**Narrative overview.**

Player starts at the testing of the blessed.

* The testing consists of the potential blessed being given a small amount of crystalline essence and a small node of precious metal (gold)
* The testers will then expose the initiates to an extreme situation which will cause the initiates powers to manifest, either converting the metal to crystalline essence or burning the gold to cause them to be able to move at great speed.
* The player will be able to do both which is very rare.
* The initiates will then be split according to their particular gift, channelers with the master of channel and the Harvesters with the master of harvest
* The player will be rushed off to the supreme masters office to await further instruction in both.
* When the player is finally stood in the masters office he will be informed that he is a rare commodity and therefore to be instructed by both the master of harvesting and the master of channeling
* The initiates of channel are also instructed in the art of the sword, bow and climbing by their respective master at the academy

The player will then be introduced to all of the powers available to channels in short lessons ending in a task using the skills they have learnt in the lessons.

Once the player has completed all the channel lessons they will be introduced to the ability to harvest essence from precious metals.

Once the player has completed this they will be taught the basic commands to attack with the sword and bow and navigate the tops of buildings with the grapple and climbing spikes

The player will then participate in a final test combining all of the skills they have just learnt with real world consequences of death if they are caught in the local town.

This will conclude the tutorial part of the game.

The player will then be sent on their first real world assignment

Assignment 1 – infiltrate the ships guild of the merchant faction to determine if they are lending aid to the church of the one god

Assignment 2 – find the captive captain and secure his allegiance to sail to the other frontier in secret

Assignment 3 – sail across the sea to the frontier and learn what you can of the church of the one gods incursions into merchant territory.

Assignment 4 – kill The enemy Blessed hiding inside the capitol city of the frontier.

Assignment 5 – return to the academy to discover why your orders have not been sent.

Assignment 6 – infiltrate the religious factions minor town and discover the location of their academy

Assignment 7 – find a method to traverse the jungle where the religious academy makes its home

Assignment 8 – assassinate the masters of the jungle academy

Assignment 9 – find a way past the barrier that protects the old kingdom

Assignment 10 – assassinate the steward of the old kingdom

Assignment 11 -