Rolan wakes up from bed in his grandparents house. His grandparents tell him he’s late for work. From here you take control. You can talk to your grandparents, they tell you passing tales of your parents. Your grandpa gives you your hammer so you can begin work, but only if you give him his breakfast first. So you grab the breakfast from the table and give it to him. He then gives you the hammer. You leave home and are now in town. You are free to talk to the villagers. As you enter your blacksmith shop, you find out your smithing tools are missing.

As you leave the shop, the game shows a shadowy figure on top of a house, then it runs off. Rolan comments “What was that…”. Rolan asks around town about his missing tools, and one of the kids caves and tells him a kid took them into the woods to play. Rolan, knowing it is dangerous outside town, goes home to grab his sword. His grandparents always told him never to leave town, but he figures he must if he wants to get his tools back.

So you leave town and look for the kid that took your tools. Fighting forest enemies along the way. You find the kid. He doesn’t give you your tools back because he’s a jerk. Then the ground shakes and a sound is heard. You look around. The ground shakes again. Then a shadow casts over the screen. Another shake. The kid runs off, leaving the tools behind. A huge ogre comes and knocks Rolan down. Rolan gets up, fights, and beats boss #1. The shadowy figure shows up again on top of a tree, then jumps down and runs off. Rolan comments “Guess he’s not the talkative type.”.

Rolan returns to town. The village is burning. Rolan searches around. Everybody is dead. He locates one of the King’s aides, who tells him that one of the Dark Lord’s generals arrived looking for their crystal of earth. When nobody told the general the whereabouts of the crystal, the general left, casting a spell that ravaged the village. The aide tells Rolan where the crystal was hidden, then dies. You now search behind the king’s throne and find a passageway into a cave with water. You fight some simple enemies then get the crystal of Earth. As you retrieve the crystal, a spirit comes down and tells you there is a great danger. Most of the crystals have been seized by the Dark Lord, but three remain in the hands of good people. You must seek out the crystals and destroy the Lord. But the crystal senses a danger. Rolan asks “You mean the Dark Lord?” The crystal replies “No…”. You then take the crystal.

As you leave the castle, Lulu approaches Rolan. She says “I was traveling from the town of \_\_\_\_, and arrived just in time to see the general burn the town. All those people………”. Rolan replies “It’s a travesty. Who would do this?”. Lulu says “Only one with pure evil in his heart. I want to see him stopped of his madness. Can I join you?” Rolan reluctantly agrees, knowing he needs all the help he can get. Here you can find a secret by looking in the blacksmith shop you’ll find a sword upgrade that will boost your attack power by 25%.

Lulu will act as a healer and non-playable character.

In the second town Rolan retrieves the crystal by performing a test by the King. This town is in the middle of a desert and Rolan must traverse up a Pagoda and retrieve an artifact to prove his worthiness.

The third town is more of a comic relief town. 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). 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).

Everyone calls Rolan a hero, yadda yadda, and Rolan leaves to find the fourth crystal still in good hands. He receives a hint that it’s in the hands of some clerics.

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.

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.

A cleric finds Rolan and takes him to the temple, where Rolan’s mother reveals herself and tells Rolan the back story and the importance of the crystal that was just stolen.

And now the real adventure begins!