**Hero story and Arc Stories.**

Basic Layout:

**Hero story > Conquer  
Hero story > Mommy Issues  
Hero Story > Love Interest  
Hero Story > Political Issues**

**Arc Story > Adrian.  
Arc Story > Ro.  
Arc Story >Generals.  
Arc Story > Earl Of Estate.  
Arc Story > The King.**

**Arc Stories > Per Town and Route.**

**Hero Story > Conquer.**

MC (main character) sets out to conquer the regions of the Kingdom of Wall, which consists of displacing the Conquerors of each Town or City. Each Conqueror is different and each town is different, which requires different creatures of varying types. Whilst all the lands are part of the same Kingdom, Conquerors represent a feudal type of ruling system in which the strongest determine the rules and laws of the town. This system is prone to corruption, but the King seems to not mind as long as taxes are paid.

The Conqueror of Post is a reject from The Wall, who failed to dazzle in the fight with creatures from the Rift as the other commanders favoured fire creatures and easily beat his ice Monio. He relinquishes his place as Conqueror, but is reinstated by MC as he's done a good job and fairly governs the town. He has strategies to help Post with the current employment dilemma.

The Conqueror of Port is a stupid and vicious man, who has responded to the grounding of the Imperial Navy and cessation of ocean trade by making the villagers work harder. Upon defeat, he is remanded, gladly, in custody by the towns soldiers, and MC sends a messenger to Peninsula to call his/her Dad to take over leadership of the town.

The Conqueror of the City of Estate is a female general of the former army of the Estate (which is now just an army extension of the City of The Order). She uses previously unknown water Monio to great effect, and is a formidable foe. Upon defeat she relinquishes power, but the hero reinstates her for strategic reasons, and to be close to the Earl of City of the Estate. However, there is a revised list of demands she must follow in order to keep her position.

Upon full drainage of Lake Town, the Conqueror there is a master of electric Monio. He is fat and lazy and used to the upper class, and only duties include maintaining the high class and expensive standards of Lake Town. Considering how empty most of the gigantic manors are, you reinstate him and again give a list of demands for him to work on, including housing the less fortunate from the city of Estate.

Once the hero reaches the City of The Order, he/she realises there is no 'conqueror' as such. The generals are the strongest and run the city, and the king lives in his castle. MC has to sweep through brigades to reach and defeat the generals, upon which MC is granted audience with the King. The King has already heard about MC and MC's socialist agenda, and a lengthy debate ensues. The King then Battles MC, and upon defeat admits he can do more for the small towns east of his realm. He also agrees to unground the Imperial fleet to protect the shipping routes and send a fleet north to protect the rich fishing grounds of Post. This leaves the wall under dire threat however, and MC, Adrian and Ro vow they will oversee Wall operations.

Hence ends phase one of the story.

**Hero Story > Mommy Issues.**

Our hero was raised by a solitary dad. He's a strong figure but likes to stay out of the spotlight. MC never really gets an idea of what exactly Dad does around the town of Peninsula, but he is well respected. MC has never known a Mom, and Dad never speaks of her, except sometimes when commenting on the fierceness MC displays.

Dad is instated by MC to run Port, the major trade town to the north of the city of Estate. Whilst he is surprised, he accepts, and MC knows the town will be run better. Dad makes sure to send a message to on-the-road MC and tell him/her how much he loves him/her.

Not much more is explored in phase one.

**Hero Story > Love interest.**

Girl hero -> Girl MC is immediately captivated by Adrian when she helps him fend off advancing and angry Grasskittens. Adrian is a nerd and she likes that. However, he is also very captivated with his scientific work. MC sees that as a great opportunity to have him follow her right through the entire kingdom of Wall.

When MC and Adrian reach Post, Ro appears. Ro is mysterious in origin but also offers to come along on their romp. Ro talks a lot to Adrian as she is fascinated by anyone who doesn't automatically think Monio are evil, hell-bent creatures. Ro becomes a firm friend and confidant of MC, and proves worthy of trust to carry MC's admissions of feelings for Adrian.

There are several moments that are sweetly awkward moments between them right up until the General battles on the Wall, but they don't get together. However, there is the suggestion that they want to date after taking charge of the Wall.

Boy hero -> Boy MC meets Adrian and admires that he's so openly nerdy. MC was always more of a physical person, and lets Adrian know that he is unique and awesome. When he meets Ro, however, he immediately falls for her, and confides in Adrian about how attracted he is to her dark past and mysterious but strong ways of approaching things.

Again, there are several sweet and awkward moments between MC and Ro, but no mention of a relationship happens until reaching the Wall and taking charge.

**Hero Story > Political Issues.**

There are several terrorist groups that MC runs into. At first they don't seem connected but are eventually all learnt to be the same group, via admission by a marshal on Bitter Peak. This group caused a flood-out between Post and Port (which meant MC had to traverse Ice Pass to continue), caused magma flows across the road between Port and Estate, flooded the town of Lake, and were up to no good on Thunder and Bitter Peaks. No origin is uncovered, just that they are defeated and refuse to return home as there is capital punishment for their failures.

MC also gets drawn into a socialist movement across the entire kingdom. It is a movement of the neglected and run-down periphery territories of the kingdom of Wall, that pay taxes but get no support from the government. The Generals on the wall refuse to apologise for the flow of taxation, determined that their strategy of fighting the outflow from the Rift to be of utmost importance, but upon gaining the kings ear, MC gets an apology from him and a reorganisation of troops and taxes.

MC also briefly oversees a regionalistic antagonism from the Earl of the city of Estate and his unhappiness at how much tax he pays from the incredibly affluent mines but how little of it comes back to benefit his fiefdom.

**Major Arc Story > Adrian.**

Very little is covered in phase one about his origins but it is suggested he was an apprentice chemical scientist for a chief scientist on the Wall. However, whilst Adrian is extremely excited by all levels of science, his mentor chastised him for daring to include the biologic sciences of Monio into what he said was "complete and utter importance of base chemicals and compounds". Friction led to Adrian getting ousted, which he views as a very positive step.

**Major Arc Story > Ro.**

Very little is also covered of Ro's origins. It is never uncovered where Ro even comes from, and she talks very little of her past. She likes the MC, whichever gender, because of fairness, strength, and what MC is trying to accomplish. It's suggested that this has augmented whatever quest Ro was on previously, and while Ro is still achieving whatever she set out to do, she's allowing her path to be guided by MC's main quest. Ro decides to stay on to take over controls of the Wall only because she has a lot of loyalty for MC, even though taking root anywhere seems to go against her mission. She says though, being so close to the rift is good anyway.

**Arc Story > Generals.**

The Generals of the Kingdom of Wall generally do the policy making and also lead the human and Monio armies against wild Monio. They set the taxation conditions, of which their subsidiaries then hand out to the other towns and cities across the kingdom. The generals also set the lawmaking. In general terms the chain of command goes, from lowest to highest:

Civilian-> Soldier-> Conqueror-> Generals-> King.

Notable exceptions include the City of Estate, of which an Earl is allowed to exist above the conqueror, but still below the Generals. Also, in the city of Estate and the City of The Order, there are several levels of nobility, that control taxation assets but not armies, although some houses have private security. These houses rarely control assets purely from business venture, instead, often having favour with either the Earl or the Generals.

The Generals have a basic army strategy of 'Wall first', and a taxation strategy of money flowing into the Capital to fuel the army and also the elite houses. This has led to the grounding of the imperial fleet and thus shipping routes that require the fleet for protection against rogue water Monio, pirates, and the recently rumoured and incredibly fatal 'ghost ships'.

Whilst the Generals hold themselves in the highest of esteem for the protection of the people, their strategy is questioned by the lower classes who continue to get over taxed and live increasingly dangerous lives due to somehow increasing numbers and powers of wild Monio, and the lack of infrastructure care (roads being cut off or becoming dangerously broken).

**Arc Story > Earl of Estate.**

The Earl of the city of Estate is a son of the former King, who was stripped of Kingdom a couple of generations ago in the 'federation' of the Kingdom of Wall. In general terms Wall used to be two Kingdoms.   
The western part of which used to be called Vale was the most populous, and also extended far more to the West than today. When the Rift appeared, it tore through a number of cities, and decimated the Army strength of Vale. Many people had to be immediately evacuated as the Rift started spewing Monio in all directions. The armies struggled to keep ahead of the numbers of Monio, and also the Rift which had not stabilised and was continuing to grow in length and width. When the Rift stabilised a gigantic wall was built, and the City of The Order was founded. However, Vale was a fraction of the size it once was but still very populous. Much of the prime land and mines existed on the other side of the Wall. Vale would not have sustained itself for very long and as such, The Order authorised an attack on the affluent nation of Mora. Still having vast armies, Vale crushed Mora, and demoted the king to an Earl, in order to continue running the lands and to pay taxes to Vale. The two were united into one Kingdom, newly named the Kingdom of Wall, as a reflection of the importance the Wall now played upon the entire nation. The barracks and sentries continued to be allowed to be staffed by men from those regions but the Generals (the new name of The Order) put a strict rotation policy in place of the Barrack Commanders, to ensure training was conducted in the loyalty of the crown of Wall. Commoners basically saw the slow downgrade of all services as taxes were bled into the central government rather than utilised in the regions. Most of eastern Wall continues to quietly reject the government of the west, and whilst having to pay taxes, complain loudly at how isolated the cities have become. However, it has also made the towns more intra-dependant and resourceful.  
The Earl of the City of Estate continues to be an unknown thorn in the Generals' sides, doing whatever he can to make things difficult for them without it being known. Also, his Conqueror is one of his own old generals from his old Kingdom, and she is noted as one of the most powerful and intelligent of the conquerors. She also has a lot going on behind the scenes, which don't really play out until after phase one.

**Arc Story > The King.**

The King of Wall generally lives in his world of aristocracy that exists both in the City of The Order and the city of Estate. Most kingdom affairs are run by his Generals, who may report to him but often do not.  
The King oversees the Wall on a regular basis and also the Imperial Fleet and Port, but rarely looks further into the other areas of his government. He does however keep abreast of the rumours that swirl though the elite classes, and knows fairly early on about a new young conqueror who is sweeping through the lands, and impressively taking victories against multiple Conquerors. Several cutscenes show the King discussing with his generals these rumours, and what it could potentially mean. These cutscenes progressively show the Generals getting worried over their level of control over the nation as it becomes apparent that MC has the favour of the citizenry, but the Generals are forbidden to do anything by the King.  
The King graciously accepts his loss by the hand of MC and hints at ulterior motives for allowing MC to rise to so much power when he could have prevented it.  
The hint suggests aristocrat power struggles and a possible cleansing of the very corrupt ranks, yet seems deeper than that still.

**Arc Stories > Per town and Route.**

1.0. Dad's order to keep your necklace safe.  
1.0. Guards' admittance of laziness and lack of order compared to other towns.  
1.0. Rumours of a ghost ship pillaging fisherman and shipping routes.  
1.0. Distance from civilisation and how isolated Peninsula has become.  
1.0. Transport issues- No imports. What occurs in Peninsula has been made in Peninsula.  
1.0. The Mithril Ore. Blacksmith thinks there is rare Mithril ore to be found at an old minesite east of Post. Says if MC can bring it to him he'll make incredibly good armour for MC.  
1.0. The Rift and how it has defined life in the kingdom of Wall. The flow of taxes, the dilapidation.   
1.1. A warning from a Monio Master to stick to the path. Treasures can be found when you wander off it but so can death.  
2.0. The docks in Post are closed. No fishing. No trade. No money. No one has employment. Rumours that a mysterious traveller is the first person to visit the Inn in weeks.  
2.0. Washed out bridge to the south. Massive, unseasonal floods- no rain. The only way now south is via the ice pass to the east. It's treacherous, and only a wild kind of Master braves it.  
2.0. More rumours of a ghost ship. Some people claim to have seen it.  
2.0. Fears of the Rift and how effective the wall is. Monio are increasing in number and viciousness. There have been attacks on anyone who leaves town.  
2.0. Ro meeting.  
3.0. A meeting of fire master terrorists who are melting vast swaths of glacier to flood the lower lands. Not much is learnt from them.  
4.0. Port is being strangled by the vicious and corrupt Conqueror. People are scared.  
4.0. More ghost ship activity. This time people claim there are many ships, and the Imperial navy has withdrawn. All shipping has ceased as the last three ships to leave were never heard of again.  
4.0. Trade south has been cut off by lava flows. The source seems to be the magma caverns in the volcano that shut the Kingdom of Wall off from Orijen a year ago.  
4.0. Folklore about what a bustling cargo centre Port used to be.  
4.0. Lack of travellers and merchants on the roads. Increasing Monio attacks.  
4.0. A reminiscing of the good old days when cargo was taken by ship and by road to the city of The Order, but now an overgrown and haunted forest stands over the land route. They say the forest grew over two weeks, after the death of one of the Generals of the Wall.  
4.0. A revelation that the weather over the seas have turned sour too, completely unpredictable.  
4.0. MC's invitation for Dad to run the town.  
5.0. A discussion about how a volcano would cut off a route between nations and how it was now cutting off towns from each other.  
5.0. A meeting of earth master terrorists who are destabilising the ground in the magma caverns to produce spontaneous lava flows. There is a hint that they are working in tandem with other groups to cause major chaos, but nothing more is learnt.  
6.0. Estate is locked up tight. The gates are closed and the guards don't even answer. Staying at the Inn outside reveals prolonged Monio attacks on the city, and a cutting off of trade routes from every direction, has forced them to hole up. A snoop then reveals terrorist groups waiting in the bushes around the gates. Disposing of them then reveals the city can be entered through its labyrinth and sewer systems.  
7.0. A Master of Dark Monio suggests there are many deluded Masters wandering the Labyrinths, lulled into psychosis from their Monio.  
8.0. The defeat of the Earl's bodyguard is also the city's conqueror, and also an old school general. An interesting chat with the Earl ensues. The Earl reopens the city upon the news the terrorist groups were responsible and had been taken care of. The Earl vows to make a massive Tax delivery out of the understanding these terrorists are working against everyone in Wall.  
8.0. Roadworks to the east to rejoin with Orijen.  
8.0. A class society.  
8.0. A mining society.  
8.0. Major smithing works and dodgy bookkeeping. Rumours of stockpiling.  
10.0. Village wide discussion on the flooding of the town. Most class people are not currently there, mostly maids and butlers, and the Conqueror, who is powerless to climb the two peaks with electric Monio. Hence you're suggested.  
11.0. A meet with water and wind master terrorists at thunder peak, who are causing atmospheric rain from southern wind systems to cascade down Thunder Peak to flood Lake Town.  
12.0. A meet with water and wind master terrorists at Bitter Peak, who are causing atmospheric rain from northern seas wind systems to flow down Bitter Peak and Flood Lake town. A small revelation on the plans of the terrorist group to cripple the tax flow into the City of The Order, as a massive impending attack is imminent and the city has to be weakened first. It is required that the empire of Wall is withdrawn so there is no navy and no army outside of the main city, and so far the plan is working perfectly.  
14.0. City of the Order!   
14.0. Slums and Monio attacks on the poor.  
14.0. Fungal forest and its encroaching tree line.  
14.0. Aristocrat society.  
14.0. Monio attacks on the Wall have completely ceased.  
14.0. Certain goods and especially weapons are in low supply having been cut off from Estate.  
14.0. The defeat of Generals and the King. Revelations and tax diversions. A request from the King to take charge of the Wall, in order to reverse the situation of troop-free regions.  
14.0. The acquisition of Ro as a permanent member of the group and her promise she'll stick around.

-.-. Basic freedom of movement and unlocking of extra sections to gain other evolutions of Monio. The generals agree for training purposes to fight MC over and over again.

end of phase one.