Prologue

Chapter One – Home Town

Rolan wakes up from his grandparents house in the forest town. He is not allowed to leave the town.

Rolan heads to work because he is late.

Rolan exits his grandparents house and goes to the Blacksmith shop, his work, to find his tools missing.

As Rolan leaves the shop, he sees a shadowy figure on the roof. It scuffles off, Rolan not knowing what it was.

A child villager tells Rolan that a kid named Roger took the tools into the woods to play.

Rolan talks to his grandparents, telling his grandfather that Roger is out of town.

Rolan goes to his room to get his sword at the instruction of his grandfather.

After Rolan gets his sword, he notices that most of the town is gone. Probably gone to find Roger?

Rolan takes it unto himself to head out of town to find Roger and get his tools back.

As Rolan leaves the town, the shadowy figure shows up on a roof and watches Rolan leave.

Chapter Two – Finding Roger

First time Rolan has been out of town. It doesn’t look much different than the town itself. Some water streams, beautiful trees, a nice landscape.

He sees enemies, and uses his sword to cut through them. There are plenty of them, but not too bad.

Eventually you come across an area that looks strange. It’s dark and moist. You see the kid tied to a tree, and town villagers (including your grandparents), locked inside of a cage in the cliff.

As you approach the kid, gates on all sides rise up out of the ground. You are trapped. The land gets dark. The monster approaches. You must defeat the monster without hurting Roger.

As the monster is defeated, a cutscene starts. You free Roger. He says he didn’t need your help, and gives you your blacksmith tools, then runs off. The villagers are still stuck in their cage, and the walls trapping you are still up. Your grandfather yells at you through the cage “Use your hammer you knucklehead!”. The cutscene ends. Rolan must figure out how to free the prisoners.

Rolan sees a hot spring nearby. He places the hammer into the hot spring and the hammer starts giving off steam. Thinking this is a good idea, Rolan rushes to the cage and hits it with his hammer. The cage melts and the villagers are free.

Rolan is perplexed. How could a slightly warm hammer melt steel?

He talks to his grandfather. His grandfather tells him that the hammer was made from a stone from an ancient Obelisk. Rolan’s grandfather crafted it after finding the stone on an expedition. Rolan’s grandfather tells him that the hammer has the power to absorb the world’s elements, but only for a short time.

The villagers try to leave, but are stuck. Rolan’s grandfather tells him to let them out.

Realizing the hammer is still smoking hot, Rolan uses it to melt the gate traps.

The villagers leave. Rolan’s grandfather tells him to meet him back at town, then leaves.

As Rolan leaves, the shadowy figure shows up again. Apparently it was watching Rolan this whole time?

On the next screen, Sarah, Rolan’s childhood friend, tells Rolan that she found a secret spring and would like to show Rolan. Rolan hesitates thinking they should head back to town. Sarah says “We both know you can’t say no to me!”, then they head off to the spring.

The spring is nice and peaceful. Rolan and Sarah chitchat for a bit. Then Rolan says it’s time to head back. Sarah says “Oh alright. I’ll meet you back home”, then scurries off. Rolan follows.

Rolan fights his way back to town.

Chapter Three – Back Home

Rolan re-enters his hometown and it is burning. Dead people are on the ground.

Grandparents are not to be found.

Sarah is looking over some injured people.

Rolan heads towards the chief’s house. On the way there he runs into a Dark Lord general and some soldiers. They battle it out in a cut-scene. Rolan’s hammer saves him. Rolan’s hammer gets a new ability.

Rolan enters the chief’s house. The chief is lying on the ground. The chief tells Rolan that the general came for the crystal. When the chief would not hand it over, the general unleashed a spell and burned the town. The chief tells Rolan to enter a passage behind his throne. Rolan does so and enters a water cavern.

In the cavern, Rolan retrieves the crystal of Earth.

Rolan exits the cavern. The chief tells Rolan “The crystal is glowing?! I don’t know what this means, but I think you should hold onto it. You must leave.” Rolan replies “But I need to help the others! What is this crystal?” Chief: “…” – Chief is dead.

Rolan leaves the chief’s house and meets Lulu. They have a short conversation, after which Rolan collapses. The screen turns dark.

Chapter Four

Rolan comes to at a small camp fire outside of town. Lulu tells Rolan she nursed his wounds. They team up and head South, opening up a passage by activating a puzzle piece with Rolan’s newfound hammer power.

The group reaches a desert oasis.

The King does not want to give up the crystal easily. He questions if Rolan really is the hero. He gives Rolan a trial. Rolan must proceed up a Pagoda and bring back the item on top, which the town needs. Rolan completes the task and the King gives Rolan the crystal.

Rolan is told by a villager to head West to the Venice town across the ocean. Rolan is told the boat is West of town. Rolan leaves town and heads West.

The group reaches a small harbor with a few houses and a big boat. Rolan is able to purchase usage of the boat to hitch a ride to Venice.

Chapter Five - Venice

After a short cut scene of the boat travelling, the pair reaches Venice. The king refuses to give Rolan access to the town’s prized possession.

Rolan asks around town, nobody tells him anything. Eventually you sleep at the inn, where one of the townspeople tells you the King has a secret that if exposed, will cause him great embarrassment.

You ask around town some more and one of the townspeople tells you to sneak into the King’s quarters at night. You sleep at the Inn again and awake at night (Lulu is still sleeping).

There will be some bushes that will be blocking your way to the secret passage, so you have no choice but to cut some of them down. But some bushes, once cut down, will contain lovers that will shout in embarrassment, thus alarming the king, causing your mission to fail and you have to start over

You find a passageway on the side of the castle. You look through a hole in the wall and see the king with a mistress. You approach the King the next day in private and say “Hey King, I see lipstick on your collar.” His face turns red, he then gives you the crystal and asks you not to tell anyone.

As you leave the King’s room, a general of the Dark Lord approaches. He approaches Rolan and tells him to scram, pushing him aside. The general enters the King’s chambers. Rolan runs in after him. Rolan confronts the general and defeats him (this isn’t the general that burned Rolan’s hometown)

Feeling gracious, the queen tells Rolan “The Spire awaits”.

Chapter Six – Heading to the Spire

The spire is located high up on a mountain in the middle of the continent. Rolan must cross many bridges, and climb very high, to reach it. He reaches the top of the mountain, to learn that the spire is floating. Rolan must complete a short nearby dungeon to get a hammer upgrade to activate the passageway to the Spire.

Chapter Seven – Spire Part One

He visits the clerics and everybody is surprised to see him. Rolan does not know why. They are all super nice to him. So he visits the head cleric, a woman. She bestows upon him the Crystal. Rolan thinks “They just believe me? No test? What makes them think I am good?”. Confused, Rolan leaves.

Chapter Eight – Betrayal

As Rolan leaves, the Dark Lord himself approaches. Rolan and the Dark Lord fight, but Rolan is no match. None of Rolan’s attacks inflict any damage. After a minute of playing with Rolan and teasing him sarcastically with words like “Oh my, you are sooo strong…” and “Oh, you’ve gotten me. I am defeated.”, much like a cat plays with a mouse, the Dark Lord strikes Rolan down. The whole time Lulu just watches.

Afterwards the Dark Lord says to Lulu “Come my precious General. And don’t forget the Crystals.”. Lulu loots Rolan and leaves with the Dark Lord, leaving Rolan for dead.

Chapter Nine – Spire Part Two

A cleric finds Rolan and takes him to the temple where Rolan is healed.

Rolan’s mother reveals herself and tells Rolan the back story and the importance of the crystal that was just stolen. She then tells Rolan that the crystal was a fake. She sensed evil in Lulu and could not give Rolan the real crystal.

Rolan is flabbergasted. He responds “You used me! My own mother…”. Rolan’s mother replies “As sages, we are trained not give in to emotion. I am sorry.” Rolan replies “Yeah, I’m sure you’re sorry…”

Rolan is tasked with completing four trials within the Sage’s temple before he can receive the grand Neutral Crystal.

Chapter Ten – Trials

Trial One is a memorization trial

Trial Two is a reflexes trial

Trial Three involves solving a riddle

Trial Four pits Rolan against a boss.