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Codex: G - 3 Act Structure

ACT 1

Seq 1. After living alone on the street, the player returns to the Underwood house a year after Marcus' death to hear his last will. When they arrive, their siblings are waiting for them, and Mr. Wynes, the family lawyer, gives the siblings the key to the house. He gives them a safety deposit box key and then instructs them to go to the bank, where they will be given the rest of their inheritance.

When the Underwoods get to the train station, something is wrong. A guardian angel lies between the platforms, bleeding out. On the verge of death, the angel points at the subway car in front of it, whispering its last words about "the book". Inside, the Underwoods find another corpse, this time of another street kid, around their age. Raoul uses his shadow magic to replay the last moments of her death, in which she is running from a demon and holding a book with a powerful magical echo.

The Underwoods follow the shadow demon, encountering a sect of papal assassins, the Vulgata, along the way. The Underwoods are able to lose the Vulgata and slay the demon to get the book- calling on a new burst of dark power to destroy it. That power manifests itself in proximity to the book they now know as The Book of The Damned, said to contain the instructions on how to close the gates of hell and keep demons from earth.

Seq 2. The Underwoods go to the bank, using the safety deposit key to get their inheritance items. Each of them receives an item, with varying degrees of understanding their significance. Morgana receives a book that never runs out of pages- though it's empty at the start, and appears to only be a notebook. Raoul receives a mirror that shows what someone else sees, but as he's currently thinking about his siblings, it only shows the room they're all in, appearing as a normal mirror. Valen receives an hourglass necklace that slows time, which she realizes as soon as she turns it over in her hand. The player receives a note from Marcus, saying that the key to the Underwood house is theirs.

The key given to the siblings in Seq. 1 is not specified to be The Player's- so it's a bittersweet moment opening up the note and reading that it's for them specifically. Everyone else is getting something new, but The Player is getting the emotional beat of the sole responsibility for the key to the house (the center of the family).

Each item is meant to complement their owners' abilities, while also hinting at the lesson they need to learn. Morgana is an arcanist who relies on books to learn spells. She's also a bossy know-it-all who has a problem with hoarding information as power- so she gets a book where she can store all of her information, and anyone else can access the information she has.

Raoul is a rogue, who needs to be aware of other people so he doesn't get caught sneaking around. However, he generally lacks empathy and doesn't care about anyone else, so his gift lets him see through the eyes of others.

Valen is a hunter who needs patience and precision to hit her mark with a bow. However she is often impatient with problems she needs to solve, so she is given the gift of time.

For the player, whose abilities and relationships are still developing, the key represents trust and hints at the responsibility they have to keep the family together.

Now that the other siblings have their inheritance, they're ready to split up and go back to their lives. The Book is the Damned is trouble- it got another kid killed, and if they go after it they could be next. But the player is intrigued, and convinces them to stay together- demons are going to be chasing them their whole lives. They can either fight them off alone and survive, or they can work together and use the book to achieve safety for them, and all the other half bloods.

Seq 3. The Underwoods realize that several of the key pages in the book are missing. They also discover that their bloodlines do not necessarily destine them for good. It also leaves their destiny open to becoming the antichrist. Their proximity to demons makes it more likely, their use of power and violence swings them to that edge. It is a battle that half-bloods (like the Underwoods) have been losing for over a thousand

years- hence the need for the Vulgata. The Underwoods can try to destroy the book and leave the world in its current balance, or they can risk being corrupted by dark power and becoming the very thing they swore to destroy to close the gates of Hell.

ACT 2

Seq 4. The Underwoods split up and begin looking in different locations for clues about the missing pages, reading old grimoires for clues, while The player begins to hear demonic voices, hallucinate, and experience almost possession symptoms. The player is overwhelmed with darkness, and it manifests the more they search- UNTIL the group gets together and is able to figure out a key piece of information about where the book is, but the player doesn't realize that they wouldn't have found it unless they were together.

Seq. 5

The player and their siblings have discovered the location of the missing pages and a treasure trove of powerful artifacts. They've discovered the equivalent of a map to the city of gold- the Vatican archives. After planning to leave together, the player overhears their siblings talking about them. They're worried about the player as a risk and talking about going without them- so the player leaves ahead of them and goes to the Vatican alone.

Seq 6. The player works on finding a way into the Vatican, learning to trust the right people, but continuing to trust themselves more than others. The player breaks into the Vatican, stealing another artifact before making their way to the missing pages. When they find the pages, they open up a dark void, a pocket into the Underworld, and are forced to leave the book behind or get pulled into the darkness completely. After losing the book, they get imprisoned by the Vulgata. The player sits in a Vatican cell, knowing they need to get the book back, but also knowing they can't do it alone.

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book back, but choosing to try and escape their cell so that they can get the book back by themselves.

Seq 7. The other siblings, who followed the player to Rome, show up and break them out of the Vatican, cementing the player's understanding that they need to be working together. They develop a plan to get the book back out of the Underworld before it's found (it's essentially sitting in a random pocket of the Underworld)- they decide to go to the source, The Devil.

The Underwoods go to Santa Monica to make a deal with the devil. The player tells the Devil the book is somewhere in the underworld and they want to join their side, thinking that when the Devil pulls the book from the darkness you can drain the power from the book and trap the Devil with another artifact the player stole from the archive. The Devil is not so easily tricked (because why would he be) and it backfires. The artifact breaks and is enveloped in darkness, the player sacrifices their siblings in order to get the book, barely pulling back at the last second, leaving the book in the Devil's hands.

ACT 3

Seq 8. The Underwoods regroup, dejected and distrustful of the player. The player goes to a cathedral to reflect and converses with a priest. The player leaves a note to the group, apologizing for their actions and telling them the truth- they're going to the Vulgata. At the mercy of the Vulgata, the player apologizes again, this time for stealing and losing the book, and asks them for help in getting it back.

Seq 9. Working together as a family with the Vulgata, the Underwoods get the book and use it to close the gates of Hell. Yes. The player and their family are united and stronger than ever, with the player finally understanding the importance of trusting others, and specifically trusting the right people. They go home, where they open the door to the house with the key their father gave them-and they all enter.