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

## Themes:

(Setup background, context of story)

(Mort is behind the imals attacking)

(Mort plans to do it to all of the 4 worlds)

## Level 1 - Beginning

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

… but times 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.

7 days ago you set out to defend your homeland, to defeat the imals on terra and find out why they’re attacking.

## Level 11 - Beginning

You’re starting to get an eerie feeling. Something seems familiar about the imals. You can see your sibling, Mort, in their eyes.

Mort, your brother who always had a fascination with the imals, has been missing for 10 years. “Could these imals be mort’s minions?”

## Level 16 - End of Level

After weeks of battle on terra, you reach the end of the terra world and find an abandoned tent. You find a letter inside.

“No longer will rulens and imals live together as they always have. The attack on Terra is only the beginning. I continue my plan to unite imals across the 4 worlds.”

You’re terrified to find the letter signed by your outcast brother Mort. Why would he do such a thing?

You must find Mort and put a stop to his plan. You decide to look for him in the Aqua world and set out on your journey.

# World 2

## Themes:

(Mort’s history)

(Mort is controlling them)

(Find out animals doing it on their own but Mort is inspiring them)

## Level 1 - Beginning

With much haste, you reach the aqua world. Man, you ran really really fast. You take a minute to catch your breath.

As children, your siblings each had a special skill. Mort’s skill was communication with the imals.

While you and your siblings used your skills to become leaders of the rulens, Mort withdrew further and further away from the rulens, spending all of his time with the imals. Everyone knew he was jealous of what you had.

Eventually, Mort never returned home.

## Level 7 - Beginning

You tell yourself, “Mort has driven himself mad of jealousy since his siblings have become leaders of the 4 worlds and he has accomplished nothing. This would explain his need to have the imals attack the rulens, to destroy the very thing Mort had no power over.

## Level 16 - End of Level

After days of battle, you come across a camp on the shore. The embers of the fire still warm, this camp must have been recently abandoned.

A letter lay next to the fire. You read quickly. “c\_relationship, I’ve seen you following me. I warn you, I’m only a small piece of the puzzle. The imals have chosen to revolt on their own. You can’t stop this revolution.”

Darn, you missed Mort again. He must have traveled to the ignis world. You follow him find answers.

# World 3

## Themes:

(Rulens raised the imals to be their slaves and took away their freedom)

(Rulens aren’t really aware of what they’re doing)

## Level 1 - Beginning

You reach the Ignis world at light speed. Have you been working out?

Why would the imals revolt? Rulens and imals have lived peaceably for hundreds of years. At least this was the perception.

## Level 7 - Beginning

As you finish a mighty battle on the ignis world defeating several imals, you sit down to catch your breath. You notice one of the Imal’s shields depicts a graphic scene: An ogre with arms and legs in chains building a house with a rulen standing behind watching.

You find another imal’s shield. A dead imal over the fire with rulens sitting around eating it. You realize there’s more behind this revolution than you first thought.

## Level 11 - Beginning

Understanding more about the imals, you have noticed the passion within their eyes. They’re determined and inspired. They yearn for something more than hurting you. They believe they’re fighting for something good.

## Level 16 - End of Level

In a clearing between the ignis mountains, you find a third camp with another letter from Mort.

“You rulens have mistreated the imals for far too long. The silence of 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 must continue your journey to the last world, astra, to reach Mort.

# World 4

## Themes:

(Realization of main character that rulens aren’t treating imals fairly)

(Resolution of conflict on 4 main worlds)

(Moral: treat everything with love and respect)

(Setup 5th world that will be added in later expansion - actually the spirit realm)

## Level 1 - Beginning

You contemplate Mort’s words. Are we rulens just? Did we go too far with our rule over the imals? You realize 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 catch up to Mort and finally have the confrontation you’ve fought so hard to secure.

“Mort, you have helped me see the faults of the Rulens. Our egos and our power control us.. As a leader of the rulens, I surrender and pledge our peace to the imals. I promise Rulens will treat every living thing with the respect and love that it deserves. Imals will live in true freedom across the 4 worlds.”

Mort and Jim talked for hours of a world in which imals and rulens could live together and both be free. As leaders of their people, they signed a treaty and made a commitment to uphold the words they wrote.

It all seemed as though the worlds would be at peace once again. Thinking the day over, c\_name turned to start his journey home and Mort spoke:

"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. "

c\_name and Mort pack up their weapons and began their journey to the tempus realm.

The narrator takes a step back. “Encore you say? Cheer hard enough and more will come. To be continued.”

## World 5

## Themes:

(Spirit things won’t compromise)

(Spirit things are defeated)

(Moral: compromise is required, can’t be 1 sided)

## Level 1 - Beginning

You reach the tempus realm with Mort. The place is creepy, dark, and lacks the spark of life found on your home worlds. The imals here are twisted and demented. You begin the final battle to reach the kind of tempus.

## Level 8 - Beginning

You hear an eerie voice coming from the sky. “For your mistreatment of imals in your worlds, I sentence you to an eternity of misery and pain. 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 pledged to stop our mistreatment of imals in our worlds. We have committed 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. The only peace you will find is in death. Prepare to be defeated.”

## Level 16 - End of Level

You have defeated the king of tempus and the evil imals here have disappeared, almost as if they had never existed.

Mort turns to you “c\_relationship, we learn that compromise is the only answer. We must find a just answer for everyone. The king of tempus was not willing to compromise, he sought vengeance, and it has led to his demise and that of his followers.”

c\_name and Mort return to their worlds and begin to rebuild them according to their treaty, where all imals and rulens will have true freedom.

The end