Overall story.

Main storyline  
 - interaction with other characters   
 -character's journey  
 -

Background Data.  
 -origin of the rift, demons and the world  
 -nature of the demons  
 -nature of the world (Line, Order, etc)

Main Storyline.

Interaction with other characters:

-Adrian, male scientist. Female MC's love interest, Male MC's sidekick  
 -Ro, female demi-human. From the other side of the Rift, joins the crusade after seeing a certain pendant that MC carries. Is mysterious and is not known to be from the other side or that people can even cross the Rift. Mc male's love interest, MC female's firm friend. Is very intrigued by Adrian, a human that doesn't automatically discount demons as mindless.

Character's journey:

The main character (named by the player), can be a girl or a boy. Gender does not change the storyline but does change some of the conversations.

MC (main character) starts out in his/her hometown of Peninsula, a farmtown built into the mountains with no access to the sea that surrounds it. MC starts the journey at the beginning of the game by rescuing a nerdy male that is being attacked by a demon just outside of the town. The guards are not there, and MC takes a powergem from Adrian's pack to summon a Cull (tame demon) for his rescue.

From there Adrian is full of praise and convinces MC to conquer the fighting world, and to help him document our 'demon brothers', to come to really learn their nature.

MC returns to Peninsula to tell his/her father that she/he is leaving. Father is not surprised, and says his daughter/son is just like his/her mother. MC's mother has never been around and MC has always been raised only by father. MC wears a pendant around the neck, the only memento ever of the mother.

MC and Adrian travel the first route and battle other Cullers (people who train demons), and arrive at Post, the closest town to Peninsula. Post is the remotest actual Town, and has a Conqueror (a militia like figurehead who rules with superior Cull).

MC battles the Ice Conqueror, who admits he moved to such a remote town to escape the heavy fire fighters on the Line. He thought he could decimate easily the grass type Cull found and used by the local Cullers. Whilst he readily stands aside, MC reinstates him into his post and instructs him to diversify his Cull, and to maintain the safety of the town against Wild Cull, which are rumoured to be getting stronger by the day.

MC and Adrian meet a mysterious figure on the edge of Post, muttering to herself about Cull being confused and devoid of soul. She introduces herself as Ro after learning MC and Adrian are essentially on their way to the Line. Ro stresses she must get to the Line and asks to tag along. She has her own Cull and can take care of herself.

Their journey goes through the Ice Peaks, as the road to Port is flooded and impassable.

Reaching Port they conquer again and again MC reinstates the Conqueror to maintain previous duties, as MC wants to continue to travel. Agaian, due to the remote nature of the lands they travel, the road is again blocked by apparently nature, and they must detour to the Magma Caverns, a tectonically and volcanically active string of caves and peaks to use magic to stop the flow of magma across the next path.

Next stop is Estate, a city within massive castle walls. The gate is closed though for security reasons, and the team must enter the fort dungeons and clear out darkness Cull who have got the city scared. The end of the dungeons come up into the resident Conqueror, to which opens the quite large town of residents that are willing to fight and give items and advice.

Lake is the next town, flooded and inaccessible. MC and team must clear each of the two peaks to unflood the town. They learn that a mysterious group of people are behind the flooding, and reference to being behind the magma flows and the other flooding at the beginning of the journey. They have a mantra to 'attack with nature', and their origins are unknown.