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

Characters:

Protagonist: Rolan Falas

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 grandmother. 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 Bagoth

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 Lord Dagoth 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: Lord Dagoth

Retainer of the Crystal of Dark 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.

Back-story:

There are five crystals that govern the world’s elements. They are highly prized and valued. There are five kingdoms, each controlling a crystal. Those crystals are fire, earth, water, light, and dark. 15 years ago, a dark cloud rose over the land. It was learned that a prince had come into contact with a gem that gave him power. This gem also made him mad. He intended to use this power to rule the world by controlling all of the crystals. Rolan’s mother, a high sorceress, eventually defeated him. She was mortally wounded in the battle. In her last breath, she cast a spell of protection on all of the crystals and cast the gem deep into the ocean. What was it about this gem that made the prince go mad? Nobody but a select few people knows what transpired between the prince and Rolan’s mother.

\* Time passes \*

Over the last year, the crystals started disappearing into darkness. Nobody in the castle town of Bagona knows why. Four are gone. Only one remains, in the kingdom of Bagona, retainer of the Crystal of Light, where the game begins.

Note: Although this is where the story begins, the back-story will be gradually delivered to the player either through talking to townspeople throughout the game, or communicating with bosses, etc.