

# Story of A Hero's Legend

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## Epilogue

*//Fade from menu/black screen*

*//Clouds appear and shows children playing in forest-like tribe*

*//Character walks into tribal elder and asks him about rumors*

**Player:** Oh great chieftain, the others told me that a great giant live under us who created Alus. Is this true?

*\*Elder Chuckles and calmly tells the story of Alus*

**Chieftain:** When our mighty world was being created a powerful god named Alus was born.

**Chieftain:** He was made of rock and magic, he brang order to our chaotic forming world.

**Chieftain:** ...his name was Alusian.

*//Shows Chieftain's room and fades into fire to transition to next scene of Alusian creating the world.*

*//Alusian uses powers to drag mountains from ground and create life.*

**Chieftain:** He used his mighty power to create Earth, Fire, Life, and Water.

**Chieftain:** However this brought a great burden to himself.

**Chieftain:** So he created the aspects to uphold the elements of creation.

**Chieftain:** They were known as the Elements of Creation

**Chieftain:** Their sole purpose was to keep the elements protected from the likes of evil.

**Chieftain:** Evil that came from the depths of the stats and poisoned the elements.

**Chieftain:** It was called the Void

*//Fades from creation scene to each aspect's element*

**Chieftain:** Nareas was the first born creation of Alusian, he was the aspect of life; Nareas watches over the forests of Alus and he created life.

**Chieftain:** Tamakor was second born, he is the aspect of earth; he works with the land to shape that is can endure life.

**Chieftain:** Nespilah was third born, she is the aspect of water; she covered the land with the necessity of life and kept watch over the sea life.

**Chieftain:** Nordarius was the fourth born, he was the aspect of fire; he brang warmth to the world ensuring their survival and burning the evil.

*//Fades to reforming of planet with all of the aspects populating the world.*

**Chieftain:** Together they formed the world we know today; however the void would persist to plague this land.

*//Shows scene of dark clouds and void beings destroying the land.*

**Chieftain:** The aspects saw of such villany and formed an allegiance named “The Elementium”

**Chieftain:** Their goal was to bring order and prosperity to this world, each protecting their soulbound elements and domains.

**Chieftain:** However this was not enough to keep the void from wreaking havoc to the world.

**Chieftain:** There needed to be a god to stop the battle.

**Chieftain:** His name was Mortai, he was the god of death and light; he banished the beings of the void into back into the darkness and kept the beings of light on Alus.

*//Scene of Mortai battling the void beings*

**Chieftain:** He was the savior the land needed and he wielded a powerful weapon that sliced through his enemies with ease

**Chieftain:** This weapon was forged of light and darkness harnessed from the void and the power of the aspects.

**Chieftain:** He wielded the Sword of Dissolution; this drove out the void for good.

*//Fade from battlefield to deep cave where Alus sleeps*

**Chieftain:** Once the battle of the aspects had been won Alusian laid in slumber, his final words before him slumber were muttered, “Let my children watch over this land, keeping safety and

prosperity among our domain; wake me if a great evil arises.” The titan god fell into a slumber, awaiting evil to present themselves.

**Chieftain:** The aspects created a city in the Sky dubbed the “Domain of the Aspects”. It was a wondrous city in which the aspects lived. They created the Council of the Gods to keep watch over the world, and left an ancient language; this was named Elemeno.

*//Fades back to tribe and chieftain speaking to child intently listening*

**Chieftain:** The aspects left us which such a wonderful world, to this day adventurers from far and wide try to find the land of gods but no one has been fortunate.

**Chieftain:** \*Chuckles\* Maybe one day you yourself will find yourself lucky enough to find the city of the aspects my young one.

*// Pats player’s head*

**Chieftain:** You should be getting back to your friends, have fun.

**Chieftain:** I was once your age and I wouldn’t be wanting to staying side all day.

*//Child nods head and excitedly run outs of tribal tent running to group of friends.*

*//Children approach the player*

**Children’s Name:**

**Aulto (Female)** - Leader and considerate of others, ensures safety of group.

*\*Note ~ Aulto has interest in Player*

**Meen (Male)** - Calm and collected, likes to explore and take note of surroundings.

**Tenur (Male)** - Adventurous and smart, is a strong fighter.

**Supraneos (Female)** - Very crafty and resourceful, is generally analytical; very fast paced.

**Aulto:** Hey \*player\*, where've you been, you've been talking to the chieftain? I heard he knows all about the beginning of the world! It's amazing how much he knows!

**Tenur:** Yeah, I heard of a cool sword that Mortai used to fight against the monsters in the great plains!

*//Quickly amongst one another*

**Supraneos:** Yeah and his battle against the hordes of void creates!

**Meen:** He probably was taking them all down with no problem.

*\*Everyone gets riled up\**

**Aulto:** Hey has anyone heard of the rumor that empire has been attacked by some big monster? I heard that it could be the void!

**Meen:** Oh don't go try and get Tenur all scared, you know he's afraid of the dark.

**Tenur:** \*Pouts\* Oh, shut up; you know I could take them on. I like a good fight, especially when challenged!

**Aulto:** Okay you two don't get to riled up about this, I don't even know if it's true.

**Tenur:** Well tell me if something ever comes up, I want a good battle.

**\*Everyone chuckles\***

**Meen:** Well I'll catch you guys later, I'll be off exploring as always. I don't want to waste the day here doing nothing.

**Supraneos:** And I'll be off working on my project at home, I've been working for weeks now on an invention, it's not much but it's a simple weapon.

**Tenur:** I have to go as well guys, my dad is training me to be a protector of our village. So I have to go train with him today.

**Aulto:** Well I guess everyone left, you want to do anything? We could go talk to everyone to see what they're up to.

**Player:** We could see what everyone is up to.

## Tutorial - Beginning

*(Gameplay tutorials will be covered in a separate document)*

*//Dialogue and actions are kept here*

**//Player and Aulto walk to meet up with Tenur and his father practicing swordplay**

*//Aulto walks up to Tenur's father*

**Aulto:** Excuse me mister (Player) and I were wondering if we could do something fun with Tenur?

**Tenur's Father:** Eh? *\*Turns toward Aulto\**

**Tenur's Father:** Tenur and I were practicing swordplay and mustn't be interrupted by petty games. Your answer is no... unless you're up to for a challenge.

**Aulto:** Uhh... sure? *\*Looks uneasy\**

//Tenur's father gives a hearty chuckle and proceeds to walk towards to Tenur

**Tenur's Father:** See this Tenur here? Can one of you give him a good fight, he's been asking me to give him opponents his size for a while now and this is the perfect opportunity to do so. *\*Chuckles\** Don't worry he's been in training for years so don't go easy, he's stronger than he looks.

//Tenur looks at the player

**Tenur's Father:** You look like a mighty young fella, do you think you can take it on yourself?

*//Player graciously accepts and weapon training commences*

*(Once training is over, this dialogue appears)*

//Exhausted

**Tenur:** I'm surprised how well you did your first time around, good job!

**Tenur's Father:** *\*Chuckles\** A fine warrior you are (player), I've never seen such great haste from such a young opponent. If I didn't know any better I would've mistaken you for one of the gods'.

**Tenur's Father:** That was fun, but **Tenur** and I have to head back home, usually around this time we head back home after training to get a good meal. See you guys later.

**Tenur's Father:** Oh and before I forgot, you can keep the training weapon (Player). Have it be a token of your worthiness as a fighter. May good battles come your way.

*//Everyone waves*

**Aulto:** Well that was short lasted, I guess let's see what **Supraneo** is up to, I know she's usually making some kind of invention.

//Aulto and player walk to **Supraneo's** house

**Aulto:** *\*Childishly\** Knock, Knock is anyone home?

**Supraneo:** *\*From far away\** I'm in the back, I'm working on my new invention.

**Aulto:** *\*Chuckling Quietly\** I told you, she's always up to something new.

*//Aulto and player look amused and confused about what Supraneo is making*

**Supraneo:** You're coming in just in time for my new invention to be completed.

**Aulto:** What is it?

*//Camera zooms in on invention*

**Supraneo:** It's the \*holds up in the air as celebration of completion\*, **Dual Sling!**

*//Player and Aulto look unamused*

**Aulto:** Eh hh, the way you were talking about it made it sound like you invented something marvelous.

**Supraneo:** \*Scratching head and chuckling\* Heh heh, I mean it is useful, just nothing ground breaking. I can show you guys how to make it. It just takes a bit of practice and some materials.

**Supraneo:** \*Pointing in player's direction\* Just sit down, I'll show you.

*//Player sits down at chair, a bit confused*

**Supraneo:** \*Lays out materials on table\* Here's some material, I'll show you how it's done.

(Tutorial on crafting is introduced) (Dialogue for after successfully crafting the Dual Sling)

**Supraneo:** Great job, I knew you could get the handle of it.

**Supraneo:** Oh, and by the way; this isn't the only thing you can craft with a bit of effort. Whenever you feel the need to craft anything new just head over to any of the respective crafting stations. Like an anvil and forge for armor or a crafting bench for items like this!

## Tutorial - End

*//Meen's mother quickly runs into the house and yells*

**Meen's Mother:** \*Worried\* Has anyone seen Meen? No one has seen him for a while!

**Aulto:** Last time we saw him he told us he was going exploring, not exactly sure where.

**Meen's Mother:** Oh no, he must be headed towards the **Primeval Forest!** He always wants to go there but I tell him to stray away. His curiosity must of gotten the better of him!

**Everyone:** The **Primeval Forest**!?

**Aulto:** Isn't that where the dangerous monster's live? Why would he go there!?

**Meen's Mother:** Lately he's been saying that he's found some old ruins there, and that he wants to go visit them. I'd told him to stay away from the ruins because it's dangerous and he'd get lost in the ruins!

**Autlo:** We have to go and find him!

**Meen's Mother:** \*Surprised\* What are you crazy!? You'll be eaten alive if you go there! Besides, the chieftain or anyone here wouldn't let you leave. \*Looks towards the door and turns around\* I'm going to ask the village to help find Meen, we have to find him. \*Runs out of sight\*

**Aulto:** \*Sigh\* Well isn't she the happiest person here. We should sneak out of the village to find Meen. Not only is he the best explorer we have but he's also our friend. Is anyone with me?

**Supraneo:** I'm in, if we need anything to be made on the spot I'm your person.

**Aulto:** (Player) Are you in? We could use your fighting skills if we come across trouble, that weapon could come in handy as well.

*\*Player nods and everyone heads towards the door\**

*//They sneak out of the village into the woods*

## Chapter 1:

### Primeval Forest

*//Shot of woods and shrubbery consume camera*

*//Change to shot of characters walking*

*\*Aulto looking a bit scared\**

**Aulto:** It's a bit scary around here, I almost regret coming here. But we have to do this for Meen!

*\*Supraneo walking calmly\**

**Supraneo:** It's not that bad, I've only heard the bushes move around a couple of times.

**Aulto:** How can you be so calm, this place gives me the creeps. \*Shuttering\*

*//Supraneo slowly walks up to Aulto and scares her*

**Aulto:** \*Furious\* Gah! Don't ever do that again!

**Supraneo:** \*Chuckles\* Fine, fine; I just wanted to see what would happen if I did that.

**Player:** \*Laughing\* Okay guys calm down over there, I think we may be close.

*//Shrubs nearby move loudly*

**Aulto:** \*Annoyed\* Okay guys that was funny cut it out!

**Supraneo:** That wasn't me.

**Player:** Me neither

**Aulto:** \*Confused\* Then who was it?

*// A skeleton jumps out of the bush and runs toward group*

**Aulto:** \*Screaming\* Gah! A skeleton!

*//Gameplay starts (Dialogue continues during gameplay)*

**Aulto:** What was that?

**Supraneo:** It was a skeleton, I didn't know they existed though, I thought there were a myth.

**Player:** Didn't an elder say once that skeletons only appeared as guardians to protect the temples and shrines of the Aspects?

**Supraneo:** That might explain where we are, and where Meen could be. If we're near a shrine though, wouldn't we see one by now?

**Aulto:** \*gasping\* I see Meen! He's over here!?

*//Everyone runs towards Meen laying on the ground motionless.*

**Player:** Is he okay? He doesn't look injured.

**Supraneo:** He might of passed by the looks of it, he isn't dead.

**Aulto:** We should try to help him up. \*Looks at nearby tree\* We should prop him up here and try to give him some water.



***//Everyone lifts up Meen and as they lift him up they notice a small rock pathway underneath him***

**Player:** Hey wait, why are there smooth rocks here? \*Uncovered more from shrubbery beneath, and looks in direction where it goes\*. I think it goes this way. \*Starts slowly following path\*

**Aulto:** Where do you think your going?

**Player:** I'm following the path, I'm curious to see where it goes.

**Aulto:** It could be dangerous, I wouldn't follow it. That could be the reason Meen got into this situation in the first place.

**Player:** Yeah, but if Meen was here he must of found something! Visiting somewhere like this isn't something we should throw away. How knows where this leads!

**Supraneo:** (Player) is right, I'd want to know where this goes as well; but we should let the village know we found Meen. (Player) you go find where the path leads, I don't want somewhere like this to be lost forever, we might not be able to find it again. Aulto and I will bring Meen back to the village.

***//They start to carry Meen back towards the village's direction***

***//Aulto looks back at player worried***

**Aulto:** Be safe okay, I don't want to lose someone like you.

***//Aulto smiles at player and says under hear breath***

**Aulto:** Please make it back. \*Blushes\*

***//Player waves at friends and heads down the direction of the path***

***//Gameplay of exploring path starts***

***//Cutscene when player finds vines covering doorway to the Lost Mausoleum***

## The Lost Mausoleum

***//The player looks at the doorway confused and sees ancient designs inscribed onto the door***

***//A quiet voice appears around the player***

**Mysterious Voice:** Your curiosity has brought you here hasn't it? Many adventurers have approached this sacred place but none as young at you.

**Mysterious Voice:** The protector guardians of this holy site have attack you and your friends have been uneasy lately. They attack those who break into this site but a darkness has been brewing as of late and they have been corrupt.

**Mysterious Voice:** If you wish to enter this mausoleum you must gather the fragments of the guardians and place them within this sealed door. This is a dire time and I need your help to resolve the growing darkness. I sense great heroism in you, but you may not realize it just yet; however in time you will come to fruition.

*//Several guardian elementals approach player, player readies their weapon*

*(Gameplay: Each guardian has same counter but different types of weapons and armor/ Total to three guardians)*

*//Player places gem fragments into door and seal illuminates and opens door*

*//Player amazed slowly walks down dark staircase and slowly sees light at the end of the staircase*

*//The mysterious voice fades back in after player reaches the chamber of the mausoleum*

**Mysterious Voice:** This is the chamber of lost guardians. The guardians were protectors of the forest during the cleansing of the monsters known as the void. Once the void was sent back to the darkness the guardian's duties were completed and rested here.

**Mysterious Voice:** However they have awoken once again at the presence of the void. I am a victim of the void's nefarious duties. I am communicating to you telepathically from my bastille.

**Mysterious Voice:** Seek out a passageway under the mausoleum, there a path leading to where I lay captive will be seen, follow it and if you save me I will answer any questions you desire. Be quick, the void quickly infects my very being with this evil; I fear I have little time.

*//Player looks around mausoleum until they find the passageway and quickly hurries down the passage.*

*//This passage leads to the first dungeon in the game.*

*(Dungeon Layout and Design TBD)*

*//Once player reaches end of dungeon they enter a large room where the aspect lays bound to wall by black void tendrils*

*//Player runs towards aspect but soon elemental forest monster intervenes*

*//Boss fight commences*

*//After player finishes fight the tendrils that hold the aspect slowly fade away and aspect gasps for air then speaks.*

**Nareas:** I have your thanks, you must be confused amongst these frightful events.

**Nareas:** \*sighs\* Since I have promised you to answer any question you have I will answer.

**Player:** I must ask an important one then, what is happening and who are you?

**Nareas:** I am Nareas aspect of life, guardian of all that lives. I was sworn to protect this forest and all who inhabit my domain. However I couldn't fulfill that duty as of late; Mortai the god that protects this world from the void far from this world has gone corrupt.

*//Camera shows dark figure being consumed by darkness and screaming*

## Corruption of a God

**Nareas:** After the battle against the void Mortai has been slowly descending into madness. The tendrils of darkness slowly grew into his mind but he resisted.

**Nareas:** The aspects tried to cleanse him of his darkness but the void was too strong so we sealed him atop the **Celestial Mountains**.

*//Shows nareas and three shrouded aspects atop the mountains sealing mortai behind a sealing door*

**Nareas:** He laid dormant for thousands of years until the power of the void grew stronger.

**Nareas:** The void's awesome power had perverted Mortai's body into a beastly form.

*//Shows Mortai as a shadowy being, getting corrupted into a flying beast; growing dark wings.*

**Nareas:** The seal wouldn't hold any longer and Mortai unleashed his fury upon the land.

*//Mortai flying across the land scorching villages*

**Nareas:** Us aspects had to respond, it was our sworn duty to protect the land we guardians over.

**Nareas:** We all sought to stop the monster before more harm could be done. We gathered in the atop **Titan Heights** to wake the great titan Alusian from his long slumber.

**Nareas:** However as we approached the mountains we saw that Mortai had been waiting. He knew we were coming and prepared to battle us.

**Nareas:** Unbeknownst of his new might, we battled him in attempts to stop his plans.

***//Battle of the aspects versus Mortai atop Titan Heights***

**Nareas:** But to our dismay he was too powerful. He banished us to our domain, torturing us within our own domains.

**Nareas:** I do not know what the others have suffered as they are too far for me to communicate. The torture that Mortai's minion has put me under had hindered my powers.

**Nareas:** However, you had saved me and help me recover from my loss. I am not fully recovered yet but I do wish to reward you however.

***//Nareas walks towards the player***

**Nareas:** Hold out your hands young one.

***//Light glows around the Nareas and he holds the player's hand***

***//A green aura glows around the player***

**Nareas:** I have given you the **Life Blessing of Fortitude**. You are more stronger and resilient than you ever were. This blessing also contains a fragment of my power that can open the seal that locks away our great titan.

**Nareas:** I have no more to give you, go and find the other aspects. They will also give you their blessings. With all four blessings you will have the power to unlock the seal that locks away Alusian. Once awoken he will give you his final blessing, and give you the power to face Mortai.

**Nareas:** I sensed great potential in you, and I was correct in my assumptions. Alusian told us of a savior such as yourself, I didn't believe it until now.

**Nareas:** I will aid you to the surface. I bid you farewell in your quest to stop the void.

***//Nareas casts a spell on the player and the player disintegrates into nothingness and is teleported back to the front of the mausoleum.***

***(Player is given choice on where to go: find aspect of Rock, Fire, or Water)***

## Chapter 2:

*//Player looks towards path to village*

### Leaving the Village

*//The player heads towards the village and is greeted by their friends and village on arrival*

*//Aulto runs towards player and gives them a big hug while crying*

**Aulto:** I'm so glad you're okay! I thought you were gone!

**Player:** No I'm good, I just had to do somethings that's all.

**Supraneos:** What did you find anyways?

*//Meen appears from crowd of people*

**Meen:** Yeah I'm curious, as well. All I saw was some trees and then a bunch of skeletons attacked me, so I had to run away but soon after passed out. \*Chuckling\*

**Player:** I don't know if you'll believe me but I tell you anyways.

**Player:** After following the path to a strange door a mysterious voice talked to me. It told me to use fragments that skeletons dropped to open the door. Soon after skeletons soon after attacked me.

**Player:** After I defeated them and opened the door, I walked down a dark corridor until I found light. Once at the bottom I discovered a massive mausoleum that the voice told me was where the guardians of the forests sleep until disturbed. But the void was back and the guardians woke again attacking people, as well as that it was attacking them.

**Player:** The voice told me that they needed help and that they were locked under the mausoleum. Once I found the path I had to fight through a temple of some sorts until I got closer to the voice. Once I found them I had to fight a gigantic monster to save them.

**Player:** The mysterious person told me that they were **Nareas** aspect of life.

*//Everyone gasps in shock, Meen laughs and walks towards the player*

**Meen:** Do you expect us to believe that? That's too far fetched to even consider believing.

**Supraneo:** \*Annoyed\* Let (Player) finish, you never know what's true if you don't listen to anyone.

**Player:** I was shocked and in disbelief, but he gave me a magical gift and told me that Mortai had been corrupted by the void. He said I need to save the other aspects to gain power to wake Alusian and defeat Mortai.

**Meen:** \*Snarky\* I still don't believe it. Gah, I told you Supraneo that it wasn't true. I didn't need to listen to the whole thing not to believe it.

*//Player conjures up a green aura around them in anger. Everyone looks surprised at it glows brighter the longer the player is angry.*

**Aulto:** (Player) Calm down! Green stuff is glowing around you!

*//The player calm down and Meen looks especially surprised*

**Meen:** \*In Awe\* Ah, Okay I think we believe you now. \*Nudges people around him\* I think we can believe (Player) now can we guys. \*Nervously laughing\*.

*//Everyone around him looks at him and laughs*

**Player:** Well, since I told you guys the whole story I should give you guys my goodbyes.

**Aulto:** \*Crying\* Don't go without us, you can bring us right? We're your friends and we need to travel with you.

*//The chieftain emerges from the crowd*

**Chieftan:** I think not.

**Aulto:** \*Confused\* What?

**Chieftain:** I am afraid you cannot go. The aspects see great quality in (Player) and need (Player) to save the land. The great aspect Nareas has given (Player) a great gift. You do not have such gifts, you will have to stay in the village with the rest of us. I'm sorry.

*//Looks at the player*

**Chieftain:** (Player) Take any resources you can before you go, I wouldn't want a great hero like you to go into the world unprepared.

*//The Chieftain turns around to leave and says*

**Chieftain:** Come back safely, and bring honor to your village.

*//Everyone heads back to the village and player gets freeroam to go where they please*

## The Quest for the Fire Lord

*(Option 1: Chose to save Nordarius)*

*\*Other story dialogue and cutscenes will be described below\**

*//Once player reaches the Scorched Steppes they will meet with the natives who live there*

*//The player reaches The Cross Roads in the Scorched Steppes and meets the locals*

*//The player talks to the locates to find out information on getting to the Molten Peaks*

*//A mysterious Komoda walks up to the player and whispers to them*

**Mysterious Komoda:** Meet me near the **Gate of the Alpines** I have some important information for you.

*//The mysterious Komoda fades into crowd of people and disappears*

*//The player gains control again, and eventually heads toward the Gate*

*//The mysterious Komoda is hiding near a fallen tree and beckons the player over to him*

**Mysterious Komoda:** Quickly come here we have little time.

*//He looks at town and focuses, while staring he goes on*

**Mysterious Komoda:** I heard you want to get into the Molten Peaks right? Well you came to the right place, I've been meaning to go there myself but as of lately the buffoons in the High City thought it was dangerous for anyone to go there as of lately.

**Mysterious Komoda:** They even went to the extent of locking everyone outside the High City out from even going through the path to the city there are so paranoid. The only exceptions being food supplied coming in through this gate.

**Player:** Why did they lock everyone out, what happened to make them lock everyone out.

**Mysterious Komoda:** I'll spare you the details for now but I tell you the quick version. The **Molten Peaks** have been more active lately, elementals have been emerging from the lava pits and attacking travelers, and the Council in the High City are worried. That's the basics really, locking everyone out to keep them safe.

**Mysterious Komoda:** \*He Chuckles\* They don't know me though, I can find my way to anything though. I want to see what's going on there myself, I live for adventure! If you want to get to the High City follow me I know of a way in.

*//A carriage of goods slowly heads toward the gate and the Komoda quickly heads toward it*

**Mysterious Komoda:** Quickly follow me, we are hiding in this carriage here, I'll tell you who I am later but now is not the time. We must be hasty otherwise the guards and merchants will notice us.

*//The Player and Komoda quickly sneak up behind the carriage and hide within the haystack within it*

*//The guards make a quick check but are lazy and pass it through anyways*

*//The carriage goes through as it normally would and the Komoda signals for the player and himself to jump out of the carriage when no one is looking*

**Mysterious Komoda:** \*Sighs\* That was easier than I thought, so do you have any questions? We've got time to talk, the High City isn't too far from here.

Question 1: Who Exactly are you? I didn't get to find out your name.

Question 2: What is the High City?

Question 3: What are the Molten Peaks?

Question 4: Any idea what we'll encounter at the Molten Peaks?

**Answer 1:** \*Laughs\* Yeah sorry about my daft behavior I often forget formalities at times. My name is Kaljiro, I grew up in a small fishing town known as **Raken**. I grew up living with my grandfather since my mother died giving birth to me and my father got lost at sea. For most of my childhood I enjoyed fishing with him but it got boring after a while. I was always interested in exploring, similar to my father in a way perhaps. So when I became an adult I explored the world and eventually settled down in the **Crossroads** after hearing of rumors that the **Molten Peaks** has started to become active again. And that's where I stand today.

**Answer 2:** The High City is an ancient city named Kremier is a fortress that we Komodas built hundreds of years ago as a barrier to keep outsiders out of the **Molten Peaks**. We wanted to study the relics that the aspects left behind here and we didn't want outsiders to tamper with it. I know it sounds selfish but it helped us advance over most other races other than you humans. Just only a couple of decades ago we finished building the High Wall of Fire to not only keep outsiders out, but protect ourselves from the elementals that attack the city. The city is ruled by



a council of rich high lords who believe that their opinions are better than everyone else's, but that's just my opinion.

**Answer 3:** The Molten Peaks are a set of sky-high mountains that touch the heavens and are burning hot with dangerous fumes. For a while the peaks laid dormant but as of lately now that the elementals have been awoken the peaks glow hot with ashes. It is said that at the very top of the Molten Peaks lays the tallest mountain in the land, known as the **Igneous Summit**. And within it is where the aspect Nordarius fulfils his duty to protect over our domain. Some believe that a temple lay under the molten lava falls.

**Answer 4:** I do not know what lays beyond the High Wall but I can say for certain our armies have been deployed to fight the elementals. I suspect they will try and set a foothold in the **Ancient City of N'rokha**; one of our oldest cities dating back hundreds of years. It is the closest to the **Igneous Summit**, and most likely where the elementals are growing from. For what I've heard at least in terms of battles, I would say for certain that molten rock elementals and the such will be plentiful in numbers to battle.

**Kaljiro:** Alright, done with the questions? I see, I see you're as curious as I am to see what lies ahead in our adventures. Let us head towards the High City to see what we'll find.

## The High City of Kremier

***//Kaljiro and the player arrive at the High City of Kremier and find that no one is guarding the main gates.***

**Kaljiro:** Curious, I suspected the guards to be clamoring at the opportunity to protect their precious city. But alas none of them are in sight, where might they be?

***//A soldier comes running out from the city's gates, yelling in fear***

**Soldier:** The elementals have breached the gates! Run for your lives!

***//Kaljiro pulls out his weapons in preparation for a fight, elementals fall out of the sky and form monstrous molten creatures. The player and him battle until they find guards fighting in the city center.***

**Soldier Captain:** Brace yourself soldiers more elementals in-coming!

***//He see's Kaljiro and the player coming from the distance***

**Solder Captain:** \*Yelling while in battle\* I would usually fend off any outsiders but I have no choice. Outsider aid us in this battle and I will give you my full attention.

*//The battle continues until a large molten creature falls from the sky and begins to destroy buildings, in fear the soldiers move towards retreating*

**Soldier:** Molten Lord!

**Soldier Captain:** Everyone fall back to the monastery!

*//Everyone clambers back into retreat while the molten lord destroys the city. As they all fall in the captain sees a passageway under a row of sets and motions everyone to follow.*

**Soldier Captain:** This way to the shelter! It's the only hope we have for now.

**Kaljiro:** I knew the elementals were bad but this is another story, what is happening to cause this mayhem?

*//Everyone settles into a place to sit down and gather to catch their breath. The captain stops and looks towards Kaljiro and the player.*

**Soldier Captain:** Since you came in aid I must ask, who are you and why are you here?

**Player:** I am (Player) and I came to seek out the **Igneous Summit** in hopes to find the aspect of fire **Tamakor**. Kaljiro is just a curious explorer wanting to seek adventure here, being my guess.

**Soldier Captain:** Even for adventure or curiosity, everyone knows how dangerous it has been over here with the spread of the elementals. Why come? (Player), you've come to seek out **Tamakor** right?

**Player:** Yes

**Soldier Captain:** For what reason?

**Player:** I was contacted by the aspect of life **Nareas** that the old god **Mortai** has gone insane because of the void and that I need the power of all aspects to help fight against him. After saving him from the void I was given the burden to save this land and I have the proof alongside with it.

*The player focuses in on their breathing and creates a green aura around them. Flowers grow from the deathly dirt below them. The soldiers gawk in awe at the sight of life growing in front of them. The captain seemingly speechless.*

**Soldier Captain:** This reminds me of a story I heard of from when I was a child.

*//He motions towards the wall art in the monastery*

**Solider Captain:** The monks at the monastery used to tell me of stories of great fiery monsters that hunted the villages of the peaks, causing fear within them. But the aspect of fire, **Tamakor** kept them in order. He locked them up within the **Igneous Summit** as punishment for their evil deeds. It has been said that the void corrupted the land causing creatures of the lava to embody the evil and attack villagers. If I'm assuming you're telling the truth, the great and mighty **Mortai** has corrupted the good in **Tamakor** and caused the elementals to break loose again?

*//His face turns worrisome but he remains calm*

**Soldier Captain:** We live in terrifying times indeed. But we must stay vigilant! If we can find any survivors within the **Molten Peaks** we can try and setting up an attack on the Summit. But I suspect this is no easy task. My soldiers and I will carry onwards to the Military Encampment within the peaks to see if we can gather any troops.

*//His soldiers and him walk back out of the hiding spot and head towards the doors, before he leaves he turns around and speaks*

**Solider Captain:** Good luck (Player), with your humble adventure. I hope the trust that the aspects have given you stays strong, and if we win this battle I will set in motion a cause to help the land with the battle against **Mortai**. The other races across this land will most likely face the same horrors and I will aid in the cause to fight for them.

*//He leaves the monastery and the player and Kaljiro find their way to the High Wall of Fire*

## The Military Barricade

**Kaljiro:** He we are, the great **High Wall of Fire**. I would've never thought I would ever see this in the time that I live.

*He shakes his head in a disapproving motion*

**Kaljiro:** I mustn't distract myself too much, we have a mission to accomplish, we have to meet up with the Soldiers at the encampment where the captain is. I'm sure he's already almost there and planning on taking back the peaks. I'll meet you there, I know my way around the peaks. Just don't get too lost *\*laughs\**.

*//Player gets full control and exploration to wherever they want. Continuation of story starts when player finds the Komoda Military Barricade. When at the barricade the player meets up with Kaljiro and he introduces him to the General.*

*//A large komoda riding a large boar comes up to the player and Kaljiro*

**Komoda General:** Are you (Player)?

*//The player nods in acceptance*

**Komoda General:** Then you've come to the right place, I've heard of your escapade back at the High City and I commend your bravery to save one of our Captains at such a harsh moment. However I have to ask you for a favor, our military is falling by the day and we need to act now.

*//He looks towards the Igneous Summit and looks defeated*

**Komoda General:** I need your help taking back the Ancient City of N'rokha. It's the only opportunity we'll have to take back the peaks. If we get a foothold there we can block off the source of the elemental's powers, which is the Summit. My men are already getting prepared and are getting ready for an assault, for we need to act quickly.

*//The general motions the player to walk with him towards a military map*

**Komoda General:** (Points to the map) We are here just Southeast of the Ancient City, some of my men will move up from the Southwest to attack the city's west entry. I feared that if we attacked at the front gate we'd be demolished and waste our only opportunity. However as of recently my scouts have reported that there is a secret entrance under the city from where a Tribe of our people lay, towards the edge of the peaks just North of here. We can use the tunnel underneath to send a small squad to take over the city from within bettering our chances.

*//The general looks at the player and Kaljiro*

**Komoda General:** And that's where you come into play. You will be tasked with heading towards the tribe and taking the passageway into the city taking out key forces from within. Once in the city you will take out key points where the elementals are monsters are transporting their supplies to, you can use the supplies to your advantage to take them out. I'm sorry for sending you on this suicide mission but it's the opportunity we have and we have to take it.

*//He looks uneasy but continues on and motions towards his troops*

**Komoda General:** This is no easy task but we must prevail.

*//He looks at his troops and begins to start a speech*

**Komoda General:** Soldiers! We will not fall from these evil beings, we have a kingdom to protect. Let our great might and power push through what the Aspects fought to protect us from, and give them the favor in return! We may not live to tell the tale of our great battle but those who we protect will ensure to keep on fighting and tell our stories throughout the test of time. Let's give them hell!

*//The encampment erupts with battle cries and weaponry thrusting into the air.  
Afterwards the General looks at the player*

**Komoda General:** Go to the Tribe, my army will set up around the city and begin an attack shortly. I will give you as much time as I can spare, but do not take it lightly we don't have as much time as you may perceive. Two of my scouts will accompany you into the passageway, stay strong and be brave.

*//He walks away and two komodas walk towards the player, one bows in respect while the other watches*

**Jarile** Hello, my is **Jarile**; I'll be accompanying you. My tribe is north of here. I grew up at the tribe and as soon as the elementals and monsters started attacking I was sent to the High City to ask for help. Although the general calls me just a simple scout I have experiencing pick-locking and sneaking into places whenever I got in trouble **\*laughs\*** as bad as that may sound.

*//Kaljiro laughs and looks at him*

**Kaljiro:** I like him already he's my kind of style. **\*Looks at other Komoda\*** And how are you?

*//He looks at the other Komoda and looks suspicious at him*

**Drek:** **\*Startled\*** Oh me? Sorry I spaced out for a second, my name is **Drek**. I'm kind of like my friend **Jarile** except I'm more of a fighter than him.

**Jarile:** Yeah and a bit more naive too. **\*Laughs\***

**Drek:** Ah shut up, I know I can be a bit unattentive sometimes but gez.

**Jarile:** **\*laughs\*** Don't worry I'm just joking.

**Kaljiro:** Alright you two settle down, I don't want you two strangling each other; save that for the enemy. Let's make our way to the Tribe, (Player) don't take too long but find us when you're ready.

*//The group leaves towards the tribe and player gets control. Next part is when player gets to tribe.*

*//A group of people greet the player when at the tribe and Kaljiro talks to the player*

**Kaljiro:** Alright, you ready? We haven't got much time, Jarile and Drek are bugging me about when we're going.

**Answer 1: Yes**

**Response 1: (Kaljiro)** Alrighty then, let's head towards the passageway under the shrine over here.

**Answer 2: No**

**Response 2: (Kaljiro)** Don't make us wait any longer time is running short.

*//Once accepting they head towards the shrine but an elder walks up to the player*

**Komoda Elder:** Wait!

*//He motions for the group to stop walking*

**Komoda Elder:**

*\*Extrapolate More Later\**