

Purgatory pcg script

Instructions: text in the brackets is not supposed to be read to the player.

After each boss battle the player is awarded the respective statues ancient technique and 20 purgatory coins.

Must read the words in - - to the player.

Page 1: read the prologue to the player before starting.

Page 2: the player wakes up on a floating platform in a white void. In the middle of the platform is a water fountain that resembles a knight in chess.

Around the fountain is a basic sword, a knights shield and a chess board.

There are 4 paths leading away from the platform path 1 is guarded by a titon minion it is also the only path out.

Page3: blocking your path is a large muscular titon.

Page4: when the titon leaves the area he leaves an incredibly durable titon bone and some purgatory coins

Page 5: you arrive at the ring (a circuit of floating platforms) on the ring are 4 accessible buildings: the school of magic, the armoury, the clothes shop and the build-a-bot shop (not to be mistaken with the build-a-bot factory in the first purgatory expansion)

On the ring are some purgatory coins

In the school is a professor he is willing to take you to the restricted platform in the centre of the ring.

Page 6: on the restricted platform is a portal/gateway that seems to be attracting you to it.

Page 7: the player arrives on another floating platform with only 1 exit. Guarding that exit are 3 titon minions.

Page 8: the platform leads to a small room with a statue of what looks to be a woman. on the bottom of the statue is a plaque that reads the injured.

Page 9: the character comes to their first challenge Voldremoth the elastic titon. Voldremoth's body is made purely of an elastic substance. This means that he can stretch, contract, twist and expand all parts of his body apart from his head. Voldremoth has razor sharp claws able to slice through human flesh effortlessly. He is incredibly fast however his physical strength is very weak.

Page 10: the statue in the middle of the room starts to glow. (now read that page to the player)

Page 11: after you have read page 10 to the player they are teleported to 2 large platforms connected by 2 bridges on 1 side there is an unactivated portal and on the other is a hexagonal shaped room (don't tell the player this but it is the high councils office)

Page 12: if they enter the councils office they will end up in a fight with the council.

Page 13: once they have defeated the high council the portal becomes active this portal leads back to the ring.

Page 14: if you go back through the portal you arrive on a platform made purely of dirt. In the way of the path is a titon spawn.

Page 15: if the player goes down the path they reach a cross-paths. One path leads to certain death one carries on the way(this is the pcg masters choice). Each path is guarded by titons one will only lie to you and one will tell nothing but the truth. The player may only ask 1 question to figure out which path to go down (that question is if I asked which path lead to freedom which path would the other guard choose then the player must take the opposite path).

Page 16: the player arrives at a winding hallway.

Page 17: that path leads to a colosseum surrounded by a moat. In the centre is another statue with a plaque named the punished. Around that statue is a broken triads claymore and a puddle of water.

Page 18: the player comes to their second boss fight in Gobal and Gabal. Global is very strong physically but is slow and quite dumb. However gabal is intelligent yet weak and slow. But when global throws gabal, gabal can reach incredibly high speeds.

Page 19: when the player defeats global and gabal they receive the ancient attack technique.

Page 20: when the player leaves the colosseum they are greeted by a dirt road and 2 trees that look to have faces. Beside 1 of the trees is a chest however there is a large deadly spider guarding it.

Page 21: as the player nears the end of the road they are blocked by a border control officer(the player must get the key from the officer in order to lift the barrier) once the barrier is lifted they may enter the portal and arrive back at the ring.

Page 22: when the player goes through the portal they come to 3 hallways (one with a ghost, one with 3 titon minions and one with nothing. This is up to the pcg master)

Page 23: once the player has beaten the threat in the corridor they arrive in another room with a statue this statue is labelled the exiled. In the room is a river of lava (on the poster on the wall is the key to leave the room)

Page 24: the player meets their second last titon leader bandaged Olsen. Olsen is blind but therefore incredibly good at hearing. He is also very fast and has blades for hands.

Page 25: when bandaged Olsen is defeated he leaves behind a blade from his hand and the player receives the ancient technique of spellcasting. The player must also have the key to leave the room outside the room is the portal on the ring.

Page 26: if the player goes through the portal for the final time they are placed in a desert. Buried under the sand is a old boat. At the end of the desert is a river.

Page 27: the player is travelling through the river and eventually reaches a castle. In the window of the castle is an archer who is firing arrows at you.

Page 28: you venture through the castle and enter a dungeon. The doors lock behind the player. In the room are 3 portals.

– a darkness surrounds you, a mysterious darkness. The darkness inside you heart. A dark, looming figure descends from the sky. 1 feathered angelic wing, 1 torn demonic wing. it opens its mouth 'I am the ruler of purgatory etch my name into your heart and rot in the pits of hell. I am Belial.'

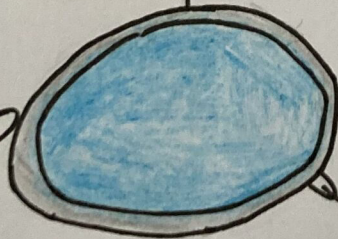
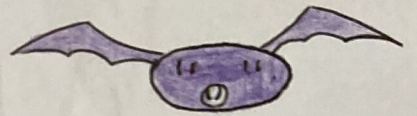
from the three portals appear the past 3 titon leader faced by the player (voldremoth, gobal and gabal and bandaged Olsen).

One the player has defeated belial they are awarded with the grimhold (a demonic spellbook) and 50 purgatory coins.

Purgatory

The Awakening
of the three

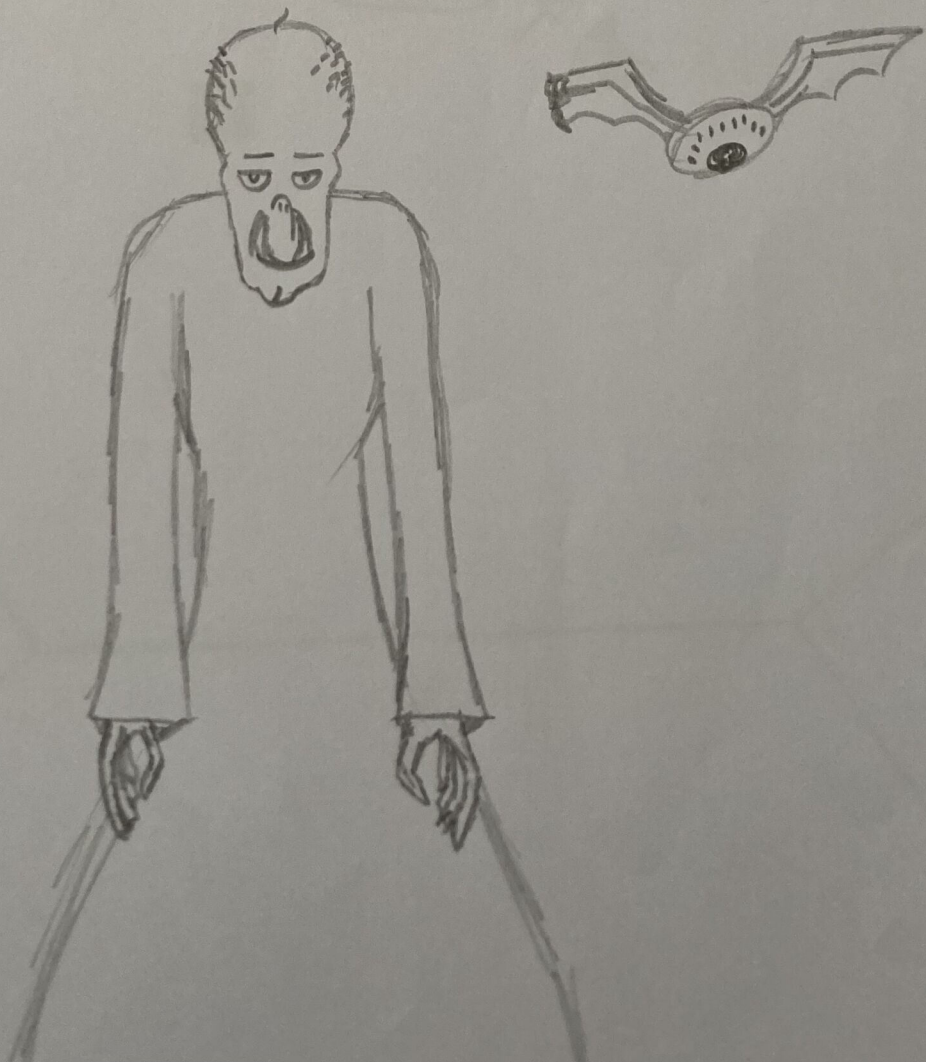
By sinister
productions
PCC

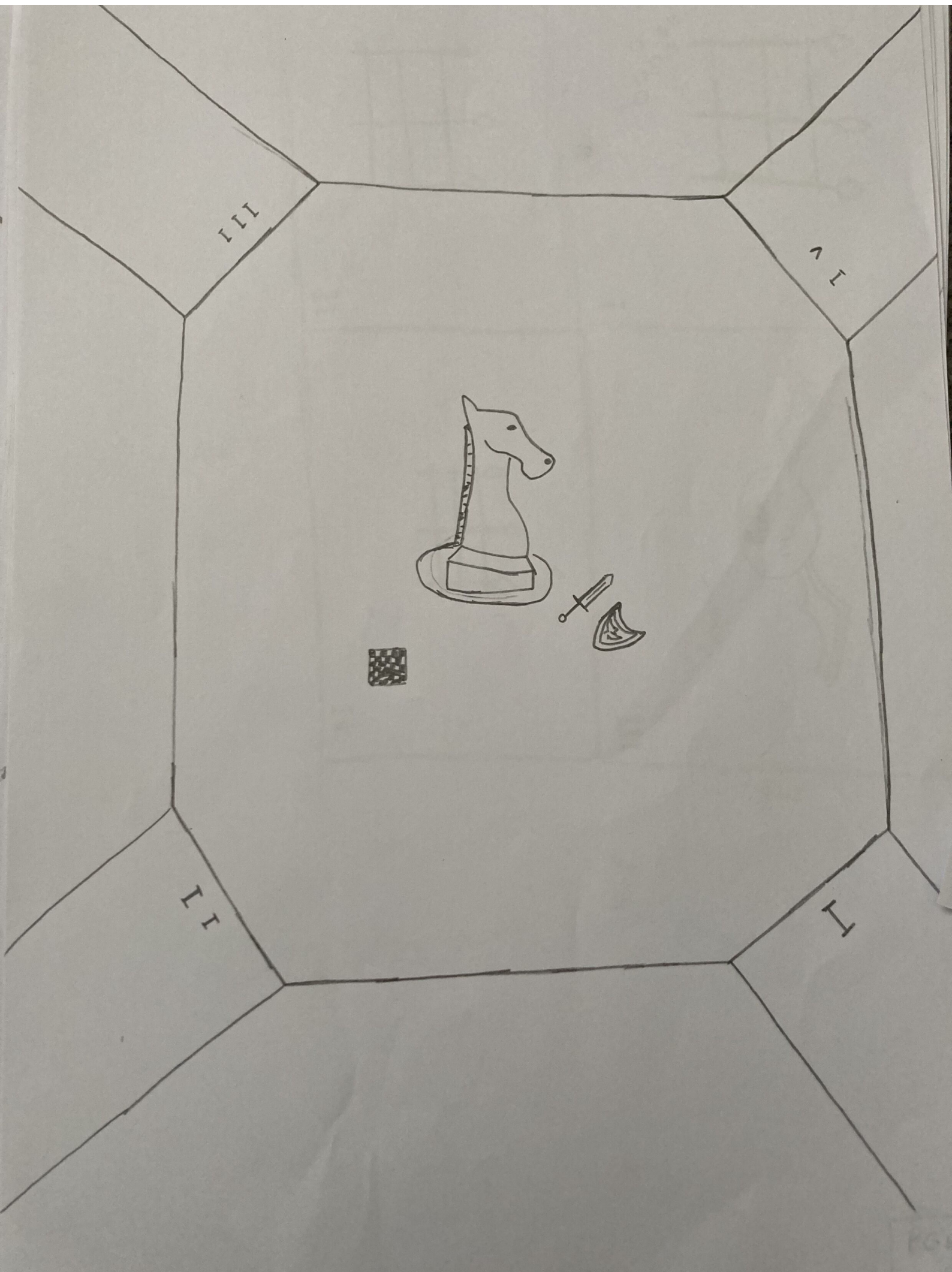


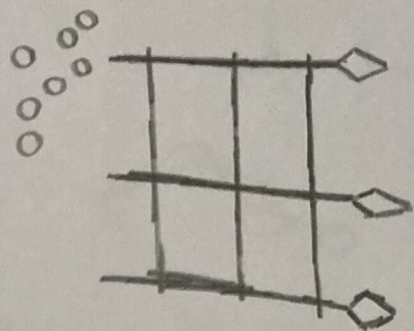
EONS a go When the earth was
under serious threat by the Titan leaders

3 warrior gods came down from the heavens
and tasked themselves with guarding the earth.

However the people of earth didn't agree with the
ancient techniques used by the gods and instead
all 3.



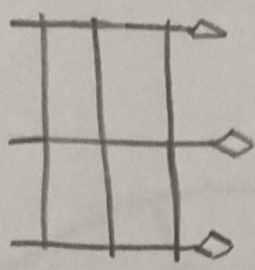




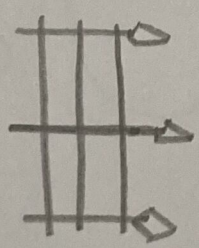
I



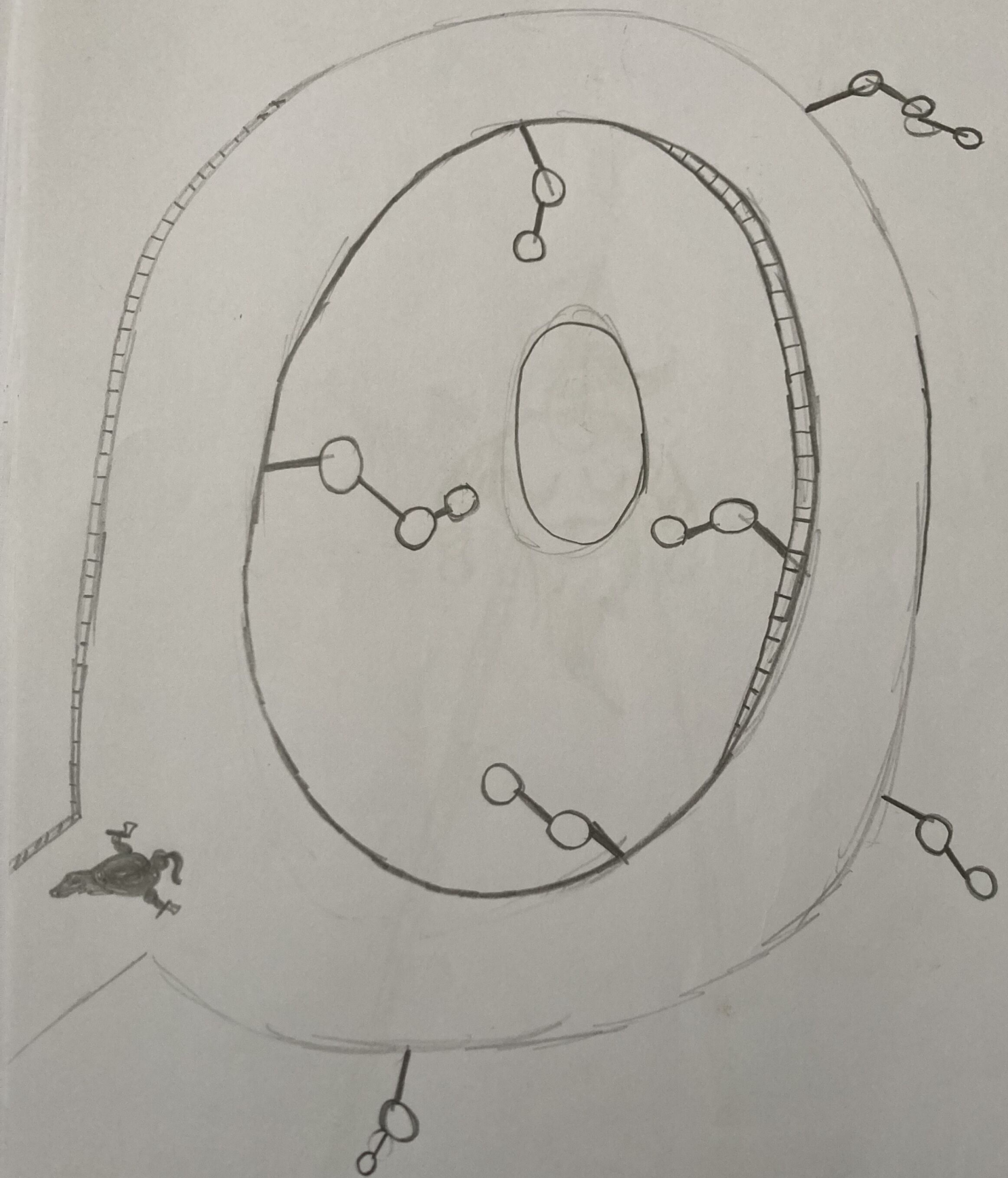
III

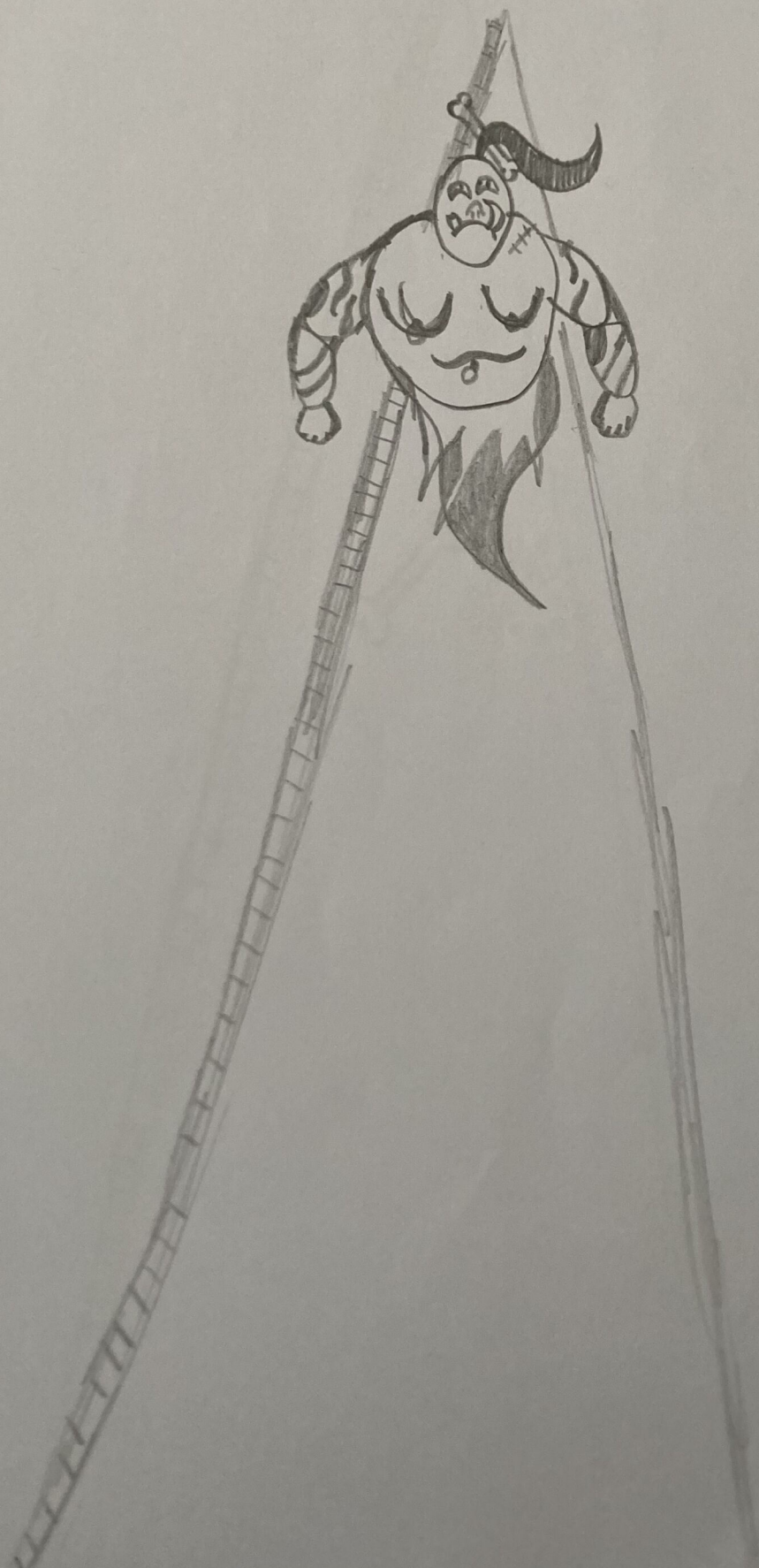


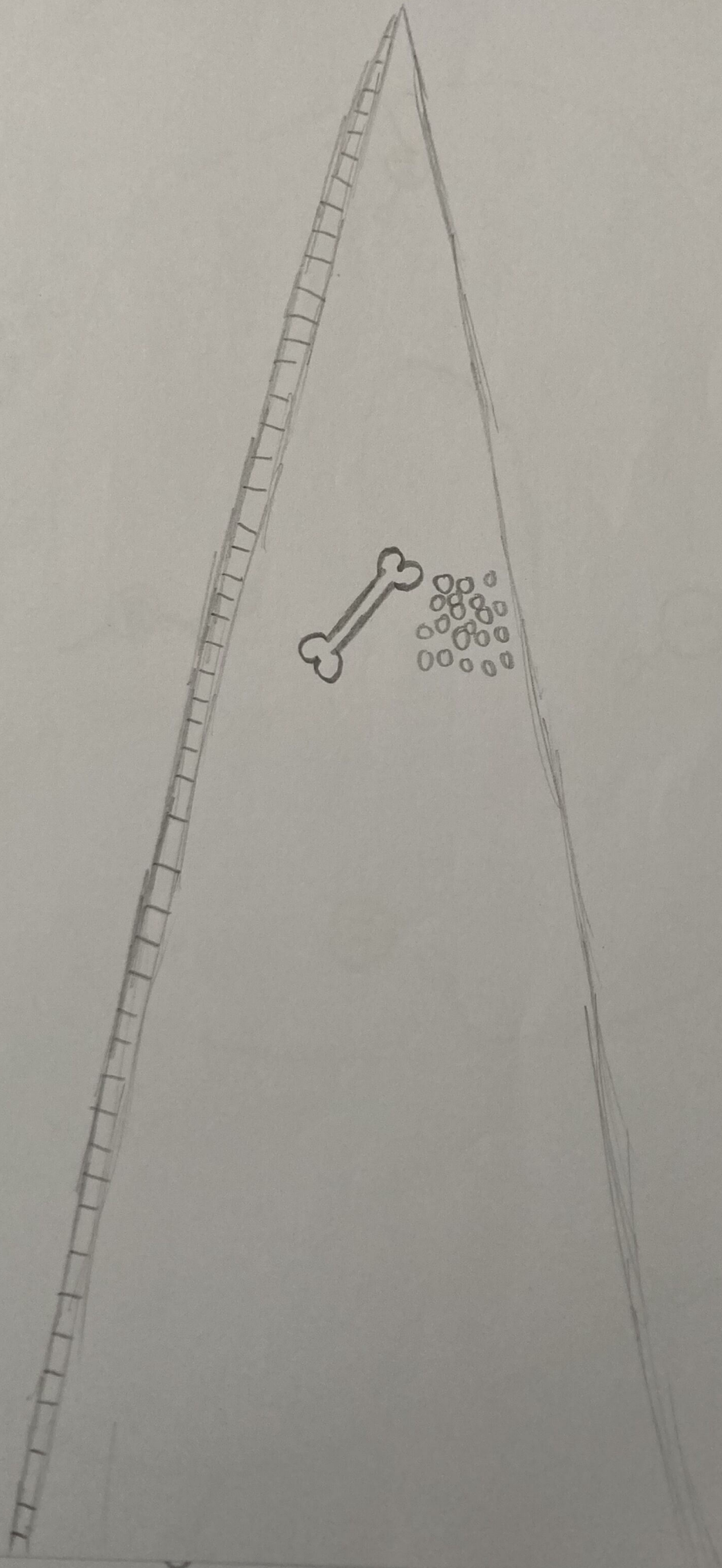
II

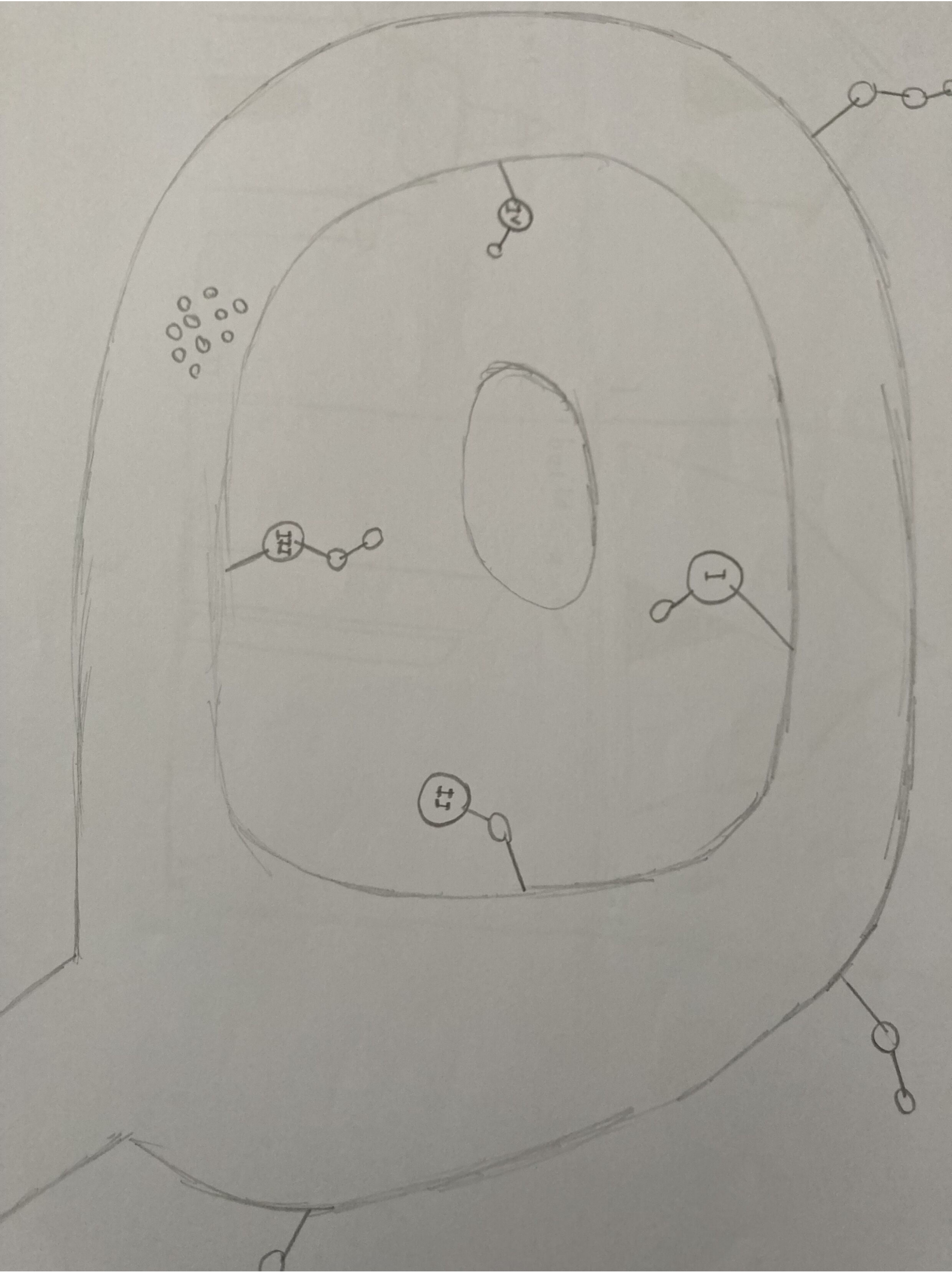


IV

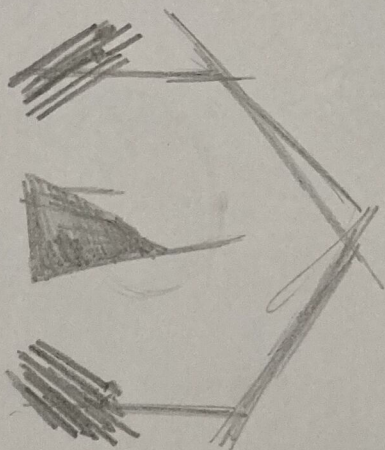






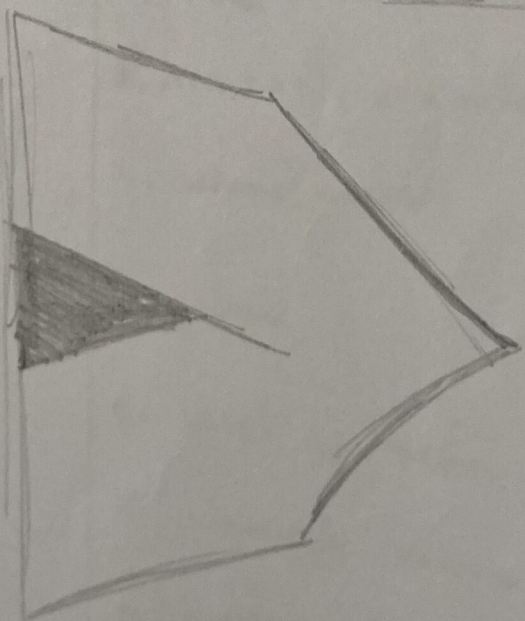


Armoury



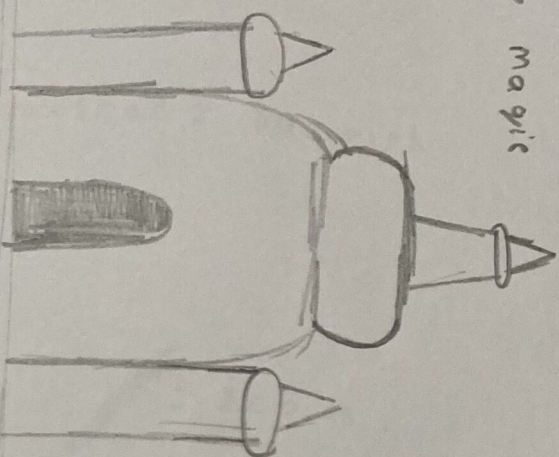
I

Clothes shop



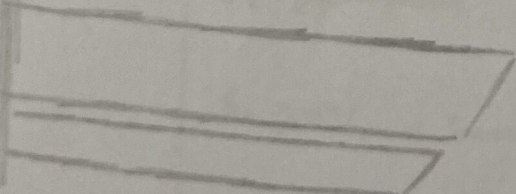
III

School of magic



II

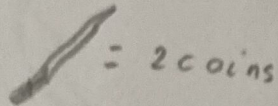
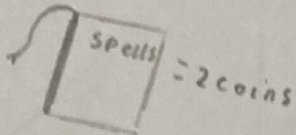
build - a - bot



IV

School of Magic

1 term/semester = 30 coins



#1

#2

#3

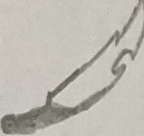
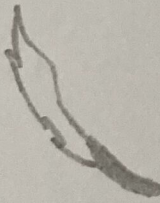
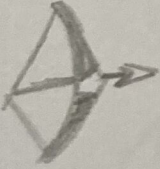
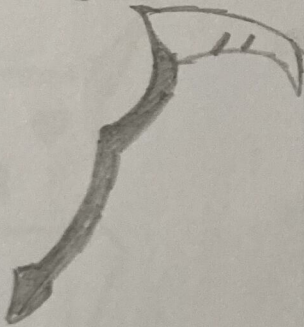
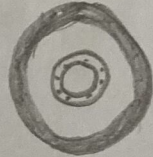
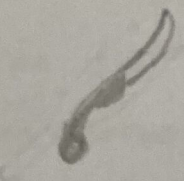
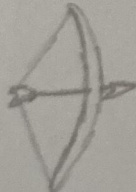
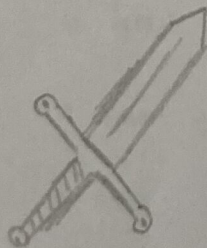
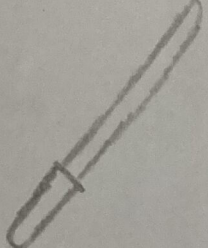
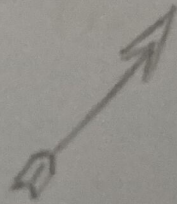
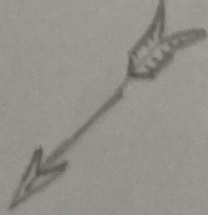
1. Grow a tree
2. bright light
3. minor teleport
4. control water
5. grow hair
6. small explosion
7. ant colony
8. Iron stomach
9. weak counter
10. long breath

1. classic limbs
2. hyper jump
3. mid - teleport
4. gluttony
5. grow a second brain
6. Mid - explosion
7. bee colony
8. suction
9. mid - counter
10. many tongue

1. celestial transformation
2. void
3. Major teleport
4. strong counter
5. reversal
6. large explosion
7. Hercules colony
8. zoreen zuture
9. Time stop
10. Symbiote control
11. Heaven

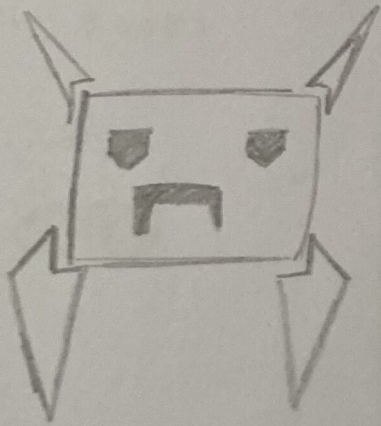
Armoury

Armoury

Peace  Symbiotic 100g	Harmony  Symbiotic 100g	Trials clay more  80g	elven poison dagger  80g
Archers holy bow  80g	death counts side  80g	Knights shield  15g	basic shield  5g
dagger  15g	bow  15g	basic sword  10g	Japanese Katana  20g
bloody knuckles  20g	Custom sword  50g	Arrows  10g	Holy arrows  10g

B u i l d - A - B o t

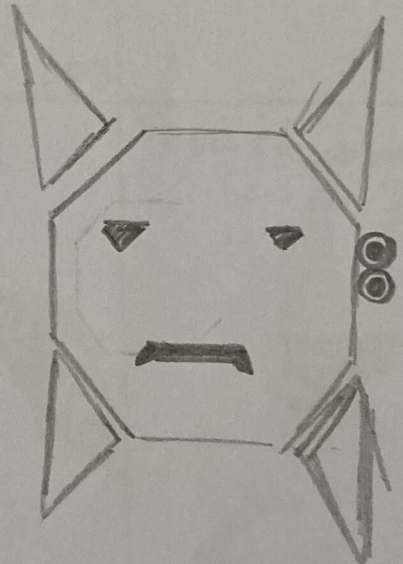
H e l p - A - B o t



- Gives Good tips
- can sleep
- can collect coins
- can communicate

Price : 80 ¢

S c o u t - A - B o t

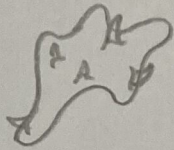


- has a weak cannon
- can sleep
- can phase through objects
- can communicate

Price : 85 ¢

Clothes shop

Symbiotic Armour



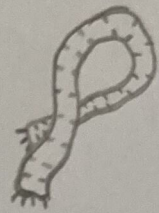
100g

Viking helmet



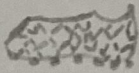
30g

Polar scarf



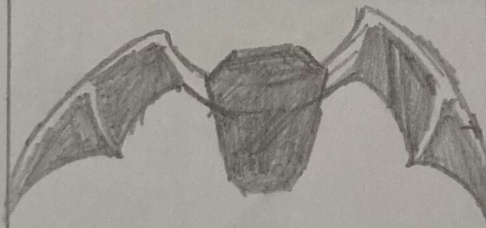
15g

Crystal boots



40g

Dragon wings



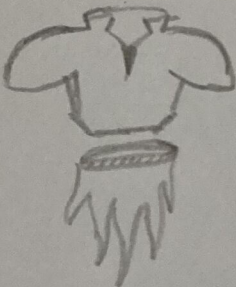
50g

Spellcasters ring



30g

Roman armour



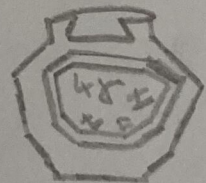
70g

helm of ceasar

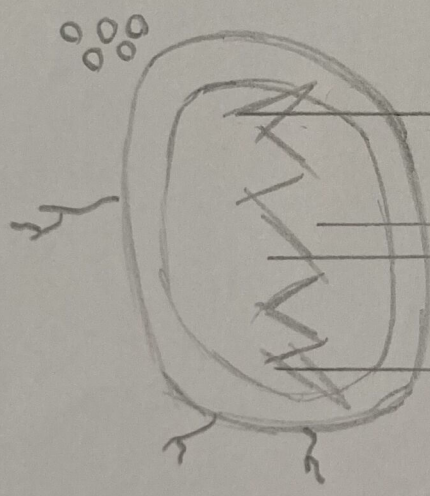
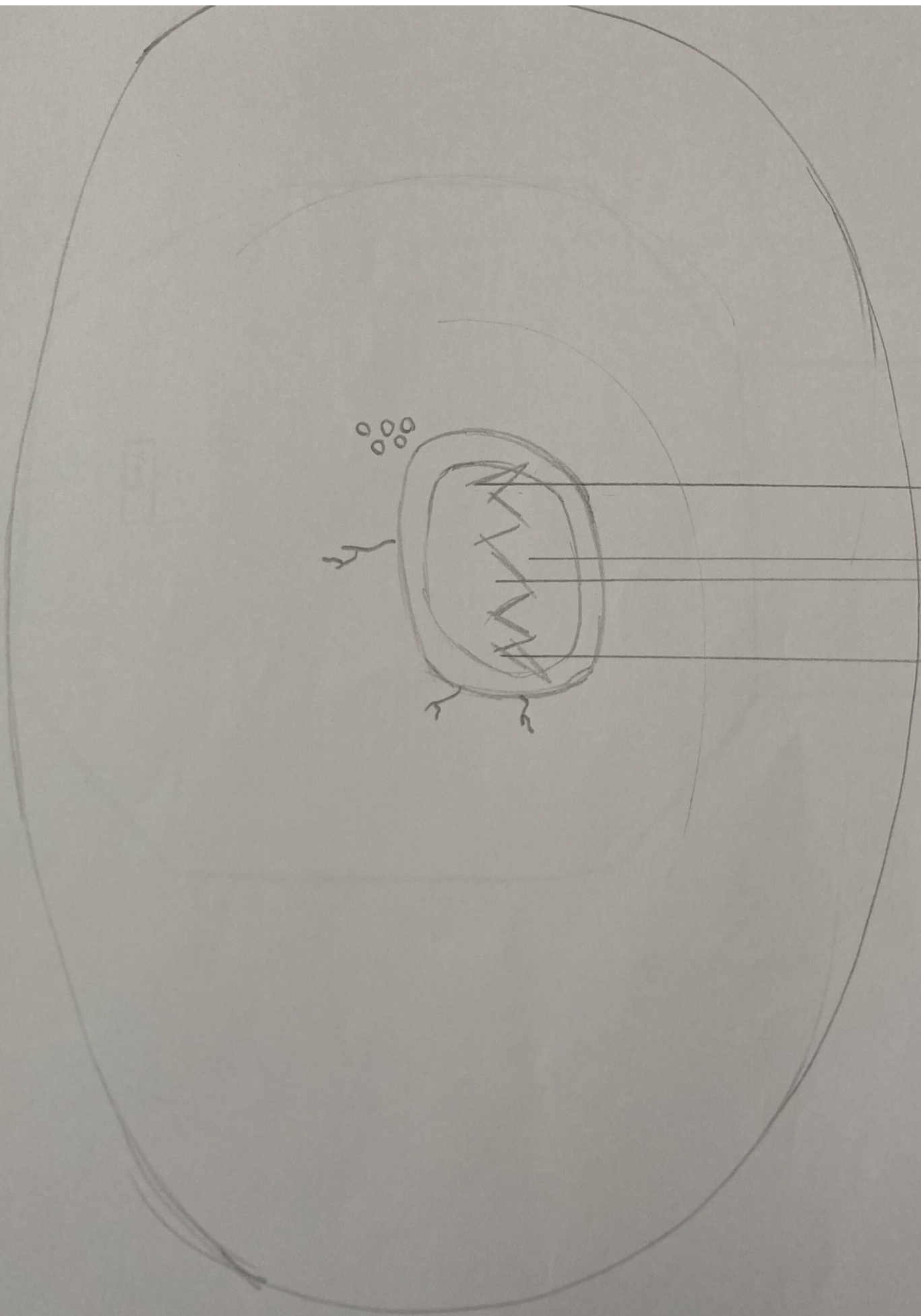


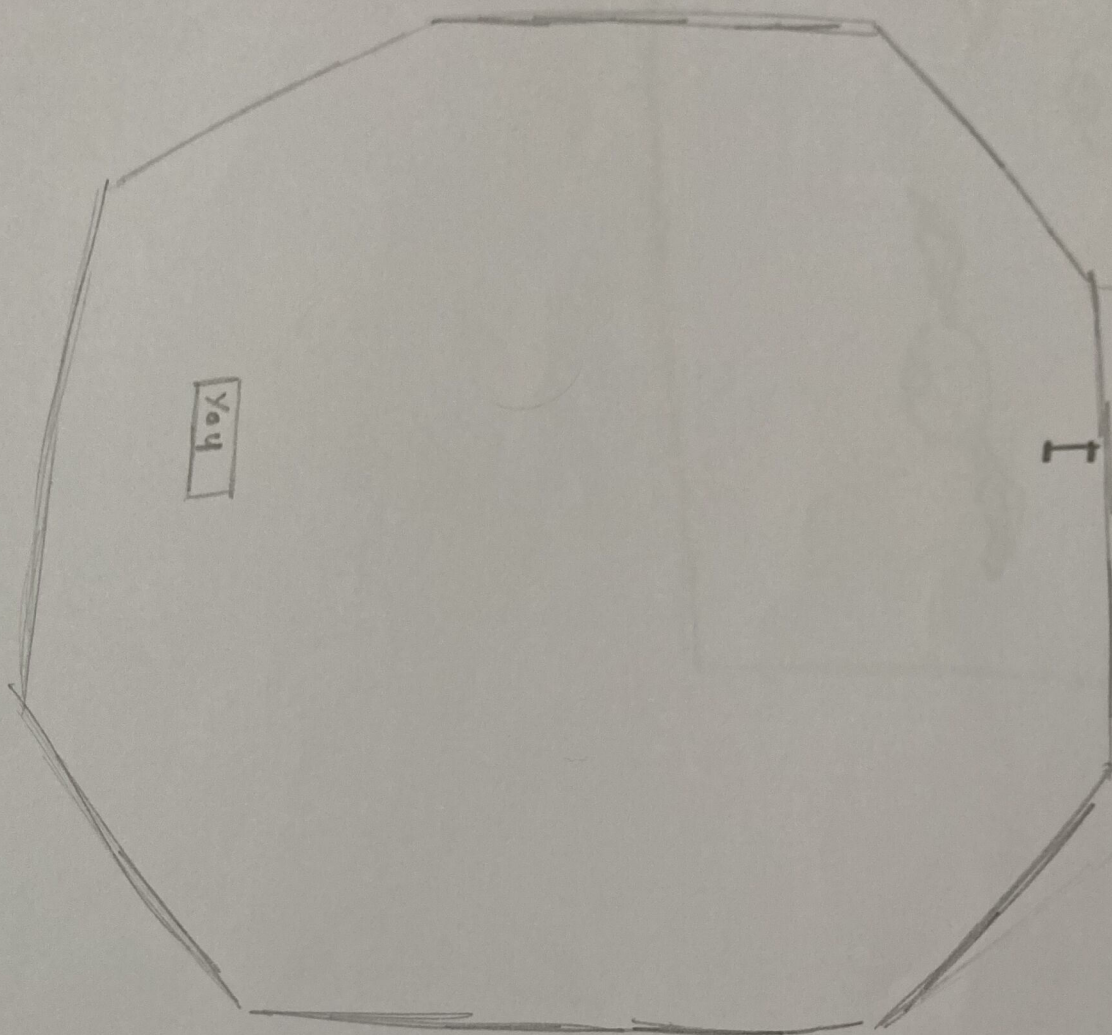
30g

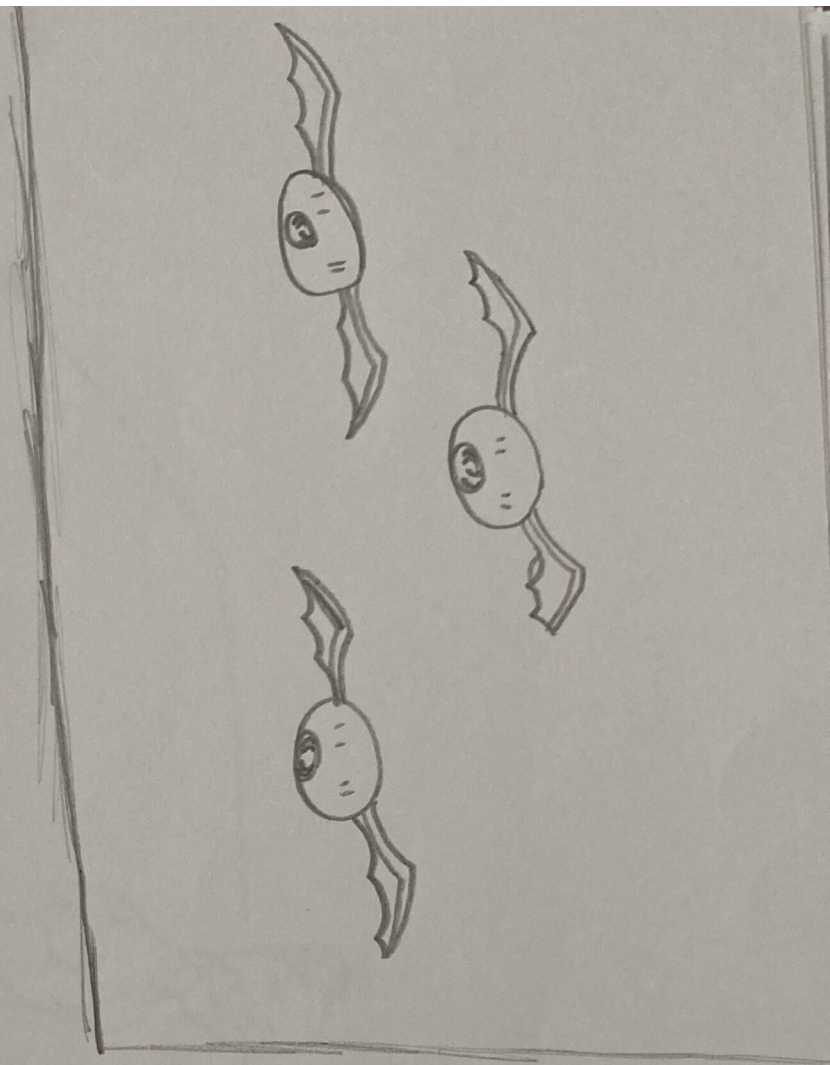
Spell bound chest plate

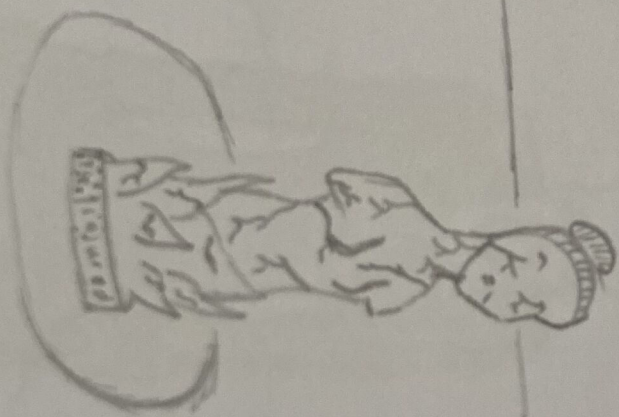


70g

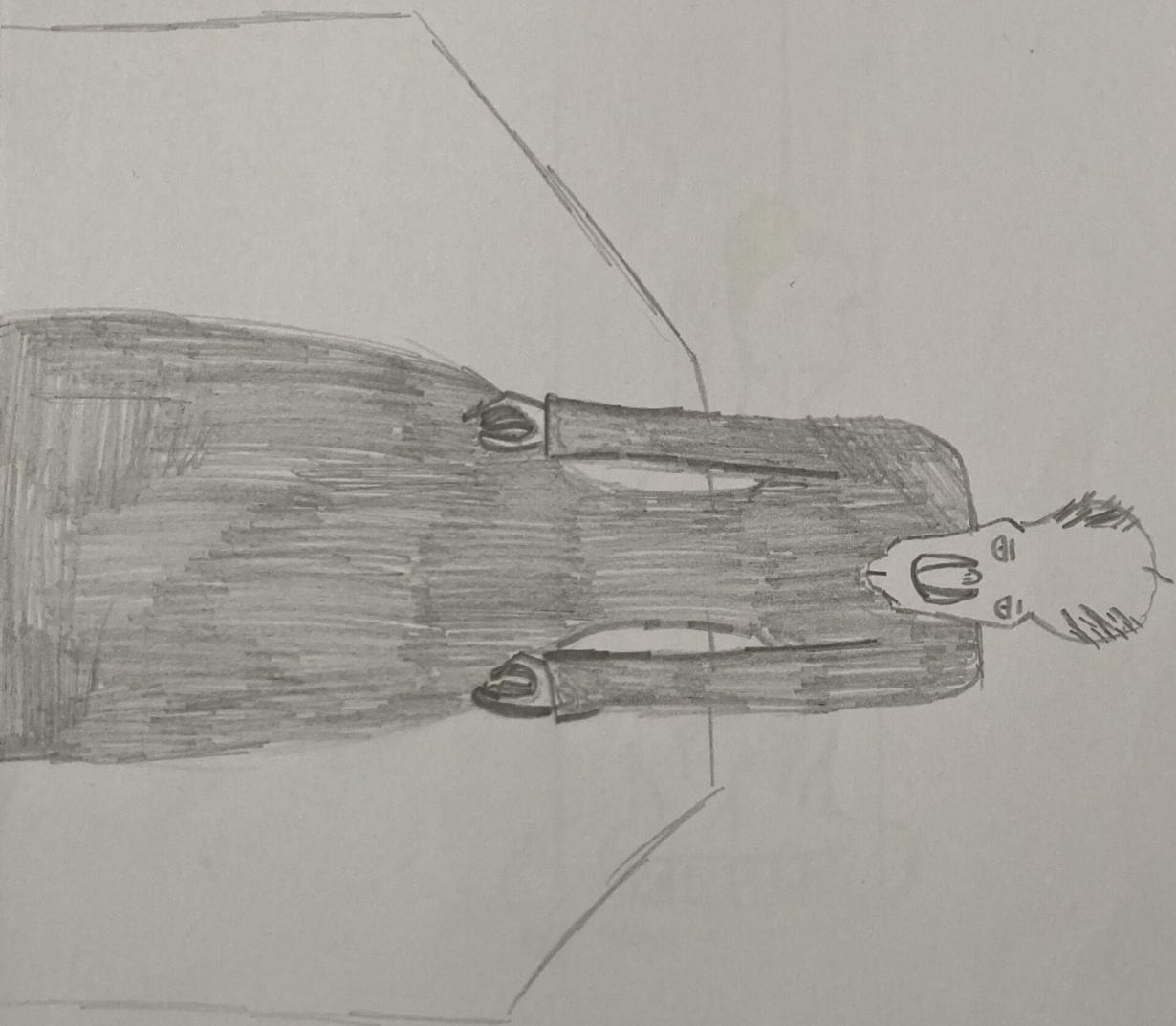


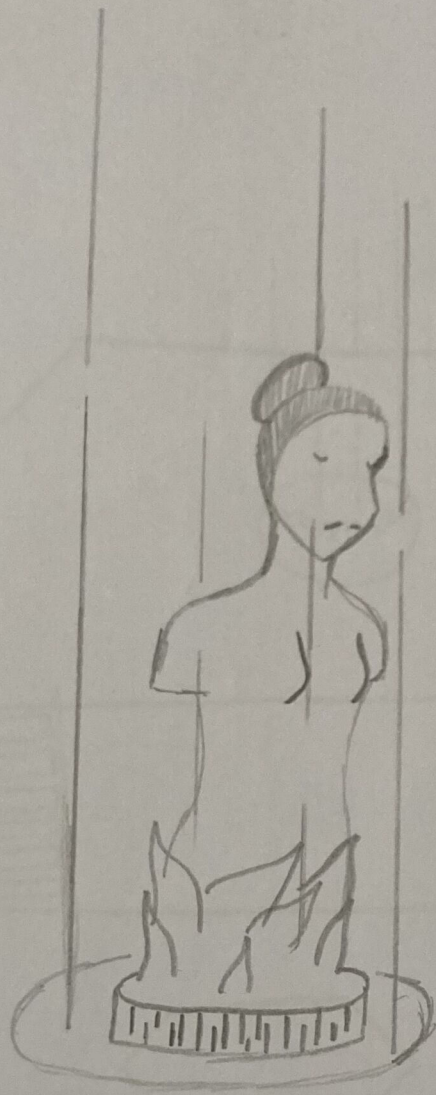




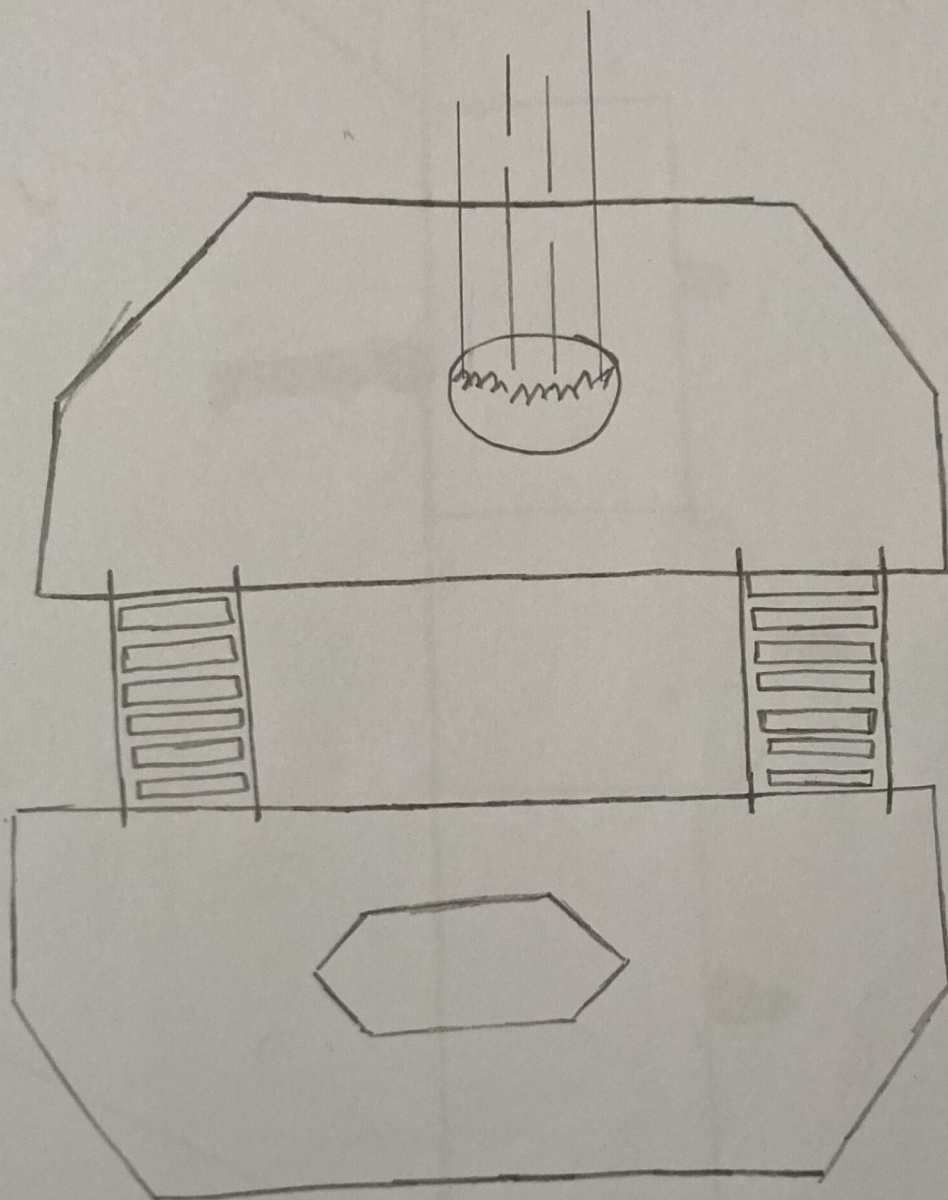


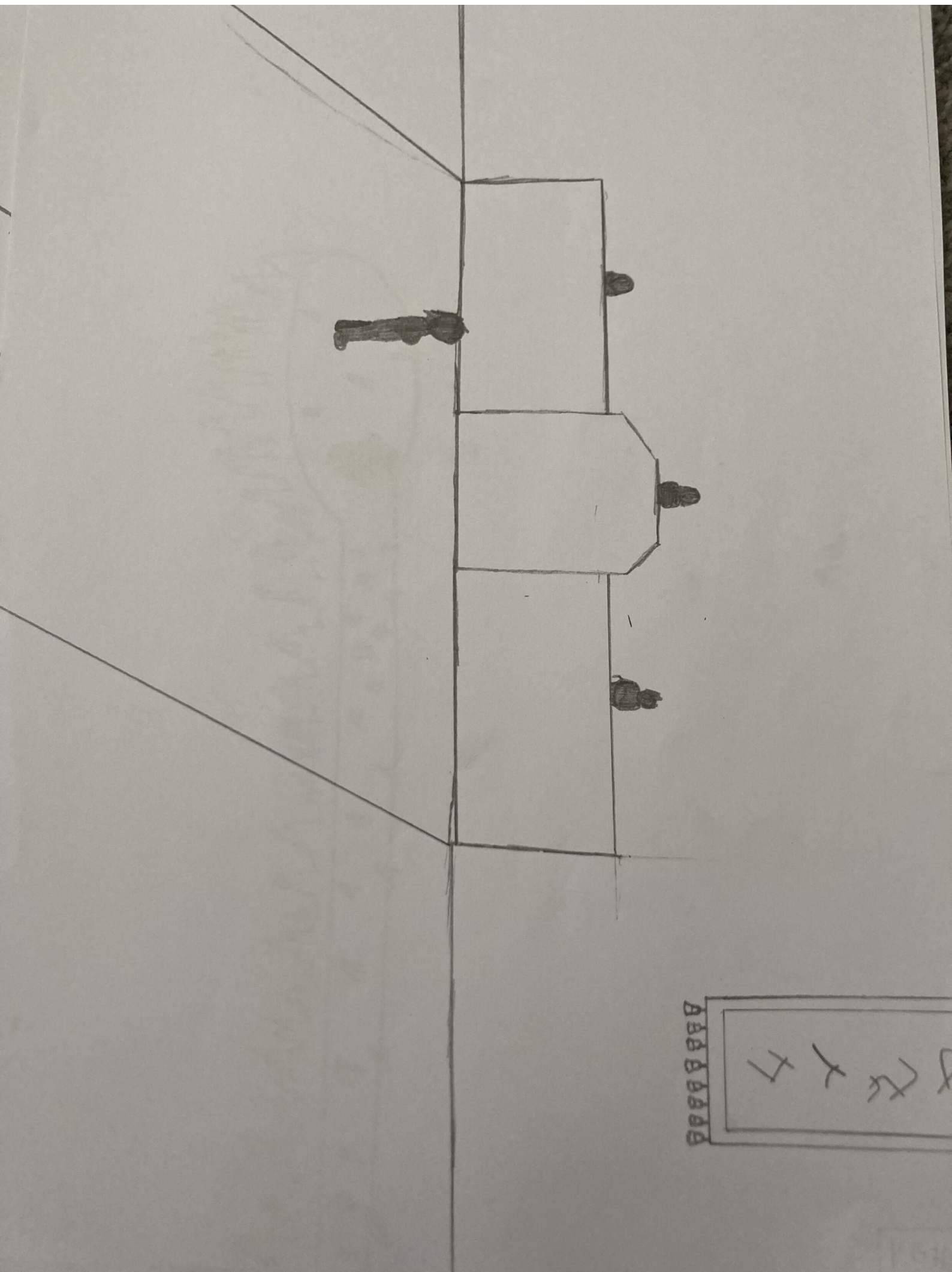
Voldremoth, the elastic
Tiron





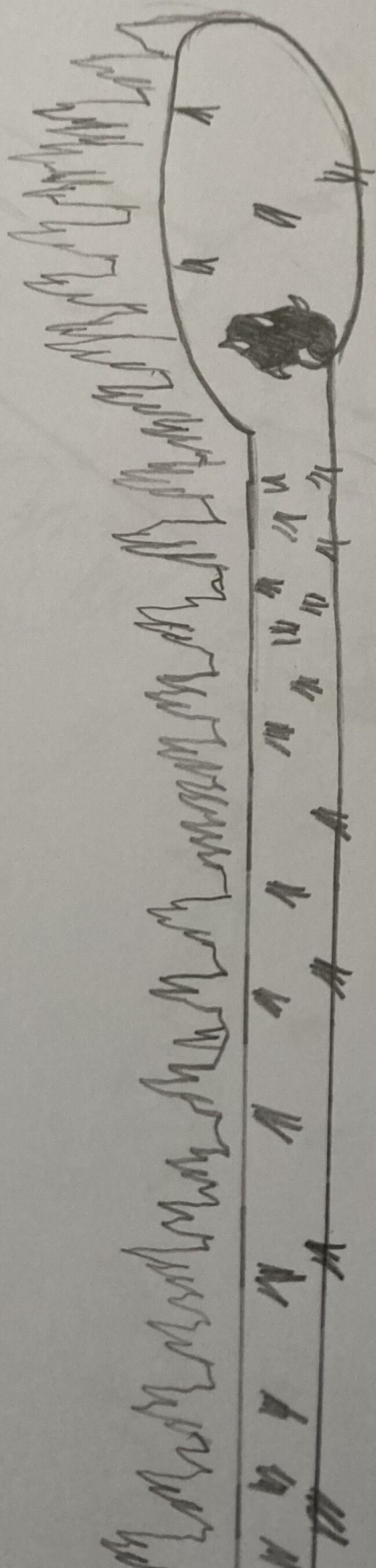
Thank you brave explorer. You have defeated the evil
being known as Voldemort and in turn saved the realm of the
injured. Now please accept the gift of the ancient elegance technique.
But please don't use this power for evil and instead use it to
defeat N.N.N... the ancient nightmare.

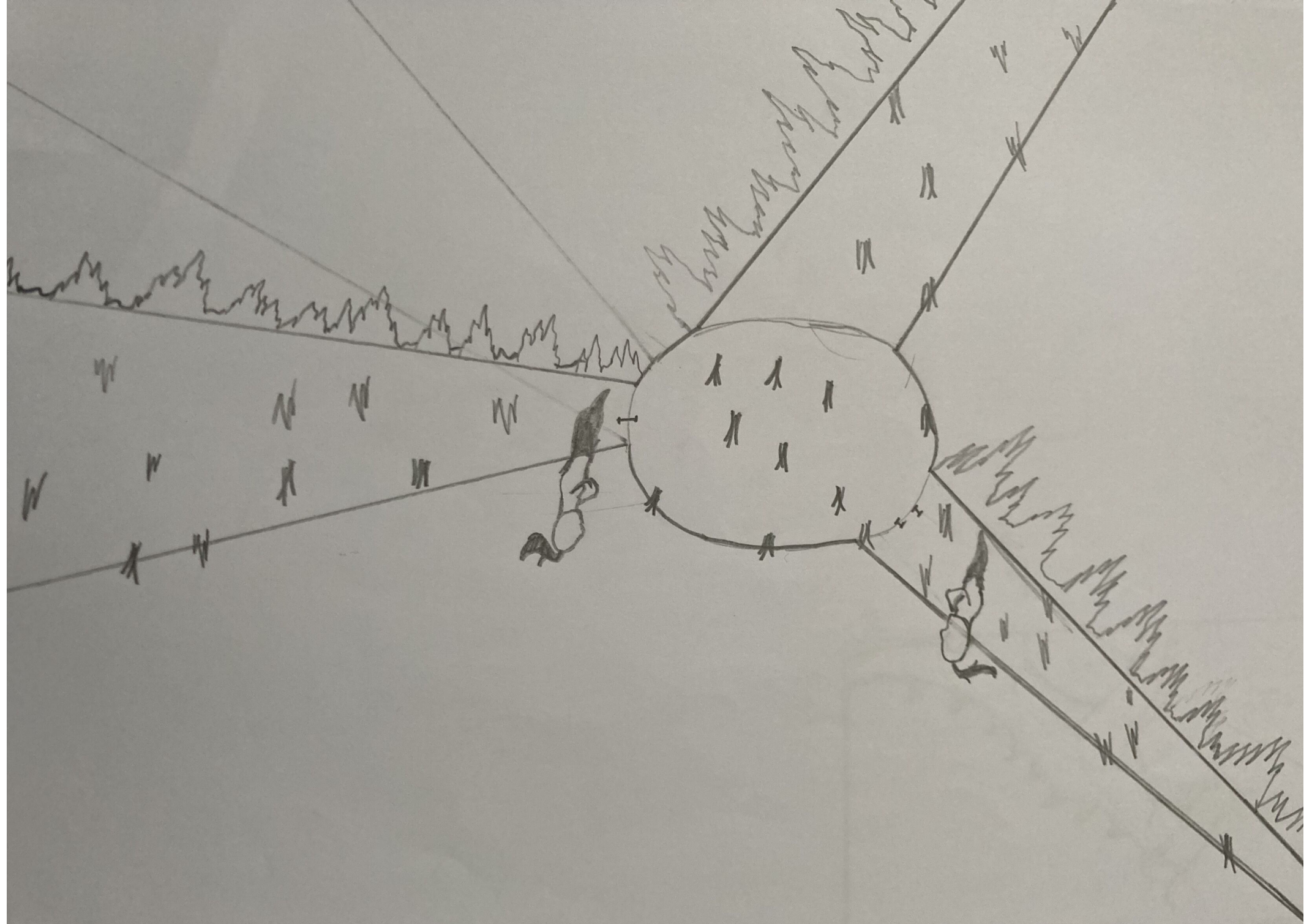




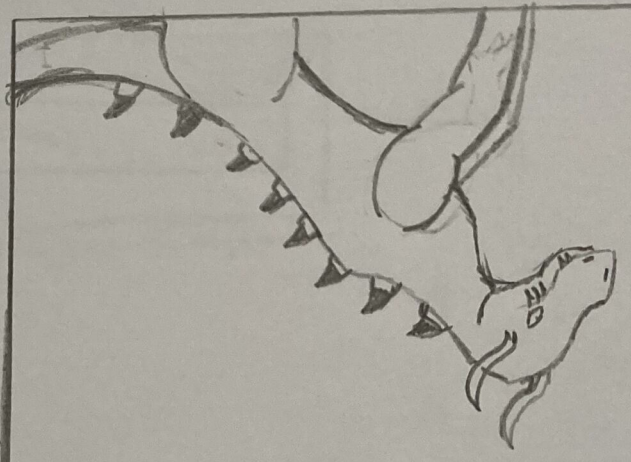
A A A A A A A A A A

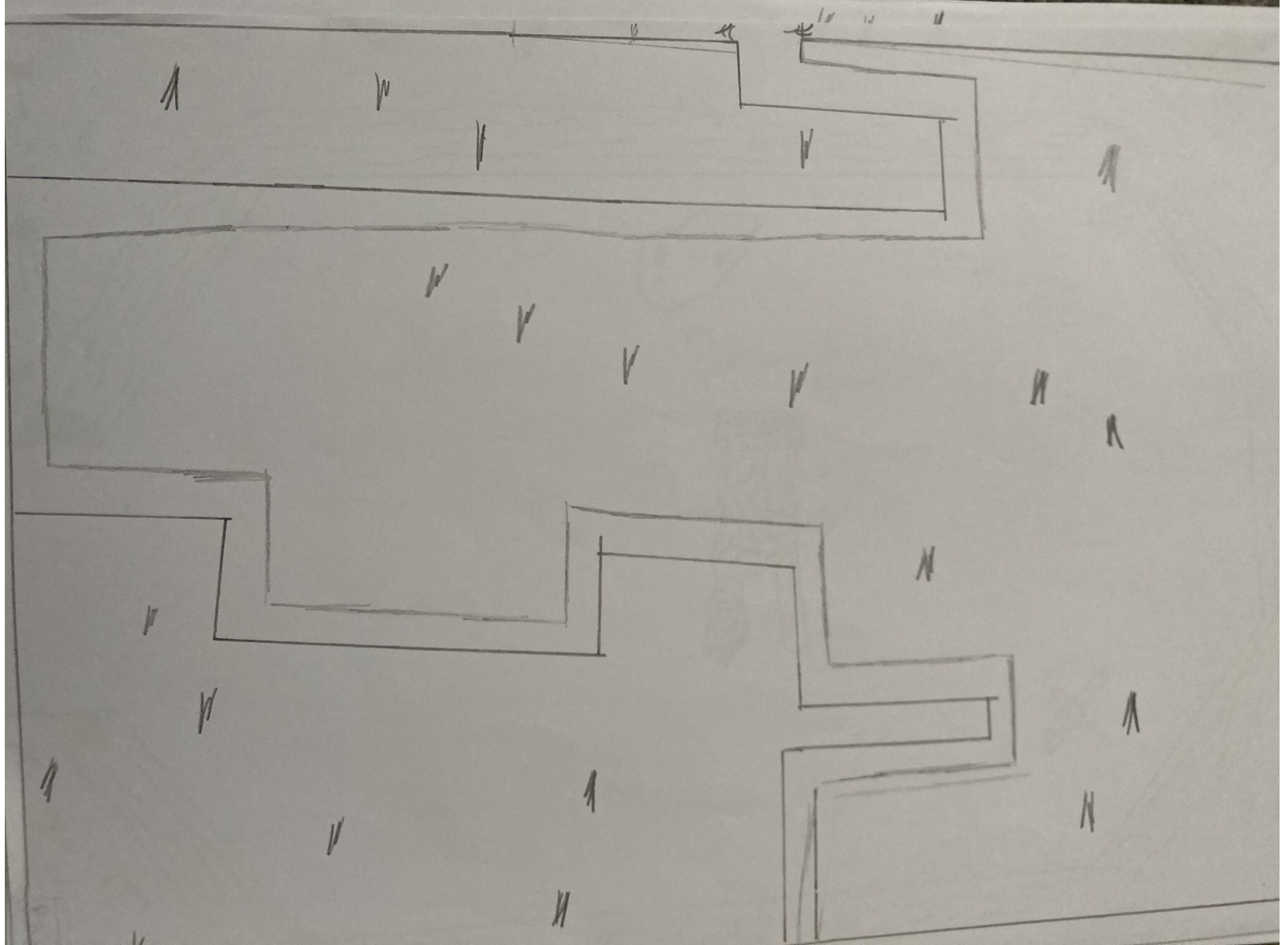
4 x 2

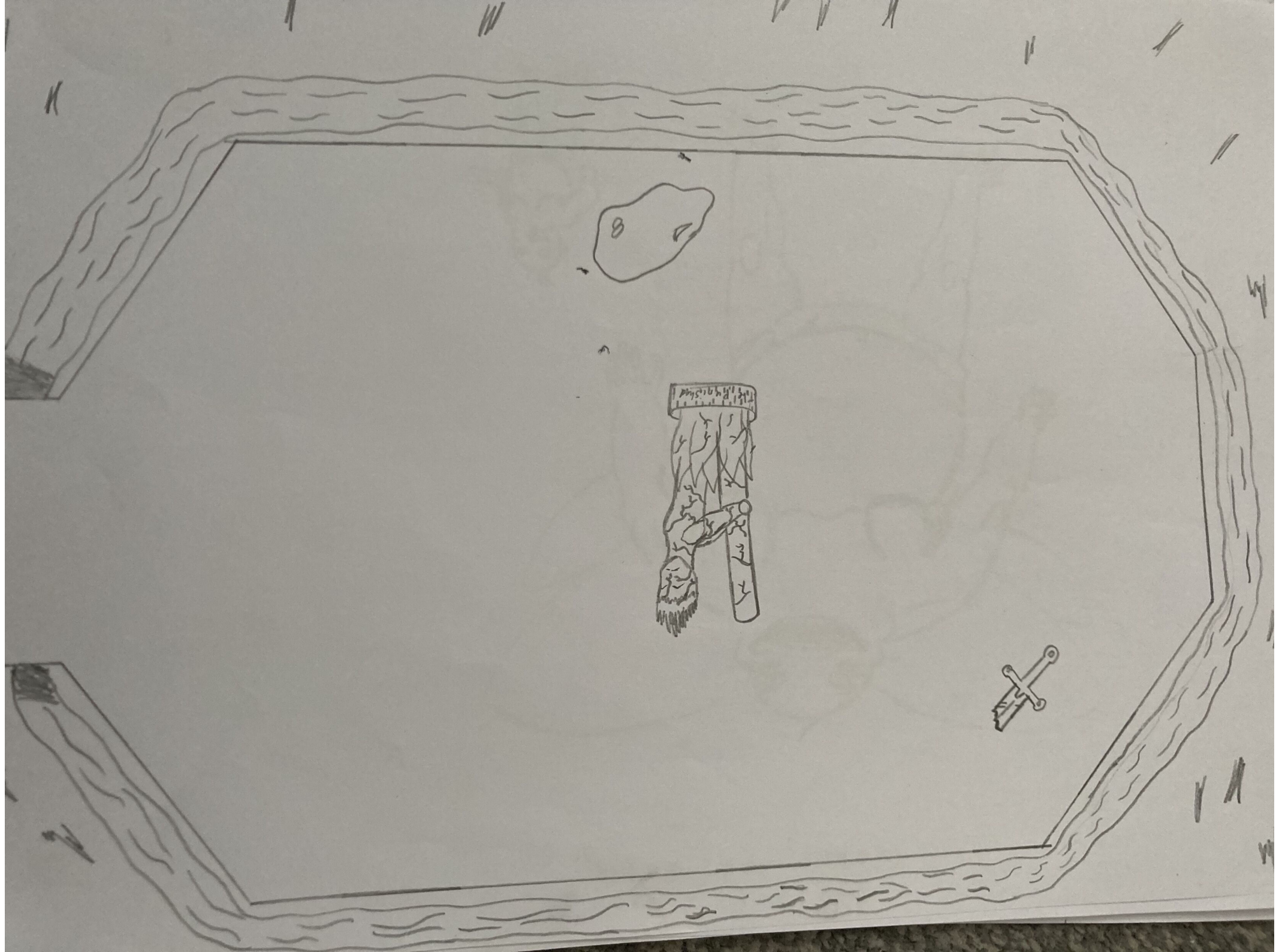


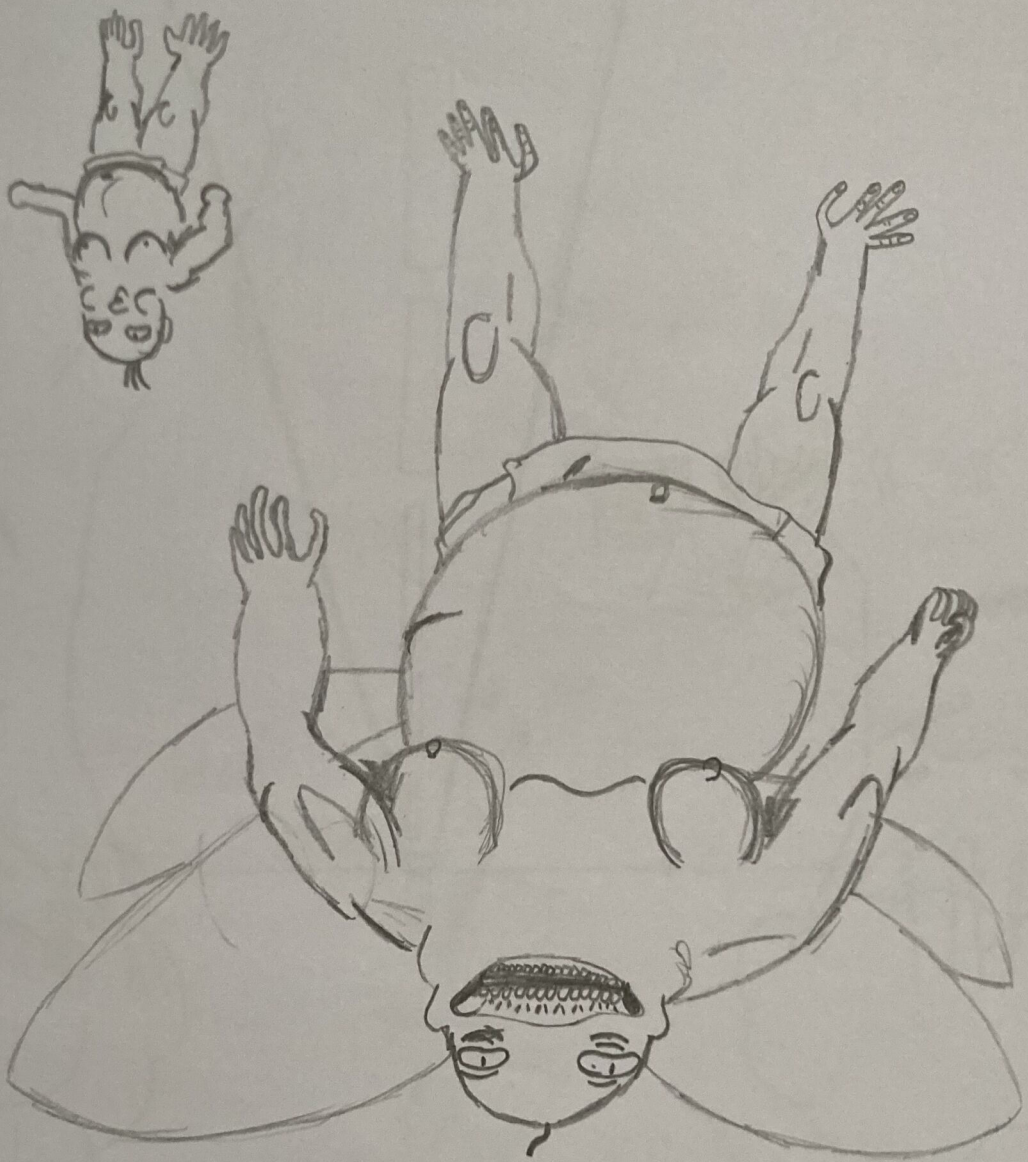


Dread hound

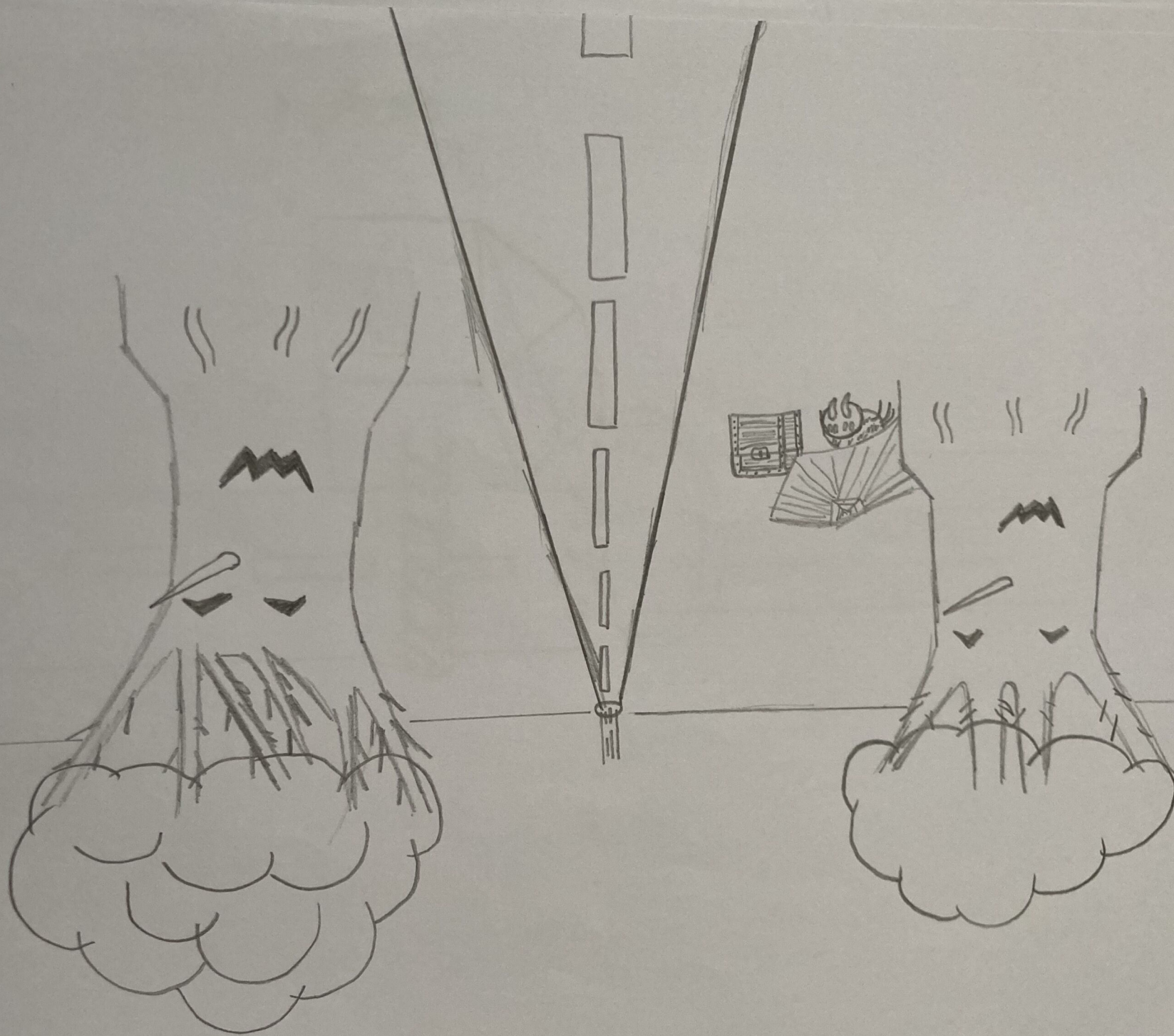


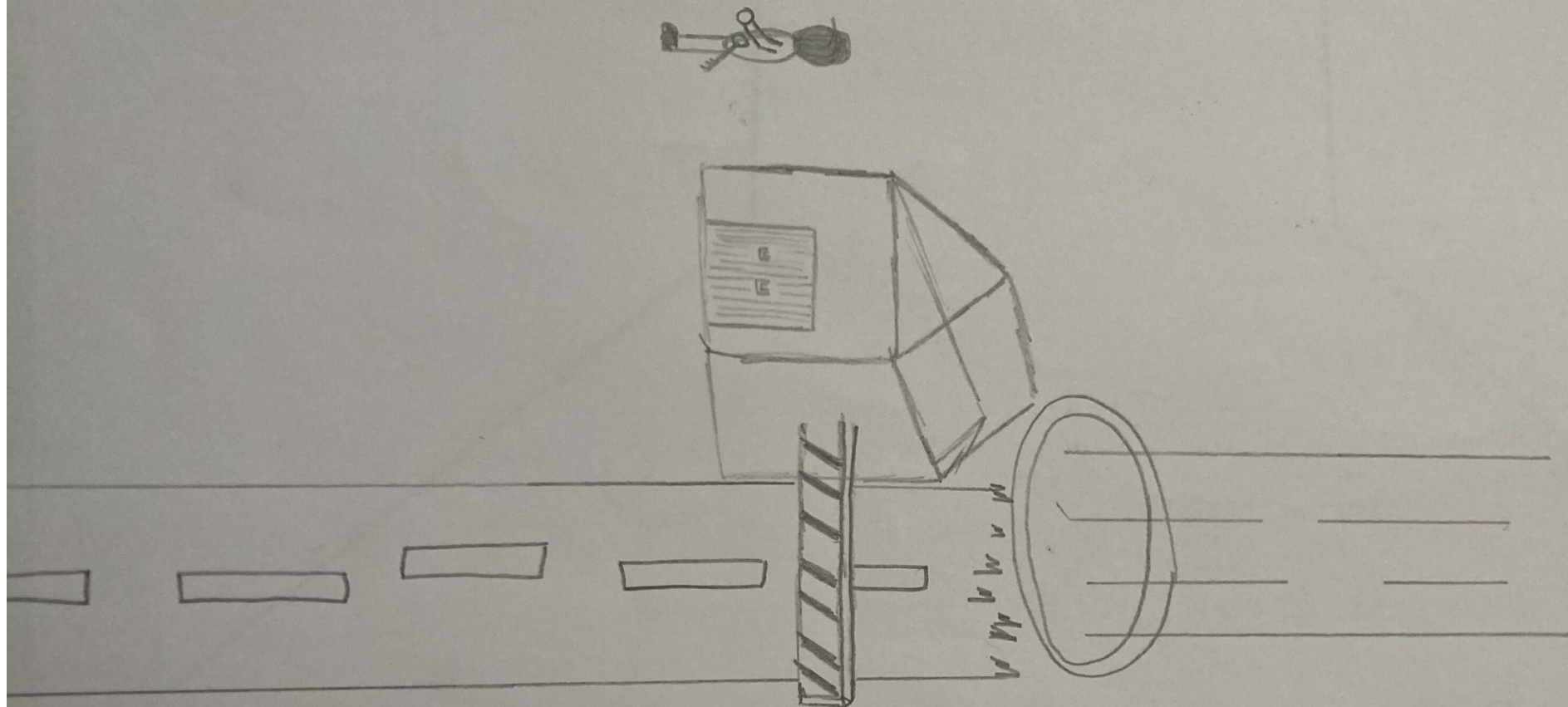




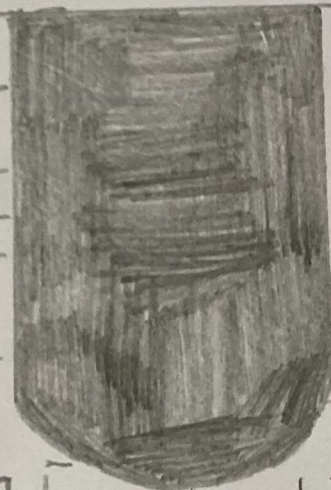


Goball and Gaball

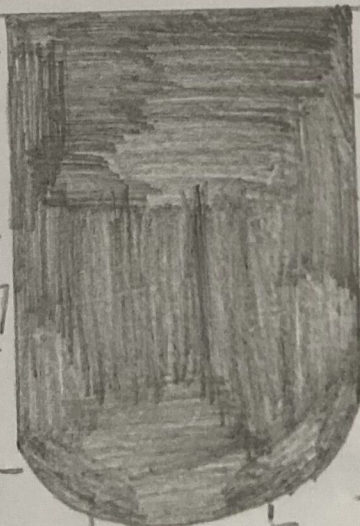




I

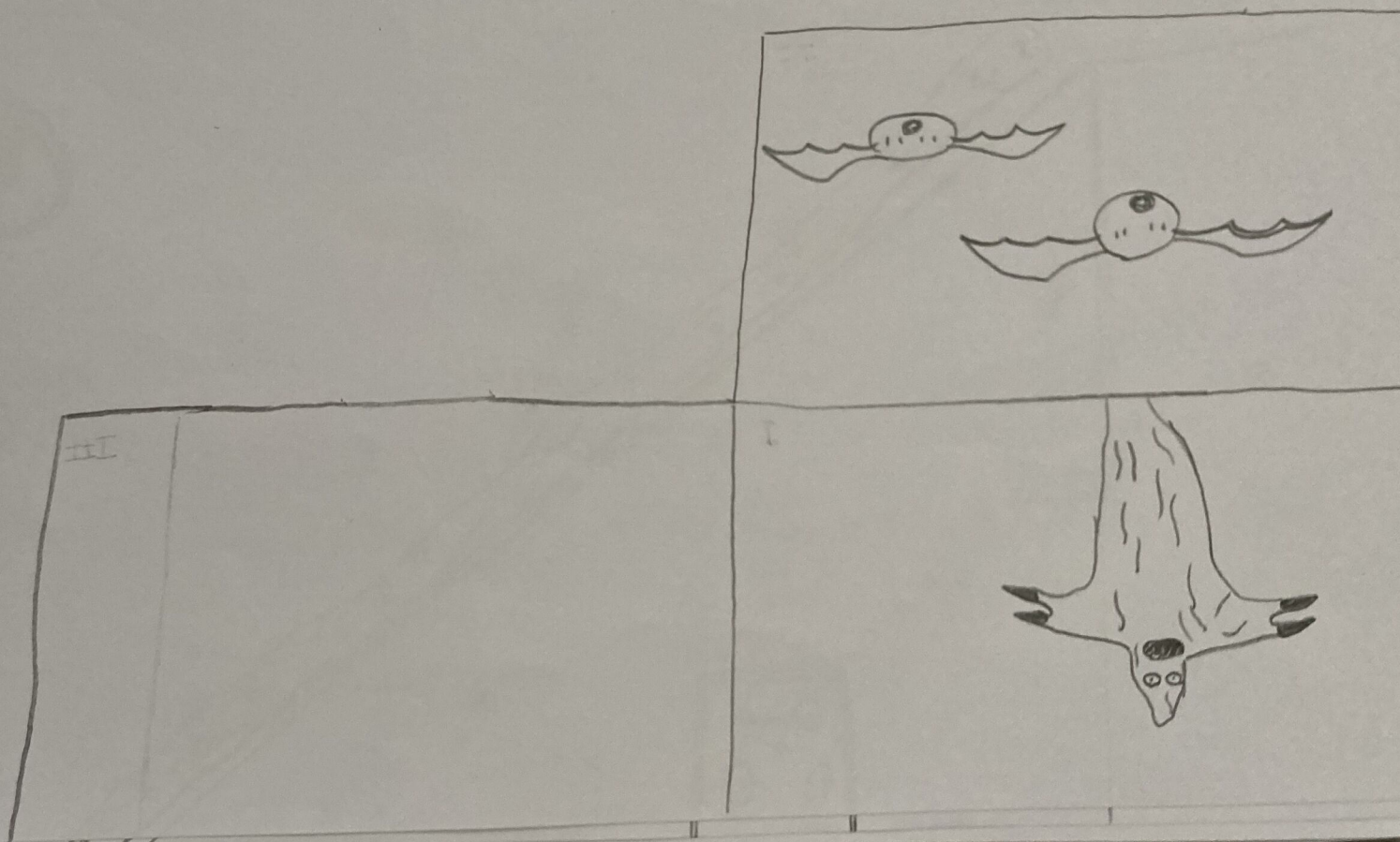


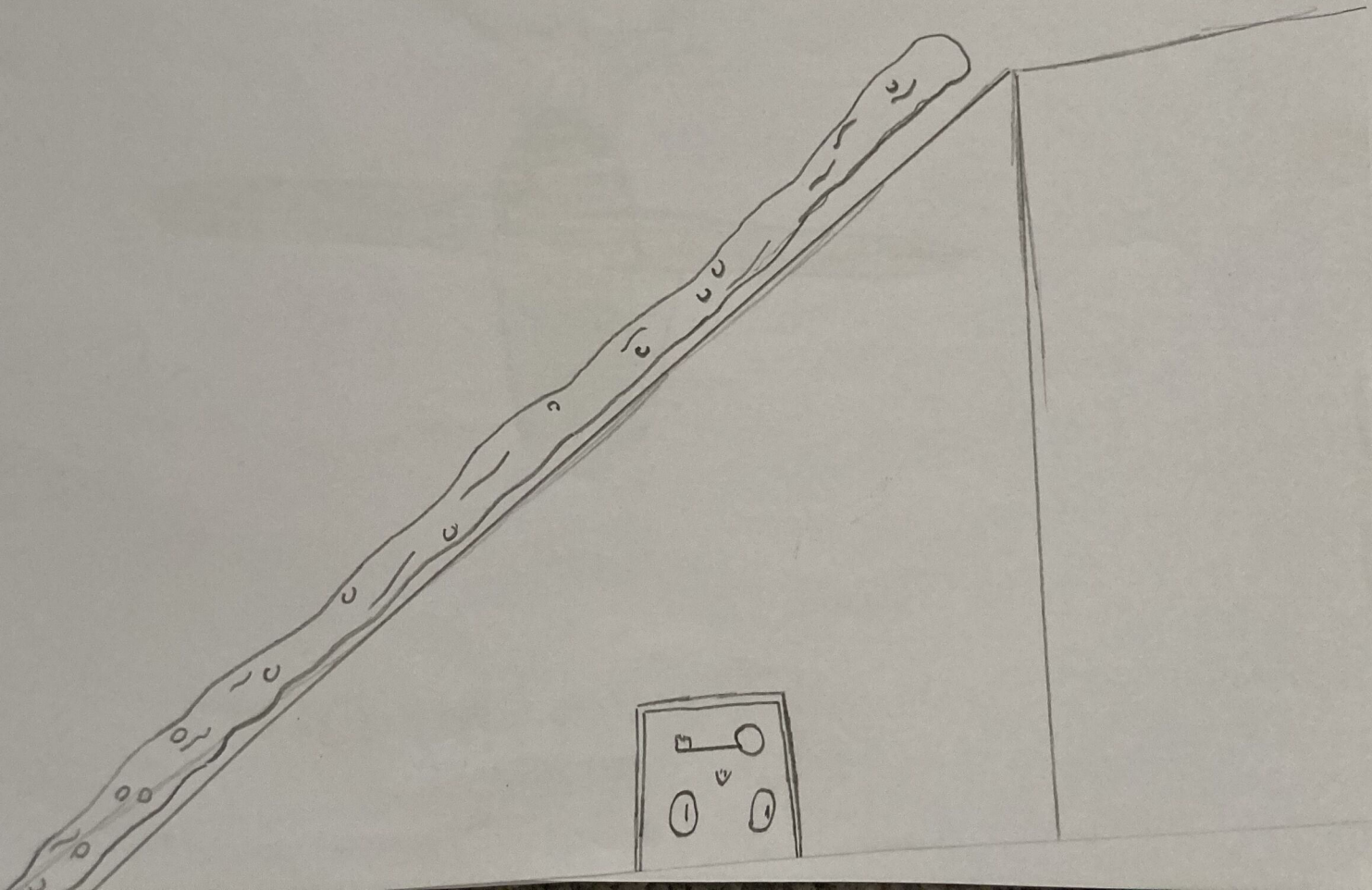
II

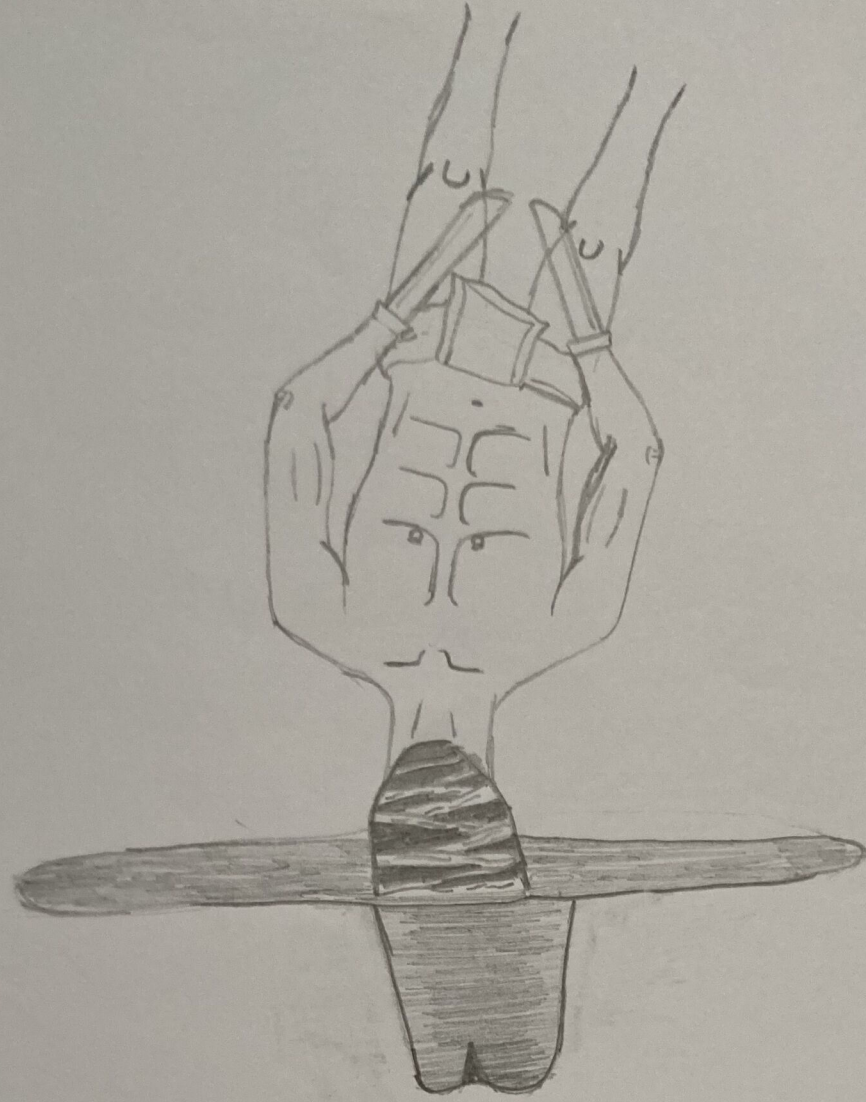


III

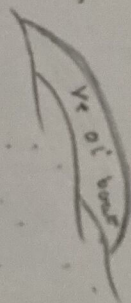


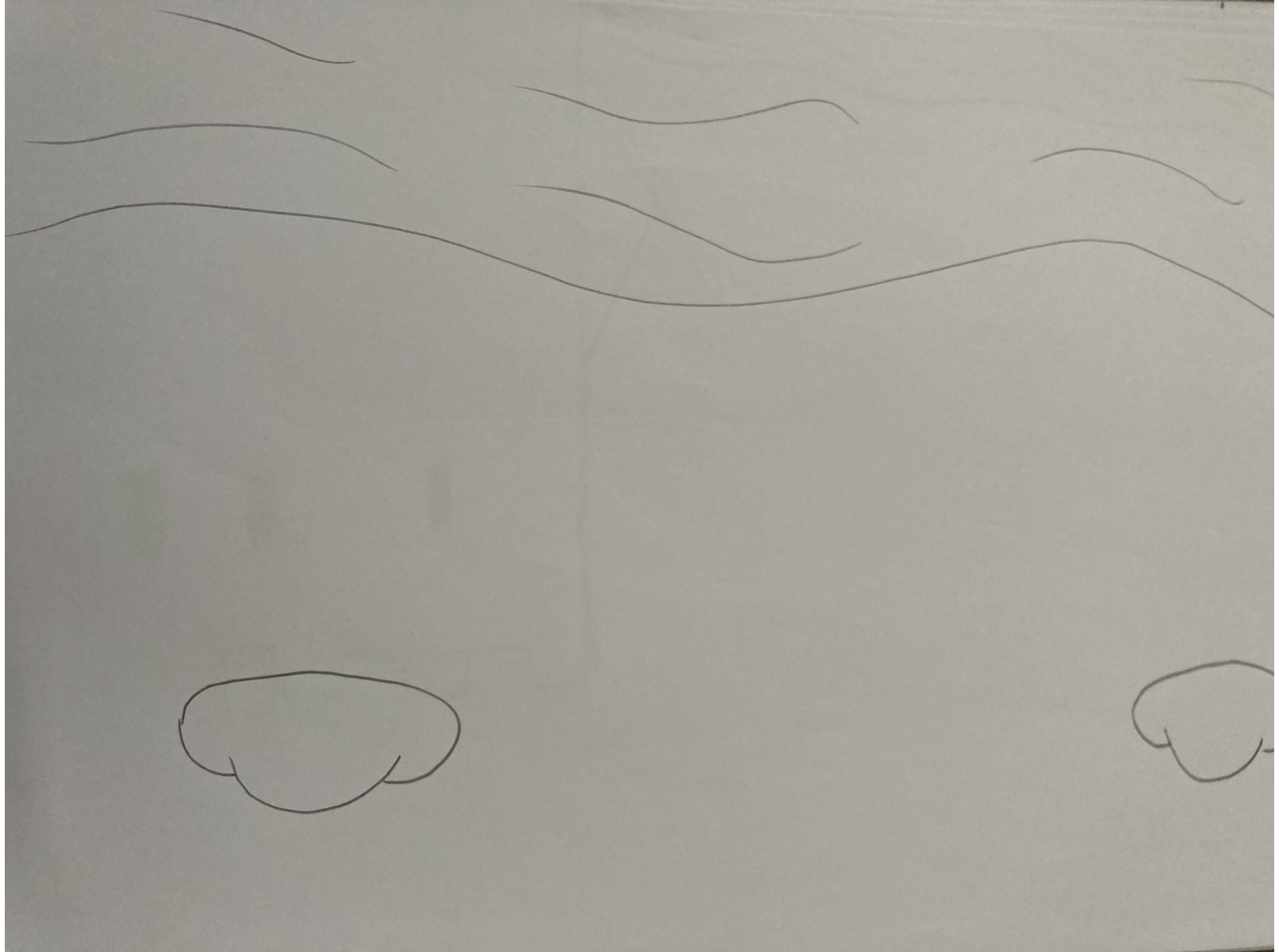


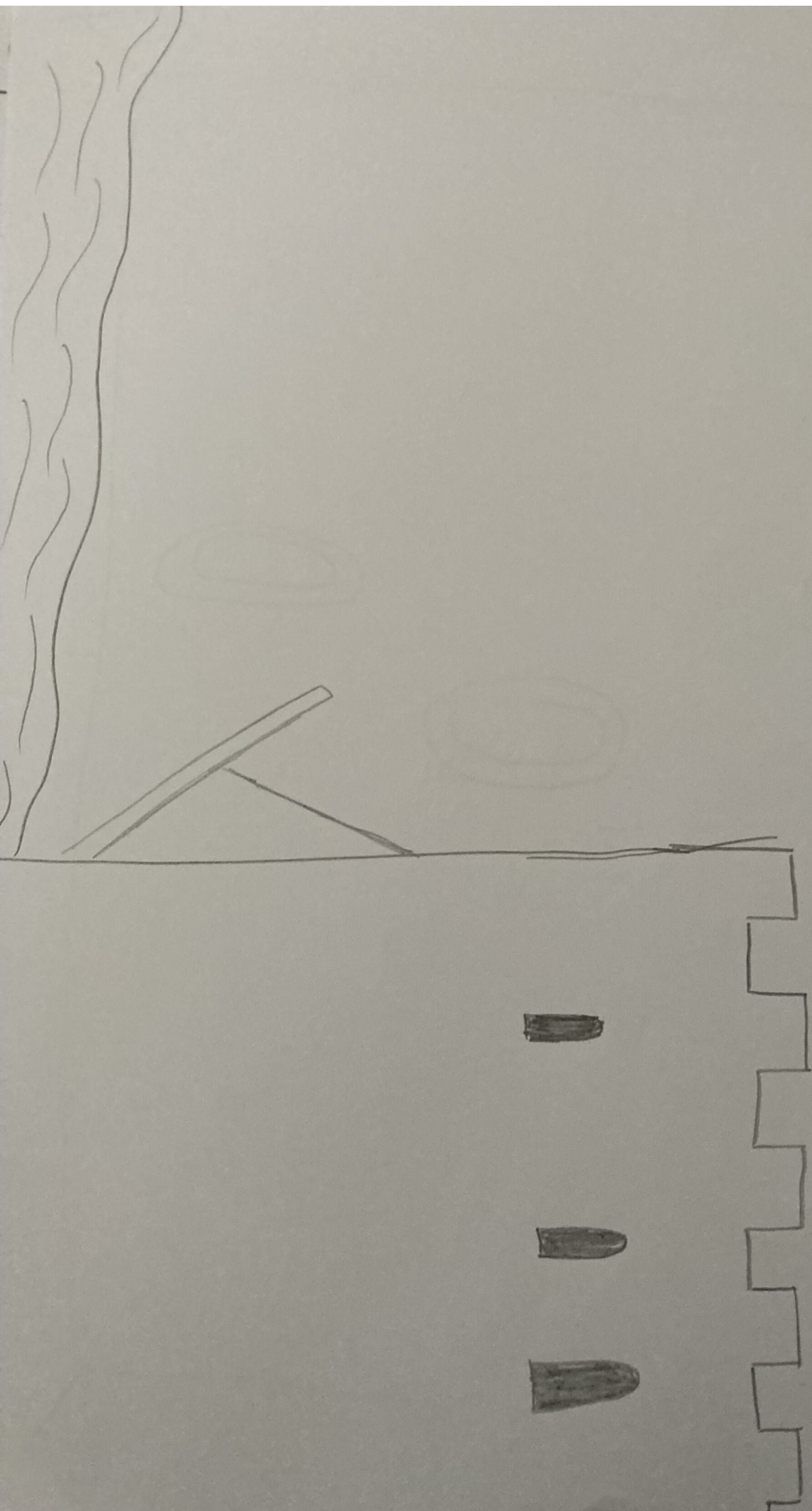


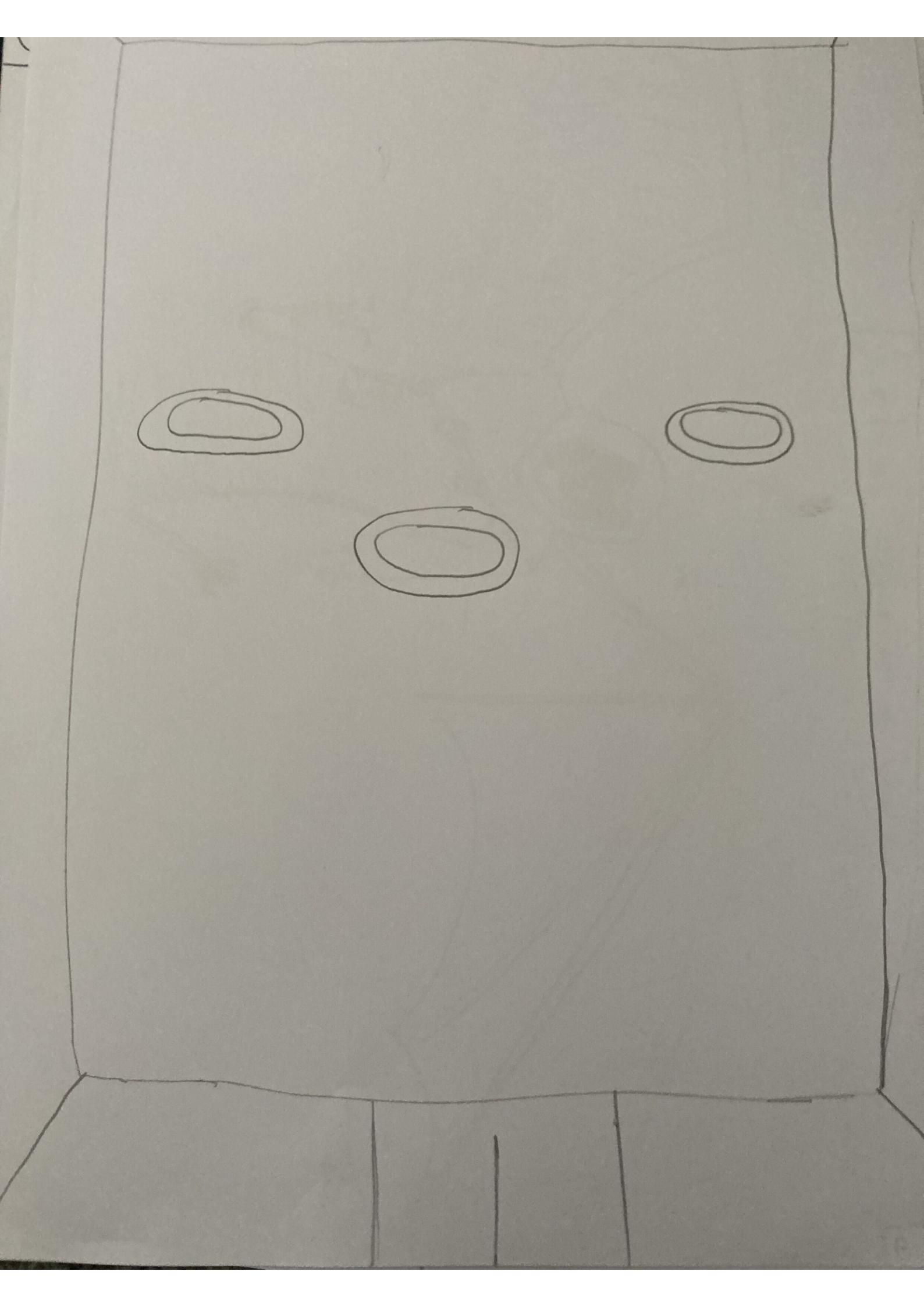


Banded Olsen

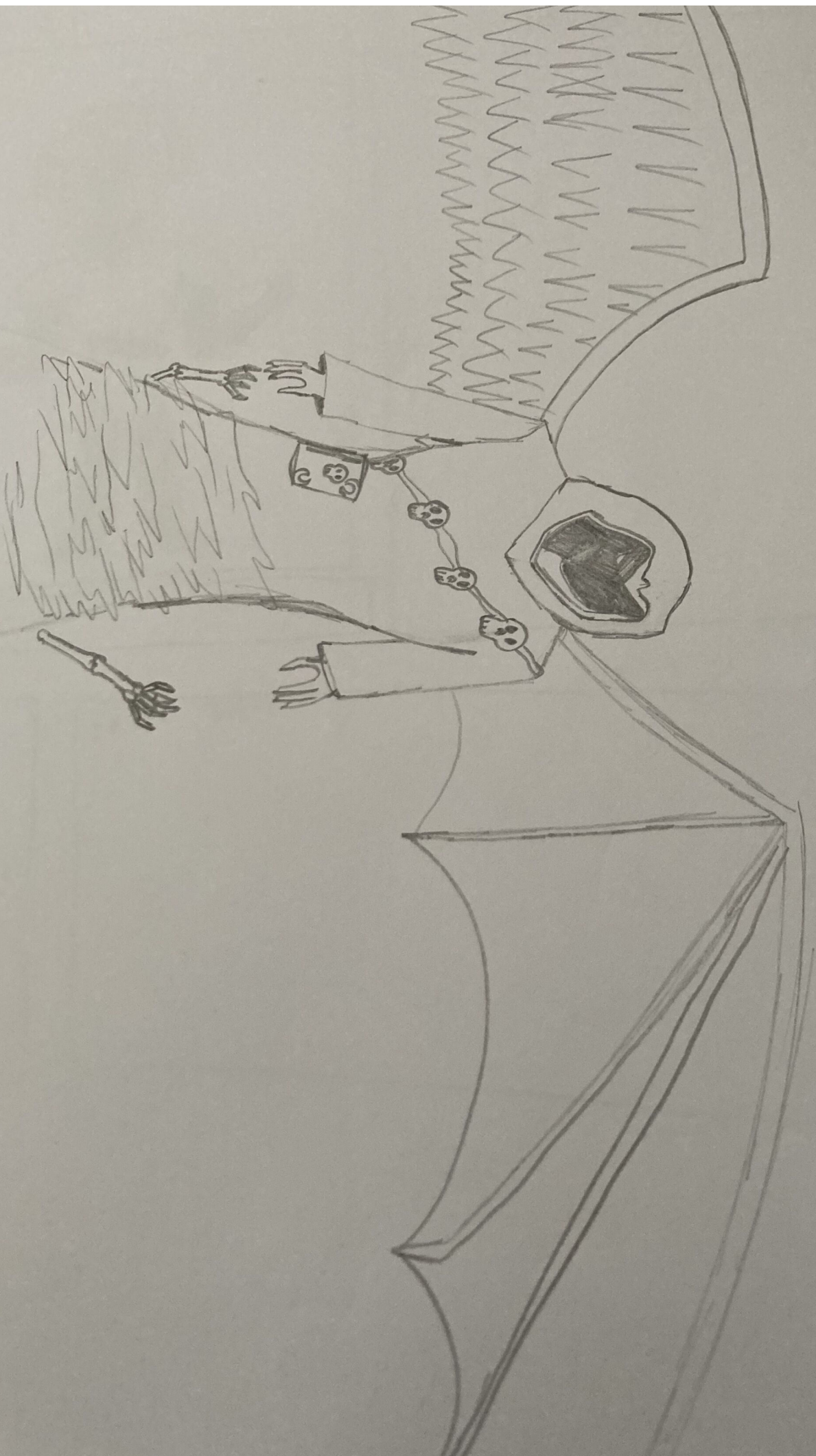






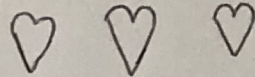


Belial, Gatekeeper of purgatory.



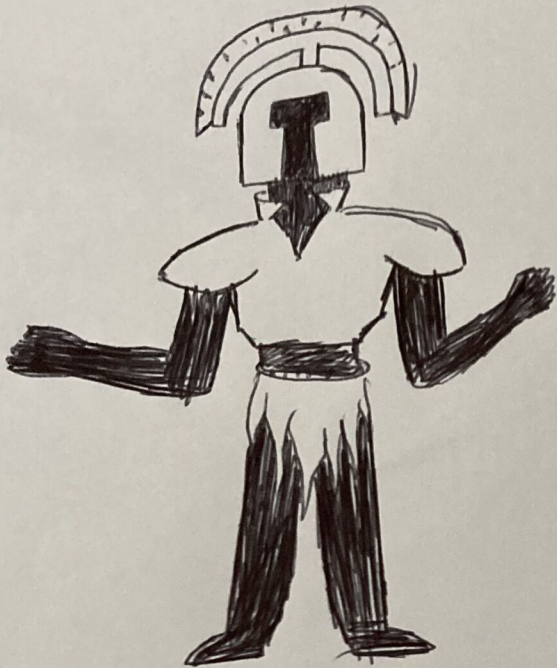
Name:

Cesar



Spells:

-
-
-
-
-
-
-
-
-



Coins:

Attack:

2

Defense:

2

Extra notes: