**Elder God Project - Paper Concept**

So this is sort of a draft with some basic ideas. I wanted to explain how the people view the energy they're using (they would probably explain it in relation to God). We could simplify the conflict though and go more goofy. For example, we have the enemies be these weird desert mystics that are coming in and stealing people's sheep and the people don't want none of that. I don't know, lemme know what you think, what's good and what you think could be changed.

Obviously it doesn't have to be spot on since some of the things I'm thinking about won't even be present in our single level but I like trying to establish a context. I love world-building (as you can tell).

Title: Punk Rock  
  
Setting: Ancient Middle East, Sanctuary  
  
Summary: Sanctuary city runs using hydroelectric energy via several large Generators found throughout the city. The city has a large bazaar in its center that sells goods from all over the world. There is also a famous hookah bar located on the city's outskirts. One of the tallest buildings, the largest Generator in the city resides in this location. The largest laboratory in the region, dedicated to researching the mystical energy (dubbed Mana of God), is also found in Sanctuary. A large church which has become repurposed as the enemy's barracks stands close to the bazaar.  
  
Location: Sanctuary is a city of strategic importance in the war because of its proximity to oases. This also makes it a crossroads and vital trading outpost as it offers sanctuary from the harsh desert. The region is a desert and, as a result, is hot during the day but cools considerably at night.  
  
Time of Day: The combat operation takes place during the afternoon.  
  
History:  
In the ancient kingdom of Alsan, alchemists accidentally discovered the Mana of God, a form of energy that could be stored in batteries made from the tangling of wires insulated in a casing. This discovery allowed for the development of primitive lightbulbs, elevators, and other inventions.   
  
Mana was also implemented in warfare alongside various traditional weapons. Special swords are charged with modified batteries, some charges were developed to explode on impact, and still more were modified to output pure elemental energy. These special weapons are rare however and most warriors still use common weapons. The power of Mana allowed the King of Alsan to conquer nearly all of the region, establishing a power base in the ancient city of Sunset  
  
The conquered peoples did not accept the King's rule in peace however and soon war broke out, sundering the kingdom into three countries: Tharia, New Alsan, and Mearrim. Tharia, the west-most nation, became an agriculture based country that lived in peace alongside the Nile River. New Alsan, the southern and central kingdom, became a trade-based economy and flourished the most. Mearrim, however, took hold of a vast desert to the east of New Alsan. With a small population, the people in this country became known as Mystics. The country itself remains a mystery as its capital city is surrounded by deserts whose sands have claimed the lives of many travelers. Few dare traverse the Mearrim desert.  
  
For a time the three countries coexisted peacefully. Then Mearrim invaded New Alsan with new technologies developed through the study of Mana. Their superior arms allowed them to conquer almost all of New Alsan.  
  
Driven to despair, New Alsan has called on the help of their neighbors. the Tharian government has sent their secret special task force Punk to help repel the Mystic invaders. Their first operation is to drive Mystics out of the city of Sanctuary.  
  
Sanctuary was founded several years after the discovery of Mana. As a result it was built to make use of the new resource and, as a result, has tall buildings that "scrape the sky," as well as more sturdily constructed buildings. The town is primarily a trading outpost, rest stop for travelers, and center for research on Mana. Since being occupied however it has become a base of operations for the Mystics.  
  
Upon sighting the Punks, however, the Mystics retreated into Sanctuary's church and barricaded the door with Mana barriers. The Punks must destroy the Generators powering the Mana barriers then defeat the Mystic Captain in order to reclaim Sanctuary and begin the reconquest of New Alsan.  
  
Inhabitants:  
The people of New Alsan were peaceful traders, merchants, and shepherds until the Mystics came. Now they hide within their homes, hoping to avoid the dangerous conflict taking place in their streets. The Mystics that occupy Sanctuary are a lesser battalion composed mainly of swordsmen and several archers. They are led by a Mystic Captain, and enemy wielding a Mana charged mace-and-chain.  
  
Uses:  
Sanctuary was a place for travelers to rest on their long journey as well as a major trading location. Its College of Mana has the most respected laboratory dedicated to researching Mana in New Alsan. Due to its location to rich resources, namely the close oases, Sanctuary is an important location for either side of the war to hold.