Mort’s Minions Story

c\_name = Character’s name (Jim, Gary, Leonard, May)

c\_role = Description (fearless warrior, brilliant mage, peaceful monk, quick archer)

c\_relationship = brother or sister

# World 1

## Level 1 - Beginning

Once upon a time, imals and rulens lived in harmony...

… but things have changed. The imals are attacking the rulens on the Terra world.

## Level 4 - Beginning

You’re c\_name, leader and c\_role, member of a family of leaders known across the 4 worlds - Terra, Aqua, Ignis and Astra.

You have set out to protect your home and defeat the imals on Terra.

## Level 11 - Beginning

You get an eerie feeling about the imals. You see your youngest brother, Mort, in their eyes.

Mort always had a connection with the imals and went missing years ago. Could the imals be Mort’s minions?

## Level 16 - End of Level

You reach the end of the Terra world and find a letter in an abandoned tent. “The attack on Terra is the beginning of change. We will unite the imals and conquer the 4 worlds.”

The letter is signed by your brother Mort, but why has he rebelled with the imals? You enter the Aqua world to find Mort and get answers.

# World 2

## Level 1 - Beginning

You reach the Aqua world. As you catch your breath from all that swimming, you reflect that as children, your siblings each had a special skill. Mort’s skill was communication with the imals.

You and your siblings used your skills to become leaders of the rulens, but Mort withdrew from the rulens, and spent his time with the imals. Eventually, Mort never returned home.

## Level 7 - Beginning

You realize Mort is angry and jealous since his siblings have become leaders of the 4 worlds and he has accomplished nothing. He wants to destroy the very thing he has no power over.

## Level 16 - End of Level

You find an abandoned imal camps and another letter. “c\_relationship, I know you are following me. I lead the imals, but I am only a small piece of this. The imals have chosen to revolt on their own.”

Darn, you missed Mort again so you continue into the Ignis world for answers…

# World 3

## Level 1 - Beginning

You reach the Ignis world and need answers. Why would the imals revolt when it seemed like the rulens and imals were living in peace for hundreds of years?

## Level 7 - Beginning

You catch your breath after a battle and notice one of the Imal’s shields depicts a graphic scene: An imal with legs in chains building a rulen house.

You find another shield. A dead imal over the fire and rulens eating it. You may be closer to finding a reason for this revolution.

## Level 11 - Beginning

You are beginning to understand the passion in the imals’ eyes. They’re determined, inspired, and yearn for something more.

## Level 16 - End of Level

In a clearing between the Ignis mountains, you find another letter from Mort.

“We rulens have mistreated the imals for too long. The silence of their obedience gave the illusion of peace. You have failed to see the relationship from the imal’s eyes. Why does it take such drastic measures to see what you’re doing is wrong?”

You continue to the last world, Astra, to reach Mort.

# World 4

## Level 1 - Beginning

You contemplate Mort’s words. Did we go too far with our rule over the imals? Mort’s mission is not about power, but about justice.

## Level 10 - Beginning

After trekking halfway across the Astra world, you see Mort in the distance! You’re gaining on him.

## Level 16 - End of Level

You finally catch up to Mort and have the confrontation you’ve fought so hard to secure.

“Mort, you have helped me see the dominance of the rulens over the imals. Our egos controlled us. As a leader of the rulens, I surrender and pledge our peace to the imals. The rulens will treat every living thing with the love it deserves.”

You and Mort talk for hours of a life in which imals and rulens will both be free. As leaders of your people, you sign a treaty and make a commitment to peace.

You turn to start your journey home and Mort speaks:

"But c\_relationship, I should have mentioned, I, umm, may have shattered the space time continuum and summoned evil imals from the past to bring judgement to the rulens. Now that their ruler, the king of Tempus, is awake, I’ll need some help, he’s a bit cranky after waking from centuries of sleep. "

You and Mort pack up your weapons and begin your final journey to the Tempus realm.

To be continued. Want to know what happens to you and Mort? Post on social media #mortsminions and more will come.

# World 5

## Level 1 - Beginning

You reach the creepy and dark Tempus realm with Mort. The imals here are twisted. You begin battle to reach the king of Tempus.

## Level 8 - Beginning

You hear an eerie voice coming from the sky. “For your mistreatment of imals, I sentence you to an eternity of darkness. I am time, devourer of all things.”

## Level 16 - Beginning

“Welcome, c\_name. You have made it and get a glimpse of what is to come for your people.”

“We have seen our mistakes and pledge to stop our mistreatment of imals. We commit to create a world of harmony and freedom. You must release your grip of time and work with us to create peace.”

“The time for compromise has passed. Prepare to be defeated.”

## Level 16 - End of Level

You have defeated the king of Tempus. The evil imals have disappeared, almost as if they had never existed.

Mort turns to you “c\_relationship, we learn that peace and seeking understanding is the only answer. The king of Tempus sought vengeance and it has led to his demise.”

You and Mort return to your worlds and begin to rebuild. The future is bright and full of freedom.

The end