targets are positioned to only appear when the Aokatra attacks. All targets must be triggered to restrain the creature, but they deactivate after 10 seconds, making timing and collaboration crucial.

Once the targets are accurately activated and the Aokatra is restrained, the Woahori clan leader thanks the warriors for their careful exchange with the Aokatra. Despite the success, they are assured there is much left to do to protect the island.

At the end of each clan's monster battle, Nettle's voice can be heard over speakers. She has discovered where the source of dark magic is hiding on the island and will bring the clans there using her magic. A volcano rumbles in the distance as previously concealed exits reveal themselves. The clan leaders guide their warriors into a passageway to regroup before they enter the final battle.

THE FINAL BATTLE

The warriors enter a dark cave with glowing red magma. They are inside a volcano. Nettle greets them.

As the clans stand together, Nettle appears nervous for the first time since the experience began. She keeps her composure but is drained by the events taking place on the island.

NETTLE: My apologies, warriors, it seems the dark magic here is draining me—

Nettle is interrupted by a sudden burst of lava, and Chaonos appears in a puff of smoke. Red lights flash above the warriors. He stands on a ledge in the cave. His presence weakens Nettle.

CHAONOS: No need to doubt your tracking skills, Nettle. Your taste in company, however...

NETTLE: We've prepared to meet you. You will not continue to poison Qhiyo with your dark magic. With the help of our new warriors, we will see to your defeat.

Chaonos laughs at Nettle's proclamation.

CHAONOS: You have too much faith in them, I'm afraid. Human souls are weak.

The red lights around him surge.

CHAONOS: You could be like me; I can sense the power within you. It's wasted.

NETTLE: Following a path of destruction can only lead to the destruction of oneself. My allegiance lies with the island and its people.

CHAONOS: A pity, really.

Chaonos summons a glowing red barrier between himself and the warriors. Nettle casts magic towards it. This highlights spots of weakness on the barrier, but further weakens her. She turns to the warriors.

NETTLE: I cannot hold on much longer. My physical form is fading, but my magic lives as long as the island does, so harness it in your fight. There are weaknesses in his barrier, you must be strong!

Chaonos sends a flash of red magic towards her. Nettle disappears in a puff of smoke.

CHAONOS: Do you really think you're a match for me without her magic, mortals? I missed being able to feel your fear.

Spots on the floor become illuminated, indicating places for warriors to stand. They glow the sapphire, gold, and sapphire of the clans. Warriors are split back into their groups of five.

Two spots display a shield symbol, while the remaining three show the designated clan's weapon. These indicate which warriors will be working on attacks, and which will be working on defense against Chaonos' magic. The clan leaders direct the warriors to take their spots and prepare for battle.

The warriors in attack positions create ripple effects in Chaonos' magic barrier. It weakens and cracks. Those in the defense positions deflect Chaonos' magic and prevent rocks and lava from being sent towards the other warriors.

By now, the warriors have had experience with their weapons, and this final battle works off intuitiveness. The clan leaders make sure the warriors can complete their tasks.

Despite the warriors' best efforts, Chaonos throws new obstacles their way. One by one, clan leaders become briefly controlled by Chaonos, rendering them no longer able to help their warriors. The leaders not in Chaonos' control tell the warriors that they must trust themselves as true warriors.

The island magic is also fading, forcing the warriors to briefly recharge them. Those in defense positions must cover for those with recharging weapons. The uncontrolled clan leaders tell the warriors that they must unify and attack all at once to fully embrace the magic.

The warriors raise their weapons, and the calming blue glow of Nettle's magic overtakes the cave. Glowing apparitions of the clans' three patron animals appear around each clan leader.

The seabird of the Woahori clan flies above Chaonos, swooping down and pecking at him. The snake of the Hayoka clan swirls itself around his feet. The wolf of the Torva clan charges at him causing a final burst of magic to explode from where it collides with the warlock. Chaonos topples forward. His magic flashes throughout the cave as he falls before flickering out as he hits the ground. Only his hat remains.

The glow of Nettle's magic overtakes the cave again, and the previously active lava settles. Nettle reappears in a burst of sparkles and smiles calmly at the warriors. She tells them that she was able to get her physical form back due to the power they all had together, and the island can begin to heal.

CHARACTER DINING

Warriors exit into the Hall of Warriors to a celebration of the warriors' triumphs: a dining experience teeming with food and cheer. The historic wood and stone structure holds four long, family-style eating tables and numerous landmarks of the Hayoka, Torva, and Woahori clans.

Walls are adorned with clan banners, honoring the wolf, snake, and seabird. Sculptures of the clans' original leaders are pointedly displayed: a large woman in mermaid regalia who led the Woahori, a figure entwined with a snake who led the Hayoka, and an armored Torva leader with a wolf at their side.

The sculptures are accompanied by paintings of scenery and people from the island. A map of Qhiyo is centered among it all.

Nettle, island clan leaders and the clans' dedicated members alternate throughout the hall to engage with the warriors and hear about their journeys.

GIFT SHOP

The Hall of Warriors restaurant connects to an artifact "gift shop," where warriors can find a variety of collectibles to remember their journey on the island of Qhiyo.

EXIT

Warriors exit the Hall of Warriors back into the vibrant and flourishing island of Qhiyo.

