

BEYOND THE RIFT
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EXT. SNOWSPELL TRAINING GROUNDS - DAY

KHAJIIT D'AMELIO

...and that is the story of your uncle, Thoros Ironhand. Your father, Mace, was a broken man. He had to be stopped, so I had to...ensure that he would never do it again. The Riftwalker Guild disbanded after the War, since we closed all the Rifts.

BJORN IRONHAND

Hmm... okay, I understand. What I don't understand is... this power. Teleporting...and this voice in my head. It keeps speaking to me.

KHAJIIT D'AMELIO

I have sensed that as well. When your mother died during the Trial of the Rifts, you were still in her womb. You must have absorbed...something. Anyhow, let us start training, shall we?

BJORN IRONHAND

...Yes.

CUT TO: MINIGAME #1 (TRAINING SESSION)

Bjorn Ironhand and Khajiit begin their training session to help Bjorn hone his teleportation powers. Bjorn will be teleporting training dummies. How well the player performs during this mini-game influences Bjorn's relationship with Khajiit - a form of approval called relationship points. These points may affect the ending of the game. (Max 5 RP Points can be gained)

KHAJIIT D'AMELIO

Ah, you remind me of your uncle, Thoros. I have no doubt that you will learn quickly. That is enough for today, let us head back-- (<= 5 RP) //

Not bad for today! You still have a long way to go, but I have no doubt that you will be able to control your powers soon. Let us head back-- (<= 3 && < 5 RP) //

Hmm... You still have a long way to go
Bjorn... But don't worry, we will try
again tomorrow. (<= 2 RP) //

CUT TO: SNOWSPELL TRAINING GROUNDS

EXT. SNOWSPELL TRAINING GROUNDS - DAY

Rogue Riftwalkers suddenly appear and invade Snowspell City to
kidnap Bjorn. They want to use his powers for their own benefit,
and to enact the resurrection of another Riftwalker Guild.

ROGUE RIFTWALKER LEADER

Bjorn Ironhand. You possess the power
of a God. Come with us. Help us rebuild
the guild that was once the greatest of
them all. With your power...we can rule
the world.

KHAJIIT D'AMELIO

Bjorn, don't listen to him, he's just
trying to-- (>= 5 RP) //

Bjorn, get back! (>= 3 && < 5 RP) //

Bjorn, don't! You're not capable of
controlling your powers yet, you must--
(<= 2 RP) //

ROGUE RIFTWALKER LEADER

Damn cat. Stay out of my way or I'll
kill you too.

BJORN IRONHAND

Never. I will not be another champion
of evil. Leave, now. (+2 RP) //

You must have mistaken me for another.
Please, just leave us be... (+1 RP) //

You're making a grave mistake. You
don't know what you're dealing with...
(-2 RP) //

ROGUE RIFTWALKER LEADER

Don't play coy with me, boy. We have been watching you from the shadows.
Sigh My patience wears thin. Kill them all.

The Rogue Riftwalkers unleash a hail of arrows upon the villagers. Khajiit is shot in the chest. (SOUND EFFECT+SCENE)

KHAJIIT D'AMELIO
AUUEEEEGGHHHHHH!!!!

BJORN IRONHAND
NOOOOOOO!!!!!!

After a brief second, Bjorn starts emanating a green aura and looks up to the Rogue Riftwalker Leader with eyes as white as the moonlight. The voice inside of Bjorn starts taking over his body.

MALAKAI (Internal Monologue)
Yes...let the hate flow through you.
(SOUND EFFECT+SCENE)

Bjorn gets possessed by Malakai, a demonic entity that he absorbed when his mother, Rayla, was in the Trial of the Rifts.

CUT TO: MINIGAME #2 (SNOWSPELL MASSACRE)

In this minigame, every villager and Riftwalker are perceived as a threat to Bjorn due to Malakai's illusions. They will be displayed as dark entities, and the player has to kill them all while possessed. In this possessed state, Bjorn's teleportation powers are greatly amplified, enabling him to manipulate space-time. He begins killing everyone around him by dismantling them at a molecular level.

Once the minigame is finished, Bjorn becomes normal again and realizes the gravitas of his actions. In a state of extreme devastation, he teleports himself away to The Lonely Peak, where he will remain in solitude for the next few years as he deems himself a threat to society with this dark entity residing inside of him. (NO RP POINTS GAINED/LOSS)

CUT TO: THE LONELY PEAK (2 YEARS LATER)

EXT. THE LONELY PEAK - DAY

Bjorn, now with a beard, is sitting on the mountaintop outside a cave, contemplating in the blizzard.

BJORN IRONHAND

By the Gods...I do miss the warm tavern mead.

A blurry entity suddenly appears behind Bjorn. Bjorn turns around, shocked.

KHAJIIT D'AMELIO

Bjorn.

BJORN IRONHAND

Khajiit?! I thought you were--

KHAJIIT D'AMELIO

I'm fast, remember?

BJORN IRONHAND

About Snowspell...about everything...I'm so sorry, Khajiit. (+2 RP) //

It's...good to see you. I still don't know what...I am. (+1 RP) //

You should've left me be. I'm too dangerous to be around people. (-2 RP) //

KHAJIIT D'AMELIO

You are forgiven, Bjorn. That demon inside of you feeds off of rage. So long as you walk a path of mental tranquility, you will be-- (>= 8 RP) //

I should have known Bjorn. That demon inside of you feeds off of rage. I caution you Bjorn. Your father, Mace, let his anger fester too... You must walk a path of mental tranquility if you wish to be-- (>= 6 && < 8 RP) //

You would not have been able to control it. That demon inside of you feeds off

of rage. If only you hadn't run away, I could have taught you how to control your powers. You must not let-- (<= 5 RP) //

BJORN IRONHAND

--why are you here, Khajiit? And how did you find me?

KHAJIIT D'AMELIO

I have adopted a daughter. Her name is Mjoll...and she was kidnapped by the Rogue Riftwalkers. No one else wanted to help me, so I tracked your aura to this location. I already know they are setting a trap to capture me, so I need your help.

IF BJORN AGREES TO HELP KHAJIIT:

BJORN IRONHAND

The Gods have given me a chance to atone for my sins. Let's go save your daughter.

Bjorn creates a portal to teleport himself and Khajiit into the hideout of the Riftwalkers.

CUT TO: RIFTWALKER CASTLE

INT. RIFTWALKER CASTLE - NIGHT

KHAJIIT D'AMELIO

Surprise!

RIFTWALKER GUARD

What the--

MJOLL D'AMELIO

--Father, help!

RIFTWALKER GUARD

Kill them both! Go!

CUT TO: MINIGAME #3 (MJOLL RESCUE MISSION)

In this minigame, the player must eliminate all the Riftwalkers in the castle to save Mjoll. The game mechanic will be similar to the first minigame, only this time, a timer will be present. The player must eliminate all enemies before the timer runs out. The amount of RP will also determine how long the player has to eliminate the enemies.

IF THE PLAYER SUCCEEDS IN RESCUING MJOLL:

Bjorn, still in a state of bloodlust, is immediately calmed down by Mjoll & Khajiit. Mjoll lays a hand on Bjorn's shoulder.

KHAJIIT D'AMELIO
Bjorn, it's over! Calm down--

MJOLL D'AMELIO
--it's okay, Bjorn. You can rest now.

BJORN IRONHAND (Inner Monologue)
Her aura...it's so...tranquil. Like the sun shining on a field of green. I've never felt so at peace...who is this woman?

KHAJIIT D'AMELIO
Come. Let's all go home.

Bjorn, Mjoll, and Khajiit return to Snowspell City, which is still under construction from the damage caused by Bjorn years ago. Bjorn vows to help reconstruct Snowspell as another means to atone for his sin.

NARRATION
Mjoll finds Bjorn's good heart and determination admirable and charming, and Bjorn learns to share his past with Mjoll. Bjorn learns compassion, intimacy, and humility while with her - aspects of which helped him tame the demon Malakai.

CUT TO: SNOWSPELL CITY

EXT. BJORN'S HOUSE - DAY (2 YEARS LATER)

BJORN IRONHAND

Mjoll...I've been thinking. Throughout all these years, you have taught me love, and how to love. You are the epitome of compassion and kindness. When I look into those piercing blue eyes, it feels like the world stops in its tracks.

MJOLL D'AMELIO

Bjorn...

BJORN IRONHAND

Will you spend forever with me?

MJOLL D'AMELIO

About damn time you asked me, Bjorn...Heheh. I...would gladly spend forever with you.

Bjorn starts a family with Mjoll, fathering 8 healthy children. He lives a quiet life as a fisherman. He wonders what the future holds...

CUT TO:BJORN'S HOUSE

EXT. BJORN'S HOUSE - DAY (8 YEARS LATER)

LOKIR IRONHAND

Daddy, can I ride your fishing boat?

BJORN IRONHAND

Only if you promise to finish your food.

KHAJIIT D'AMELIO

Sharing is caring, Lokir. Now give me some.

LOKIR IRONHAND

Grandpa, you already had some!!!

MJOLL IRONHAND

No fighting on the dinner table or I'll eat everyone's food.

FADE OUT:

IF THE PLAYER FAILS IN RESCUING MJOLL:

Mjoll dies at the hands of the Riftwalkers. After the battle, Khajiit mourns and cries over Mjoll's dead body, pleading to the Gods as to why they didn't take him instead.

BJORN IRONHAND
I couldn't make it in time
Khajiit...I'm sorry...

KHAJIIT D'AMELIO
Mjoll...why didn't the Gods take me
instead? TAKE ME!

In a state of shock and melancholy, Bjorn unknowingly teleports to another dimension. After closing his eyes, he remembers Khajiit's words...

BJORN IRONHAND (Internal Monologue)
You are forgiven, Bjorn... That demon
inside of you feeds off of rage. You
remind me of your Uncle Thoros, so long
as you walk a path of mental
tranquility...(>= 8 RP) //

That demon inside of you feeds off of
rage... Your father, Mace let his anger
fester too...(>= 6 && < 8 RP) //

That demon inside of you feeds off of
rage... If only you hadn't run away...
(<= 5 RP) //

IF BJORN DISAGREES TO HELP KHAJIIT:

BJORN IRONHAND
Khajiit, it is not safe for me to
return. I know I have disappointed
you... I am not like my Uncle Thoros...

I do not want to end up like my
father... (>= 8 RP) //

Khajiit, it is not safe for me to
return. You know the destruction I
caused... I cannot control this demon
inside of me... (>= 6 && < 8 RP) //

Khajiit, it is not safe for me to
return. You know how weak I am... I
cannot control this demon inside of
me...(<= 5 RP) //

KHAJIIT D'AMELIO

You did not disappoint me Bjorn. None
of that was your fault. You are
stronger than you know. But I cannot
waste anymore time. If you truly do not
believe in yourself, then you leave me
with no choice. I must go save my
daughter. I hope that you find peace
here, Bjorn.(>= 8 RP) //

You can control this Bjorn... But I
cannot waste anymore time. You leave me
no choice, I must go save my daughter.
Goodbye, Bjorn.(>= 6 && < 8 RP) //

Fine. You leave me with no choice then.
I must save my daughter. (<= 5 RP) //

Bjorn watches as Khajiit turns his back to leave and go save his
daughter alone.

NARRATION

Bjorn takes some time to reflect on his
decision. Feeling deep guilt for
refusing to help Khajiit, Bjorn leaves
the Lonely Peak to see if Khajiit was
successful in saving his daughter
alone.

When Bjorn teleports to the Riftwalker Castle, he sees both
Khajiit and Mjoll lying dead on the ground. The Riftwalkers
taunt him.

CUT TO: RIFTWALKER CASTLE

INT. RIFTWALKER CASTLE - NIGHT

RIFTWALKER GUARD

Heh. Too late.

BJORN IRONHAND

...

NARRATION

Consumed by overwhelming rage and devastation seeing Khajiit and Mjoll's corpses, Bjorn gives in to Malakai's power, allowing him to fully possess him.

MALAKAI (Internal Monologue)

This world is too volatile for peace, Bjorn. Everyone you love will die in the end. Feel the rage in your bones. Yes...be one with it.

BJORN IRONHAND

AAAAAAGHHHHH!!!

A pair of glowing green eyes appear on the screen.

FADE OUT: