**Theme**: Middle-Earth-type fantasy (Lord of the Rings style)

**Characters**:

Protagonist: Rolan

A rambunctious teenager with very little world experience. He grew up in Bagona and has never left. He’s anxious and wants to see the world and always gets into trouble. He lives with his grandparents. He only heard passing tales of his parents, but does not know of them other than his father passed away before he was born and his mother went missing 15 years ago.

Marta

Daughter of the King of Bagona. She lived a very sheltered life and does whatever the king tells her to. She dreams of one day being able to leave the castle. She becomes the main love interest of Rolan. She learns that she was adopted, and about three quarters through the game learns that the Dark Lord is her father. This conflict will complicate matters as she is unsure of what to do. She ends up betraying Rolan, only to regret it later.

Antagonist: Dark Lord

Retainer of the Crystal of Fire in the Kingdom of Hur. He was the best soldier in the land until he was promoted to king (he calls himself lord), after the previous king passed away three years ago. He was a good man and loyal servant, but started acting strange shortly before the king died.

**Story** (back story and game story)

There are six gems that govern the world’s elements. They are highly prized and valued. They are Earth, Fire, Air, Water, Enhance, and Neutral.

Some believe that the 6 energies were once all one in the form of a grand monolith, and they worshiped it. The monolith was being abused by the humans for their own greed.  The earth was being destroyed in the process.  So the gods destroyed the monolith and sealed away enhance, which they felt contained too much power.  It was sealed away in a cave with a powerful barrier.

Eventually the energies started to amass their own cities and kingdoms. Except for neutral, which is not bound by a kingdom, but roams free until it finds a group that admired all the energies equally, and only wants the knowledge of the energies.

All people have a hole in their chest that fits a gem. Only the elite have stones, that have been passed down from generation to generation. There are occasions where the peasants or lower class may find a stone, and some have. Though they must be cleansed by a cleric in order to be able to be a host to the energy/ spirit. Several of the lower class cannot afford this.

While they are gems, the gems are just vessels for the living energy inside. The energy/ spirit can possess several stones, but the power is reduced exponentially.

Enhance can make the wearer more powerful than anything in the world. This gem can also bring about world Peace or Armageddon, this depends on the wearer.

Neutral is a power that is unknown. While the clerics know it exists, most believe it is a myth. Neutral also grants the wearer long life and the ability to take in knowledge.  The head cleric has had the neutral stone for a long time. He started to pass away and the neutral energy needed a new host.

This is where Rolan's father comes into play. Saul was a hard working servant to the clerics, with a good strong heart and yearned for peace. He had found a stone when he was a kid, and kept it a secret. The day the heads cleric passed away, Saul received the energy, since neutral is such a secret power, there is no knowledge of whether the energy needed a clean gem or not. Only Saul knows that. Since Saul received the stone, the clerics had to hide him, so they staged his death, and Saul became the head cleric.

Rolan's mother didn't believe that Saul died, so she searched everywhere she could while taking care of Rolan. It took her 15 years to find the truth. In those fifteen years Saul learned more about neutral than any other head cleric. He gave the stone to his wife, and shared with her all he had learned, moments later he died. The other clerics had no idea what had happened because the head cleric always kept private. Now Lily, Rolan's mother, does the same. Learning more and more every day.

Rolan was raised by his grandparents, both sets. Rolan, reminded his grandparents of his mother. Always searching for answers, and leaning toward peace while ready to fight at a moment’s notice if he had to.

The Dark Lord learns that the way to break the barrier is to call upon the souls of all of the gems except neutral, which nobody knows exists except the select few.  So he sets out on a conquest in an attempt to acquire enhance and rule the world.

*The game would begin when The Dark Lord is nearing the end of his conquest.*

Rolan starts out to stop the Dark Lord.  The King of Bagona lends him the power of his gem to help him.  He starts to reacquire the gems that were lost.  In the process he locates his mother, who is still researching Neutral.

When Rolan has gotten most of the gems back, Marta, his childhood friend, betrays him.  She has him walk into a trap, when The Dark Lord appears.  Marta takes the gems from Rolan and hands them to the Lord.  Marta and the Lord leave, and after they leave the place explodes, injuring Rolan.

Rolan awakes at the Cleric headquarters. His mother talks to him and tells him everything that was learned about neutral.  She gives him neutral and tells him that the power of neutral is to neutralize enhance.  Rolan goes out to the sealed cave to confront the Dark Lord.

He finds the Dark Lord, who has just acquired enhance.  Rolan is stopped in his steps and cannot move.  Marta learns what is right and stabs the Dark Lord in the back (literally) and takes enhance.  Rolan is freed.  The Dark Lord strikes Marta and takes back Enhance.  Rolan uses his neutral gem to temporarily stop enhance, where he can fight the Dark Lord.  After the Dark Lord is defeated, Rolan must decide what to do with enhance.  He decides he wants the monolith back, so they place all of the gems together to reform the monolith and peace falls over the land again.