

## **CHARACTERS:**

### **THE PRINCE:**

At the end of “Sands of Time”, The Prince saved his father, his people, and perhaps all of Persia from unrelenting Sand Monsters. Having loosed the Sands of Time on a palace full of unsuspecting guests, The Prince was forced to embark upon a grand adventure to right the wrongs he had inadvertently committed. He eventually succeeded by REWINDING time – resurrecting those who had died and resealing the Sands. They would cause no further harm. It was as if none of these horrific events had ever occurred.

Or so he thought.

Some time has passed since the events chronicled in The Sands of Time. The Prince should be preparing to assume control of the kingdom from his ailing father, to take a wife and future Queen, to expand the Empire, and to carry Babylon’s knowledge to the far reaches of the world. But instead he’s running for his life – and has been ever since he returned from the Sultan’s palace.

SOMETHING TERRIBLE is chasing the Prince.

Nearly ever night IT appears, pursuing The Prince with relentless fury. Locked doors do not slow its progress. Walls cannot contain it. And no weapon can harm it. And so The Prince is forced to run – night after night – through the dark and shadowed back alleys of Babylon, until he can throw off the beast, if only for hours at a time.

The pursuit has taken its toll on The Prince. Gone is the sparkle in his eye, the light-hearted humor that once colored his speech. Vanished are his romantic notions of glory and love. All have been replaced by one dark directive: survive. With each passing day, The Prince grows weaker and more despondent. He has exhausted all logical explanations. All rational methods of dealing with this monster end in failure.

Eventually he is forced to seek the counsel of his MENTOR and friend: A mystic OLD MAN – the only person with whom he has shared the secret of his adventures at the Sultan’s palace. It is this old man that tells our Prince what pursues him – an undefeatable monster spawned by The Prince’s disruption of the timeline. The Prince should have died in the Sultan’s palace, but he was able to travel back in time and survive. The beast seeks to ensure The Prince meets his proper fate.

And nothing can stop it.

The Prince insists that there must be something he can do. But the Old Mystic replies that the Monster cannot be stopped. However, The Prince believes he has a solution. He may be able to stop the Sands of Time from ever being created, by traveling back to their birthplace and again going back in time. This would stop the monster.

It's the only hope he has.

Much has changed since The Prince's last adventure at the Sultan's Palace. He has proven himself on the field of battle, saved thousands from certain death, and then been forced to keep the knowledge of these events entirely to himself. Memories of the events, memories he cannot share, have become bottled up inside him, causing great tension and inner conflict.

He is short tempered with the palace servants, arrogant towards his father (who will never know the trials he endured), and has shunned the affection of Babylon's eligible women. All of his free time is spent training; honing his combat skills and refining his acrobatic abilities – trying to stay one step ahead of the unforgiving beast that pursues him. This combination of restless nights on the run and relentless days spent training has taken its toll on our Prince, driving him to the brink of madness.

At the start of our story, The Prince is still somewhat arrogant – his pride fueled by his defeat of the Vizier in the previous game. His decision to journey to the Island of Time is partly inspired by his youthful sense of invincibility. The Prince clearly realizes from the outset that his mission will be difficult – but nothing he can't handle. So self-sure is The Prince, he fails to truly consider the consequences of his actions...

### **THE EMPRESS OF TIME:**

While the Empress of time is mortal, and by all outward appearances seems to be a beautiful woman, she is certainly not human. She was made eons ago by the Gods, an unwitting byproduct of the creation of the Timeline. Consequently, she carries part of the Timeline within her, and this makes her incredibly powerful. While she exists only in the past, she commands a virtually unstoppable army of Sand Monsters in the present as well (thanks to several portals scattered throughout the Castle she calls home). And even though she is long dead when The Prince first arrives on the Island, her presence can be felt everywhere. When the Old Man warns The Prince about the Island of Time, he is most vocal about the Empress. She is matchless in her cunning and her strength, and completely without mercy.

### **KAILEENA:**

When The Prince first meets Kaileena, he learns she is a helpless servant of the Empress. The Prince saves her from Shahdee, and to repay the debt, she assists The Prince, telling him how to access the Castle's central chamber and prevent the creation of the Sands of Time. As she continues to help the Prince he will develop feelings for her and we will suspect that she will develop feelings for him as well. However, we'll learn that there's more to Kaileena than meets the eye.

### **SHAHDEE:**

Some say that Shahdee was created in the Empress' own image. Like everything else on the Island, she exists to serve The Empress of Time. But unlike the rest of the sand creatures, she enjoys a small degree of autonomy, functioning as the Empress' second in command. However, The Empress is not the kindest of masters, and Shahdee has suffered years of terrible abuse at her hands. Over time, she has come to hate her maker, secretly devising ways to either escape the Island or kill the Empress. She's just waiting for the right opportunity to present itself..

### **THE DAHAKA:**

A massive, mythical creature spawned by The Prince's disruption of the Timeline. The Dahaka is the Guardian of the Timeline. When something exists in the Timeline that should not, the Dahaka is sent to clean it up. Since the Prince should have died in the Sultan's Palace, and the Prince managed to avoid his fate, the Dahaka has been sent to remove the Prince. He no longer belongs in our timeline.

It pursues our hero with a single purpose: ending The Prince's life as quickly as possible. We see it only rarely in the game, as it travels through our reality immersed in a swirling black void. As it approaches, the ground trembles as walls, earth, and unsuspecting bystanders are forever pulled into this gaping emptiness, never to return. It couldn't be clearer that this beast is not of this world.

The Dahaka is single-minded in its work. Walls and weapons mean nothing to it. It cannot be killed, harmed, or slowed down.

### **THE OLD MAN:**

Since The Prince was a child, the Old Man has looked after him, treating him like his own son. The Prince's natural father – the King – was often too busy waging wars and building empires to properly look after his son, so he sought the wisest man in the kingdom to care for his pride and joy. While The Prince's friends have come and gone over the years, the Old Man has stayed true to The Prince with unflinching devotion and dedication. He has also long been The Prince's mentor.

When The Prince realizes he cannot defeat the monster pursuing him, he turns to the Old Man. Living in a tent somewhere deep in Babylon, this old mystic seems to be in touch with knowledge and understanding far deeper than any human should possess. Although The Prince will only speak to the Old Man once (at the beginning of our game), his words and his wisdom will carry us through The Prince's entire adventure.

We see from The Prince's interaction with the Old Man, that he holds him in the highest possible regard. It is therefore very unsettling when The Prince decides he knows more than his mentor and sets forth on this journey that his mentor tells him is impossible. The Prince feels he must do whatever he can to save his life, but as we'll see; his actions are not without their consequences.

## **SANDWRAITH:**

Very little is known about this mysterious figure. Some say it's an artifact of time travel – spawned when two instances of the same person occupy the same time period. Others claim it's allied with the Dahaka – aiming to assist the creature in removing aberrations in the Timeline. Regardless of what drives it, The Sandwraith is incredibly powerful – strong, silent, and swift – a challenging foe. Its dark intelligence makes it more dangerous still.

## **MONSTERS:**

The Sands of Time flow freely across the Island, corrupting everything in their wake. Anything that escaped their influence was long ago conquered by The Empress – bent and 'changed'. A select few have been spared mutation – and The Prince will discover he's not the *only* human on the Island. But whether it is blood or sand in their veins one thing remains unchanged: ALL creatures on the Island serve The Empress.

## **CROW:**

Native to the Island, these small winged monstrosities physically resemble crows, but possess a killer instinct unique to the species. Further, The Empress has gifted them with a keen sense of cunning. They will often work together to distract – and harm – their enemies. Anyone encountering a murder of these beasts will quickly recognize that they are capable of some form of communication – giving them a sinister sense of deadly organization.

Height: 30 centimeters

Weight: 3 pounds

Strength: The crow is incredibly swift (able to dodge most direct attacks) and its nimble nature makes it especially troublesome when encountered in a group. Crows will often wait for an opponent to be otherwise occupied (balanced on a beam or scaling a ledge) before diving in to attack. Facing a group of these beasts while hanging from a cliff makes an otherwise easy opponent significantly more threatening.

Weakness: The crow is not particularly strong – its attack won't do too much damage. Further, they are easy to dispatch, generally falling in a single blow.

Special Attack: Keen eyesight allows crows to track their enemies from afar, waiting for the most opportune moment to dive in and attack!

Weapon of Choice: Its beak and claws.

### **SPIKE BEASTS:**

The Island of Time was once home to several bands of feral wolves. The Empress has turned these fierce fighters to her side through the use of arcane magic, using their natural speed and strength to her advantage. She has further ‘enhanced’ the creatures by gifting them with sets of hardened spines, which they often use to impale – and immobilize – their prey. The Empress’ tinkering has rendered these creatures incredibly unstable, and so care must be taken when attacking them. Their pent up energy is likely to be released in a powerful explosion when they are close to death.

Height: 1 meter

Weight: 100 pounds

Strength: The Spike Beast utilizes a deadly charge attack - dashing towards an enemy, impaling them on its sharpened spikes.

Weakness: Its magical nature makes the creature unstable and clever opponents can take advantage of the creature’s erratic behavior.

Special Attack: When they are near death, Spike Beasts can unleash the chaotic energy stored within them, resulting in a powerful, damaging explosion.

Weapon of Choice: Its spikes.

### **SCAVENGER:**

More powerful – and thus, more dangerous – than their cousins, the Spike Beasts, these creatures should be avoided at all costs. Unfortunately, The Prince’s mission does not leave much room for such luxuries. Scavengers appear to have once been dogs. Their powerful hind legs provide them with the ability to leap great distances and chase down enemies with terrifying speed. Their elongated maws are lined with multiple rows of razor-sharp teeth – capable of cutting straight through bone in a single bite. It’s unknown whether they were kept by the villagers who used to live here or simply pillaged from the countless ships destroyed by the Island’s defenses. Regardless, they are fierce enemies, and The Prince will often have to contend with entire packs of these savages beasts.

Height: 90 centimeters

Weight: 70 pounds

Strength: Scavengers are more nimble than they appear. They are capable of powerful JUMPS, which knock opponents to the ground. Further, it is rumored that they can run along walls as well, chasing down enemies who believe themselves safe.

Weakness: The scavenger possesses no armor, nor is it able to counter or parry any direct attacks.

Special Attack: Scavengers employ a PACK ATTACK when they knock an enemy to the ground. Nearby scavengers will immediately descend upon the hapless victim and feed on the body.

Weapon of Choice: Its powerful paws and jaw.

### **RAIDER:**

Built from the remains of hapless pirates and merchants lured to the Island of Time, Raiders are mostly cannon fodder for the Empress' army. These simple sand creatures are not particularly dangerous on their own. They are not too intelligent either, exhibiting little in the way of strategy or cunning. However, it is rare for one to encounter a *single* raider as they often travel in packs. To make matters worse, they are usually accompanied by more powerful Keepers and Executioners.

Height: 1 meter 75 centimeters

Weight: 160 pounds

Strength: Raiders are capable of pulling off sophisticated synchronized attacks, encircling an opponent and striking from multiple directions at the same time. This can be a difficult attack to counter.

Weakness: Raiders are not particularly intelligent. With a little foresight, their attacks can be parried, blocked, or outright avoided.

Special Attack: Trained swordsmen, raiders are capable of pulling off a deadly THREE-HIT COMBO if an opponent is foolish enough to give them the opportunity.

Weapon of Choice: Zarich Sword.

### **KEEPER:**

The tortured remains of mercenaries hired to guard the merchant vessels claimed by the Island of Time, Keepers are fierce warriors, capable of devastating attacks. However, their combat prowess is offset by remnants of their self-serving personalities. They are often too busy seeking approval from their superiors (Executioners) and berating their subordinates (Raiders) to function effectively. Opponents would be wise to exploit this weakness.

Height: 1 meter 80 centimeters

Weight: 170 pounds

Strength: Keepers are incredibly tough, owing to high stamina and efficient armor. They require several blows to kill.

Weakness: The Keeper's armor affords him high protection, but at the cost of speed. This can make it difficult for a Keeper to track an opponent who moves around a lot.

Special Attack: The Keeper employs a **GROUNDING ATTACK**, capable of knocking an opponent to the floor, allowing the Keeper to close in and finish them off.

Weapon of Choice: Apaosa Axe. (Note: While, powerful in melee combat, this axe delivers devastating damage if thrown.)

### **EXECUTIONER:**

Unlike the Keepers and Pirates who serve beneath them, Executioners suffer from neither stupidity nor insecurity. They are focused, dedicated warriors who aim solely to please the Empress of Time. These creatures should be handled with extreme caution – and dispatched with haste.

Height: 1 meter 85 centimeters

Weight: 180 pounds

Strength: The Executioner is an exceptionally skilled warrior, capable of mighty strikes and able to block most conventional attacks.

Weakness: No known weakness.

Special Attack: Executioners are so skilled they are sometimes able to penetrate an opponent's defensive stance, rendering traditional blocking maneuvers completely useless.

Weapon of Choice: Menog Mace. (Note: This powerful mace has the ability to knock its victim to the floor, rendering them open to additional attacks).

### **BLADEDANCER:**

The bladedancers are lithe, clever, and seductive – a devastating combination. Their tribal markings and dress belie their origins as women from the tribes that once populated the Island. Long since forced to serve The Empress, they now patrol the narrow walkways and crossbeams of the Palace, keeping its upper reaches secure – and free from invaders. They are extremely devious, often dancing away from opponents before letting loose with a volley of razor-sharp disc-blades. Once they've distracted their opponent, they'll often vault back into the fray and cut them down in fierce melee combat.

Height: 1 meter 65 centimeters

Weight: 110 pounds

Strength: Bladedancers, as the name implies, are quite acrobatic, capable of pulling off complicated moves such as deadly flips and spins.

Weakness: Bladedancers are not very well armored and can be dispatched with a few well placed hits. Grabbing a Bladedancer will also render their acrobatic maneuvers useless.

Special Attack: These creatures can pull off deadly BACKSTAB attacks, leaping over their opponents to access more vulnerable areas.

Weapon of Choice: Yazata Disc-Blade. (Note: While this weapon does only moderate melee damage, it is capable of killing an opponent in a single blow if thrown correctly.)

### **ASSASSIN:**

The strongest and most agile of the Bladedancers may find themselves promoted to the enviable position of Assassin. These remorseless killers are considered the Empress' "favorites" owing to their incredible acrobatic skills and mastery of the disc-blade and dagger. Assassins are firm believers in the concept of "pleasure is pain," which means they are unlikely to disengage from an opponent – even when the odds are against them. Such a tenacious enemy will prove challenging to anyone unlucky enough to face one in battle.

Height: 1 meter 65 centimeters

Weight: 110 pounds

Strength: Assassins are even more nimble than Bladedancers, enabling them to dodge most conventional attacks as well as more sophisticated acrobatic maneuvers.

Weakness: If an assassin is grabbed, then there is no way for her to avoid an opponent's attacks.

Special Attack: Assassins are capable of utilizing the backstab maneuver. Additionally, they can SWEEP ATTACK, an unblockable move that knocks foes to the floor.

Weapon of Choice: Agas Sword (Note: This sword can steal an opponent's life-force, transferring it to the wielder.)

### **SHADOW:**

Some of The Island's greatest warriors stand out not for their strength – but their cunning. The Shadow is one such minion. Expertly trained in the arts of stealth, these creatures are able to traverse the Castle utterly unseen. The Empress often puts them to use overseeing her other creatures, as they make effective spies and scouts. In combat they are nearly without peer given that one cannot retaliate against what cannot be seen. Sword and dagger strikes will savage a victim long before they can locate the source of such vicious attacks. Be warned! If a room casts shadows where there should be none, it's likely that one of these ruthless creatures lurks nearby.

Height: Unknown

Weight: Unknown

Strength: The shadow's greatest strength lies in its ability to move around unseen – almost completely invisible to the naked eye.

Weakness: This creature has spent its life mastering the ability to cloak itself. As a result it has little in the way of armor or stamina.

Special Attack: Shadows employ a deadly SNEAK ATTACK striking opponents and then flitting away. You can't kill what you can't see.

Weapon of Choice: Fravashis Sword (Note: This sword is incredibly powerful, but it draws its strength from whoever holds it, lowering their life-force with each blow.)

### **CROW MASTER:**

The crows inhabiting the Island of Time possess an unnatural intelligence –capable of well-coordinated attacks. This may have something to do with the rumors of a creature referred to as the Crow Master – a powerful being said to “lead” the crows in their efforts to purge the Island of intruders. It is unknown if the Crow Master was created by The Empress or is simply a byproduct of her enchantments. Either way, care should be taken if he is encountered.

Height: 2 meters 10 centimeters

Weight: 160 pounds

Strength: The Crow Master possesses the ability to levitate several inches off the ground, allowing it to perform graceful floating attacks, which are difficult to dodge.

Weakness: This creature has difficulty dealing with acrobatic attacks. They should be employed as often as possible when dealing with this beast.

Special Attack: The Crow Master is able to summon crows to aid him in attacking enemies. When threatened, the Crow Master is able to TELEPORT by transforming into a cloud of the winged creatures.

Weapon of Choice: Kerena Sword.

### **IMPERIAL GUARD:**

Given that the Island of Time is ruled by a woman, it's little wonder that the most powerful of her guardians are women as well. These magnificent warriors are truly a sight to behold – as their combat prowess is second to none. Originally created to manage the enslaved villagers who built the Empress' Fortress, they now manage the twisted army that inhabits it.

Height: 2 meters

Weight: 180 pounds

Strength: Imperial Guards are incredibly skilled warriors, capable of parrying most conventional attacks and dealing out significant damage in return.

Weakness: No known weaknesses.

Special Attack: Unknown. No one has faced an Imperial Guard and lived to tell about it.

Weapon of Choice: Srosh Sword. (Note: The Srosh Sword is very powerful and cannot be broken.)

### **SILHOUETTE:**

The Empress has experimented not only with corrupting life on the Island, but *creating* it as well. This beast is one such... success. She has fused the powerful Sands of Time with the *shadows* of her prisoners, resulting in the birth of these monstrosities. The result is an enemy capable of twisting itself into all manner of improbable shapes, making it extremely difficult to target. An outer coating of shadow-material allows the Silhouette to streak from place to place, deftly avoiding most conventional attacks. Such an unnatural creature must be met with equally unnatural force. It will take everything The Prince has to stand against – and defeat – these monsters.

Height: 1 meter 90 centimeters

Weight: 180 pounds

Strength: Incredibly quick, the silhouette streaks about the battlefield, making it difficult to lock onto and attack.

Weakness: Silhouettes are extremely vulnerable to thrown weapons.

Special Attack: These creatures employ a DUAL DAGGER attack, launching two sharp knives in rapid succession at their opponents.

Weapon of Choice: Dual Abathur Daggers.

## **BRUTE:**

Lovingly hand-crafted by the Empress herself, this massive flesh golem is made up of the stitched together remains of slain warriors: those who sought to battle The Empress – and failed. Tattered, bloody bandages hold the abomination together where magic cannot. Despite its patchwork appearance, The Brute is easily one of Island's most dangerous residents - used to protect the castle's sensitive areas, owing to its massive size and strength. But while the Brute is incredibly powerful, it is not particularly intelligent. It is not uncommon for the lumbering beast to wander from the area it is meant to defend, destroying bits of the Palace in its wake. The creature employs a variety of attacks – pounding the ground with its massive fists sends out a devastating shockwave. Stunned opponents are then snatched up by meaty fists and *flung* far away.

Height: 7 meters

Weight: 1.2 tons

Strength: The Brute's massive size affords it great strength, allowing it to deal out tremendous damage with a single blow. This is in addition to its heavy armor, which renders it completely invulnerable to frontal assault.

Weakness: The armor worn by the Brute does not extend to its backside, leaving this region of the creature open to attack.

Special Attack: The Brute utilizes a TRAMPLE ATTACK, literally running over opponents before picking up their prone bodies and tossing them away.

Weapon of Choice: Massive Fists.

## **THRALL:**

In her quest to create the Brute, The Empress suffered her share of setbacks and failures – the massive Thralls are the result. To compensate for their *relative* weakness, these creatures have been outfitted with a set of sophisticated armor that affords them a high degree of protection. Their attacks are similar to that of the Brute – and as such, they should be approached with great caution. They will not hesitate to crush anything in their path.

Height: 6 meters

Weight: 1 ton

Strength: Although not as strong as The Brute, Thralls are still quite powerful. Their strength should not be underestimated. They are also well armored and impervious to frontal assaults.

Weakness: As with The Brute, Thralls do not wear armor on their backs and opponents should focus their attacks on this region.

Special Attack: The Thrall lacks The Brute's Trample, but is still capable of grabbing opponents and THROWING them into walls.

Weapon of Choice: Massive Fists.

### **GRIFFIN:**

Rumor speaks of an ancient, mythical beast that dwells beneath the Island of Time. None know whether it was lured there, found in the hold of a wrecked ship, or simply lived on the Island prior to the Empress' arrival. Regardless, The Empress has put it to use – guarding the Island's most valuable artifacts – and for good reason. Few creatures can match the power and ferocity of the griffin. This massive winged creature is capable of swift flight, allowing it to dodge all conventional attacks. Further, the constant beating of its wings creates strong winds – pushing back anyone attempting to close ranks with it. Add to this its razor-sharp talons and powerful beak – one would be hard pressed to find a more challenging opponent. And this is to say nothing of its serpentine tail. The griffin is said to be hundreds - if not thousands - of years old, leading some to speculate it must be able to regenerate itself over time. It's all hearsay, however, since no one has ever faced the griffin and lived to tell about it.

Height: 5 meters

Weight: 2 tons

Strength: The Griffin's strengths are numerous – among them are the ability to fly (avoiding most attacks) and rumors of regenerative properties (allowing them to heal over time).

Weakness: A beast of such legendary stature has no weaknesses! Those foolish enough to challenge The Griffin had best possess some kind of unique talent...

Special Attack: When angered, The Griffin will rear up on his hind legs, before slamming into the ground, producing a devastating SHOCKWAVE ATTACK, obliterating anything in its path.

Weapon of Choice: This creature will utilize its Claws, Beak, and Tail to tear opponents to pieces.