
ARCHMAGE(S)

Twine Game Report

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Contents

• Reflection	Page 3
○ Execution	Page 3
○ Research and Inspirations	Page 4
• Playtesting	Page 5
○ Nickie Loney	Page 5
○ Emily Cox	Page 5
○ Liam Dunstan	Page 5
○ David Harris	Page 5
○ List of Changes	Page 6
• Twine Content	Page 7
○ Passage Text	Page 7
○ CSS	Page 21
• Appendix: DID Research and Archmage Character Outline	Page 22

Reflection

Execution

At some point last semester or early this semester while I was researching for the essay assignment, I had this idea for an Archmage with dissociative identity disorder (DID) pop into my head. It intrigued me, so I noted it down amongst other writing notes for this world that I'm slowly creating in my spare time. When deciding what to write my Twine about, one of the options I considered was the DID Archmage. I figured he would be a good character that I would enjoy writing, and that this would be a good chance to prototype him.

Beyond the idea of a powerful magician intriguing me, I was also fascinated thinking about how a magician would go about managing their condition. Being a magician, they would be able to do different things to help manage their condition that us muggles can't, while there would also be things that we would do that would never occur to them. Pondering this led directly to the conception of the character Owl.

I recognised early on that writing a character with dissociative identity disorder is a sensitive area with how they are often portrayed in fiction as being violent or unstable (for example, James McAvoy's Kevin Wendell Crumb in *Split*, or Yami Marik in *Yu-Gi-Oh!*). As such, I decided if I was going to write a character with DID, I wanted to do it right and avoid creating a similar caricature that demonises people with dissociative identity disorder – or mental health problems more broadly – by doing some research into what people with the condition are actually like (see appendix; if you have better things to do, don't feel like you have to read all of it). This led to one of the themes of my Twine being that those who are typically demonised are almost never the monsters, but rather it's normal people that are often the monstrous ones, illustrated with Erevan and Kari (though to be fair to Kari, she's hardly the most monstrous character, only the current "monster" for this Twine).

One thing that showed up when I was researching was that people with dissociative identity disorder view it differently, with some people wanting to integrate all their personalities into one singular person, while others can be happy having their other alters and not want to fully integrate. This led me to change Erevan, Stor, and Vondal from wanting to integrate fully, as I noted when noting the idea of the Archmage, to wanting to maintain the three of them. Simultaneously, I didn't want to stereotype all people with dissociative identity disorder as being happy with their condition, which is why I expanded discussions Owl and Erevan had of the latter's DID to mention that it varies from person to person.

The one other change that happened to Erevan as I started writing was that I scaled him down from being three people in one to being just one fully-integrated person. I did this out of concern that given time constraints and word count, juggling three alters in every scene would be too much for me to do to a standard that would get marked well and that I would be happy with. Consequently, his contentedness with retaining multiple personalities was changed to him thinking he would have been happy not integrating.

The Twine's setting is a fantastical magic academy operated by a guild of magicians, a trope that is hardly original anymore. When exploring how to write the conflict between the Archmage and the zombie, a magic school where the necromancer is a curious-obsessive professor worked well as an explanation of and stage for the story. Furthermore, when I originally had the idea of the Archmage (before putting him in my Twine), he was part of a world where a guild of magicians with a school existed; the Archmage didn't come first with a magic school being attached later. Given that, I reasoned it would be better to develop him in a setting that matches where he might end up later if I get to professionally write stories involving him.

Research and Inspirations

As I mentioned above, I realised that characters with dissociative identity disorder are a sensitive area with how they are typically portrayed in fiction. Rather than using that caricature, I wanted to accurately portray someone living with dissociative identity disorder, with how they'd be likely to behave, what would have caused their condition, etc. I also wanted to have an accurate conception of how DID actually works, particularly with regards to switching and the person's memory and awareness of events, and a reasonable knowledge of any jargon related to it, so as to be better able to decide the Archmage's background details and make them realistic. Therefore, I looked at an array of online articles and resources about what DID is, and several accounts from people who have had DID. The resources I looked at and the notes I took from them are attached below (see appendix).

As I also said earlier, the magic school trope is not one of my design, but one that appears in a number of influential fantasy works, with examples such as Hogwarts in J. K. Rowling's *Harry Potter* novels, and the Assembly of Magicians and Stardock Academy in Raymond E. Feist's *Riftwar Cycle* novels. Much of my description of the academy draws from my knowledge of those institutions. Similarly, the idea of a guild of magicians is influenced by existing literature, from Feist's Assembly and Stardock, to other singular stock guilds – such as merchants', locksmiths', or thieves' guilds – from fantasy literature and games, to the varied wizard guilds from Hiro Mashima's *Fairy Tail* series.

Playtesting

I managed to get a number of other students to test my Twine for me, covering several routes through the game between them, and each providing different feedback notes of things that could be changed:

Nickie Loney

Nickie playtested between the lecture and the tutorial in week 11. She ran through the Twine a few times, the first time choosing to use no particular spell on the zombie, the second time using the fire spell, and the third time using the calming spell. Consequently, she died on all but the third attempt.

Nickie encountered no bugs. She mentioned that I might want to change the colour of the links from dark blue, so that it doesn't bend in with the back text as much. She said I had good dialogue, and no issues with the non-dialogue text, which she found easy to read and manageable as it wasn't comprised of walls of text, and any passages with lots of text at least had them broken up into small chunks. She didn't see any issues with the gameplay, noting that dying in-game was fun and made her want to keep going to beat the game, but that was just her. She also said she liked how the clues were embedded in the Twine in a way that forces the player to pay attention.

Emily Cox

Emily playtested in the week 11 tutorial. Unlike Nickie, she played through the twine once, exploring Erevan's quarters before sleeping, discovering and selecting to use dispel to fight the zombie, and subsequently dying.

Like Nickie, Emily encountered no bugs while playtesting. She said the dialogue was good and flowed well, and the non-dialogue text was also good, giving her a clear image of where she was. Emily had no critiques of the gameplay, saying it offered a good number of choices, and noticed no plot holes or continuity errors. She did note that the clues earlier in the game weren't too obvious, and that you had to be really paying attention to spot them. She

also liked the changes of colour to the background, particularly with when Erevan was asleep or in combat.

Liam Dunstan

Liam playtested in the week 11 tutorial. While playing through the Twine, he chose to do some exploration of Erevan's quarters, looking at Erevan's notes on his Dissociative Identity Disorder, and at one point noted he wanted to sit down in the lounge but apparently his avatar didn't. As he went through it, he learnt the dispel and calm spells, decided to use the former to combat the zombie in dungeon B, and died as a result. Like Emily, he only played through it once.

He noted that the text, both dialogue and non-dialogue, was pretty good, as was the gameplay (besides the bugs; I'll get to that in a second), with good gameplay options being present. He noted no plot holes or continuity errors and said that the clues for winning were obvious enough, but that you needed to pay attention to spot them. He liked the use of colour for the backgrounds of each passage, as well as the feel they created.

When playtesting, he encountered a bug when trying to move into dungeons A and C with the dissolution spell selected; Twine was complaining about a problematic elseif clause.

David Harris

David playtested in the week 12 tutorial, going through the game once. He looked at the study bookshelf and the notes on Owl before bed, then dismissed learning calm and dispel, and found himself unable to look at them again later. While looking for spells he looked at the alter notes, after which he went to the dungeons and chose calm when he hadn't learnt it, and subsequently won the game.

The only bug David encountered was the above issue with the spells. He enjoyed the passages changing colours to match the moods of sleeping and danger and being awake, particularly the red passages being nice and short and fast, and especially enjoyed the

character of Owl. He noted he found navigating the Archmages' chambers somewhat confusing, particularly with realising he was going to have to go to sleep, and suggested closing off rooms after they were explored. He also suggested theming the names of the library sections to make them more flavourful, and giving the player the option of looking around different dungeons besides the one they were signposted to need.

List of Changes

After all the playtests were conducted, the following were noted as being potential changes:

- Changing the colour of the links, so as to not blend in too well with the non-link text.
- Giving the player the option to relax on the balcony or in the lounge rather than leaving straight away.
- Fixing the faulty if statement that Liam encountered.
- Making the hint at how not to fight the zombie a bit more obvious, though not too obvious.
- Fixing the links for calm and dispel so that a) players can choose to learn those spells later if they initially dismiss them, and b) so that the player

doesn't learn them if they dismiss them.

- Theming the names of the library sections.
- Highlighting the existence of the bedchamber and that the player needs to go to sleep.
- Let players peek into dungeons before committing.

Twine Content

Passage Text

Word count of passage text (i.e. any text that might appear on screen, including behind the scenes code and variables): 4610.

Passage	Text
GAME OVER! START AGAIN	!Archmage(s) Sam Huffer, 101633177 ![[BEGIN]] [[WARNING]]
WARNING	There are several narrative tracks where you will die, always violently and usually bloody. Your options are to either win, have fun with that, or back out now if you do not wish to die a most painful death. You have been warned. [[BACK GAME OVER! START AGAIN]]
BEGIN	//Erevan,// Stor sighed, //you need to get up.// [[Ngh... bugger uff... sleepin...]] [[Ugh, fine. Hello]]
Ngh... bugger uff... sleepin...	//Nope, no sleeping,// said Vondal, firmly. //Up, up, up. Up you get, lazy bones. You've got work to do today.// [[Buuu... fiivvvve more minush...]] [[Ok, just stop being so loud. Hello]]
Buuu... fiivvvve more minush...	//This is no time to be lazing about,// Owl exclaimed. //You need to get up.// [[Uuuuh... paasss...]] [[Okay, okay, I'm waking up already! Hello]]
Uuuuh... paasss...	[[["Wake up!" Hello]]
Hello	Your eyes fly open. Sunlight peers in through the gaps in your windows' shutters, eager to fill the cool air in your bedchamber. As you blink away the grasping hands of drowsiness, you notice a pressure on your chest... and the metal owl perched there, its beak an inch from your nose. [[["Hello there. You were thinking about those two again, weren't you, Erevan." You were dreaming]]
You were dreaming	"Seriously?" You push Owl off your chest, but mid-fall he flaps his wings and darts back up. Thankfully, though, on the bed itself and not your chest. "Stop doing that to an old man." "So, in other words, yes," replied Owl, his voice smug. [[["No, I wasn't." Late]] [[["Fine, yes, I was." Late]]
Late	"That makes, hmm, the 7th time this month." You lay back, thinking quietly. "It's been 50 years..." "Since they integrated into you, yes," muses Owl. "And you miss them."

	<p>"I do miss them sometimes, yes," you concede. "For many people with what I had - even most people - complete integration is best. But it's not best for everyone; some are content to co-operate with their alters. I don't know that integration was best for me..."</p> <p>Owl flutters over to the chair you pile your robes on at night. "Be that as it may, they'd certainly be helpful for dragging you out of bed. Research interviews today, Mr. Archmage, and you're late."</p> <p>Your eyes go wide. [["Crap, you're right, I'm late!" Later...]]</p>
Later...	![[16 hours later...]]
16 hours later...	<p>You stifle a yawn as a jubilant Meredith exits the staffroom. Leon and Theia discuss her unexpected request to research //all// the conceivable functions, however ludicrous, of toddler-sized duckling automatons, and their curiosity about the results. Meanwhile, Leon's floating wand and Theia's enchanted witch's hat debate the functions of such automatons.</p> <p>Owl, comfortable on your desk, glances at you. You see he knows what you're thinking: it's days like today that you especially miss Stor and Vondal, if only because you can't switch with them and take a nap.</p> <p>"Ok, who's the last applicant?" you ask your fellow magi, eager to be done for today.</p> <p>Leon shuffles some papers on his desk, and pulls out the last submission. "It's... oh, our newest professor, Kari Terig." He reads further down the page and his eyes, the natural and the magical prosthetic, pause for a second. Putting the submission away, he gestures at his wand. [[It floats over to the door.]]</p>
It floats over to the door.	<p>A moment later, the young professor is seated, clutching her hands but with a confidant gleam in her eyes. "Professor Terig. What is your research request?" you ask tiredly.</p> <p>"Archmage," Kari says, "I would like to study the potential medical applications of bio-necromancy, of healing and necromancy."</p> <p>You stare at her quietly, your eyes narrowing slightly. Theia and Hat shift uncomfortably. Wand goes uncharacteristically still. Leon sighs. [["Excuse me?"]]</p>
"Excuse me?"	<p>"I said I..."</p> <p>"I heard you the first time," you reply slowly. Owl shifts on the desk. "You know necromancy is forbidden. This interview is over."</p> <p>"Bu... But think how many lives could..."</p> <p>"Necromancy is forbidden," you interject sharply, cutting her off. "Nothing good can ever come of that foul art. I will not change our... I mean, my, mind, Kari. Consider another topic to pursue instead. Until you have a more suitable venture, this interview is over."</p> <p>"Very well, Archmage." Kari stands, poorly concealed displeasure in her eyes. "Professors," she nods at your colleagues. She turns and exits the staffroom.</p> <p>Owl turns to look at you. [["Harsh, much."]]</p>
"Harsh, much."	<p>Unclenching your fist, you sit back and frown. "Perhaps, but you know exactly why."</p> <p>"We all know," says Theia.</p> <p>"Kari doesn't; she's too young to remember," says Leon. "Even so, you know how bad her tunnel vision is. She focuses only on her current project. Everything else goes out the window."</p>

	<p>"Don't remind me," groans Owl, prompting chuckles from Hat and Theia, and a smirk from Leon. Wand bobs with amusement. Even you smile.</p> <p>"You're right. I should know better." You slowly stand, gathering your papers and a few books. "It's late, and I don't wish to keep you waiting, so [[I shall depart for the night]]."</p>
I shall depart for the night	<p>Theia and Leon say goodnight. Walking down the academy's ancient stone corridor, you hear them heading to their own chambers, their footsteps echoing quietly behind you.</p> <p>You reach the stairs leading up to the Archmage's quarters, chambers you've occupied for over a century. Wondering when your successor will claim them, you open the [[antechamber][\$day to 1]] door.</p>
antechamber	<p>You enter your quarters' antechamber, <<if \$day is 1>>and look around the room. On the far left is your [[workshop]]. Next is the door to your personal [[lounge room]]. Straight ahead is your [[bedchamber]]. To its right is a solid-looking door leading to your private [[balcony]]. And on the far right is your [[study]].</p> <p>"So, ready to go to bed, or are you going to stay up late... again?" Owl asks.</p> <p>You look around the antechamber, thinking...<<elseif \$day is 2>>looking around the room. On the right is the door to your [[workshop]]. Next is your personal [[lounge room]]. To your immediate left is a solid-looking door leading to your private [[balcony]]. Adjacent to it is your [[study]]. Straight ahead is the door leading [[downstairs]].</p> <p>"Shall we head to work, or are you going to drag your feet... again?" Owl asks.</p> <p>You look around the antechamber, thinking...<<else>>quickly looking around. One side of the room features the door to your [[workshop]], the other your [[study]]. Between them is the door to [[the library][\$direction to "down"]] and [[the dungeons]].<</if>></p>
workshop	<p>You step into your workshop. A shelf full of grimoires and tomes on artifice occupies one wall. A large workbench, cluttered with tools and metallic components, dominates the room, racks of more tools and shelves of components behind it. At one end of the bench, you see a handful of [[notes]]. Behind you is the [[antechamber]] door.</p>
notes	<p>You move over to the workbench and pick up the notes, slowly rifling through them.</p> <p>"Looking at my design notes again?" asks Owl.</p> <p>"I guess so," you reply. "Physical mana construct, one memory crystal, another in your chest displaying the statuses of me, Stor, and Vondal..."</p> <p>"Letting you all speak aloud when you wished, remembering everything you couldn't due to switching," Owl adds. "I remember, that's my job. Not being a glorified rooster."</p> <p>"You do adapt well," you tease, setting the notes down. "And you did your job well too. Without you, I might not be alive."</p> <p>"Oh, so now you're grateful for my companionship?" Owl retorts playfully. "Though I shouldn't complain; without you creating me, I wouldn't exist."</p> <p>"I suppose not," you agree. "Anyway, we have other things to be doing."</p>

	Owl nods as you [[exit the workshop. antechamber]]
lounge	You step into your private lounge. Large, comfortable [[couches and armchairs]] arranged around a low table occupy most of the room. A fire burns nice and warm in the fireplace. The [[antechamber]] is behind you.
couches and armchairs	You sit in one of the armchairs, sinking into it. Basking in the fire's warmth, you are tempted to [[stay]]. Across the room is the [[antechamber]] door.
stay	Relaxing in your armchair, you are tempted to [[stay]] longer, listening to the warm crackling of the fire. You look around, your eyes falling on the couch opposite you, and the books stacked upon it. Across the room is the [[antechamber]] door.
balcony	You head out onto your private balcony, looking around. You can see tall [[mountains]] for miles, and [[forest valleys]] stretching northwards. To the west, you see a [[river]] snaking through the landscape. The [[antechamber]] door sits behind you.
mountains	You gaze up at the mountains, watching the clouds roll over their peaks. In winter, they would be covered with crisp, white snow. Below, the [[forest valleys]] weave between them, and the [[river]] to the west snakes through them. The [[antechamber]] door sits behind you.
forest valleys	The forest valleys rustle in the breeze, the emerald treetops rippling like grass on a windy day. In autumn, the leaves are ablaze with oranges and golds and browns and yellows, like a living sunset. The trees stretch northwards through the [[mountains]], and are divided by the [[river]] weaving westward through them. The [[antechamber]] door sits behind you.
river	The river meanders through the landscape. You can almost see it reflecting the clouds above it. It weaves through the surrounding [[mountains]] and cuts through [[forest valleys]] like a glistening, sparkling thread. The [[antechamber]] door sits behind you.
study	You step into your study. Floor-to-ceiling [[bookshelves]] overflowing with ancient scrolls and thick tomes and grimoires conceal each wall, barring a patch occupied by a warmly burning fireplace. The centre of the room features a comfortable couch and armchairs, occupied by several stacks of books. Next to them is your desk, cluttered with paperwork and [[sheafs of notes]], with an enchanted quill and ink bottle for good measure. Behind you is the [[antechamber]] door.
bookshelves	<p>You move over to the bookshelves, browsing their contents. You see a scroll on weather magic, a tome on enchanting pets, and a book on advanced pyromancy. You smile; Vondal would have loved that.<<if \$day isnot 3 or \$fireball is true>> You turn and head back to the [[antechamber]].<<else>></p> <p>"Fire versus zombies? Good thinking," Owl comments.</p> <p>"Vondal wouldn't have bothered thinking," you reply.</p> <p>"Yeah, he would've just run downstairs and tried to burn the whole place down."</p> <p>"I wouldn't have blamed him. Zombies were why he existed. With what he... we suffered, torching anything dead that moves without a second thought is a reasonable response."</p> <p>Owl looks at you. "Thinking of getting a hit in for him?"</p> <p>[[["Yes."][\$fireball to true]]</p>

	"No. There's got to be a better alternative," you reply, turning back to the [[antechamber]].<</if>>
"Yes."	<p>You pick up the book on advanced pyromancy and flick through it.</p> <p>Owl peers over your shoulder. "That looks like it should do the trick. Vondal would definitely have approved."</p> <p>"Agreed." You read the passage a couple of times, memorising the spell. "Ok, let's stop that zombie," you say, putting the book back and turning to the [[antechamber]].</p>
sheafs of notes	<p>You move over to your desk, assessing the contents further: more research applications, a handful of finished papers, your own draft report, and...</p> <p>"Those are the notes on you, Stor, and Vondal," says Owl.</p> <p>"Yes," you reply.</p> <p>"Going to take a quick look?" Owl asks.</p> <p>"I think..."</p> <p>"...[[I will]]".</p> <p>"...[[I'll pass]]".</p>
I'll pass	<p>"Sounds like a good idea, you've got more important things to do at the moment."</p> <p>"Yeah, <<if \$day is 1>>like going to bed<<else>>dealing with <<if \$day is 2>>interviews again<<else>>that zombie<</if>><</if>>," you reply, [[leaving your study antechamber]].</p>
I will	<p>You pick up the notes. "Let's see... Erevan, host personality, empathetic and fair. Speciality: physical and emotional healing, and defensive magic. Cause of dissociative identity disorder: childhood abuse by magophobic priests."</p> <p>Perched on your shoulder, Owl reads as well. "Enough about you... Stor, the studious alter. Magic fanatic, educator. Formative trauma: torture by wounds laced with enchanted poisons. Resultant specialisation: dispelling and counter-magic. Interest in artifice and spell creation..."</p> <p>"Hence why I'm stuck with you," you joke. "Vondal, the sociable, competitive alter. Formative trauma: physical abuse by arcane necromancy. Resultant specialisation: pyromancy and loathing hypocrisy."</p> <p>Owl looks at you. [[("It still amazes me how you came out of all that alive.")]]</p>
"It still amazes me how you came out of all that alive."	<p>"You and me both," you agree. "There were times when I was wondering how I wasn't dead, and Stor and Vondal had plenty of times they thought they... we, were about to die."</p> <p>"But you survived," says Owl. "If those priests could see you now..."</p> <p>You smirk. "They'd have a heart attack. All their efforts to smother my magic, and I become the Archmage of the Guild of Magicians."</p> <p>Owl looks back at the notes. "This leaves out your integration."</p> <p>You nod. "We didn't plan it, thinking this report would be final. We were wrong."</p> <p>You set the notes down. Owl looks at you. "You definitely miss them."</p> <p>"I do. Having people inside me I could always talk to, all three of us working together to manage life..."</p> <p>[[("Switching so you could slack off," Owl teases.)]]</p>

"Switching so you could slack off," Owl teases.	<p>"Hey, we needed the rest," you protest. "With being co-conscious and co-operating non-stop, we didn't have the stamina to stay in control all day."</p> <p>Owl hops down to your desk. "I wonder what others with dissociative identity disorder think of their alters."</p> <p>You sit at your desk. "Some, like me, would be ok with multiplicity. Some would want full integration. And others, without help, would eventually self-destruct."</p> <p>Owl tilts his head. "You think you got lucky?"</p> <p>You nod. "Not in what happened to me - I wouldn't wish that on anyone - but with how Stor and Vondal were as people, yes." You sigh. "Like I said before, integration is best for many people like me. Most, even. But not everyone."</p> <p>Owl nods. "At any rate, you've got other things to do."</p> <p>"Yeah, like <<if \$day is 1>>sleeping<<else>>dealing with <<if \$day is 2>>interviews again<<else>>that zombie<</if>><</if>>," you reply, [[leaving the study antechamber]], Owl jumping back on your shoulder.</p>
bedchamber	You step into your bedchamber, closing the door behind you and placing your books on your desk. Owl hops off your shoulder, sitting on them. Yawning, you exchange your sorcerer's robes for your nightclothes. You can barely keep your eyes open as you climb into bed. Before you can finish pulling the blankets up, you fall [[asleep...]]
asleep...	//A robed skeleton sits on a dark throne, looking down at you. "You threw the key away, but The Madman found it, shattering the lock." It stands, levelling its scythe at you. "Soon, he will reap the seeds of madness." It raises the scythe to strike, and [[slashes through you]].//
slashes through you	//["The dead rise. Stop them."]]//
"The dead rise. Stop them."	<p>Your eyes fly open. Sunlight peers in through the gaps in your windows' shutters, eager to fill the cool air in your bedchamber. You rub your eyes and clamber out of bed, stretching, before getting dressed.</p> <p>Owl hops onto your shoulder. "Good morning, Mr. Archmage. Ready to finish interviews?"</p> <p>"Yes," you yawn, opening the [[antechamber \$day to 2]] door.</p>
downstairs	<p>You open the door to head downstairs, but something pushes through, knocking you back. Propping yourself up, the thing standing over you emits an inhuman howl.</p> <p>[[A zombie's howl.]]</p>
A zombie's howl.	[[Your eyes go wide.]]
Your eyes go wide.	[[It stares blankly at you, mouth hanging open.]]
It stares blankly at you, mouth hanging open.	[[You recognise it's Professor Terig's deathly pale corpse.]]
You recognise it's Professor Terig's deathly pale corpse.	[[The realisation paralyses you.]]
The realisation paralyses you.	[[Dismissing you, it shambles back down the stairs.]]
Dismissing you, it shambles back down the stairs.	<p>"Erevan!" Owl calls out, fluttering down from the ceiling. "You with me?"</p> <p>"Yeah, I'm alright," you reply shakily.</p> <p>Owl waddles over to the stairs, peering down. "She's gone." He waddles back to you. "Ready to put her down?"</p>

	<p>[["Let's go."]]</p> <p>[["No, I need a minute."]]</p>
"No, I need a minute."	<p>You lay back, breathing deeply, slowing your racing heartbeat. Apparently, zombies ambushing you without warning still affect you. After a moment, you rise. [["Let's go."]]</p>
"Let's go."	<p>You hurry downstairs, a grim expression on your face. Halfway down, you meet Theia, Hat crooked on her head.</p> <p>"Archmage, there's..."</p> <p>"A zombie running amok," you answer, Theia falling in beside you.</p> <p>"What happened?"</p> <p>"Kari. She attempted necromancy. It misfired, killing her."</p> <p>You walk quickly down a corridor. Floating at the end is Professor Terig's ghost.</p> <p>"You were right," she sighs. "Nothing good came of it."</p> <p>"And you paid with your life," you agree. [["Where's your body now?"]]</p>
"Where's your body now?"	<p>"Leon said it went into the dungeons," Theia answers. "It's already killed seven magicians. How are we going to stop it? We couldn't harm it."</p> <p>"Not even a scratch?" asks Owl.</p> <p>"When my spell misfired, and, well, you know..." says Professor Terig, "we think it became impervious to harm. How, I have no idea."</p> <p>"Impervious?"</p> <p>"Nothing affected it," says Theia. "[[Pyromancy]] washed over it harmlessly. Fungus spells, counter magic, rot spells, [[dissolution spells]] - anything to destroy it - [[it was all powerless]]."</p> <p>"One fellow tried disintegrating it," adds Hat. [["Didn't work."]]</p>
Pyromancy	<p>"Fire magic had no effect?"</p> <p>[["Nope. It's like the flames couldn't reach it," answers Theia. Continue]]</p>
dissolution spells	<p>"Someone tried dispelling it?"</p> <p>"The spell animating it, rather," replies Professor Terig. "It didn't work; just bounced off harmlessly. [[All that happened was that spot on the zombie glowed for a second. Continue]]"</p>
it was all powerless	<p>"How do you mean?"</p> <p>"Whenever someone tried to destroy or harm it," says Theia, "the spell wouldn't connect, and there was this glow where the spell would have hit."</p> <p>"We probably just couldn't hit it hard enough," adds Professor Terig. [["Incinerating it should be easy for you, though, Archmage..." Continue]]</p>
"Didn't work."	<p>"What happened?"</p> <p>"The zombie backhanded it. Nearly killed me," replies Hat.</p> <p>"Something seemed to glow there... [[and then it flashed past me. Continue]]"</p>
Continue	<p><<set \$fireball to false>><<set \$dispel to false>><<set \$calm to false>><<set \$spell to "nothing">><<set \$day to 3>>"Great," you reply. You consider what you just heard. "You three ensure no one else dies. I'll go and prepare to eliminate it."</p> <p>"Are you sure about this?" Owl asks.</p> <p>"This time it's not coming out of nowhere," you nod, turning towards...</p>

	<p>... [[your quarters]].</p> <p>... [[the library]]\$direction to "down"].</p>
your quarters	You hurry up the staircase, before entering your [[antechamber]].
the library	You hurry \$direction the staircase, before entering the [[library corridor]].
library corridor	You step into the library corridor. The stairs to [[your quarters]] lie at one end, the stairs to [[the dungeons]] next to them. At the other end is the [[library entrance centre of the library]]. To your left and right are empty classrooms, their doors ajar.
centre of the library	You move into the centre of the library. A clearing in the towering bookshelves, sections [[A: Spells and Cantrips for Beginners A]]\$section to "A"], [[B: The Mysteries of Magic B]]\$section to "B"], [[C: The Workings of the Body and the Mind C]]\$section to "C"], and [[D: Enchantments and Artifice D]]\$section to "D"], surround it. The door back to the [[library corridor]] sits at the far end of the library, leading back to [[your quarters]] and [[the dungeons]].
A	<<include [[looking]]>> <<include [[nothing helpful]]>>
looking	You walk over to section \$section, scanning the shelves, looking for something useful.
nothing helpful	Eventually deciding there's nothing appropriate here, you <<include [[change section]]>>
change section	<p>turn and walk to...</p> <p>The [[library corridor]].</p> <p>The [[centre of the library]].</p> <p><<if \$section isnot "A">>[[Section A: Spells and Cantrips for Beginners. A]]\$section to "A"]<</if>></p> <p><<if \$section isnot "B">>[[Section B: The Mysteries of Magic. B]]\$section to "B"]<</if>></p> <p><<if \$section isnot "C">>[[Section C: The Workings of the Body and the Mind. C]]\$section to "C"]<</if>></p> <p><<if \$section isnot "D">>[[Section D: Enchantments and Artifice. D]]\$section to "D"]<</if>></p>
B	<p><<include [[looking]]>> After a few minutes, you spot a tome labelled "Undoing the Unseen". Stor's favourite. <<if \$dispel isnot true>>You pull it down and look through it.</p> <p>"A book on counter-magic and dispelling... that would unravel the zombie," says Owl.</p> <p>"Perhaps... Stor would have advocated it, at least."</p> <p>"True, if Vondal had let him."</p> <p>You smile. "Vondal wouldn't have a chance of stopping him. Whether he'd have let Stor actually try dispelling the zombie is another matter. Zombies weren't his forte, certainly not what caused him to exist... not that that was any better."</p> <p>Owl glances at you. "Considering trying it anyway?"</p> <p><<include [[positive]]>></p> <p><<include [[negative]]>><<else>><<include [[nothing helpful]]>><</if>></p>
positive	<<if \$section is "B">>[[You nod. "This should sort that zombie out." \$dispel to true]]<<else>>[[You nod. "This should sort that zombie out." \$calm to true]]<</if>>

You nod. "This should sort that zombie out."	<p>You look at the contents page, and then flick through to <<if \$section is "B">>the back of<<else>>a quarter of the way through<</if>> the book.</p> <p>Owl peers over your shoulder. <<if \$section is "B">>"That looks like it should do the trick."<<else>>"I don't know about this one, but ok. I hope you know what you're doing."<</if>></p> <p>You read the passage a couple of times, committing the spell to memory. "Ok, let's take care of that zombie," you say, putting the book back. You <<include [[change section]]>></p>
negative	[[You shake your head. "There's got to be a better way of eliminating it."]]
You shake your head. "There's got to be a better way of eliminating it."	You put the book back and continue looking. <<include [[nothing helpful]]>>
C	<p><<include [[looking]]>> After a few minutes, you spot a grimoire labelled "Soothing the Nerves". Your favourite. <<if \$calm isnot true>>You pull it down and look through it.</p> <p>"A book on calming and other emotional magics... you had a copy when you were younger, Erevan. Not that I remember you buying it..."</p> <p>You look at Owl. "I would have been twenty-something, so before Stor made you," you reply. "After healing spells, emotion magic is what I had to use the longest." You close your eyes. "This book really helped me keep it together when I had no clue what was happening to me. And now..."</p> <p>Owl looks at the grimoire, then back at you. "You're not considering using that on miss walking dead?"</p> <p>You stand there silently, thinking.</p> <p>"Are you sure about this?" asks Owl.</p> <p><<include [[positive]]>> <<include [[negative]]>><<else>><<include [[nothing helpful]]>><</if>></p>
D	<<include [[looking]]>> <<include [[nothing helpful]]>>
	<p>You make your way downstairs through the Academy, soon reaching the dungeons.</p> <p><<if \$fireball isnot true and \$dispel isnot true and \$calm isnot true>>"Are you sure you can destroy that zombie without preparing first?" Owl asks.</p> <p>[[["I'm the Archmage. I can handle it." dungeon corridor]][\$spell to "nothing"]]</p> <p><<else>>"So, how do you plan on beating that zombie?" Owl asks.</p> <p><<if \$fireball is true>>[[["Given my raw power and this powerful fire magic, incinerating it will be easy." dungeon corridor]][\$spell to "fireball"]]<</if>></p> <p><<if \$dispel is true>>[[["Unravelling the spell animating it should be simple, between this high-level disolution spell and my experience." dungeon corridor]][\$spell to "dispel"]]</p> <p>[[["Neutralising the spell protecting it and then unravelling the spell animating it should be simple, between this high-level disolution spell and my experience." dungeon corridor]][\$spell to "dispel"]]</p>

	<<if \$fireball is true>>[["With this dissolution spell to undo its protection and this powerful pyromancy to incinerate it." dungeon corridor][\$spell to "dissolution"]]<</if>><</if>> <<if \$calm is true>>[["Physical and emotional healing spells are my forte. This particular calming spell should pacify it." dungeon corridor][\$spell to "calm"]]<</if>><</if>> <<include [[prepare]]>>
prepare	"I don't think I am ready. There should be something helpful in [[the library][\$direction to "up"]], though." "I'm not ready to defeat it. There should be something helpful in [[my quarters your quarters]], though."
dungeon corridor	"Let's hope you're right about that," says Professor Terig as she passes through the wall, floating beside you. "If it gets you - the most powerful sorcerer in the world - we're all screwed." You nod. Down the corridor lies <<if \$spell is "nothing">>[[dungeon A checkF]] on the left, [[dungeon B checkF]] on the right, and [[dungeon C checkF]] straight ahead. All of their doors are wide open. All are as quiet as a tomb.<<else>>[[dungeon A check][\$dungeon to "A"]] on the left, [[dungeon B check][\$dungeon to "B"]] on the right, and [[dungeon C check][\$dungeon to "C"]] straight ahead. All of their doors are wide open, but a faint rustling sound is coming from dungeon <<if \$spell is "calm">>C<<elseif \$spell is "fireball">>A<<elseif \$spell is "dispel">>B<</if>><</if>> Behind you lie the stairs back up to [[the library][\$direction to "up"]] and [[your quarters]].
checkF	You step into the dungeon, focusing your mana ready to eliminate the zombie. All you can hear is your heart thumping in your chest. The dungeon is deafeningly silent. "Are you absolutely sure it's in this dungeon?" asks Owl. [["Yes." F]] [["No, I think we should try one of the other dungeons." corridor]]
F	You step further into the dungeon, peering around in the darkness. [[You hear a shuffling noise behind you.]]
You hear a shuffling noise behind you.	[[You face the zombie, summoning all your power.]]
You face the zombie, summoning all your power.	[[You raise your hand to blast it with raw magical power, but it is a smidge quicker.]]
You raise your hand to blast it with raw magical power, but it is a smidge quicker.	[[It rushes at you.]]
It rushes at you.	[[It clenches its jaw around your neck, ripping a large chunk of your neck and throat clean off.]]
It clenches its jaw around your neck, ripping a large chunk of your neck and throat clean off.	[[Pain floods your body as you bleed out, flooding the dungeon. dead]]
dead	![[YOU DIED!]]

YOU DIED!	![[10 minutes later...]]
10 minutes later...	<p>"How could you die that easily?" screams Professor Terig. "What kind of Archmage let's a corpse murder them?"</p> <p>"And whose fault is it for reanimating it in the first place when I specifically said not to?" you retort, clenching your jaw. If you could have hit your head against the wall, you would have. But you're a ghost.</p> <p>Eternity is looking very, very long.</p> <p>[[GAME OVER! START AGAIN]]</p>
corridor	<p>You step back into the corridor. <<if \$spell is "nothing">>[[Dungeon A checkF]] lies on the left, [[dungeon B checkF]] on the right, and [[dungeon C checkF]] straight ahead. All of their doors are wide open. All are as quiet as a tomb.<<else>>[[Dungeon A check]][\$dungeon to "A"]] lies on the left, [[dungeon B check]][\$dungeon to "B"]] on the right, and [[dungeon C check]][\$dungeon to "C"]] straight ahead. All of their doors are wide open, but a faint rustling sound is coming from dungeon <<if \$spell is "calm">>C<<elseif \$spell is "fireball">>A<<elseif \$spell is "dispel">>B<</if>>. <</if>> Behind you lie the stairs back up to [[the library]][\$direction to "up"]] and [[your quarters]].</p>
check	<p>You step into dungeon \$dungeon, focusing your mana ready to <<if \$spell is "calm">>neutralise<<elseif \$spell is "fireball">>incinerate<<elseif \$spell is "dispel">>dispel<</if>> the zombie. Scanning the chamber, you see crates of magically <<if \$dungeon is "A">>preserved food<<elseif \$dungeon is "B">>shielded parchment and ink bottles<<else>>bound robes of all colours<</if>> stacked against the wall near the doorway. <<if \$dungeon is "A">>You think you see a bat or two hanging from the ceiling.<<elseif \$dungeon is "B">>Air blows through a large crack in the floor.<<else>>One case's contents litter the dungeon. Probably a poltergeist's work.<</if>> Your footsteps echo in the <<if \$dungeon isnot "B">>stale, <</if>>frigid air.</p> <p>"Are you absolutely sure it's in this dungeon?" asks Owl.</p> <p><<if \$dungeon is "A">>[["Yes." commitA]]<<elseif \$dungeon is "B">>[["Yes." commitB]]<<else>>[["Yes." commitC]]<</if>> [["No, I think we should try one of the other dungeons." corridor]]</p>
commitA	<<if \$spell is "fireball">>You stare into the gloomy shadows. The rustling is louder. [[Readying your pyromantic energies, you step further into the darkness, preparing to incinerate the zombie.]]<<else>><<include [[fail]]>><</if>>
Readying your pyromantic energies, you step further into the darkness, preparing to incinerate the zombie.	[[Screeching, the zombie jumps at you.]]
Screeching, the zombie jumps at you.	[[You assault it with a jet of fire.]]
You assault it with a jet of fire.	[[The flames wash over it, but do not connect, as if they're merely sliding off its body.]]

The flames wash over it, but do not connect, as if they're merely sliding off its body.	[[It wades through your flames.]]
It wades through your flames.	[[It strikes you.]]
It strikes you.	[[The zombie's hand, drenched in blood and clutching your heart, rips through your back. You look down and see its arm elbow-deep in your chest. dead]]
commitB	<<if \$spell is "dispel">>You look around, searching for the slightest movement. The rustling is louder. [[Readying your dissolution spell, you step further into the shadows, preparing to undo the zombie.]]<<else>><<include [[fail]]>><</if>>
Readying your dissolution spell, you step further into the shadows, preparing to undo the zombie.	[[The zombie howls, leaping at you.]]
The zombie howls, leaping at you.	[[You attack with your dissolution spell, hurling a flash of mystical light at it.]]
You attack with your dissolution spell, hurling a flash of mystical light at it.	[[The spell glances off the zombie, washing over its shoulder harmlessly.]]
The spell glances off the zombie, washing over its shoulder harmlessly.	[[It looks at you as if to say "Is that all?"]]
It looks at you as if to say "Is that all?"	[[It leaps at you.]]
It leaps at you.	[[It grabs your neck and squeezes it effortlessly, crushing your throat and shattering your spine. dead]]
commitC	<<if \$spell is "calm">>You strain your ears, waiting for the zombie to strike. The rustling is louder. [[Readying your calming magic, you step further into the gloomy dungeon, preparing to neutralize the zombie.]]<<else>><<include [[fail]]>><</if>>
fail	<<if \$spell is "fireball">>[[Readying pyromantic energies, you hear a shuffling noise behind you.]]<<elseif \$spell is "dispel">>[[Readying your dissolution spell, you hear a shuffling noise behind you.]]<<elseif \$spell is "calm">>[[Readying your calming magic, you hear a shuffling noise behind you.]]<</if>>
Readying pyromantic energies, you hear a shuffling noise behind you.	[[You face the zombie, a jet of flame assaulting it.]]
You face the zombie, a jet of flame assaulting it.	[[The flames wash over it, but do not connect, as if they're merely sliding off its body.]]
Readying your dissolution spell, you	[[You turn to face the zombie, attacking it with your dissolution spell.]]

hear a shuffling noise behind you.	
You turn to face the zombie, attacking it with your dissolution spell.	[[The spell glances off the zombie, washing over its shoulder harmlessly.]]
Readying your calming magic, you hear a shuffling noise behind you.	[[You face the zombie, trying to cast your calming spell.]]
You face the zombie, trying to cast your calming spell.	[[Roaring, it rams its shoulder into your gut, knocking you back, your head striking the stone floor.]]
Roaring, it rams its shoulder into your gut, knocking you back, your head striking the stone floor.	[[It stands over you and kicks your stomach, its heel ripping your skin and tearing your insides.]]
It stands over you and kicks your stomach, its heel ripping your skin and tearing your insides.	[[It forces its foot further up inside you.]]
It forces its foot further up inside you.	[[Agony sears in your chest as you pass out. dead]]
Readying your calming magic, you step further into the gloomy dungeon, preparing to neutralize the zombie.	[[The zombie screams, jumping at you.]]
The zombie screams, jumping at you.	[[You cast your calming spell, a flare of magical light permeating the dungeon.]]
You cast your calming spell, a flare of magical light permeating the dungeon.	[[The zombie crashes into you, knocking you back.]]
The zombie crashes into you, knocking you back.	[[It stands over you as you sit up.]]
It stands over you as you sit up.	[[You stand. It tilts its head.]]
You stand. It tilts its head.	[[You wonder if your spell worked. It reaches out...]]
You wonder if your spell worked. It reaches out...	[[... and strokes your beard.]]

<p>... and strokes your beard.</p>	<p>"Seriously?" exclaims Professor Terig, poking her head in the dungeon's door. "That... that calming spell... THAT's what stopped it?"</p> <p>You let out a deep breath and sit back down on the cold stone floor. "Well you did say it was indestructible. So, I used a spell that wouldn't destroy it."</p> <p>Professor Terig floats over to her zombie. "Yeah, but how does magic like that even work on dead things?"</p> <p>[["You botched the necromancy and created all these weird side effects. You tell me."]]</p>
<p>"You botched the necromancy and created all these weird side effects. You tell me."</p>	<p>The zombie looks at Professor Terig weirdly, then passes its arm through her stomach.</p> <p>"Hey, stop that," she protests.</p> <p>The zombie blinks and waves its hand through her face. Professor Terig floats back from it with a shiver. "Have some respect for the dead, will you?"</p> <p>The zombie looks at her, then stumbles over and reaches into her again, prompting more cries of protest. As Owl hoots with laughter, the zombie plonks itself on the ground, looking at you like a confused child.</p> <p>"Now what?" asks Professor Terig. "What are we going to do with this zombie?"</p> <p>"Academy mascot?" jokes Owl.</p> <p>"No!" you and Professor Terig reply, glaring at Owl.</p> <p>[[GAME OVER! START AGAIN]]</p>

CSS

```
.title {
    color: white;
    background-color: black;
}

.majortitle {
    text-align: center;
}

.default {
    color: black;
    background-color: white;
}

.default a.link-internal {
    color: blue;
}

.blackout {
    color: white;
    background-color: black;
}

.danger {
    color: black;
    background-color: red;
    font-weight: bold;
    font-style: italic;
}

.danger a.link-internal {
    color: darkblue;
}

.sleep {
    color: black;
    background-color: grey;
}

.sleep a.link-internal {
    color: darkblue;
}
```

Appendix: DID Research and Archmage Character Outline

Contents

1. Research on Dissociative Identity Disorder (DID)	Page 23
1.1. Overview	Page 23
1.2. Causes	Page 23
1.3. Diagnosis	Page 23
1.4. Symptoms	Page 24
1.4.1. Potential Changes to how the Person Experiences Living	Page 24
1.4.2. Potential Concurrent Psychiatric Problems	Page 24
1.4.3. Other Potential Symptoms	Page 24
1.5. Potential Treatment Options	Page 24
1.6. Alters	Page 24
1.6.1. Number of Alters	Page 25
1.6.2. Variance in Awareness of Alters	Page 25
1.6.3. System of Alters	Page 25
1.7. Switching	Page 25
1.7.1. Causes	Page 25
1.7.2. Manner of Manifestation	Page 26
1.8. Integration	Page 26
1.8.1. Terminology	Page 26
1.8.2. Process in Long-Term Psychotherapy	Page 26
1.8.3. Suitability of Integration	Page 26
2. Outline of the Archmage's DID	Page 28
2.1. Cause	Page 28
2.2. Symptoms	Page 28
2.3. Treatment and Integration	Page 28
2.4. Partial Integration DID Attributes	Page 29
2.5. Full Integration	Page 29
3. Character Outlines	Page 31
3.1. Erevan	Page 31
3.2. Stor	Page 31
3.3. Vondal	Page 31
3.4. Owl	Page 31
4. Assumptions and Creative Licence	Page 33
4.1. Assumptions About DID	Page 33
4.2. Creative Licence with the Archmage	Page 33
5. Bibliography	Page 34

1: Research on Dissociative Identity Disorder (DID)

1.1: Overview

- Presence of two or more distinct personality states, or alters, within the same person that continually have power over the person's behaviour.¹
- An inability to recall key personal information that is too far reaching to be explained as mere forgetfulness.¹

1.2: Causes

- Psychological response to long term interpersonal and environmental stresses, particularly during early childhood years when emotional neglect or abuse may interfere with personality development.^{1,2}
 - 99% of people who develop DID have personal histories of recurring, overpowering, and often life-threatening disturbances during sensitive developmental stages of childhood (usually before age 9).
 - Can occur due to persistent and extreme³ emotional, physical, or sexual abuse, or neglect.
 - Not all who endure childhood abuse develop dissociative disorders. Lack of a normal, healthy attachment to an adult is a critical factor for DID.³
 - Here, attachment means a bond between an infant and a caregiver who supports and looks after them emotionally and practically, helping them to learn about and manage their responses. Without that bond, the child undergoing trauma is left to fend for themselves.
 - 90% of people with DID experienced childhood abuse.⁴

- Theory is that the child splits itself into parts to cope with the traumatic experiences, resulting in DID³.
 - E.g. One part endures the abuse and contains the physical and emotional effects, another part exists afterwards.
 - E.g. One part endures the abuse, another gets the body back to its bedroom, another goes down to breakfast in the morning.
 - If the trauma endures for years, or if different scenarios and perpetrators are involved, many alters may splinter off.

1.3: Diagnosis

- Diagnostic criteria for DID in the DSM-5¹:
 - 1) 2+ distinct alters, each perceiving, relating to, and thinking about the environment and self differently.
 - 2) Amnesia, or gaps in the recall of everyday events, important personal information, and/or traumatic events.
 - 3) Distress or trouble functioning in one or more areas of life due to the disorder.
 - 4) Not part of normal cultural or religious practices.
 - 5) Symptoms aren't due to the effects of a substance or a medical condition.
- Diagnosis can be difficult because the symptoms of DID are common to multiple other conditions⁵:
 - Amnesia and cognitive problems can have physical causes, like head trauma or brain tumours.
 - Mental illnesses (e.g. OCD, panic disorder, PTSD) may have similar symptoms to a dissociative disorder.
 - DID symptoms would disappear when the triggers of symptoms were absent from the person's environment, which isn't meant to happen with other mental illnesses. With no triggers, the dis-

tressed alters would have no reason to show themselves.⁶

- The effects of certain substances, including some recreational drugs and prescription medications, can mimic DID symptoms.
- DID being concurrent with another mental health problem can further hamper diagnosis.

1.4: Symptoms

1.4.1: Potential Changes to how the Person Experiences Living

- Amnesia (failure to recall significant personal information too extensive to be ordinary forgetfulness).
 - E.g. can recognise a childhood pet in a photo, but not have any memory of playing with them.⁷
 - E.g. doing things, or having done things, and not remembering what happened.^{2, 7}
 - Can include micro-amnesias, where a discussion engaged in isn't remembered, or the content of a conversation is forgotten from one second to the next.
- Depersonalisation (sense of being detached from one's body; often called an "out-of-body" experience).
- Derealisation (sense that the world isn't real, or it's looking foggy or far away).
- Identity confusion or alteration (a sense of confusion about who a person is, such as difficulty defining one's interests, political, religious, or social view-points, sexuality, professional ambitions, etc.)
 - May include distortions in time, place, and situation.
- Can be very confusing and frightening for people with DID to make sense of losing time, struggling with different voices, and making sense of their own world.²

1.4.2: Potential Concurrent Psychiatric Problems¹

- Depression, suicidality.

- >70% have attempted suicide.⁴
- Mood swings.
- Sleep disorders (insomnia, night terrors, sleep walking).
- Anxiety, panic attacks, phobias (flashbacks, reactions to "triggers").
- Substance abuse.
- Compulsions and rituals.
- Psychotic-like symptoms (including auditory and visual hallucinations).
- Eating disorders.

1.4.3: Other Potential Symptoms¹

- Headache.
- Trances.
- Self-persecution, self-sabotage, violence (directed inward and outward).

1.5: Potential Treatment Options⁵

- A safe environment, where the person feels safe and relaxed, may be enough to trigger memory recall in some people with dissociative disorders.
- Psychotherapy, or "talk therapy" or counselling, which is usually long term.
- Stress management, since stress can trigger symptoms.
- Psychiatric drugs, such as barbiturates.
- Hypnosis, which may help recover repressed memories, although this method of treatment is controversial.
- Treatment for other disorders, as many people with dissociative disorders have other mental health problems; treatment to improve the dissociative disorder's symptoms may include antidepressants or anti-anxiety medication.

1.6: Alters¹

- Alter: one of several distinct personality states within the same person that continually has power over the person's behaviour.
- Have their own attributes, traits, and capabilities; their own age, sex, race, body

language, way of talking, languages they can speak, etc.^{1,2}

- Trait differences can be physiological, e.g. some alters needing glasses but others don't.²
- Don't "sound" like conscious thought patterns in one's head; they have their own, distinctive, identifiable voice.⁷
- Remember different aspects of autobiographical information.
- Each may serve diverse roles in helping the individual cope with life.
- Not fully mature personalities, but represent a disjointed sense of identity.
- There's usually a "host" personality who identifies with the person's real name. The host is usually unaware of their alters.

1.6.1: Number of Alters¹

- Average of 2-4 alters present when a person is initially diagnosed.
- An average of 13-15 become known over the course of treatment.
- Have been rare instances of DID involving over 100 alters.

1.6.2: Variance in Awareness of Alters⁷

- Can have a mild awareness of some alters, like a shadow noticed occasionally. Others might be around nearly every day.
- Can have a complete awareness of the sound of an alter and their appearance, as well as their preferences, moods, attitudes, behaviours, and capabilities.
- Some alters might be aware there are others, others might not be. Some alters might be aware of what others were doing and what they felt, while others might not.^{2,6}
 - If one part was prominent in consciousness, one subset of other alters might be co-conscious as well. With another alter prominent in consciousness, a different subset of alters might be co-conscious.²
- A new alter making themselves known for the first time can be nerve racking.

1.6.3: System of Alters

- Alters could be described as comprising an overall personality, with each working as part of a system.⁶
 - If one alter wants to act a certain way but the system disallows that behaviour, that alter won't be allowed out to do it.
 - Many people with DID would not want to be anything like their abusers.^{2,6}
- Could be described in terms of levels²:
 - A layer of alters that are fundamental to who the person is.
 - A layer that are prominent and take care of different life tasks.
 - A layer of dominant alters that knew about the traumas that caused the DID.
 - A layer of alters that encapsulate fragments of memories, short events, feelings, lots of body memories, etc.

1.7: Switching

- Can take seconds to minutes to days.¹
- Alters don't want to appear to be blatantly different to most outsiders; they want to act as if everything is normal.^{2,6}

1.7.1: Causes

- Caused by environmental triggers or life events.¹
 - E.g. when someone's walking by in a way that triggers awful memories, one alter could take over and tell the scared alter(s) they're going to check if there's any real danger, and handle it and keep the other alter(s) safe if there is any danger.³
 - Significant distress or personal loss could exacerbate switching to the point of total disfunction.⁷
 - Symptoms would disappear when not exposed to stressors and triggers.⁶

1.7.2: Manner of Manifestation

- Alters may “manifest” or “assert” themselves in different ways⁷:
 - Some are moved by necessity and feel the need to function.
 - E.g. one may cause the person to have a compulsion to cook, and they feel like a puppet on a string until they’re done, after which they can go back to what they were doing beforehand.
 - Assertions can feel like intrusions where you’re thinking odd things or feeling unnaturally upset (e.g. crying but not feeling distressed).

1.8: Integration

1.8.1: Terminology⁸

- Mapping the system: identifying the various alters and their purposes.
- Co-operation: the dissociation remains, but there’s an understanding between the alters as to when and where they may be active. Involves the establishment of:
 - Co-consciousness: two or more alters are present at the same time.
 - Goal is to over time expand the subset of alters that can maintain co-consciousness with each other at the same time.²
 - Co-presence: the emotional influence of two or more alters is present at the same time.
- Integration: process where the disjointed system is connected into one functional personality, and the individual no longer experiences hallucinations, switching, loss of time, etc.
 - Can involve physical, mental, and emotional difficulties. Regressive splitting and a return to dissociative behaviours is possible.
 - Partial Integration: where some but not all of the alters have been integrated.

1.8.2: Process in Long-Term Psychotherapy⁶

- First try to achieve a basic level of safety where the person is no longer susceptible to being abused.²
- Person enters into a regular, structured therapy with someone who has sound boundaries, a functional understanding of trauma, and is good enough in how they relate to all of the alters and respect them equally.^{2, 6}
- Gradually, alters learn that there’s someone else who’s safe enough for all alters to show themselves to this person and develop a relationship with them.
- Gradually, alters feel safe expressing more of their thoughts and feelings.
- Gradually, alters learn to cooperate and communicate.
 - Alters learn techniques and skills to communicate better inside the person’s head.²
 - Alters learn to listen to each other and their knowledge and stories.^{2, 3}
 - Alters learn to share their one life between each other.³
- Gradually learn to maintain co-consciousness where all parts are present, aware, and functioning together cooperatively.
- Gradually learn to tolerate the overwhelming feelings contained in separate alters and process the trauma and negative emotions, such as shame, humiliation, or fear, that were imposed by the abusers.^{2, 6}
- Finally, the amnesiac barriers may dissolve and the alters may just blend together, into one whole personality with no effort or intention.^{2, 6}
 - Integrated person would have access to all memories of all alters.²

1.8.3: Suitability of Integration

- Not necessarily something that’s right for everyone with DID, nor is it something that all achieve.^{2, 6}

- Some people opt to keep switching between alters, not wanting to change that dynamic.²
- Some people maintain partial integration.⁸
- Some people fully integrate.²
 - Fully integrated people might sometimes miss aspects of DID, though would overall be glad they're fully integrated.^{2, 6} Aspects that might be missed include:
 - The comfort of having someone inside them they know and can always talk to.
 - Being able to tag out if they've had enough of something for a while.
 - Might require some adjustment, just from it feeling so different to having multiple people inside you.
 - Might require the person to develop the stamina to live through a whole day without going back and having a break, as even with constantly maintaining co-consciousness, there would still have been regular switching based on what needed to be done, preventing any one alter from developing that stamina.

2: Outline of the Archmage's DID

2.1: Cause

DID is caused by enduring trauma, such as physical abuse, sexual abuse, emotional abuse, or neglect, during early childhood development, usually before age 9, when the child lacks a healthy attachment to an adult caregiver. The child, left to fend for themselves, splits its psyche into parts to cope with the trauma.

The Archmage, at around age 4, was discovered to have innate, arcane magical talent. He was handed over to a magophobic church, which imprisoned him and inflicted enduring physical and emotional abuse and neglect on him in an effort to stamp his magic out of him. The physical abuse included conventional torture perpetrated by one of the priests, as well as physical and psychological torture at the hand of another priest who specialised in torture by necromancy, passing his powers off as divine magic in the service of the god of death.

The abuse continued for about 8 years, causing more alters to split off, until one of them lashed out magically and teleported away from the church. He was found by chance by a sorceress, who recognised his talents and brought him back to her guild.

2.2: Symptoms

The Archmage developed and exhibited the following DID symptoms:

- Switching based on environmental and event triggers.
- Amnesia and loss of time related to the switching, as the alters were not co-conscious at all.
 - The Archmage's "host" personality had no recollection of his abuse or imprisonment.
- Frequent spells of depersonalisation and derealisation amongst all alters.
- Anxiety and depression, with one alter being suicidal.
- Insomnia.

- Panic attacks and flashbacks.

The Archmage's symptoms worsened from about 16 to 20 years old, when the switching, amnesia, and loss of time was becoming overwhelming, with the suicidal alter manifesting more frequently.

2.3: Treatment and Integration

Treatment through psychotherapy for people with DID initially involves establishing a safe environment where the dissociative person is no longer susceptible to being abused, and establishing a relationship with a therapist who understands trauma and that all alters can feel they can reveal themselves to.

Once such an environment is established and the alters all develop a stable, respectful relationship with the therapist, treatment involves all alters learning to co-operate, communicate, and maintain co-consciousness and co-presence. They learn to tolerate the negative feelings encapsulated in particular alters, and process their trauma.

The outcome of treatment may involve the effortless and unintentional dissolution of the barriers between all alters, which integrate into one personality, or the intentional integration of all alters into one personality, or the intentional partial integration the alters into a smaller number of stable alters.

After a suicide attempt by the suicidal alter, from which the Archmage had to recover but had no recollection of the suicide attempt, he began studying homunculi, simulacrum, and mana constructs, using artifice and enchantments to create his own. This construct was initially designed for the following reasons:

- To be able to keep track of all events the Archmage experienced, such that the Archmage could ask it where they were, what they were doing, and what had happened during his gaps in memories.
- To be able to intervene at any time if the Archmage attempted suicide again.

Once the mana construct was created, it soon realised that the Archmage had multiple per-

sonalities inside him, each of which reacted with surprise and fear upon first encountering the construct. The alters became more comfortable with the construct, each learning to trust it and developing a relationship with it. In time, they fully mapped out how many alters were present in the Archmage, with 15 alters making themselves apparent.

Gradually, with the mana construct's assistance, the alters learned to communicate with each other inside their head, and to maintain co-consciousness. They slowly learned to manage and process their collective trauma. This progressed to the partial integration of all of the alters into three fundamental and stable alters.

During the development of their communicative skills and the processing of trauma, which progressed over a couple of decades, the Archmage received treatment for and learned to manage his other symptoms (see above), gradually improving his mental health until only his multiplicity remained, with each alter being otherwise stable and mentally healthy.

2.4: Partial Integration DID Attributes

Once the Archmage partially integrated until only three alters remained, he found that the characteristics of his DID were as follows:

- All three alters were aware of each other.
- They could maintain co-consciousness and co-presence with minimal effort, and all three preferred to be co-conscious all the time.
- They were able to mentally communicate with each other inside their head.
- Each had full knowledge of everything that has occurred to them during their trauma, as a young adult before treatment, during treatment, and afterwards. Each had gained full memory of the events after their escape from their abusers, with prior gaps in memory filled in. However, the contents of memories from during their trauma where only one alter had been conscious were absent for the alters that

were not conscious during the particular event.

- Each alter could feel the emotional influence of the others' current emotional states.
- They could switch to a specific alter at will, and would do so if they feel a particular alter was best suited to their current task or situation.
 - They often consciously switched without thought, as they were attuned to the attributes, proficiencies, and needs of each other, and had learned who is best suited for what.
- None of the alters were able to take any action that the majority of the three do not agree with.
 - There was usually little disagreement over important matters.
 - In cases where disagreement did occur, they would usually come to a compromise.
- When under significant duress that somehow related to their trauma, it became harder to maintain co-consciousness, sometimes even leading to the dissolution of their co-consciousness altogether until the duress is resolved or they were removed from the triggering environment.
 - During such periods of duress, while they were still able to switch at will, they would find themselves again switching without intent.
 - During such periods of duress, other symptoms would reappear, particularly anxiety, insomnia, and flashbacks.
 - The severity of resurgent symptoms during such periods of duress corresponded directly to the severity of the duress and the strength and regularity of the related triggers.

2.5: Full Integration

Once the Archmage partially integrated, he decided that he was happy maintaining three alters. However, over time, they integrated un-

intentionally into one singular personality, two of them becoming part of the third. The remaining personality retained all memories of the others, and for the most part maintained the personality and traits he had pre-integration, with some traits of the others becoming part of his personality.

3: Character Outlines

In this section, I shall outline the personality, traits, and skills of each of the Archmage's alters that he decided to maintain, and their relationship to their DID, as well as the attributes and capabilities of the mana construct that serves the Archmage.

For both Stor and Vondal, when triggers arise relating to the trauma that produced a particular alter, the Archmage switches to them to protect the others.

3.1: Erevan

Highly empathetic and compassionate, Erevan is the original host personality, and identifies with the Archmage's birth name. For the purposes of the Twine game centred on the Archmage that I will develop for *Writing for Interactive Narratives*, Erevan will be the alter that the player plays as.

As the host personality, by default he identifies with the Archmage's birth and legal name, their chronological age of 150, and their body of an elderly human man. Erevan strives to maintain peace and deescalate conflict when it arises, and is the first to defend the innocent and heal the injured when conflict occurs. He values fairness and justice highly, and will readily advocate for the interests of the least well off in society. Consequently, he is the most engaged with social and political issues. He distrusts political and religious leaders from non-magical nations, and despises highly magophobic leaders. He also harbors a strong dislike of powerful people who abuse their power over the weak, the poor, or the vulnerable.

While other alters were formed to experience and contain the memories of the physical abuse and torture he was subjected to, Erevan still had to recover from each incident. Consequently, he specialises in healing, defensive, and physical augmentation magic. He is also skilled in calming magic, having used it to help manage mental health symptoms.

When powerful triggers arose in Erevan's environment, he would switch with Stor

or Vondal, depending on who was more suitable for the trigger.

3.2: Stor

Stor was the most studious and curious of the alters. Valuing logic and reasoned thought, he was constantly fascinated by the varied possibilities of magic, even at his age. As such, he was a professor of magic, making him the most educative of the three.

Stor was formed in response to torture involving magical poisons designed to enhance and prolong pain, and to keep cuts bleeding. As this abuse was resistant to healing and defensive magic, Stor's magical specialisation was in analysing, dispelling, and countering existing magic. He was also proficient in teleportation, having removed the Archmage from their traumatic environment, in enchantment creation and artifice, having invented Owl, and in telekinesis.

3.3: Vondal

Humorous and passionate, Vondal could often be found impulsively engaging in (or at least proposing) sporting duels, and enjoyed spectating when he was not participating. As such, he was the most sociable and outgoing of the three. He disliked genuine violence, but would fight to protect others without hesitation when necessary.

He disliked necromancers, found necromancy disgusting, and was disgusted by magicians serving as priests who proclaimed to derive their power from a deity, yet used arcane magic and espoused bigotry towards fellow magicians. Magophobic necromancer priests in particular enraged him.

Vondal was formed due to physical abuse that was inflicted upon the Archmage through necromancy. As such, pyromancy for burning corpses to ash was his magical specialisation.

3.4: Owl

Owl is not one of the Archmage's alters, but rather is the mana construct he created to keep

track of his experiences and intervene if one of his alters attempted to commit suicide.

As a by-product of its capacity to keep track of the events the Archmage experienced, it is also useful for storing information for the Archmage as a kind of living notepad, so that the Archmage doesn't have to remember everything off the top of his head.

Its functionality was later expanded to enable it to communicate with all alters telepathically, and to monitor whether or not a particular alter was conscious or in control of the Archmage's body. It was also modified to be able to serve as a telepathy-based speaker for alters that were conscious but not in control of the Archmage's body (and therefore speech), rendering their mental speech audible if they wished to communicate with other people; this particular function could be turned on and off at the request of the Archmage as appropriate or necessary.

Although technically agender, Owl is often referred to by male pronouns. It has a polite and playful demeanour, and regularly engages in conversation with the Archmage and others that they have positive relationships with, sometimes affectionately teasing them. It has a particular penchant for sarcasm and irony, which it will employ on occasion, often when someone, particularly the Archmage, proposes a bad idea or does something stupid. When the Archmage is wrong about something or does something he shouldn't have, Owl will readily inform him of such. When it would be a poor decision to express a particular thought verbally, it expresses them to the Archmage telepathically. Ultimately, its purpose is to serve and assist the Archmage, a task that it faithfully adheres to.

Physically, it resembles a metal owl, hence its name. Thanks to its design, it can see, hear, speak, smell and touch as a living being would, and is capable of flight, although it usually remains perched on the Archmage's shoulder. Embedded in its chest is a multi-faceted gemstone that communicates to the Archmage (and others aware of his condition) the current

status of each of the Archmage's alters by lighting up the corresponding portions of the gem.

Encased in its head is a crystal that serves as both its information processing centre and memory bank. In its core exists a device that draws on the ambient mana in the environment to animate itself and maintain the enchantments that comprise it without the Archmage having to provide the required mana. This device contains a mana crystal which can serve as a battery backup if the immediate environment is low in ambient mana. As a last resort, it can connect to the Archmage for it to provide a mana source, or it can shut down into a standby state to preserve the mana left in the mana crystal.

4: Assumptions and Creative License

4.1: Assumptions About DID

In the creation of the character of the Archmage, I have made the following assumptions about DID:

- Partially integrated alters can selectively share their knowledge and the contents of their memories with other alters.
- People with DID whose alters have strong enough co-operation between themselves can switch at will.
- Duress that relates somehow to the trauma of a person with DID can cause former symptoms to reappear, both symptoms that comprised their DID in the past, and symptoms that did not but were concurrent.

From the research that I have conducted, these assumptions seem to be plausible and not in contradiction with the reality of DID. The inaccuracy of any of these assumptions was not intentional and was not intended to misrepresent DID.

4.2: Creative Licence with the Archmage

As the Archmage is a fictional character in a fantasy setting, I have taken some creative licence with regard to his character, circumstances, and DID:

- Owl, the Archmage's mana construct, serves as the individual the Archmage's alters opened up to. In reality, this would usually be a therapist, but the Archmage, being a magician, didn't think to start there, and had the capacity to create and refine Owl to fit into this role, amongst others.
- Given the Archmage's age of 150, and the fact that he exists in a highly tolerant, well educated, magical society where all sorts of things are possible, he and all of his alters, prior to their complete integration, were a bit more relaxed about revealing their existence and showing themselves to

other people than people would likely do in reality.

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