**Outline**

* Opening scene (which is Quite Poggers if i do say so myself)
* Start with Cinder
* Cinder wants to find a quiet spot to study, so she opts to go to a well loved spot behind her house. This initiates the first dungeon, **The Forest**.
* At the end you meet archibald and meek, they are deserting the Elwandi Kingdom
* He informs Cinder that he has war-critical information for the kingdom of Nanduru: A weapon to end all weapons, to end the war once and for all.
* She refuses the call to action at first, but eventually goes along with it. (“What? You’re crazy! I can’t just upend my entire life to go on some grand mission!” LATER “God, this is dull. What am I even doing here? I’d be much happier going south than spending even one more minute wasting away.”)
* On their way south, the two run into lots of adversity, including a hitman charged with retrieving Archibald and bringing him back to Elwandi. This character is Danielle Seahawk.
* It’s made clear that Danielle and Archibald have a long and complex history, and it pains the both of them to fight each other. This first fight they will seem almost overly formal and stiff with each other.
* Once they make it to the border, the pair realize they’re going to have a tough time crossing it.
* While stopping at a border town, they hear talks of a hermit in a swamp temple that can help them with their predicament. This initiates the next dungeon, **The Swamp Temple**.
* The temple is going to have a minor horror theme. At the end, we’re introduced to our third character, Balthazar. He’s set up lots of spooky traps for our characters to run into on the way to his lab
* After a brief confrontation, Balthazar agrees to help the party get across the border. The other two don’t initially tell him why they need to cross the border, but once they do, he decides to stick around, as he has a personal stake.
* On the way out of the temple, we are ambushed again by Danielle. She seems more unhinged in her dialogue and fighting this time, indicating that there will be consequences upon her failure of capturing Archibald. He asks her to join the team, but she feels that she cannot betray the family.
* Along the journey, Balthazar is working on a helmet that he says will aid to the benefit of mental health. This’ll be more important later.
* The gang seeks an audience with the Elder Council, which goes poorly. One of the aids explains that in order to achieve such a feat, they need to prove themselves. He assigns them with delivering medical supplies to a quarantine zone at the west of the city. This initiates the next dungeon, **The Quarantine Zone**.
* The quarantine zone will be mostly a commentary on life during the pandemic. Luckily, the citizens of that area of the city have agreed to stay quarantined, but need supplies delivered to them regularly as a result. Combat encounters would include needing to wear a face mask in order to avoid poison damage, as well as stopping quarantine breachers from breaking out of the zone and infecting the rest of the city. (Too on the nose? Let’s play it by ear and see.)
* After the errand is taken care of, the council agrees to see the team. This is where we get more background on what the weapon being developed is. Archibald explains that it’s an unnatural amalgamation of all four elements that, when activated, can take out an entire city in one fell swoop. This scene reveals a bit about Archibald’s past, as well as a big antagonist, the Brigadeer General in charge of the factory. (“We all know that combining two elements can be used to great effect. For example, combining Nature and Water accelerates the growth of living organisms. Fire plus Electricity more than doubles the output of what either are capable of individually, and of course, the combination of Water and Fire creates the most sought after resource in the land. There is even scarce documentation of triplet combinations resulting in astounding effects. However, something different happens when you combine all four elements together. Something… disastrous.”)
* The squad are given equipment and a small force to command as they attempt to infiltrate the Elwandi factory where the ultimate weapon is being created. This initiates the next dungeon in the game, **The Factory**.
* Due to a fault on Cinder’s behalf, they are discovered by the brigadier general in charge of the facility. To further complicate the matter, Danielle shows up and takes up arms against the crew. At some point during the fight, Cinder is mortally wounded, and it cuts to Game Over.
* Cinder has a literal meeting with Death, who warns her that a genocide is coming, the war is almost over, and if they fail again, many people would die.
* Back in the land of the living, Cinder discovers that she is missing an arm, and that Danielle was the one to stop her from losing more. With their newfound fourth party member, they discuss where to go from there.
* The team eventually comes to a consensus that they are too inexperienced, and need to report back to the Elder Council for guidance on what to do next.
* On their way back down to Nanduru, the team runs into a quickly amassing Elwandi army, no doubt in retaliation for their recently failed infiltration.
* Upon delivering this news to the Elder Council, they conclude that they will need to resort to drastic measures. They tell of a supreme strategist that has gone insane. They are assigned with locating her, and having her devise a strategy to defeat the coming attack. Balthazar seems unusually confident in this task, and informs them that he may have a lead as to the strategist’s location.
* Balthazar silently leads the party to a seemingly random home in the middle of the capital. He opens the door to reveal several small children and a large, cheery woman struggling to manage them. When the party expresses confusion, Balthazar explains that this is his family, and nonchalantly walks over to have a conversation with his mother, a large, aging woman with an eyepatch. Balthazar seems to finally shine here, his sour demeanor softening in the midst of his younger siblings. The player partakes in an overly dramatic mock battle with the children.
* After everyone settles down, Bal informs his mother that ‘his invention’ is finally ready, and he wants to use it on ‘her’. The mood darkens, as his mother starts to understand the true meaning of his visit.
* Bal explains that the device he’s been working on for a majority of the game is a Helm of Psychoanalysis. It can be used to cure the strategist of her mental illness. Through this dialogue, we also learn that said strategist is in a hospital at a different part of the city. The crew have attained their next destination.
* After saying their goodbyes, the team navigates to the hospital. They find the room that the strategist is in, and enter the next dungeon of the game, **The Mind of the Strategist**.
* This dungeon is going to be particularly revealing about Balthazar's past. Slowly but surely, we’ll see this woman with a young child become more and more unstable. Think something like Futaba’s Palace in P5. Eventually, this culminates into a climax where the woman attempts to stab the boy. The other mother hears from a separate room, and we see a younger, eyepatch-less version of Balthazar’s mom run in, and reveal the young boy as Balthazar. She defends the young boy, and neutralizes who is now revealed as Bal’s mother.
* Eventually, the dungeon ends by fighting some sort of “inner demons” type boss (haven’t figured out what yet). It starts to crumble, and the gang has to escape. Once they do, they’re back in the hospital room, and have a conversation with the strategist.
* There is then a heartfelt moment where the family is finally reunited, we get a touching scene between Bal’s mom and the strategist.
* The next day, the gang decides it’s time to get down to business. With the help of their new ally, everyone discusses the best way to reinfiltrate the factory. Here, the player will be able to pick and choose a few different options, think GTA5 heists.
* Executing the plan, the gang head north again, triggering **The Invasion,** a long, grueling dungeon that involves charging the front lines and invading the bomb factory once again.

**Opening Scene**

We start with an opening scene, one that establishes a basic understanding of the world we find ourselves in. The camera fades over a variety of scenes. Firstly, we see a young woman in deep cut pirate’s attire, gracefully dispatching foes while a short, stout boy with brass prosthetics cowers a distance away. Her blade is knocked out of her hand, and as the foe approaches, she picks up a nearby metal rod, attacks, and this initiates a pseudo-tutorial battle sequence.

After that, we then fade away to another scene of a young man patiently meditating in a remote cabin in an unknown wood, surrounded by plants and animals, one of which he peeks over to and pets (you get to press a to pet the cat).

We fade one more time to what is recognizably a school, and then slowly zoom and fade into the classroom of our character of choice. The focal point of the shot focuses on a young, fiery-haired dark-skinned woman staring boredly out of a window.

Mr Gomez

Now Cinder, please focus for a moment and read this passage back to me.

We fade to a suntouched map with the original three kingdoms on it. We see the text that Cinder is reading out, but it is shaking and incomprehensible at times.

Cinder

L-Long ago, there were three great kingdoms: Wardania: the Water kingdom, Firosa: the Fire kingdom, and Na-Nanduru: the Nature kingdom. The former two could be compared to a family, constantly b..bi…

Mr Gomez

Sound it out

Cinder

Bi...cker...ing?

Mr Gomez

Good

Cinder

Constantly b-bickering, yet hopelessly dependent on each other, as steam could only be pro-produced with water and fire. The latter kingdom, Nanduru, stayed out of the conflicts. This all changed when one day, a fourth kingdom - Elw...Elwan… URG! I can’t stand this!

The camera snaps back to our protagonist and Mr Gomez. Cinder leaps up from her chair, and the therapist shakes his head solemnly.

Mr Gomez

You were doing so well too. Your comprehension skills have improved greatly through these sessions. You just need a little more patience with yourself.

Cinder

Yeah well, those are pretty much my worst two traits, doc. Comprehension, and patience.

She sighs slowly and sits back down in her chair.

Sorry boss, but can we stop for today? I don’t think I have another one in me.

Mr Gomez

I suppose it is getting late. We can pick this back up next week. Oh, one last thing.

Cinder

Hm?

Mr Gomez picks up the book, and hands it to Cinder, gesturing for her to take it.

Therapist

This is your homework for the next while. I want you to push yourself to read as much of it as you can on a daily basis. It’s the only way to improve your skills.

Cinder

Fine, I’ll think about it. Can I go now?

He smiles sadly

Therapist

Yes, Cinder. You may go now. Have a good weekend.

The player then gains control over Cinder. We can walk around the school zone, discovering different things about the world we’ve found ourselves in.

**Meeting Archibald**

The first “dungeon” (tutorial) of the game is getting through the woods out back of the house. Cinder wants to go there so she can study in peace, but woodland critters tend to get in her way. Throughout the forest, we’ll see glimpses of a “shadowy figure” that Cinder acknowledges, and gets a little uneasy with. FInally, we get to a peaceful, sunny clearing in the woods where the sun shines through.

**Cinder’s “Death”**

As Cinder’s body falls to the ground, the surrounding environment slowly fades out, until the only source of light is on Cinder’s now lifeless body. Shockingly, it begins to stir, and she opens her eyes. A second spotlight flicks on in front of the young heroine, and we are greeted by a hooded figure with a single skeletal hand holding a scythe, a classic depiction of Death. He raises his free, skeletal hand in a slight wave.

DEATH

Hello there

CINDER

What… I’m… don’t tell me....

DEATH  
Oh, wow, you already figured it out. Usually there’s a lot more crying involved, I have to explain what’s happened, it’s quite a messy business. Yep! You’re passing through to the ‘Great Beyond’ as it were. Such a shame too, you were so young. Then again, I suppose you all seem young to me.

CINDER

Wait… who’re you?

DEATH

Ah, here come the questions. \*Ahem\* I am the eternal rest, the dirt nap, the last bow, if you will. Whacked, snuffed out, whatever you wanna call me, it all comes back to one name. I am Death. Really more of a concept that your feeble mortal brain is attempting to comprehend, it was a bit irritating at first, but… eh, when you do this job for an eon or two things tend to grow on you. Oh, and before you ask, I don’t do takesies backsies.

CINDER

I-

DEATH

Oh, but you had so much to live for, yes? Well-

He cracks his skeletal knuckles

Suppose it’s time for the ol’ life-flashing treatment. What was your name again, kid?

CINDER

...Cinder Glade.

DEATH

Right, Ms. Glade, now this may- wait.

CINDER

What?

Death summons a large tome and starts frantically flicking through the pages.

DEATH  
Cinder Glade.. Glade… Oh.

CINDER

What? What is it?

DEATH  
Oh shit.

They both stand in stunned silence for a moment.

DEATH

Now listen, kid. I know I just said I don’t do takesies backsies-

CINDER

You’re gonna send me back?!?

DEATH

DON’T go tellin’ anyone, okay? The truth is, if I bend the rules just a little bit here, it could save me a boatload of work in the long run.

CINDER

Wait, so that means I’m going to-

DEATH

Cinder Glade, in exchange for your life, I charge you with a monumental task. Return to your realm, and alter the fate of your doomed world.

CINDER

I… I won’t let you down, sir!

The scene starts to brighten, and Cinder slowly starts rising out of frame.

DEATH

I know you won’t. But hey, seriously, don’t go wanderin’ around claiming ol’ Death has gone soft now, capiche? I’m doing this for me, not for you.

CINDER

Of course, after all, how could Death go back on his word?

Cinder then rises, and Death is left alone in frame.

DEATH

…

DEATH

Good luck, kid.

**Back in the Land of the Living**

**It’s Complete**

After everything settles down, Balthazar now is a good time to sit down with his father and discuss the true purpose of their visit.

**Family Reunion Part 1**

Back in the hospital room, the gang is now wisened by the visions of the Helm. Warily, Balthazar is the one who approaches the now stirring form. There are hints of happiness, but they are overshadowed by looks of unease and self-doubt in his face. Slowly, he reaches a hand out towards the bed. The woman, initially startled by the contact, relents, and allows her hand to be grasped. Balthazar uses his signature pack to put a bit of life back into her face, which becomes noticeably less pale. The rest of the crew sits back, and holds their breath.

BALTHAZAR

M-mother?

STRATEGIST  
…

I-I’m sorry… who?

The whole team seems dejected until, like a lightbulb, recognition hits her face.

STRATEGIST

Wait… Bally? My baby boy?

He simply nods, too choked up for words. In the corner, Archibald starts tearing up, while Danni and Cinder snicker over “Bally.”

STRATEGIST

My goodness! Look how big you are! My own son!

BALTHAZAR

Well, it has been a while, mother.

STRATEGIST

Oh.

I suppose that makes sense then. I was gone for… a long time then?

BALTHAZAR

Nevermind that now.

…

STRATEGIST

…

EVERYONE

…

BALTHAZAR  
I’ve thought of this moment for so long. Every waking moment… dedicated to this. And now that I’m here, I feel lost for words.

STRATEGIST

I… apologize. I am simply a bit shocked, as I’m sure you can imagine.

BALTHAZAR

Well, in any case, I think it’s time we get you checked out.