

Fantasy Imperium

<i>Scene Outline</i>		
1. Scene Title: War of the Ancient Gods	Weakness/Need Introduction – Inciting Incident	
Goal: Survive an attack by an Atlantean ship during a battle between Captain Nemo & Atlanteans.		
Opposition: Zippasla, whose ship sinks the character’s ocean liner.		
Setting: The Atlantic Ocean.		
Tie-In: Captain Nemo rescues the survivors.		
2. Scene Title: The Mermaid	Desire	Rising Action – Significant Event
Goal: To find the location of Atlantis by capturing & interrogating a Mermaid.		
Opposition: The Mermaid, Seraphine (fake opponent/ally).		
Setting: An island in the Mediterranean Ocean.		
Tie-In: Find a magic crystal from Atlantis.		
3. Scene Title: The Crystal Wizard	Opponent	Complications – Plot Twist
Goal: Survive a Dream Warfare attack from Zippasla and Aelian.		
Opposition: Zippasla, and Aelian, an Atlantean Crystal Wizard.		
Setting: In a dream.		
Tie-In:		
4. Scene Title: The Lost City	Plan	Crisis – Decisive Moment
Goal: To enter the underwater city of Atlantis and steal a power crystal.		
Opposition: Zippasla, Aelian, and Captain Nemo (who wants to steal a Dream Crystal as well)		
Setting: The underwater city of Atlantis.		
Tie-In: Discover the Crystal Chamber in Atlantis.		
5. Scene Title: The Dream Crystal	Battle	Climax – Confrontation
Goal: Steal a power crystal and a dream crystal from Atlantis.		
Opposition: Zippasla, Aelian & (to a lesser extent) Captain Nemo.		
Setting: Crystal Chamber in Atlantis.		
Tie-In:		
6. Scene Title:	Self-Revelation	Resolution – Outcome
Goal:		
Opposition:		
Setting:		
New Equilibrium:		
<i>Notes:</i>		