

Scriptum Stellarum

Narrative Design Document

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Scriptum Stellarum

Logline: In a world of astrological powers and constant conflict, a girl sets out to save her sibling from themselves. Journey across the planet, meet new allies, and uncover the secrets of astrology to defeat those who seek to use the power of the stars for their own twisted ends.

Tagline: Not every answer is written in the stars.

Genre: Modern Fantasy

Synopsis: Lyra Doxapatris is a young woman who has been graced with the ability to harness the power of all of the zodiac signs. One day, Lyra's rejected sibling Blair is discovered to be a part of a cult known as the Restoration of Nature's Order, who have tasked themselves with ridding the world of astrology for good. Lyra sets out with her friend Basil to save her sibling from the cult.

Throughout this journey, the pair get themselves involved in everything from the current war between rival nations Alexandria and China to the secret magic of the isolated nation of the Maya, tracking Blair all the while. Eventually, Lyra is able to track down where the Restoration of Nature's Order is hiding and confronts them, but ends up being captured.

From there, the friends Lyra made along her journey come to rescue her, but by the time they reach her, the astrological marks grant her power have been burned off. In this final confrontation, Blair betrays the Order and fights alongside Lyra's friends to defeat the cult once and for all. After the dust settles, Lyra is freed and the group heads home having rid the world of a great threat.

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Introduction

This story bible is intended as a guide to the *Scriptum Stellarum* franchise as it is currently developed. This document is designed to provide useful reference and resource material for the future possible development of this intellectual property (IP) as a transmedia experience that flows across multiple entertainment platforms.

Much of this IP could work well in a single medium – particularly a serialized medium such as books, comics or television – but this IP is specifically designed to lend itself to creation and distribution as a transmedia story. The later parts of this document describe one possible transmedia development strategy. This document is designed to assist creative partners working together on such distributed creation and development in creating a total franchise experience that is greater than the sum of its parts.

Note 1: there are fiction elements in this story bible unintended for inclusion in the initial *Scriptum Stellarum* story, but are instead meant to be revealed across multiple elements of the franchise over multiple years.

Note 2: this document includes multiple illustrations, but these are not meant to indicate any final artwork. The imagery and photography included here are only done so as gestural references, pointing towards possible directions of development or the general intended tone.

1. Overview

1.1. High-Level Concept and Franchise Positioning

Genre X+Ys

Genre X: Modern Fantasy/Contemporary

Genre Y: Alternate History

Uniqueness: *Scriptum Stellarum* consists of a fantasy atmosphere based in a modern day variation of Earth. This world follows the history of Earth as we know it with some exceptions in regards to alternate events allowing the phenomenon of magic powers based on the zodiac. *Scriptum Stellarum* connects elements of other contemporary fantasy worlds such as *Percy Jackson and the Olympians* and *Miss Peregrine's Home for Peculiar Children* with its own when it comes to the general atmosphere. Additionally, elements of *Hunger Games* can be intertwined in regards to differentiation between the zodiac powers and their contribution to society and twists on history. Ultimately, *Scriptum Stellarum's* uniqueness combines these elements with a heavy focus on astrology and magic with an opportunity for corruption and possibly elements of horror down the line.

Closest Competitors

Percy Jackson and the Olympians

Genre X: Contemporary Fantasy

Genre Y: Adventure

Uniqueness: *Scriptum Stellarum* incorporates elements of Riordan's *Percy Jackson and the Olympians*, such as taking place in the modern day world filled with magical elements. Despite this, the magic in *Scriptum Stellarum* is not a secret and is gifted to everyone at birth. Instead of magic being based on which god or goddess was your parent, magic in *Scriptum Stellarum* is based on your zodiac sign that the stars bless you with through a birthmark. Finally, *Scriptum Stellarum*

incorporates more of a darker tone down the line with opportunities to have your birthmark physically removed and, therefore, have all magic stripped from your body.

Aspects to Emulate: The modern day time period, at least for when it was released, matches *Scriptum Stellarum*. The idea of having a “camp” or place to come together and practice various magical skills works well with the idea we are going for.

Opportunities for Improvement: The focus on the Olympians and powers coming from a god or goddess parent do not work for this world. Additionally, the heavy use of mythology and the creatures included do not fit the period or setting.

Miss Peregrine’s Home for Peculiar Children

Genre X: Horror

Genre Y: Contemporary Fantasy

Uniqueness: *Miss Peregrine’s Home for Peculiar Children* holds similarities with *Scriptum Stellarum* in regards to magical events affecting history. While Riggs’ story focuses more heavily on this topic, *Scriptum Stellarum* strays from this and instead looks to history in order to explain the present events. Both of these worlds also hold similarities in regards to opportunities to how dark the stories can get. In Riggs’ novels, there are Hollowgasts going after peculiars with hopes to feed on them and gain their souls. In *Scriptum Stellarum*, there are chances of corrupt groups wanting to obtain different magic than their own and will go through any length to do so.

Aspects to Emulate: The idea of having a place where all these “peculiar” can be together and safely practice their powers is incorporated in *Scriptum Stellarum*.

Opportunities for Improvement: The separation of regular humans and those with powers does not exist in this world. Additionally, there is not necessarily a certain “group” going after these powers.

Hunger Games

Genre X: Alternate History

Genre Y: Adventure

Uniqueness: *Scriptum Stellarum* draws from some of the ideas displayed in Collins' *Hunger Games*. Specifically, the focus on an alternate history in a more or less "modern" society plays an important role in how the events play out in the stories. While alternate history in *Hunger Games* may have led to the division of districts in Panem and the actual games themselves, alternate history in *Scriptum Stellarum* led to a whole new discovery of magic from birth and an entire new take on society. *Scriptum Stellarum* acknowledges the differences between each zodiac and their powers, but does not separate them and instead incorporates each power into everyday life.

Aspects to Emulate: Each district having their unique contributions to the government in a way mirrors each zodiac's magical powers and how they are used in society. Additionally, different zodiacs having more appealing powers than others can create tensions in the same way the different statuses of the districts do.

Opportunities for Improvement: There are no games where children are expected to fight to the death in *Scriptum Stellarum*. Additionally, the zodiacs are not necessarily separated from each other and placed in different hierarchical classes like the districts in Panem.

1.2. Theme

Our story is about breaking through the veil of ignorance. We want to teach understanding to our audience through our gritty world, relatable characters, and thought-provoking stories.

In this world, disparity is everywhere. Some people are powerful, some are not. Some are hated for their birth signs, others beloved. Such disparity is the divide that creates ignorance. Our main character, Lyra, is not immune to this. As the daughter of a highborn family, she is unaware of how bad the world's problems are until she experiences them firsthand. Her rejected sibling Blair only further adds to Lyra's journey of understanding as Lyra will discover them broken and bitter, with only revenge against the system that broke them left in their heart.

We aim to ask the player tough questions, such as:

- Who is deserving of redemption?
- Who deserves respect and power?
- How can we fix power imbalances?

Throughout this experience, players might have these questions pop into their minds, and we hope that they will truly think about what the right answer to those questions should be.

Through each of our characters' journeys, we will see a new aspect of understanding, with repeating themes of respecting the plight of others, knowing one's circumstances, having sympathy for one's ideas and actions, even if you disagree. We hope that one of these characters and their arcs might even relate to or resonate with you on an individual level. With this, we hope players will apply what they have seen in our story to real life and come to a new understanding of how to see our own world.

1.3. Target Audiences

Scriptum Stellarum is designed to be enjoyable to a variety of audiences. While the lead characters are, for the most part, young adults, their stories are not limited to just the same age group. It is easily intergenerational and able to be experienced by older audiences. *Scriptum Stellarum* incorporates heavy use of alternative history and timelines with the intertwine of family and war.

The three main fan types of our transmedia world can span across a myriad of people and are ranked as follows.

The Mythologist

Being mostly motivated by story, Mythologists obsess over fine details in storytelling, especially timelines and characters. These fan types are important to *Scriptum Stellarum* because an alternate timeline and meaningful story are what make our transmedia world. These fan types are most likely to enjoy our story for its story and notes of philosophy and share the world with others, therefore possibly increasing future success.

The Socialite

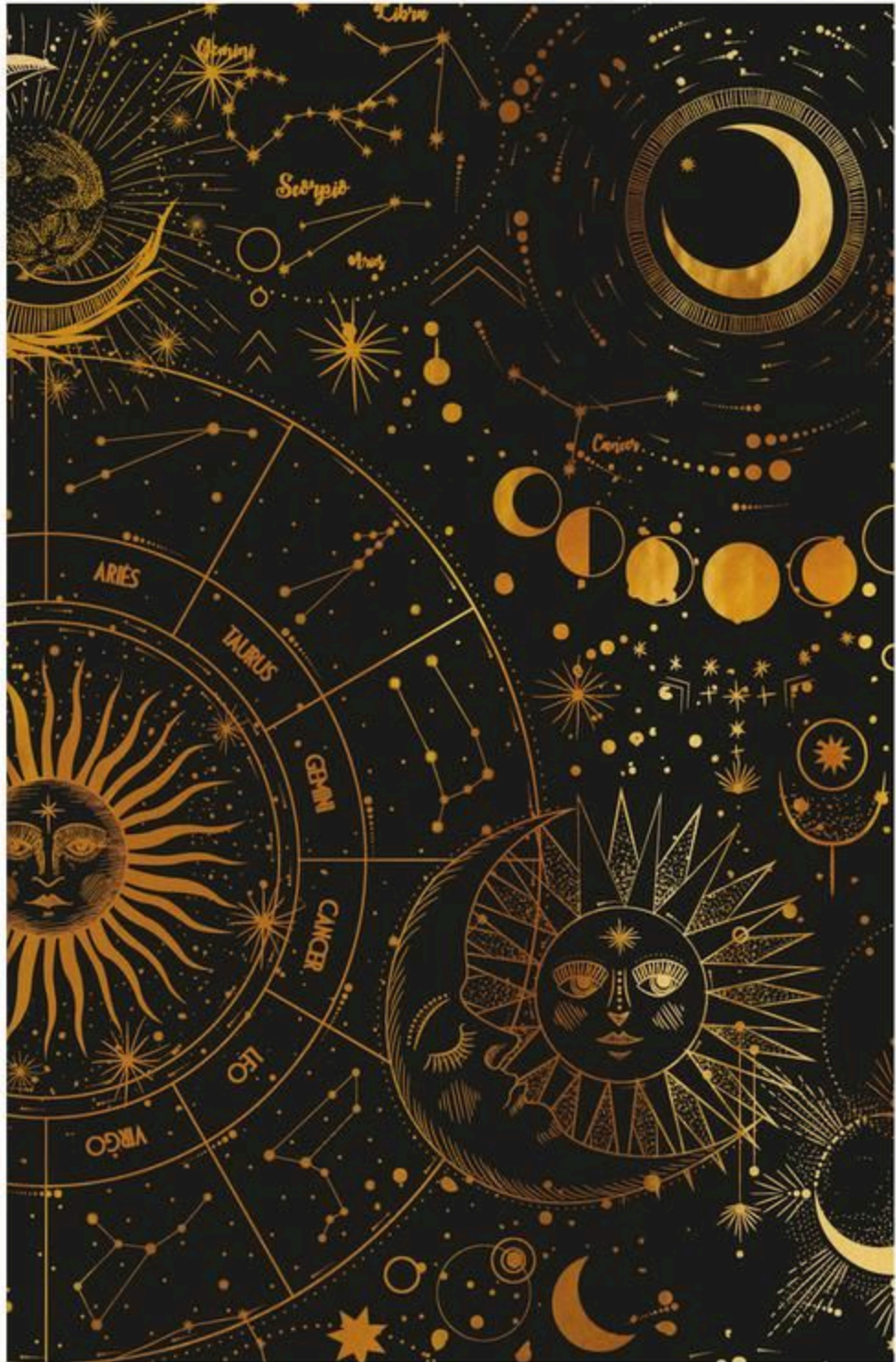
Driven by the social, philosophical, and story aspect of media, Socialites search for opportunities to share storyworlds with friends. Socialites are important to our storyworld and its success because they find enjoyment using storyworlds to communicate something about themselves. *Scriptum Stellarum* is filled with a deep storyworld full of shareable content and characters that audiences can become immersed in.

The Connoisseur

While the Connoisseur is mostly drawn to collection, they also appreciate the philosophical, social, and story aspects of a transmedia world. Considering the potential *Scriptum Stellarum* has in regards to franchise and merchandising, it has the ability to draw the Connoisseur fan type in based on said potential. This fan type is important to our storyworld because they are willing to invest heavily into certain pieces of content *Scriptum Stellarum* provides. Additionally, since they are most likely to invest in select aspects of storyworlds, it is more meaningful to them and provides more of a reason to support the story/share it with others.

1.4. Storyworld Aesthetic

This aesthetic is mostly focused on the stars and different forms of astrology in a modern-day variation of Alexandria, Egypt. The stars play the most important part in the world considering they provide magic to each of the zodiacs, so they are treated as such. There is emphasis on astrology throughout the society and architecture in *Scriptum Stellarum*.















Because of the origins of the main country Alexandria, its inhabitants have a blend of Mediterranean and Egyptian features; olive to dark skin, strong noses, almond-shaped dark eyes and curly dark hair ranging from wavy to coiled. Clothing tends towards the style of robes and flowing dress-like outfits for all genders. Athletic clothing usually consists of a fitted chest covering and fitted leggings. Work clothing, depending on the profession, can include heavy-duty pants or coveralls.

2. Storyworld

2.1. Central Deviation from Reality

When someone is born, they are blessed with powers based on their astrological zodiac sign. These powers are channeled through the birthmark that is bestowed upon them the moment they are born.

2.2. Rules

The powers assigned to each sign are as follows: Aries – super strength; Taurus – invulnerability; Gemini – illusions; Cancer – future vision; Leo – electricity; Virgo – healing; Libra – butterfly effect (similar to Cancer, but specifically sees “what if” scenarios and what causes them); Scorpio – telekinesis; Sagittarius – super speed; Capricorn – invisibility; Aquarius – teleportation; Pisces – empath

What's Possible

Someone can steal the power of another in one of two ways: removing someone's intact birthmark from their flesh and surgically attaching it to oneself or by killing someone and using their blood to tattoo the zodiac sign into one's skin. This has led to the rise of a black market that sells these powers.

What It Costs

The energy to use one's magic is stored in their mark and must be recharged at observatories through connection to the stars; if someone runs out of magical energy, they can use their own life force to power it, but this is not renewable (not even by healing magic) and has long-term health effects.

What's Not Possible

Magic powers are only granted by the stars; they cannot be artificially created or altered by means of an ink tattoo. However, some individuals may get a tattoo to appear to have a higher status even if they don't have the power themselves.

2.3. Maslow's Hierarchy of Needs

Much of how this world differs from our own can be seen through Maslow's Hierarchy of Needs, as outlined below.

Basic Needs: Physiological

Food

Due to the time period *Scriptum Stellarum* is set in, the idea of finding food is not necessarily difficult. Citizens are able to grow their own food, shop for it, or order from establishments. Since some Cancers use their ability to predict the weather, it makes agricultural planning more effective.

Water

Similar to food, water is not necessarily produced or stored in any special way.

Transport

Since Aquarius have the ability to teleport and Sagittarius have super-speed, they may find themselves not needing to use transportation as often as others. Additionally, these two signs will sometimes offer their own transportation services to make a quick buck. As telekinetics, Scorpios will often use their gift to assist with transportation; while trains work largely the same as they do in our world, Scorpios can help boost the train's speed using their power and can use it in case of an emergency that requires braking. Because Leos have the ability to create electricity, Alexandria's vehicles are primarily electric and maintenance is often done by Leos.

Reproduction

Because certain powers are more respected than others, potential parents will often plan their pregnancies to line up with a certain season. As a result, contraceptives are often much cheaper during Cancer and Libra conception season and more expensive during Aries and Taurus conception season.

Basic Needs: Safety

Shelter

Citizens in *Scriptum Stellarum* have access to their own shelter in forms of houses, apartments, or other buildings. Various organizations may reside together to maintain their beliefs or work together as a whole.

Clothing

Fashion may vary by zodiac and their powers. Geminis, or the illusionists, may feel more confident in taking risks with their appearance compared to Sagittarius or Aries who may prefer athletic gear. It is not uncommon to see various styles in one room depending on each individual's preferences.

Offense

People with the Aries power of super strength are often encouraged to join the military, police forces, security, and other similar lines of work.

Defense

People with the Taurus power of invulnerability are also often encouraged to join the military, police forces, security, and other similar lines of work. Since Virgos can heal, they are often doctors, nurses, and other medical professionals.

Psychological Needs: Belongingness and Love

Religion/Beliefs

Because the stars grant powers to people when they are born, many religions have sprung up worshipping them. On the contrary, there is an infamous cult of people who reject the powers granted by the stars and remove their birthmarks as a part of their initiation into the cult.

Community

Since astrology and the signs' powers are a significant part of Alexandria's culture, the community holds celebrations at the start of each sign's season. The ceremony opens by honoring the achievements made by members of the sign whose season just ended, then they begin to honor the next season, where members of that sign will often throw parties in celebration. Because of the socio-political divide across different zodiac signs, these parties tend to be larger and more lavish for signs like Cancer and Libra and much smaller or even non-existent for signs like Aries and Taurus.

Family

Family may mean different things to different people. For some, family may be genuine while others may solely be part of a family because of their powers. Couples may start a family with the intention of producing a specific zodiac in order to better themselves with the powers. Others, however, may form a family with the intention of actually providing love and care. Additionally, groups of the same zodiac may come together and call themselves a family. It is mostly up to the individual seeing as family does not have one sole meaning.

Government

Ever since astrology became a part of everyday life, so too has it become a part of the government. In the Greater Nation of Alexandria, politicians and astrologists come together to make decisions on behalf of the people. Politicians are elected to represent the people, whereas astrologists are learned people who have risen to their position through research and contributions to the astrological field. In nations like China, elections are still a part of the governmental system; however, astrologists don't have nearly as much power, due in part to the nation's preference of technology over astrology. The independent Mayans still live under a traditional theocratic system that holds astrology above all else, however, decisions are not always made by the government, but rather through divination, essentially letting the stars decide their fate.

Psychological Needs: Esteem

Social Classes

Social class is something that is assigned at birth for most nations in the world. In Alexandria, the sign you are born under could be a blessing or a curse depending on the stereotype your sign has. Aries and Taurus are considered brutal and lowly soldiers, not often respected by the greater populace. Cancers, Virgos, and Scorpios are often respected for their intellect and make up a lot of high society. Geminis and Leos are popular in the art world and are a core part of Alexandrian culture. With such a tight system, defying one's social class and rising above it is not common nor generally desired by the general populace. Things aren't so strict in other parts of the world, where

birth sign holds no bearing on one's abilities. In places like this, it is often the case that economic conditions will define what social class you belong to.

Economics

Oftentimes in this world the most successful are the ones born with the power to get what they want. In Alexandria, people born under "wiser" astrological signs have an advantage in such a complex system, meaning that the ones who control the most money tend to be similar. This has led to no small amount of issues and criticism levied at the capitalistic system the country is built on. Another large nation, China, has less economic inconsistencies thanks to its population's lack of special powers, and more government support is given to people in this nation. Despite this, Alexandria is a powerhouse, with a very large population and tons of natural resources to exploit, and this causes most other countries to have nowhere near such a high quality of life (at least for those fortunate enough to not be stigmatized due to their birth sign).

Government Tiers

The structure of government changes depending on the nation, but generally each modern government is comprised of astrologists and politicians. For instance, the leader of Alexandria is considered the President, but one of the primary branches of the government is the Astrologicum, which has officials such as the Head Astrologist.

Self-Fulfillment Needs: Arts + Cultures

Visual Arts

Because Geminis have the power to create illusions, their abilities are highly valued in the performing arts, as they allow budget cuts on set pieces and lighting effects. Geminis in poverty will often become street performers, sometimes pretending to be a different astrological sign to gain more attention (such as pretending to be a Cancer to predict passer-bys' futures).

Language and Literature

Because of its roots, astrology is often paired with Latin and Greek, meaning these languages are far more prevalent than they are in the real world. Romance and African languages have still

arisen as they have in the real world, but due to the size of Alexandria, these languages now exist under one banner. A similar case exists for China and its surrounding nations.

Music

Music has developed in a similar manner to that of the real world, however more classical forms of music have remained ever present thanks to their use in worship of the stars. Traditional Egyptian, Chinese, and Mayan music play a big part in each respective society's astrology.

Gameplay

Gameplay amongst the zodiacs may vary largely by which astrological sign is present. A group of Pisces might find satisfaction in gameplay that is different from Scorpios. Additionally, gameplay amongst a variety of zodiacs may become *extremely* unfair. For instance, playing a simple game of 'tag' with a Sagittarius and a Virgo could get heated really quick depending on the frustration tolerance levels of each person. On the other hand, imaginary gameplay with a Gemini and a Taurus could prove to be more enjoyable due to the illusionist powers a Gemini is born with.

Self-Fulfillment Needs: Self-Actualization

Mastery

Each zodiac has the ability to practice their own magic and become the most powerful version of themselves. With this practice, not only does the magic become stronger but it also is much more efficient in terms of magical energy. There are also instances where people can steal others' powers through graphic means and add it to their own. In this case, one could hypothetically collect all of the zodiac powers in one body in hopes of dominating others.

Dominance

This is touched on a little under *Mastery*. With the ability to gain other powers through grafting, there is bound to be at least one individual hoping to dominate the others.

2.4. Map



As per the timeline, Alexandria has conquered all of Africa and turned itself into the Nation of Alexandria with a smaller capitol. Key locations include the Ancient Observatory, Capitol of Alexandria, and No Man's Land. Mystery locations include anywhere on the map that has not yet been filled out.

2.5. Timeline

Circa 1900 BCE — Mesopotamian scholars found the field of astrology

- From this point, astrology spreads across the western world as civilization expands

Circa 1000 BCE — Astrology spreads to China and deviates from western sects

331 BCE — After the conquest of Egypt, Alexander the Great founds the city of Alexandria

- This event brings together the Babylonian and Decanic sects of astrology, forming horoscopic astrology

320 BCE — A breakthrough in astrological research gives Alexandrian astrologers unparalleled understanding of science

163 AD — Under the rule of Marcus Aurelius, the Roman Empire creates the *Zodiaci Catalyst*, a device that allows the user to harness the power of the stars and gain extraordinary abilities [KEY EVENT]

- This catalyst was passed down from emperor to emperor
- The existence of this device was kept a secret

476 AD — Warlord Odoacer defeats the Western Roman Empire and takes the Zodiaci Catalyst from Emperor Romulus Augustulus

- This would begin a series of transferrals of the Catalyst from one nation to another, but the usefulness of the device would remain unknown by its future users

January 3rd, 717 AD — After the Twenty Years' Anarchy, Alexandria declared itself an independent nation

April 12th-15th, 1204 AD — Constantinople is sacked, and the Catalyst is stolen by the raiders

1205 AD — After learning that the Catalyst was in possession of the newly formed Latin Empire, the Alexandrians traded astrological knowledge for the device

- Any historical record of the Catalyst beyond this time will not arise for centuries

July 12th, 1222 AD — Turris Caeli, a large tower at the center of Alexandria, finishes construction

Circa 1223 AD — Citizens of Alexandria begin to be born with birthmarks corresponding to the star sign they are born under, giving them specific powers [KEY EVENT]

- These birthmarks would remain exclusive to believers of “western” astrology, excluding the “eastern” Chinese astrology believers and the currently unknown Mayans
- The arrival of these birthmarks come after Alexandrian scientists (in secret) modify the Zodiaci Catalyst using their advances in scientific knowledge to distribute the power of the device amongst the Alexandrian people without their knowledge
- The powers were limited to Alexandrians due to “gene coding” implemented by the Catalyst’s modifications

Circa 1452 AD — The Silk Road breaks down, causing greater cultural separation between east and west

- This divide, combined with their inability to harness astrological power in the same way as westerners, would inevitably lead to China’s focus on technological advancements

Circa 1454 AD — Experience the effects of the Silk Road's collapse, the Alexandrians turn to imperialism to gain more resources

July 25th, 1459 AD — Alexandria has conquered all of Africa; establishes the Greater Nation of Alexandria

1470 AD — Alexandrian explorers meet the Mayans in the otherwise unknown land to the west of the Atlantic Ocean

1493 AD — Conflict between the Mayans and the Alexandrians leads to the latter getting driven from the former's land [MYSTERY]

- Mayan isolationism would continue from this point on

Circa 1562 AD — A majority of people in the western world now have astrological birthmarks

1743 AD — The Mayans make a device similar to the Zodiaci Catalyst known as the Néeno' Destino that allows one to get the answer to anything they seek, so long as they know what to ask

1930 AD — Tensions rise between China and Alexandria as nations vie for power in the Middle East

August 29th, 1936 AD — A terrorist attack carried out by anti-west extremists using Chinese-made bombs kills thousands in Alexandria; The Chinese government is blamed for this attack [MYSTERY]

September 16th, 1936 AD — “The World War” begins between the Chinese plus its allied nations and the Alexandrians

1955 AD — The World War is winding down, and both sides have suffered massive casualties; China has been pushed back to the city of Tehran due to powerful Alexandrian magic, but has been able to hold their ground for some time thanks to their superior weapons

February 12th, 1956 AD — The World War ends in a stalemate; anti-war sentiment rises across the Alexandrian people, stigmatization of more “aggressive” signs like Aries and Taurus lead to societal segregation

1961 AD — Alexandrian medical scientists discover birthmarks could be “transferred” from one person to another through grafting

1963 AD — A government-backed Alexandrian cult arises that takes advantage of birthmark transferral to steal them from other people, especially Aries’ and Taurus’ [MYSTERY]

June 25th, 2008 AD — The Zodiaci Catalyst is stolen from the Alexandrian government by the Chinese spy organization known as The One Million Faces; the Alexandrians don’t know for sure who took it

2011 AD — Chinese engineers and astrologians modify the Zodiaci Catalyst to work with the Chinese zodiac, giving the Eastern world access to new powers, however this is kept secret

2018 AD — Further work by the Chinese has allowed them to combine the power of their astrology with their technology, allowing them to create powerful inventions (and weapons)

February 19, 2019 AD — It has become obvious to the Alexandrians who stole the Zodiaci Catalyst, and they dispatch Gemini spies who will attempt to get it back

December 18th, 2019 AD — The spies are discovered by the Chinese government and made an example of; the existence of the Zodiaci Catalyst is revealed to the world by the Chinese President, the power of the Zodiaci is released to world unrestricted by race [KEY EVENT]

- Anger permeates throughout the Chinese people and other independent nations as it is revealed that the powers that the Alexandrians had for hundreds of years could have been used by them, but the Alexandrian government refused to let them have it

December 20th, 2019 AD — The Alexandrian government declares war on China once more

3. Simple-Story, Super-Story, and Side-Stories

3.2. Simple-Story

Prologue

We start our story with a young Lyra Doxapatriis, daughter of an aristocratic family, at Turrus Caeli, the center of all astrology in Alexandria and (quite literally) a beacon of hope for the nation. Her father, a renowned astrologer, brings her to this place in order to show her what he believes to be her future. The Doxapatriis family comes from a long line of high-ranking astrological officers, and Lyra is next to take up her family's mantle. Lyra's father thought it would be a good idea to take his daughter to work just to get an idea of how things work. While touring the facility, Lyra is left alone

for a time while her father is preoccupied with work. During this time she wanders around the facility, eventually sneaking her way into a restricted area using invisibility granted to her by her Capricorn star sign. In this area she discovers the heart of the spire, where the large beacon of light visible from outside the tower originates. As she approaches the object in the middle of the room, Lyra is confronted by a security guard, who accidentally spooks her. In a startled jolt, she brushes up against the beam of light, causing her a brief moment of intense pain, before retracting and falling to the ground. Due to her interaction with the device, her birthmark is burned away, resulting in her losing her powers. However, this is temporary as the mark appears once again as Lyra heals, but it is somehow different...

Act I

Now 19, Lyra has been living in the poorest parts of Alexandria where most of the people have lost their marks, posing as a Taurus. One day, her friend Basil overhears lackeys from the Restoration of Nature's Order cult - a group dedicated to eradicating magic from the world - mention someone named Blair, and Lyra confirms that this Blair is, in fact, her long-lost sibling. She decides to go on a quest to save Blair from the cult. When Basil reminds her that she's not powerful enough, she reveals that she has every power of the zodiac. Basil decides to accompany Lyra on her journey.

Act II

As Lyra and Basil start their journey, they meet King Tun of the Mayan Kingdom and Dalila of the Libertatum Zodiaci vigilante group, both of whom decide to aid the heroes on their journey once hearing their mission to face the cult. Although Lyra and Basil are the only ones traveling together, they frequently encounter their allies and get their assistance on their journey. Not only do the heroes encounter various members of the cult itself, but they also find themselves facing the black market and members of a Chinese spy organization known as the One Million Faces. Once Lyra learns that Blair has become a prominent leader in the Restoration of Nature's Order, she decides to take matters into her own hands and continues her journey alone.

Act III

After splitting from the group, Lyra fights her way through the cult and eventually reaches Blair; however, she ends up getting captured by them. Basil, King Tun, and Dalila go to save Lyra from Blair, but once they get there, they see that Blair has burned off all of Lyra's marks. An epic battle commences. Lyra eventually reaches Blair and reconnects with them, starting to repair their relationship after years apart and vowing to not rest until they have taken down the black market and stopped the corruption spread throughout Alexandria.

(Future expansion: follows Lyra, Blair, and their allies on their journey to take down the black market and facing the Doxaptris family)

3.3. Super-Story

Across the world of Scriptum Stellarum, we plan to cover a variety of events and explore the various parts of our world:

- The mystery of the Zodiaci Catalyst and the origin of humanity's magic powers
- The longstanding rivalry between Alexandria and China
- The effect the wars between these powers have on the common people
- Exploring the differences in culture, government, and quality of life between the great nations of our world
- The different powers various masters of astrology have created, as well as the advanced technology created in China
 - How the combination of astrology and Chinese technology created powerful new tools
- The aftermath of the war between China and Alexandria, and the new changes that come about in each nation
- How our characters go on to improve the world after the main quest mentioned in the simple story
- The actions of the various astrological cults, what they stand for, why they do what they do, and how our characters handle them

3.4. Side-Stories

1. Dalila's formation of Libertatem Zodiaci
 - a. After receiving her vision, Dalila felt like she had the answers, but had no clue as to what questions/problems. Not long after meeting Lyra and hearing her story involving Blair and the Restoration of Nature's Evil, Dalila officially made an effort for change. Lyra essentially inspires Dalila to fight back against the cult now that she knows she's not the only one willing to make a change.
 - b. As the group slowly gains members, they are able to have more of an impact on the overall story when it comes to helping Lyra and getting rid of the cult down the line.

- c. Including this story provides more content for the main story in regards to explaining how the organization came about and the connection to Lyra. Additionally, it provides a basis to build more off of as the main story progresses.
 - d. Dalila's story in creating Libertatem Zodiaci would create opportunities for smaller stories or side quests that could bring Lyra back into the picture after the initial meeting.
 - e. Incorporating Dalila's story in forming the vigilante band not only supports her character, but has potential to show readers/players the importance of perseverance and maintaining a goal.
2. The origin of the Restoration of Nature's Order cult
- a. This would serve as an excellent, dark spin-off or sidequest showing how one deranged individual gained enough power to form a massive cult founded on bodily mutilation
 - b. Would also serve as a warning to readers/players as to just how easy it is to be sucked into cult ideology
 - c. One individual had been educated by their family from a young age against the ways of magic. When they reached adulthood, they removed their own birthmark with a knife and started convincing others who had been raised with similar beliefs to do the same. This ideology, that magic goes against nature, went from a relatively harmless belief to a cult mythos as more and more people began self mutilation
 - d. As the cult grew in numbers, its power and funding grew as well and though they operate in secrecy, they aim to totally remove magic from the world
3. Blessed Are the Meek
- a. This side story focuses on the origins of humanity's astrological powers and the Zodiaci Catalyst
 - b. This story will take our characters on an expedition to Rome as they search through old archives and try to find the origin of the Zodiaci Catalyst
 - c. While in Rome, the crew is attacked by assassins, who they are able to dispatch

- d. Soon after, they discover that the Zodiacs were actually not made in Rome, but rather somewhere else
- e. This trip takes them to an old, abandoned astrological institute located in the ruins of Mesopotamia
- f. Within the old institute, our heroes discover several horrific experiments
- g. As they continue exploring the ruins, their team is attacked by “umbræ,” abominations created by the experiments
- h. The team discovers that it was the umbræ that destroyed this ancient city-state
- i. The crew finds information about the lab that created the Zodiac Catalyst, and they head to the relevant location, but as they enter the lab, they are trapped inside and are hunted by the “Inferni Voragine,” a large and powerful abomination that could swallow them whole and is seemingly impossible to damage
- j. Our heroes navigate around the abomination and discover a prototype Zodiac Catalyst, one that imbues them with additional powers
- k. The team uses these powers to fight their way through a horde of umbræ and the Inferni Voragine, culminating in a battle with the large creature
- l. The team uses their new powerful abilities to freeze the abomination and shatter him piece by piece until he is finally defeated
- m. Finally, our heroes escape from the region with the Catalyst prototype and they now have become a little more powerful and have deepened their understanding of the power of the stars and the technology that allows humans to use that power

3.5. Experience Pathways

Character-Centric Story: the Butcher

A possible character-centric story for *Scriptum Stellarum* may revolve around Marielle, The Butcher, and her feelings/actions on her involvement with the Black Market. While it is not necessarily a required part of the main story, this particular pathway would provide answers to

whether or not Marielle cracks under pressure and if the Black Market is disbanded down the line or not. This story would provide answers and new questions regarding “what now?”

Having a branch where Marielle takes over the Black Market and stops someone worse from fulfilling the role does not greatly affect the main story, but it adds a new pathway for audiences to enjoy. It ties into the main story in regards to how the Black Market affects Alexandria, but it does not directly affect the overall plot. It is not required to read or experience this story, however doing so may resolve some of the questions or theories that arise.

Location-Centric Story: Alexandria

The world of *Scriptum Stellarum* is built around big nations vying for power. Take for example Alexandria, a once small city that has grown into a country spanning all of Africa, almost all the Middle East, and a big chunk of Europe. The nation is full of corruption and dark secrets spanning back to the times of the Roman Empire. Part of our story’s experience is bringing the truth of the nation to light.

Object-Centric Story: the Zodiaci Catalyst

One of the driving forces of our main story is the [Zodiaci Catalyst](#). The long history of the device, from its use as a catalyst to ensure Alexandria supremacy, to its use by ancient emperors and warlords, to its modern usage by the Chinese gives the device a lot of power and importance.

In the main plot, we first see the Catalyst when Lyra interacts with it in *Turrus Caeli*. There the device gives her the ability to use the power of all the zodiac signs. Shortly thereafter is when the device is stolen by Chinese spies, which, after the device is then used to give *everyone* zodiac powers, is what causes the war between Alexandria and China. During her adventure, Lyra again encounters the device when captured by the Chinese. She eventually comes to possess it after stealing it.

4. Heroes

4.1. Lyra Doxapatris (19, she/her)

Background

Lyra is the prodigy child of the Doxapatris family, born a Capricorn. Because of their status and wealth, the Doxapatris family is able to use their connections to get birthmarks through the black market. Lyra was valued for her stealth powers and after her family discovered she had gained all of the zodiac's powers, she was favored far beyond her younger sibling, Blair. However, after Lyra has a vision of her family committing extreme acts of violence against the impoverished through the black market, she runs away to the poor parts of the city, hiding her secret and posing as a Taurus. In her new home, Lyra has found a sense of community and is much happier; however, she is pained by the suffering of those around her. Once she hears that her lost sibling Blair is now involved in Restoration of Nature's Order, she decides to track them down to try and get them away from the cult.

Personality

Lyra is quiet and keeps to herself. She finds it difficult to trust others, but is empathetic and kind to those who talk to her where she now lives in the poor parts of the city.

Desires

Lyra wants to live a normal life away from the corruption of their rich family. However, once learning about Blair's involvement in Restoration of Nature's Order, her new goal is to save them from the cult's clutches, though she is unaware that Blair is leading the cult's violence.

Abilities

Because Lyra has every zodiac sign on her body, she can use any of the sign's powers.

Weaknesses

Lyra's greatest weakness is her conviction to save Blair, but she also struggles with approaching new people due to her trust issues. This makes it difficult for her to get information and she often has to obtain information through observation.

Arc

In her childhood, Lyra was relatively quiet and didn't stand up for herself when her family put all of their expectations on her. However, she was always there for her sibling Blair. After Blair ran away, Lyra became even less self-assured and constantly defined her value by her parents' praise. After choosing to leave her simple life to go after Blair to save them from the clutches of the Restoration of Nature's Order and take down Mustaf with her allies, Lyra becomes more confident in herself and becomes less of the quiet girl she used to be. By the time Lyra comes face to face with Blair, she has become far more outspoken and refuses to back down.

5. Villains

5.1. Blair Doxapatris (18, they/them)

Lyra's younger sibling

Background

Blair comes from the Doxapatris family, a powerful and rich group of people obsessed with status. They are the younger sibling of Lyra. Pregnancies in this family are planned to align with the most powerful and helpful signs, so when Blair was born an Aries instead of a Pisces like their parents intended, they started their life as less favored by their parents than Lyra. Once Lyra gained her new powers suddenly, Blair was even more alienated from their sister and ignored than they had been throughout their life. As a result, the embittered Blair fled and joined the Restoration of Nature's Order, cursing the magic abilities. In the present day, Blair has made their way up through the cult's ranks and is now a prominent leader.

Personality

Blair is a bitter, aggressive, and intimidating individual. They have a creative side that has been shut away since running away from home.

Desires

Blair wants to rid the world of all magic abilities, as they believe it will return balance to Alexandria. While the cult has been recruiting members since the rise of the magic abilities, they have historically recruited members by relatively peaceful means. However, when Blair comes into power as a new leader, they decide to take matters into their own hands and begin using more violent tactics: destroying the marks of random civilians during raids, burning down observatories and the facilities dedicated to returning powers to those who lost them, and targeting and killing prominent members of the black market. Blair has made the cult's mission well known to the public, and now sets their sights on getting revenge on the Doxapatris family by killing every member, especially Lyra, though they do not know that Lyra has run away. Blair has turned a cult primarily focused on its ideals and belief system into a military force.

Abilities

Blair and the cult rely heavily on weapons, physical training, and hand-to-hand combat. Blair, though not an empath by magic ability like their parents intended, is incredibly intuitive and knows how to manipulate people to their desires.

Weaknesses

Since Blair and all the other cult members removed their mark, they do not have access to magic abilities and instead rely on their physical capabilities, as mentioned above.

Arc

Blair had a rough childhood, as they were hidden away and shunned by their family. However, Blair felt comfort when they spent time with their older sister, Lyra, and was pretty creative. After learning that Lyra would be given all of the zodiac signs, Blair ran away and shut away their creative side, instead becoming aggressive and guarded. When coming face to face with Lyra after years of being apart, they become even more bitter and violent. After the conflict resolution of the main story, Blair regains connection with their creative spirit and attempts to rekindle their relationship with their sister.

5.2. Praefectus Sadiki Mustaf

Leader of the astrological branch of the Alexandrian government, Mustaf has huge influence across the entirety of Alexandria.

Background

Mustaf is a native of Alexandria and comes from a long lineage of astrologists. Ever since his childhood, he has been groomed to become an important member of Alexandrian astrological society. Now, as the leader, Mustaf is determined to preserve the culture he grew up with no matter what, especially now that Alexandrian dominance is being threatened.

Personality

Harsh, deceptive, clever.

Desires

Unify the world under Alexandrian astrology, defeat the enemies of the nation.

Abilities

Powerful Scorpio magic user.

Weaknesses

Overambition, lack of humility.

Arc

The Praefectus is a true believer in Alexandrian supremacy. He does not see other nations or their people as inferior, but rather their culture. He believes that if they were to simply adopt Alexandrian sensibilities, the world would be a better place. He genuinely thinks that what he is doing when he goes to war with the Chinese or maintains the status quo is a good thing and will help ensure society remains stable. As the war goes on, he is so blinded by his desire to unify the world under the banner of Alexandria that he is willing to do anything to win the war. This ambition and lack of self-awareness is what ultimately leads to his downfall. His defeat at the hands of the heroes only comes about due to his belief that after their first encounter, the heroes wouldn't dare rise up again. It is only after he is bested by his enemies that he begins to understand how foolish he

was. To the end he believes that his way of governance ensured a better life for everyone, but perhaps he came to understand the perspective of the heroes before his time came to an end. One can only hope.

5.3. The Butcher - Marielle Hasapi

Leader of the Black Market. Their true identity is unknown to everyone besides their most trusted companions.

Background

Marielle comes from a regular low-middle class background. She is a Pisces and educated in a medical background. She fell into the role of The Butcher by chance and has since carried on the Black Market's orders. To the people, the current person filling this role is unknown in regards to appearance and real name. The only known, or rather rumored, facts among the general public are that they are a woman and supposedly a Pisces.

Personality

Despite people's assumptions that The Butcher is cold, authoritative, and completely numb when it comes to making moral decisions, there is much more to Marielle that never gets shown. Alexandria does not know that Marielle is ambitious and spent her entire life under the shadow of her older brother. She craves praise and satisfaction from those around her, no matter what she has to do. She strives to fulfill the goals set in front of her even if they push against her own beliefs.

Desires

To keep the Black Market running and satisfy those involved. Additionally, she desires praise and balance.

Abilities

Being a Pisces, Marielle has the ability of being an empath. This ability alone makes her role of The Butcher more terrifying to the people of Alexandria.

Weaknesses

Marielle always has pressure placed upon her to maintain the upkeep of the Black Market. This may affect her over time as she finds herself questioning many moral decisions.

Arc

The role of The Butcher has never been an easy task. Since the very beginning of the Black Market, one individual has sacrificed their morality to fill this position. In present time, no one in Alexandria quite knows how the current role was filled. Maybe it was due to her ability to separate her feelings from her work. Maybe she volunteered, or maybe she was the only suitable option. Regardless, the current Butcher was selected by some means and must live up to her position.

Marielle Hasapi grew up under the shadow of her older brother and her parents always expected the best from her. Despite her own achievements, they could never live up to her brother's reputation. After pursuing a medical degree, Marielle finally believed she could surpass her brother and finally make her family proud. Little did she know she was being watched by the official leaders of the Black Market. Marielle's incredible skills in medicine and surgery made her a prime candidate to fulfill the empty role of the Butcher. Drafted into the role, Marielle set aside her own morality to maintain the upkeep of the Black Market and satisfy everyone involved.

Being a Pisces, Marielle is forced to feel the emotions of everyone she has ever mutilated. At first, this scared her; having to feel her victim's fear overwhelmed her countless times. After a while, a numbness settled in until the feelings were just a daily routine. Torn between what feelings are truly hers or her victims, Marielle has struggled to justify her actions. She knows this is the only way to satisfy the members of the Black Market, but she cannot help but wonder what more she could be doing in her life. She can only suffer through so much before breaking under pressure and succumbing to her true feelings.

6. Allies

6.1. King Bembe Tun

King of the Mayan people, Bembe Tun does not take kindly to outsiders, but is willing to help those who can prove their worth.

Background

A part of the Tun royal family, the king plays the role of both political and religious leader. He is well-versed in divination and has spent years mastering the craft, while simultaneously being educated in politics from a young age. Since ascending to the throne, Tun has dedicated himself to protecting the people of the Mayan Kingdom.

Personality

Intelligent & protective.

Desires

Ensure the safety of the Mayan Kingdom and its people.

Abilities

The ability to divinate almost anything.

Weaknesses

Stubborn to a fault.

Arc

Before the events of the story, King Tun is an isolationist, and he categorically refused to have outsiders in his land in fear of the conflict they might bring to his doorstep. He is a good ruler to his people, but he is cold to anyone who he doesn't explicitly trust. When Tun meets the heroes, however, their story of what is happening across the sea inspired him to give them a chance. This decision leads Tun to reconsider his stance on keeping his nation locked down from others. He can see that, just like in his nation, there are good and bad people to be found everywhere, and it would be wrong to shut out those who seek to learn from his nation's people over the fear of something that might not ever come to pass. On a more personal level, King Tun learns to trust others more, as the interactions he has with the heroes turned out much better than he anticipated.

6.2. Basil Praxtes

A friend of Lyra.

Background

Born an Aquarius, forced into life as a street urchin. Basil has known nothing but hardships through his entire life. When Lyra joins the street camp community, he quickly befriends her.

Personality

Genial and always smiling, but has a certain air that makes others think twice before crossing him.

Desires

To aid his community that has fed and sheltered him for all his life.

Abilities

An expert at stealth and using his teleportation to get out of sticky situations — an incredibly useful ability when one sometimes has to resort to theft and sneaking about to survive.

Weaknesses

Distrustful. Sometimes misplaces his priorities. Left hand was broken years ago and never healed correctly, so it is crooked and stiff.

Arc

Basil starts his journey as someone who is just trying to survive. He doesn't really have much ambition besides improving his life situation. He doesn't have much sympathy for others in his situation because they often cause just as much trouble as the people above him. Over the course of his journey, Basil begins to witness the plight of others from a new perspective. He can now truly see why things are the way they are. He notices how the elite are always made up of particular star signs, and any undesired ones end up where he is. The conflict amongst the street people only exists because it is what the powerful have deemed best. So long as the people below them fight amongst

themselves, they have nothing to worry about. This inspires Basil to do more for the people of Alexandria and its slums. He becomes a leader in his own right.

6.3. Dalila Remis (she/they)

Founder of Libertatem Zodiaci.

Background

Dalila has no special ties to any family or bloodline; she is a simple citizen of Alexandria. Born a Cancer, Dalila has the ability to see the future. While it is not always accurate, they use this to base their actions off of. Due to a recent vision and a long term dislike towards the Restoration of Nature's Order, Dalila decided to form her own group to prevent future immorality.

Personality

Dalila is highly instinctive and calculates nearly everything before acting. She is often set on a goal and finds it difficult to let go unless there is no other option.

Desires

To rid the world of the cult Restoration of Nature's Order and put an end to the immorality of forcing citizens to remove their birthmarks. Additionally, Dalila wants to make a change in the world and will do almost anything to achieve this.

Abilities

Since Dalila is a Cancer, they are able to see the future. She did not have access to any sort of specific lessons to help hone her power, so her visions are sometimes inaccurate and subject to change.

Weaknesses

Dalila's loyalty and determination to follow through on a possible future she sees may easily be her downfall.

Arc

When Dalila was a child, she always wanted to make a change. Although she is definitely not the only Cancer in the universe, she felt that she had a responsibility to do something with her power. Growing up, Dalila used their power for simple things: telling people their fortunes, helping her friends by predicting their grades, etc. While this brought her some satisfaction, she always craved more. As Dalila got older, her ambition began to fade out. Other people they grew up with had the opportunity to strengthen their magic due to their social status, but she never had that chance. Her power reached a stalemate and her once childlike hunger for change fizzled out.

One day, Dalila saw a future of change. She had similar visions in the past, but nothing like this. She saw a change where everyone had their magic and those who sought to destroy it were rid of. With the rising exposure of Restoration of Nature's Order, Dalila knew what she had to do: make a change. Once again, Dalila's hunger for a change grew. As a result, she made an effort to find Libertatem Zodiaci and continues to seek recruits. Despite her efforts and the warnings from future visions, Dalila pushes onwards until she is no longer able to.

7. Organizations

7.1. The Black Market

Based in Alexandria, this organization is known to hunt down the different zodiacs in order to remove their marks to sell to various buyers or use for self benefit. Those involved, however, span from all over. While this organization is most often referred to simply as the Black Market, it is also referred to as a variety of names depending on the differing perspectives. To some, the Black Market is a godsend to buy and request different birthmarks to advance one's power. However, others see the Black Market as evil and immoral for mutilating innocent civilians. Some people voluntarily donate their birthmarks. Others are not so lucky.

7.2. Restoration of Nature's Order

The Restoration of Nature's Order is a group of extremists who believe that magic goes against the natural order of the Earth, and has set out to remove magic from the world and restore balance to Alexandria. They require all members to remove their birthmarks in a ritual known as the Rebirth - information about this is kept highly secret among members by threat of murder, but it is known that not all initiates survive the brutal process. Due to their lack of magic, they rely on almost military-style combat training.

7.3. The One Million Faces (一百万张面孔)

The One Million Faces is the Chinese spy organization responsible for the theft of the Zodiachi Catalyst. They are made up primarily of Alexandrian Gemini shapeshifters that have defected to China. They combine the magic provided by the stars and the advanced technology of the Chinese to become masters of disguise and deception.

7.4. Libertatem Zodiaci

Libertatem Zodiaci, which roughly translates to Freedom of the Zodiac, formed recently due to the dislike for Restoration of Nature's Order. The group came together because of their shared goals and values, and they are always looking for more recruits. They believe that the birthmarks are rightful and the forced removal of them to join a cult at the threat of murder is highly immoral. Libertatem Zodiaci hopes to bring the end to Restoration of Nature's Order and the immorality they bring with them.

8. Places

8.1. Ancient Observatory

Located in a long-lost Mesopotamian city-state, the ancient observatory holds dark secrets of astrology's past. This is the place the Zodiachi Catalyst was originally in development, and also

the birthplace of the abominations known as the “umbrae,” created by the experiments conducted within the facility. Not many who explore the ruins come back alive, even less so if they enter the depths of the observatory, as they will encounter the Inferni Voragine, a hellish creature with unspeakable resistance to magic.

8.2. Turrus Caeli

The heart of the city of Alexandria, this “tower of the heavens” emits a large beacon that illuminates the city even on the darkest of nights. This beacon is actually part of the device used to disperse the power of the Zodiaci Catalyst.

Constructed all the way back in 1222 AD, the tower has long stood as a symbol of Alexandria’s power and mastery over the art of astrology. It is currently the home to the most prized astrologians Alexandria has to offer, and is also where the Zodiaci Catalyst has been held since its recovery by the ancient Alexandrians.

8.3. Zodiaci Historia District/“Dead Zone”

Once a decently respected part of Alexandria, this district has progressively gotten worse with The World War. Due to the mass destruction, no one cared enough to return to the district and therefore renamed it as “Dead Zone.” Crime rates here are typically higher and the majority of the middle class and up avoid it like the plague. “Dead Zone” is where the misfortunate, disowned, and criminals are known to hide out. Here is where Lyra flees to in hopes of finding her sister and escaping her family’s atrocities. Additionally, here is where Basil and Dalila are found.

9. Artifacts

9.1. Notable Weapons

The Defiler

Despite its name, the Defiler is simply The Butcher's trusty scalpel used to remove the birthmarks from citizens. The name was not given by The Butcher herself, but instead by the citizens of Alexandria. Most people imagine the Defiler to be some terrible contraction, but to The Butcher it is just a regular medical tool.

9.2. Notable Wearables

Doxapatis Family Ring

The Doxapatis family ring has been an important item for generations. It is passed down from the head of the family to the next head of the family. Being first born does not always guarantee inheritance, so having ownership of this ring was an honor and a curse. The bearer of the ring is expected to maintain the family's legacy and provide the next head of the family and conduct any means to ensure status. Lyra was next in line to receive this ring until she decided to run away from the family due to their atrocities.

9.3. Items

The Zodiac Catalyst

This device, created under the rule of Emperor Marcus Aurelius of the Roman Empire in 163 AD, is what brought the power of the stars to the people of the world. Originally, the device was intended to only empower one, that being the person who possessed it. However, once the Alexandrians got hold of the device, they re-engineered its functionality to distribute the catalyst's power to its citizens (and exclusively to its citizens using ethnic inhibitors). The Zodiac Catalyst was for most of its existence housed at Turrus Caeli, where it still distributed power all the way up until it was stolen by the Chinese in 2008. In the hands of the Chinese, the device was tampered with and

had its ethnic inhibitors implemented by the Alexandrians removed. Once the Chinese constructed a facility similar to Turris Caeli that could distribute the device's power, everyone was granted power from the stars. This event ultimately sparked the ongoing war between China and Alexandria.

Zodiaci Infectus

This version of the device is located at the Ancient Observatory in Mesopotamia. A prototype for what would eventually become the Zodiaci Catalyst, Zodiaci Infectus and the experiments done with it ultimately led to the downfall of the city-state, thanks to the unintentional creation of the "umbrae" that stalk the land to this day. However, the device could still prove useful to those who can harness its power or seek greater knowledge of the Catalyst's origins.

9.4. Vehicles

The Dark Hearse

A literal hearse, the Dark Hearse is property of The Butcher and the Black Market. Whether or not the bodies are dead or alive every time is a mystery, but they all become the newest products in the Black Market's supply. The Dark Hearse is primarily intended to carry victims to The Butcher to have their birthmarks removed willingly or not. Similar to the superstition revolving around a black cat crossing your path, the Dark Hearse driving by is usually not a good omen.

10. Bestiary

10.1. Umbrae

Monstrous, dark, fleshy beings that were accidentally created inside the Ancient Observatory. It is fortunate that they rarely leave this area - or so it is thought. Their ever-shifting

bodies can take the form of bone, pulsing dark matter, rippling black sinews, or a combination. Some specimens have hundreds of beady black eyes. Others may have rows of teeth like the radula of a snail. Some are almost humanoid, others are shambling masses.

Because the creation of the Zodiaci Infectus was a magical experiment gone terribly wrong, these beings have a strong attraction to any sort of magic or magic users. Most umbrae are small and weak, about the size of a deer, but it is said that those who manage to find a source of magic and engulf it become significantly larger and more dangerous after even just one kill.

10.2. Lucerna (*plural lucernae*)

Also known as wisps or orbs, these ethereal beings are manifestations of pure magic. They flit about at the corners of one's vision and tend to flock around areas of religious importance such as observatories. They do not have any known abilities and are perceived as a good omen.

In areas with an extremely strong magical presence, lucernae may group together and become powerful enough to take a more tangible form, though it is unfathomable to the human eye (akin to biblical angels and/or eldritch horrors). Witnesses have described them as horribly beautiful, unknowable, a physical outburst of electricity and light.

10.3. Blessed Beings

When the Zodiaci Catalyst was originally created and further tampered with, some of its energy was seemingly lost. These little sparks of magic landed on unsuspecting wildlife, with effects ranging from solely increased longevity to the creatures gaining minor magical powers. They are incredibly rare and highly sought after by poachers despite their important cultural status. Blessed creatures can be identified by having differing features from the standards of their species - sometimes unnatural markings, colors, or conformation. And, of course, the odd one out with true magical abilities.

11. Franchise Plan

11.1. Target Audience Engagement Strategies

As mentioned in 1.3, *Scriptum Stellarum* focuses on three main fan types based on importance to its story and success. The engagement plan may differ depending on each fan type's individual motivators and interests.

The Mythologist

Scriptum Stellarum is filled with various stories intertwining with the main plot. There are plenty of smaller details throughout the story that Mythologists will enjoy as well as an in depth timeline of events.

- Those who appreciate Greek mythology and the field of astrology will find the premise of this game very interesting. There will be many references to astrological traits based on the different star signs that will make sense at surface level to most, but be of special interest to those who are into astrology.
- Due to the potential *Scriptum Stellarum* holds, there is a likelihood that a variety of unique locations and objects will be present to draw Mythologists in.
- While there is a detailed alternate timeline for this story, there are also some gaps that can leave fans to wonder what occurred in between. They then have the opportunity to create their own theories and engage with others on their theories.

The Socialite

Despite the fantasy aspect of *Scriptum Stellarum*, there are still plenty of opportunities for Socialites to find connections with the characters and story.

- While there is a detailed alternate timeline for this story, there are also some gaps that can leave fans to wonder what occurred in between. They then have the opportunity to create

their own theories and engage with others on their theories. This specifically gives Socialites the chance to connect with friends about the storyworld.

- Having some diversity when it comes to the characters in regards to identity gives viewers/players more of an opportunity to connect with the storyworld to express themselves. Additionally, straying away from the typical modern western world in stories and games provides opportunities to draw people in and share the story world with others.

The Connoisseurs

Scriptum Stellarum holds potential to create respect merchandise that may appeal to the Connoisseurs. There are endless possibilities for meaningful and artful content from the storyworld.

- Due to the potential *Scriptum Stellarum* holds, there is a likelihood that a variety of unique objects/artifacts will be present to peak Connoisseurs' interest.
- There is opportunity to have character specific items that fans may take an interest in and wish to have for themselves. It may be something extremely important to a specific character or simply something the fan really enjoys.

11.2. Target Audience Participation Strategies

Audience members have numerous opportunities to contribute to the storyworld, including the following.

Art

- Fans have the opportunity to produce fanart of essentially anything in the world. They may draw the characters, beasts, items, environment, map, and anything else they see fit.
 - They CAN submit artwork that may be displayed as variations of cover photos.
 - They CAN create their own versions of how the characters look. They can follow the canon appearances or create their own.
 - Ex: gender-swapping scenarios, imaginary scenarios, “what if this happened instead” scenarios
 - They CAN'T label these artworks as canon or lead other fans on with their creations.

Additional Stories

- Audiences are able to write their own storylines for the characters and/or events.
 - They CAN stray completely from the original storyline and create their own events and additional characters, stories, beasts, items, etc.
 - They CAN write whatever their imagination comes up with regardless of explicit nature since they have that right to creative freedom.
 - They CAN'T pass off their content as canon or official.
 - They CAN'T publish their work for financial gain due to copyright violations.
 - They CAN, however, use the world as inspiration for their own **original** works.

Cosplay

- Fans are allowed to physically participate in the world via dressing up and making items from the story.
 - They CAN use their own imagination to adjust any items, characters, appearances, etc from the storyline.
 - They CAN make profit off of designs for costumes or props seeing as it is THEIR own creations. Ex: designing a 3D model of the Doxapatis Family Ring is the individual's own creation to have control of.
 - They just CAN'T take credit for the actual item the design is based on.

12. Sample Reference Materials

12.1. Games

- ***The Wolf Among Us (Telltale, 2013)*** - The idea on similarity here is mostly based on what the world consists of. The presence of magic in a modern world and how it affects everyone else in Fabletown prepares audiences for *Scriptim Stellarum*. Additionally, there is a deeper dive into how relationships, regardless of what type, play a role in both storyworlds.

12.2. Television

- ***Sweet Tooth* (Netflix, 2021)** - This show focuses on a strange phenomenon that occurs in a modern world and follows characters as they explore familial relationships and friendships. Additionally, there is conflict between people when it comes to the phenomenon itself, similar to the conflict in *Scriptum Stellarum* over the power of the Zodiacs.

12.3. Books

- ***Percy Jackson and the Olympians* (Rick Riordan, 2005-2009)** - This series serves as an excellent guide into our storyworld when it comes to young adults with magical powers in a modern world.
- ***Unwind* (Neal Shusterman, 2007)** - This book is most definitely a stretch, but the idea of underlying body horror correlates with *Scriptum Stellarum*, specifically when it comes to The Butcher and the Black Market.

12.4. Music

- ***Night in the Woods Complete Soundtrack* (Alec Holowka, 2017)** - Here Holowka creates an instrumental adventure themed soundtrack full of emotion. It is enough to create various moods in game and outside the game on its own. The idea is something modern that is simple enough to build off of and stand alone.
- ***Little Nightmares & Little Nightmares 2 Complete Soundtrack* (Tobias Lilja, 2017 & 2021)** - These ambient soundtracks are a little more on the haunting side, but they still serve as a guide for *Scriptum Stellarum*. The music provides a base to build off of and is just enough to set the mood without being too overbearing.

About the Author(s)

Brandon Weichert is a student at Miami university studying Game + Simulation and Emerging Technology in Business and Design. Brandon has passion for all things video games and technology, and that includes creating interesting and unique worlds and characters. Brandon has experience in writing, design, software engineering, and game development.

Tori Medina is a digital artist and game designer majoring in Games & Simulation and minoring in Art and Computer Science at Miami University. In her free time, Tori enjoys creating fan content surrounding her favorite TV shows and video games, from art to analysis and theories. Some other creative interests of hers include writing and music. Although a lot of her creative work has historically been based off of other IPs, Tori has recently been working to focus on her own original content.

Jolene Hampton is a freelance 3D artist and illustrator with a passion for bringing fantastical creatures to life digitally. They will graduate from Miami University in 2022 with a bachelor's in Foundational Equine Science and a minor in Games + Simulation. Jolene has 10 years of experience working with Blender and Photoshop.

Elizabeth Cool Leitzell is an artist, gamer, writer, and above all a student who is always eager to expand her knowledge and experiences. She is working towards a Bachelor of Science for Games + Simulation with an art focus at Miami University in Oxford, OH. Elizabeth has been writing storyworlds for herself and others for about four years, and she has been creating art for over a decade. She is an admirer of the fantastical and diverse and is always trying to incorporate these elements into her work.