

Spell Dancer Character Info & Sample Quest

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Setting: The Academy of Magic, Weapons, and...Stuff

History

The Academy of Magic, Weapons, and...Stuff is situated in the south eastern part of Kingdom 2 (also known as Autiok). Founded over eight hundred years ago in Bob the Demonlord 17, it has long served its purpose of training the best and brightest youngsters to burn, stab, blast, and otherwise destroy all forms of villains, monsters, and fiends. After passing the entrance examinations at age thirteen, students face four years of difficult challenges and training both in classrooms and in the real world. These challenges include not only classes, training, and simulated assignments, but also contests and war games among the students. A portion of each year is also set aside for groups of students to be sent out on quests for various petitioners, with the payment for such tasks helping to support The Academy. It is a brutal curriculum and many students have been known to fail, drop out, die, or find some equivalent way to leave The Academy behind. However, for the tough and the dedicated, the training provided is superb and many of the great heroes both of the present and of legend came out of The Academy's esteemed halls.

Programs of Study

The Academy's program is designed to train three types of individuals.

The Weapon Master Class is designed for those with a fondness for punching, slashing, stabbing, and any other kind of purely physical combat. Weapon Masters are trained extensively in the use of their weapon(s) of choice and their physical prowess is frequently put to the test. In addition, they are also taught a variety of special moves and techniques to give them an edge over their opponents.

The Spell Dancer Class focuses on the study of the ancient and powerful force known as magic. The first recorded use of spell dancing came about in Evil King Ballerina 1 but many scholars believe the art was used sporadically for centuries before that time. Since then, the skill of spell dancing, of channeling magical energy through the movements of the body, has been refined into something akin to both an art and a science. Those studying to become Spell Dancers first learn how to harness and control their innate magical abilities through movement and dance, beginning with simple spells that are often unrefined and only barely controlled. As they improve, students learn to separate magic into its base elements, granting them a far greater degree of control and allowing them to explore the various popular branches and uses of magic so they can find one that best suits their talents and personality. Since battle is a rigorous process, even for magic users, Spell Dancers are also trained in the physical arts, although not as extensively as those studying other methods of combat.

Tinkerer training is the newest program offered at The Academy. While the basic form of the Tinkerer Class has been around for slightly over two hundred years (with some of the jobs

ascribed to it being far older), it is constantly being evolved and refined as it grows in popularity. Instead of focusing their talents on magic or weapons, Tinkerers fight with their minds, not only outwitting enemies but also creating a variety of clever concoctions and contraptions which can be used in combat. These fusions of science and magic are complex and dangerous but have also proved to be quite effective both in and out of battle. Although the Tinkerer Class has yet to achieve the popularity that the Weapon Masters and Spell Dancers share, many believe it will not be long before all three classes find themselves evenly matched.

Despite the innate differences between the training necessary for each class, students at the academy are formed into groups early on that contain members of each of the three classes. In addition to developing cooperation and friendship between many types of students, this grouping helps ensure that the students stay in well balanced parties that can quickly adapt to any situation that may arise on the battlefield.

Final Project

After completing the four year course at The Academy, the students' fifth year is devoted to the execution and completion of their final projects. Final projects are chosen by the student groups but must be approved by The Academy before the undertaking begins. Requirements are loose but all final projects must put the students' skills and training to the test, serve some greater purpose, and be at least moderately dangerous. Common final projects include defeating gangs of brigands, killing extremely dangerous monsters, protecting towns and villages from assault, hunting legendary treasure, and the like. Due to the massive undertaking many of these tasks involve, students are given no other duties during their fifth year and are free to pursue their chosen project in their own time and with their own methods, with only a single supervising instructor to watch and aid them. At the end of a year's time, surviving students return to The Academy to report on their project, receive their final grades, and hopefully graduate.

Character Bios

Talie

Female

Build: Attractive

Hair: Long, Fiery Red

Class: Spell Dancer

Job: Pyromancer

Current Age: 15

Info: Talie is a young girl with big dreams and a penchant for accidentally setting things on fire. Right after her thirteenth birthday her parents shipped her off to The Academy to develop her talents and keep their house from burning down again. Although she had few friends before arriving, once at The Academy she quickly began to fit in. She's outgoing, optimistic, and dreams of a life of romance and adventure.

Arolin

Female

Build: Tall, Athletic

Hair: Long and Wavy, Shiny Black

Class: Spell Dancer

Job: Hydromancer

Current Age: 15

Info: Arolin and Talie become best friends after meeting on their first day at The Academy. She tends to be extremely apathetic, rarely getting worked up about anything, and serves as a voice of reason for the group. Her ability to take just about anything in stride is as useful as it is unnerving for others.

Grim

Female

Build: Small, Cute

Hair: Unruly, Purple

Class: Weapon Master

Job: Grim Reaper Wannabe

Current Age: 15

Info: Grim is an extremely happy and energetic girl who loves weapons and fighting. She also happens to think that she's the grim reaper and runs around trying to kill people with a large scythe, hence her nickname. She grew up in the same village as Arolin and, although prone to violence, she is extremely loyal to the people she considers friends.

Janden

Male

Build: Athletic

Hair: Spiky, Sandy Brown

Class: Weapon Master

Job: Heroic Orphan

Current Age: 15

Info: Janden is a handsome, brave, and heroic young swordsman with no memory of his true home or parents. He learned to live on his own early in life and spent long days watching knights, mercenaries, and other fighters and then practicing their techniques in hopes that he would be able to pass The Academy's entrance exams. Assumed by Talie to be a lost prince, since that's what nearly all handsome, heroic, and amnesic orphans are, he is frequently the object of her romantic fantasies and she flirts with him often.

Ezzi

Male

Build: Slight

Hair: Messy, Dark Blonde

Class: Tinkerer

Job: Prodigy

Current Age: 15

Info: Ezzi became interested in technology when he was barely more than a baby and his natural talent and intelligence were quickly recognized by all those around him. Wanting to study the use of technology in battle, he decided to attend The Academy to further his knowledge. He can always be counted on to provide a bit of obscure knowledge, solve puzzles, and provide a well

thought out solution to any problem. However, although his ideas and plans rarely fail, they're often highly unorthodox, to say the least.

Gaizen

Male

Build: Tall, Average

Hair: Straight and Neat, Brown

Class: Tinkerer

Job: Teacher

Current Age: 22

Info: Gaizen is the teacher assigned to watch and assist Talie's group. A graduate of The Academy himself, he applied for a teaching job immediately after completing his final project, eager to help train the next generation of heroes. After working as an assistant teacher for two years he was promoted to his desired position, supervising a student group. Since Talie and her friends are his first group, he's determined to see them succeed and achieve great things. He's very passionate and energetic but tends to get extremely excited about the most mundane things. Although smart and helpful, he can also be extremely annoying.

Quest and Dialogue

The Setting

Talie and her friends are in their third year at The Academy. Currently, The Academy is holding its yearly student war games (for students in their second, third, and fourth years), which pits teams of students against each other in a week long campaign staged throughout The Academy's massive grounds. The goal is to track down and defeat the other teams in battle with the last team standing winning the event. Bonuses are awards for various acts such as completing special goals, defeating the most teams, the best use of strategy, and the like.

Determined to prove that their victory the previous year wasn't just luck (although there was quite a lot of luck involved), Talie's group is out to win. However, their team was recently separated by a landslide caused by a poorly aimed spell in the middle of an intense battle. Now the first half of the group, led by Talie, Janden, and Grim, are trying to find and reunite with the rest of the group, led by Arolin, Ezzi, and Gaizen.

Start of Quest: Talie's Group

Talie: "Ow... Is everyone still alive?"

Janden: "Would I be standing up and moving if I wasn't?"

Grim: "Come on, come on! Enough sitting around! I'm death, I can't die! And you two can't die either, it isn't time for me to kill you yet."

Janden: (in an undertone to Talie) "All this time and she still makes me nervous..."

Talie: "Don't worry, if she really wanted to kill us she would have tried already. Besides, she doesn't try to kill anyone unless she thinks it's their time."

Janden: "Oh that's comforting..."

Grim: "Enough talking! We need to move. I want to fight something! Let's find something to kill, please..."

Janden: (climbs a nearby mound) "We need to find Arolin and the others. Even the little grim reaper here can only do so much if we run into one of the stronger teams without half our party."

Talie: “No problem, we’ll just head for the lake. That’s where we agreed to meet if something happened. Besides, I’m not worried about other teams, not when I’ve got a big strong hero like you to protect me.”

Janden: “Uh, thanks... But I think we should stay hidden, just to be safe.”

Grim: (looking in the other direction): “Ooh look, a battle! Can we go closer? Huh? Huh?”

Talie: “Come on Grim, we need to... Hey, look behind them!”

Janden: “A relic pedestal. Good, if they’re fighting over that they probably won’t notice us.”

Grim: “Let’s take the relic! It’s a good idea, right, right? Don’t you want the bonus prize? Can we, can we, can we?”

Janden: “Take the relic? Come on Grim, those other teams would slaughter us. A bonus isn’t going to do any good if we get ourselves eliminated.”

Grim: “But that’s the wimpy thing to do. You want the bonus don’t you Talie?”

Talie:

Choice 1: “Sorry Grim...” (faster, easier) Skip to Play it Safe

Choice 2: “Yeah, I think we can do it.” (longer, harder, gives a bonus prize at the end of the war games) Skip to Side Quest

Play it Safe

Talie: “Janden’s right. We need to find the others before we do anything else. We’ll find another relic for you later, ok?”

Grim: “Ok...”

Janden: “Over here, if we stick to these trees we might be able to reach the lake without being seen.”

Talie: “Lead the way my prince.”

Skip to To the Lake

Side Quest: Talie’s Group

Janden: “Talie, are serious? There’s no way we can beat all those guys.”

Talie: “We don’t need to beat them, we just need to get past them, grab the relic, and run. They’re already distracted fighting each other, if we can keep their attention on the east side of the field we should be able to sneak through those rocks to the west and get the relic.”

Janden: “And how are we going to distract them?”

Talie: “Not how. Who.”

Grim: “Ooh, pick me, pick me! I wanna fight them!”

Janden: “I don’t know about this. One wrong move and we could get eliminated from the entire event...”

Talie:

Choice 1: “I’ll be the distraction. Let’s hurry.” (enemies start out damaged but focus heavily on Talie, rarely attacking each other) Skip to Talie’s Distraction

Choice 2: “Ok Grim, have fun. Just be careful.” (enemies fight with themselves as much as Grim) Skip to Grim’s Distraction

Choice 3: “I know you can keep them busy Janden. Good luck my prince.” (two enemies start out KO’d, enemies focus heavily on Janden) Skip to Janden’s Distraction

Talie’s Distraction

Janden: (hidden near the rocks) “Remember Grim, keep quiet. As soon as Talie makes her move

we've got to run over, grab the relic, and get out of here. No skills or anything, we can't risk being seen. Just move and move fast."

Grim: "Yep! You can count on me, nothing can outrun death!"

Talie: "I hope this works..."

Talie casts the Scorched Earth spell. The battle starts. Victory Conditions: Get the relic then escape or defeat all enemies. When the battle starts the enemies closest to Talie take fire damage and many squares catch on fire. The enemies will focus on Talie although the opposing sides may occasionally attack each other. If Talie is KO'd or if a member of the relic stealing group uses a skill, spell, or moves too close to the main battle, the relic stealing group will be noticed and the enemies will focus on them.

Janden: (after the battle) "Wow that was awesome, I can't believe we pulled it off. Great job Talie!"

Talie: "You were great too. Now let's find the others. Grim... Grim, stop dancing around with the relic and get over here, we need to hurry to the lake."

Skip to To the Lake

Grim's Distraction

Talie: (hidden near the rocks) "Ok, we'll go for the relic as soon as Grim makes her move."

Janden: "Remember, we don't want them to see us so no magic or fancy moves or anything. There's Grim... Oh great, what the heck is she doing?!"

Grim: (over near the fighting groups) Steps out into the open. "Cower in fear mortals! It's time to face your doom!"

The battle starts. Victory Conditions: Get the relic then escape or defeat all enemies. The enemies will focus on Grim although the opposing sides will frequently attack each other. If Grim is KO'd or if a member of the relic stealing group uses a skill, spell, or moves too close to the main battle, the relic stealing group will be noticed and the enemies will focus on them.

Grim: (after the battle) "Yay, I did it!"

Janden: "I can't believe we survived..."

Talie: "I didn't think she'd just run up and yell at them like that."

Grim: "Come on, we need to find Arolin so we can go fight more people!"

Skip to To the Lake

Janden's Distraction

Talie: (hidden near the rocks) "Now Grim, you've got to be fast and quiet. Don't use any spells or special moves or anything. Remember, they're not supposed to see us."

Grim: "Aw, ok..."

Janden: (over near the fighting groups) "I just need to hold their attention for a few minutes, maybe if I take one or two of them out and then just run from the others. There's no way I could take them all once."

Janden sneaks up and uses a spinning attack to KO two of the enemies. The battle starts. Victory Conditions: Get the relic then escape or defeat all enemies. The enemies will focus on Janden although the opposing sides will occasionally attack each other. If Janden is KO'd or if a member of the relic stealing group uses a skill, spell, or moves too close to the main battle, the relic stealing group will be noticed and the enemies will focus on them.

Talie: "Janden that was awesome! You were so heroic and dreamy..."

Janden: "Really? Uh, I mean, of course. I couldn't let them hurt you."

Grim: "Come on, come on! Let's find Arolin so we can go fight more people!
Skip to To the Lake

To the Lake: Arolin's Group

Gaizen: "Comrades, this is a catastrophe! We must rush forth and search for our companions before disaster overtakes us! Only pray that their young lives have not been tragically snuffed out by this horrible event."

Ezzi: "Don't worry, I calculated the direction and force of the landslide and compared it to Talie, Janden, and Grim's defensive stats and general physical prowess, they may lose a couple hundred HP but they'll be fine."

Arolin: "You two talk too much. We agreed to meet at the lake if anything went wrong, let's just head there."

Gaizen: (facing the sun) "Yes! Come my brother, my sister, let us head into the sunlight of our destiny and proceed on our path, onward to the lake!"

Arolin: (pointing the other direction) "The lake is that way."

Gaizen: "But, but... It's so much more dramatic if we walk towards the sun..."

Ezzi: "Forget that, we have to get to the lake as soon as we can. Statistically speaking, our odds of surviving a battle against an opposing team are significantly lower without the others. The sooner we reunite the better."

Scene skips ahead to a small canyon on the way to the lake.

Ezzi: (looking at an enemy team on top of the canyon walls) "This isn't good. If we're seen the height would give them a significant advantage, especially with all those archers."

Arolin: "They haven't seen us yet, we can just go around the top of the canyon."

Ezzi: "Around where? The brush on the far side is too thick and the path goes off in the wrong direction, it would take us twice as long to reach the lake that way. And that team is on the other side. I estimate our chances of victory against a team of that composition to be no more than 30%."

Arolin: "So we just sneak through the bottom of the canyon."

Ezzi: "They'll see us if we do, we'll be dodging spells and arrows the whole way. If we move quickly, I estimate our odds of success at 67.4%."

Gaizen: "My brother, my sister, the time has come to make a choice. Will we take the path of the brave warrior and stand tall against our foes or shall we take the path of speed and strategy and do our best to flee from this infernal trap? The choice is yours."

Ezzi: "Our chances are better if we run but if we did manage to defeat the other team we'll get bonus points and we'll eliminate a potential threat that could come back to attack us later on. What do you think Arolin?"

Arolin:

Choice 1: "We can't risk being eliminated, let's run for it." (easier) Skip to Run Away

Choice 2: "It could be risky but I think we should fight." (difficult, gives EXP and the like for winning the battle, gives bonus points at the end of the war games) Skip to Canyon Battle

Run Away

Ezzi: "If we can get to the other end of the canyon we'll be out of their range and we should have a clear path to the lake. Just be careful, all of us need to make it through."

*The battle starts. Victory Conditions: all party members must make it to the end of the canyon. Once the party has moved at least 1/4th of the way into the canyon the enemy team will

notice them and begin attacking. The enemy team is out of range of all weapons and magic and cannot be attacked in any way.*

Gaizen: (after battle) "Congratulations comrades! We have survived, as I knew we would. Now let us proceed with our quest!"

Skip to End of Quest

Canyon Battle

Arolin: "I know this won't be easy but it needs to be done."

Ezzi: "We have to close the distance quickly so their archers will lose their advantage. It'll help if we try and stay behind rocks and trees on the way so they can't get a clear shot."

The battle starts. Victory Conditions: defeat all enemies.

Ezzi: (after battle) "We were lucky, winning despite the odds."

Gaizen: "Congratulations comrades! We have triumphed in our heroic efforts! Now let us proceed with our quest!"

Skip to End of Quest

End of Quest: Talie's Group

Janden: (nearing the lake) "Almost there..." stops as enemies emerge from the surrounding area "Uh oh..."

Talie: "We're surrounded, looks like we'll have to fight."

Grim: "Yay! Let's kill them all!"

battle starts

Arolin's Group

Arolin: (creeping around the edge of the battlefield) "Careful, I don't want to get into any more fights before we find..."

Ezzi: "Wait! That's Grim fighting... There're all there!"

Arolin: "It's about time. I suppose we should help them out."

Gaizen: "My brother, my sister, the time for talking is past! Let us go forth like the heroes we shall become and rescue our brave comrades from the vast abyss into which they shall surely fall without our aid!

Arolin's group joins the battle.

Talie: (after the battle) "Great timing guys! You really saved us there."

Arolin: "Hold it Grim," grabs Grim's cloak, "we already won. This is a class activity, you can't kill the other students."

Grim: "Aw, I was just gonna scare them a little."

Ezzi: "I'm glad we found you when we did, statistically we couldn't have gone much longer without avoiding more opposing teams and, with half our group missing, our odds of successfully defeating a rival group dropped significantly."

Janden: "Uh yeah, it's good to see you too..."

Gaizen: "Comrades, it is time to finish our joyful reunion and move on! The light of victory shines bright in the sky, we must venture forth and grasp it! We must fulfill our destiny!!!"

Arolin: "Yeah whatever. Who wants some lunch?"