

Untitled Fantasy Story Idea

The Basic Idea

The idea is to take the *Winds of Change Fanfic*, *The Crimson King of Alestia*, and morph it into a more original work. Of course, there's going to be some holdovers (sorry, magic swords are just too cool), but the idea is to still make something that's original to the point that you can tell that it's inspired by *Winds of Change* (WoC), but not wholly ripping it off.

This Document will have *UNMARKED* spoilers for WoC. You have been warned. There are two versions for your consideration: Winds of Change Summary Long Version, and the Short Version. I know I missed a lot of fine details, this is just the cliffnotes version. If you're familiar enough with WoC, you can skip to the "New Story Idea". There's also "WoC People and Places" to help you with recalling characters and places.

Winds of Change Summary Long Version (To Help Get Up To Speed)

The game is a visual novel that follows the "Seer of Valinorth" as they get involved with a Rebellion against the main power of the world of Alestia, The Triumvirate. The Seer is special, and can tap into visions that let them see the future, but it's noted that visions tend to be inaccurate. The game begins with the Seer seeing their home village/nation of Valinorth burned to the ground by the Triumvirate as its Grand Inquisitor, Sovy, looks for The Blade of Exodus.

Early on the Seer is tasked by the Elder of Valinorth, Mylus, to take The Blade of Exodus and join the Rebellion. The Blade of Exodus (BoE) is special in that those with sufficient spiritual energy can wield it and do great things. The Seer, though they have enough power to wield it, will need training to use it properly. The Seer is joined by Valessa, who's the scribe that takes down the Seer's visions once they wake up to help them make sense of things. They are also joined by Fortaime, lifelong friend of Valessa and the Seer and the "Apprentice Scribe".

Eventually, the group gets to Peregrino (a small outpost for Valinorth) and meets up with Ulric, the strongman of the Rebellion. They also meet Pro, who's the lovable rogue type, and discuss plans. The group then goes to Mazeo, the port town/nation (the game uses the term "nation" but these are about as big as a large village it seems) and meets Damek, the leader of the rebels. Earlier in the game it's said he too had a vision when he touched the BoE where the Rebellion won, but Valinorth was lost. Thus Damek's plan is to stick to that vision.

The group stops by the Mayor's house, Gryz, to discuss a potential treaty with one of two pirate captains, each with their own demands. The choice is left up to the player. After this, the group finally gets to Rebel HQ, which is said to have been dug by the Triumvirate that was searching for a Spirit Idol, which is an ancient stone holding reservoirs of spirits and thus, spiritual power. The Triumvirate's soldiers, the Honor Guard (suits of armor animated with spiritual power) maintain the dig site which has essentially been made into a barracks. The Rebellion tolerates their presence because they don't hurt anyone (basically).

Up til this point the player also has had the option to watch some side plots, such as Ulric departing to Peregrino, Damek and Gryz talking about a Spirit Idol, and more importantly, what's going on with Shane, who's first seen in the prologue. Shane is a Rebel that was "Captured" during the Rebellion's attack on Balteus to capture BoE. These side plot scenes eventually show that Sovy has convinced Shane that Damek loathes him, which gets Shane to defect.

Meanwhile at HQ, the player has the option of looking around Rebel HQ like it's going to be the game's central hub and can engage in Heart-to-Hearts with teammates - HTH is a game mechanic where you get to get closer to your teammates be it romantically, or just as their friend and is honestly one of the game's strong suits.

The group then meets at the War Table, where Damek goes over future plans that are immediately interrupted as Gryz arrived, wanting to see the spirit idol. This subplot is *also* interrupted as Shane unexpectedly turns up and stabs Damek not in the back but in the side after he fakes having a heartfelt reunion with Damek. Sovy and Halin (Sovy's apprentice) then appear, and Sovy reveals that the visions that led the Rebellion where they were was an elaborate trap by the Triumvirate, and Sovy then proceeds to assume control of all the Honor Guard suits that start attacking rebels.

The Seer attempts to get Damek out of there with Gryz's help, but Shane (a sharpshooter in his own right) pegs the Seer with a non-fatal arrow shot -alas they're able to escape, but Sovy follows. Gryz took the two to the Spirit Idol cave, and implores the Seer to let him use BoE to help the Rebels, which will cost him his life - he sees it as a worthy sacrifice, as he was a General for the Triumvirate during the occupation and killed not only the Seer's parents but also Valessa and Fortaime's, so at the player's wish he can prepare to die. The Seer can if they want instead call upon the powers of the spirits to have the power to destroy the honor guard suits, which causes an earthquake to happen regardless of choice.

Meanwhile Sovy's about to kill Ulric (again, as he did kill him in the open vision), but the earthquake has him realize what the Seer did, so he goes to confront. While Sovy is gone, Pro (who was mysteriously absent for most of the fighting) arrives with whatever pirate you sided with and their comrades, turning the tide.

Sovy tries to kill the Seer with BoE, but when they both touch it, Sovy sees something and flees. Earlier on in the game, Sovy was told "The truth" about the Spirit Realm by The Triumvirate but

did not want. Now he's got the truth and it's shaken his faith. Once Sovy leaves another quake happens that traps the Seer and Damek in the cave. They later wake up and find that they've been joined by a new entity (eventually it's named Howl) - a legion of souls occupying the dead body of the previous Rebellion leader, Salus. Howl likes to talk cryptically and refers to himself in the plural kinda like Ermac from *Mortal Kombat*. Howl also reveals they healed Damek, and reveals that the spirit world was an elaborate ruse by the Triumvirate and does not exist but is a prison for the souls of the Monarchy - the previous civilization the Triumvirate came in and wiped out before creating the Alestians and populating the world with them. Eventually, the trio and surviving rebels (they drove out Halin and Shane earlier, with Sovy somehow escaping like he's got 100 Sneak) reunite. Damek gives a speech to the remaining Rebels that's actually pretty good, and also reveals the nature of The Spirit Realm to them.

The group reconvenes at the War Table, where Howl reveals that The Seer now has all the remaining souls of the monarchy within themselves and the BoE, as Seers are Spirits-Powered. Howl then crowns the player the Monarch and future King/Queen of Alestia, which causes them to lose their gender-specific title in the process (if the player chose to be female they were referred to as "Seeress", though if I remember it right they still also refer to the PC as she/he at points).

The player also gets some more choice opportunities: they get to choose between Howl or Damek as their general. Howl thinks their better, as they have the power of visions, and believe they won't get duped by false visions like Damek was. The player can also elect to create an army of Seers (in reality only 3 ever get seen), with the caveat that once their powers drain they'll become vegetative. They could instead resurrect an army of "Monarch Vessels" (you also only see 3 of them), but the catch is they'll still feel all the pain that killed them. This choice is so controversial that even your best pals Valessa and Fortaime pass the buck to you when you ask them for advice.

The group then decides to go to Alarinthia for more soldiers. It's a desert nation ruled by the strongest, and word on the street is Vivian has the minerals to be the new ruler, as they've been gaining support and an army and want to take on Dracyu, the current leader. In Alarinthia, becoming the new ruler requires you to engage the current leader in battle and win. Damek hopes that by backing the right proverbial pony they can get their support and more soldiers. So the group sets sail and we get more heart to hearts on the ship and in honesty, there's some really good heartfelt ones this time around.

The group arrives in the desert nation of Alarinthia, which to note Ulric wanted to avoid as he grew up here. They eventually get to the main town, and then to the pub to meet with Vivian, who's actually a guy and lets people assume he's a she so he can throw people off his trail. He's intrigued by the Rebellion's want to back his cause.

Also meanwhile we got scenes where Halin promised to Sovy to not let the Triumvirate know that he let the Seer escape, but then he stabs him in the back anyways because Halin's too loyal to be insubordinate. Sovy is then not just demoted but exiled.

Meanwhile The Rebellion turns up to Dracyu's annual party that he uses to placate the masses into accepting his rule (Then again it's never said he's tyrannical but house parties in your own massive castle makes for good PR). Vivian attends, which Dracyu knows, and it's there the gauntlet is thrown. Pro also throws his own gauntlet, pledging his support of Dracyu saying those siding with Vivian are in the wrong, and Ulric obviously doesn't like this, making it seem like we're hitting the cliché misunderstanding in the middle act. The Monarch has the option of choosing who the Rebellion ultimately falls in line with.

Meanwhile Sovy heads for Alarinthia.

So the next day we get Arena Combat, and the rules (which were mentioned earlier) are simple: Fight to the death, and if the Commander or their Champion are slain, the battle is over and that side loses. Whoever the Monarch sided with is who they fight with. You essentially get the same fight scene (just with different characters doing different things), complete with the Monarch using his blade to blind most of the participants (and viewers, including Damek, Valesa, and Fortaime). The crowd then goes wild as Ulric incapacitates the Monarch (by breaking their nose, what a bastard), and is either apparently killed by Pro (Dracyu) or kills Pro (Vivian). The Monarch then passes out.

We get a bit of melancholy with the group trekking back to the ship with new allies in tow, with them trying to come to grips that one of their own literally just murdered an ally. But then we get to the docks and - surprise! - they faked their death. Turns out Pro and Ulric were chatting this whole time about a scam to rig the game in whatever way the Monarch went, and the dagger used in either kill is revealed to be a dagger with a fake extending blade. The dagger's even forewhadowed as before combat begins you can examine someone's dagger, and it turns out to be Pro's, who seems very adamant that you don't look at it for some reason, and we now know why.

Sovy also appears, saying he wants to help the rebellion, but gets detained by the rebels as they high tail it out of Alarinthia. Later on, Sovy reveals that Ulric used to be the grand inquisitor of the Triumvirate (it's also hinted that the two know each other well throughout the game) and that Pro is the Triumvirate mole that told Sovy where Rebel HQ is. Neither face any real punishment for this bulshittery. Later on, the Monarch gets to choose if Sovy can join the Rebellion or not.

The group gets back in Mazeo, and the PC is free to wrap up any secret finding or HTHs they may have missed in the game. Should you have done all of a character's HTH, you can unlock their loyalty scene to try to win their loyalty - just pick the right choice, but it's only ever out of two so save scum to win the day. But in honesty, these are also some good scenes - Pro's in

particular moved a lot of fans to tears. Just ask a WoC fan “WHY DON’T THEY LOVE ME?!” and watch them try not to cry.

The finale can begin at the Player’s discretion. The Rebellion, Pirates, and Alarinthia soldiers take boats and prepare to go to Balteus. The Monarch gives a rousing speech that can also slightly change depending on choices made in the game. Nice touch!

After this there’s a sea battle with some Honor Guard ships. The Monarch’s boat gets sunk and he has to jump ship to a Honor Guard boat, but is interrupted by Shane. A fight scene ensues with one of the best I HATE YOU’s delivered this side of Anakin Skywalker. No seriously the VA does a real great job conveying Shane’s emotions here. ANYways, the Monarch can FINISH HIM or leave him to survive a sinking ship somehow. Eitherway the monarch passes out and washes ashore Balteus.

The group rendezvous at Gryz’s old cabin, and there’s some slight tension about Valessa and Fortaime being killed, but they’er okay. Your pirate commander might die though, depending on certain factors in the game (this ain’t an FAQ). The group then gets together for Damek’s grand plan: There’s a library they can take, which has an enchantment that stops Honor Guard from entering (for some reason). From there they’ll do the following: Valessa, Ulric, the Monarch and if he joined, Sovy, will take the front of the castle. Damek, Howl, and Vivian/Dracyu will fight in the town square as a distraction for the main forces. Fortaime will sneak round and climb the tower leading to the Bell of Retreat, which will get all Honor Guard to stand down. Pro will cause a ruckus in the castle for extra distraction, with Gryz joining him if you let him live.

The library is an easy enough take, with your Seers/Vessels serving as a distraction, and they have the chance to die as well depending on certain factors. Inside the library you meet the man behind Albus Veuller, a supposed historian of Alestia. It’s revealed the Triumvirate keep him alive simply so he can not just record history, but also write propaganda pieces for the Triumvirate. He’s rather docile and after another one of Damek’s speeches, this time on the right to be free to learn and grow, he’s detained. The PC then gets to do “final goodbyes” with anyone they’ve one the loyalty of. For extra (alleged) spice, romance some of them. Nothing X rated happens though, this isn’t Amorous.

Once the finale begins, everyone’s outside except Howl, who set the library on fire as they feel their old history should die. He also kills Albus and “begins” the rebellion. The plans go into action, you get some harrowing combat scenes, and characters have the chance to die depending on certain factors and it’s not just tied into their loyalty scenes - for example, if Gryz joins Pro he won’t end up dying. There’s a close call with Fortaime, but he turns out okay. Also the death scenes are incredibly grisly - one character has numerous arrows shot into them ala Bormir from *The Fellowship of the Ring*.

The group of Valessa, Ulric, Sovy and Monarch fight it out on the bridge to the castle, with The Monarch using the blade to insta-kill the units when it appears Fortaime fell from an arrow shot,

but he lives and makes it into the tower. Valessa stays behind to cover the rear and either fights on or dies. Ulric, Sovy and Monarch push forward.

You get a big battle in the atrium of the castle courtesy Halin, who summons Honor Guard, and you get this really neat fight scene where The Monarch, Ulric, and Sovy teleport the blade to each others' hands to help cover all sides. I'm probably doing a terrible job of explaining it but it's nice. And then the Monarch gets to square off against Halin, but Sovy eventually steps in to subdue him. The Monarch can then either kill him in a drawn out and grisly fashion (Ed Boon would be proud), or use his blade to free his mind from the Triumvirate's grasp. This choice may literally kill Sovy too if he's with you. And then you get to the main stairs leading up to the chambers of the Triumvirate. Sovy (or Ulric) fakes allegiance to the Triumvirate, and to prove it they cut off your forearm which you then cauterize with a torch. Fun fact! You get to choose your sword arm early in the game - whatever arm is opposite of that is the one that gets lopped.

But it looks like that Trimvir at the door is played for a fool, and Ulric/Sovy kill them and kick them off the stairs to their death. Sovy will also commit die if you didn't spare Halin.

Other parts of the battle are seen as well during the above sequence. We'll go with the everyone lives" ending:

When Valessa covers the rear, she uses the daggers of her pirate mother to hold her ground. Howl and Vivian/Dracyu hold their ground. The Alarinthian eventually withdraws, and Howl holds his ground.

Pro nearly goes to a dead end, but Gryz helps him not get himself killed. They also hold their ground.

Fortaime manages to get into the tower, and holds his ground against some honor guard.

Damek loses heart as he sees rebels fall to an endless sea of Honor guard. He's almost killed when Shane snipes the would-be killer and helps his former-now-friend again back up. This is the last scene shown, as the Bell of Retreat gets rung.

So the Monarch gets into the chambers and is confronted by one trimvir - the other is standing in the back next to the spirit idol.

It's revealed that they created the alestians, and imprisoned the Monarchy as they used what they call "the Dark Idol" for their powers. The Dark idol contains the evil essence of a powerful being but it brings corruption to whatever land it's in - this is noticeable in Balteus, with the Monarch noting at one point that the land looks like it's literally withering away and dying.

They also reveal that they did not create blade, and that it was made in a "conflict of ideas" involving three folks and the evil essence. It's revealed that two of these three were Acheron

and Reiyo from *Major|Minor*, meaning the 3rd was the PC from that game, and the evil essence would then be Nagi, the main antagonist from that game.

You can also get loads more backstory as well from this triumvir. They mention that they tried to find someone suitable for wielding the blade, and that's why Alarinthia was made to be a warrior culture with its contest. They noticed that even though they were imprisoned, the souls of the Monarchy somehow slowly escaped and took residence in a physical form - the spirit idols. And the Seers of Valinorth were The Monarchy attempting to get a foothold. When they saw that the Seer was given an intense amount of spiritual energy, the Triumvirate decided on a plan: make a time loop where the Monarch gets the blade, and gets exposed repeatedly to violence to up their and the blade's spiritual stores. Should the monarch die or be deemed "not strong enough", the cycle would get reset.

The Monarch then kills the Triumvir by drawing BoE, which causes the dark idol to set the room on fire. The 2nd Triumvir is stabbed and pushed into the flames. The final one is just decapitated and the Monarch struggles to get to the idol as it pushes them back as totally-not-award-bait-song Together plays. In all honesty, this also a really good song and it adds to the moment. Just quote the lyrics to a WoC fan and watch them try not to cry. It's okay though, we all cried. The voices of their friends push the monarch forward and they're given the ultimate choice: Sacrifice themselves to destroy the dark idol, or simply send it away to another planet, leaving you alive.

Either choice, you get to see how everything turned out. You get multiple endings for your comrades depending on a few things, such as if you romanced them, if you lived, for some like Valessa or Fortaime it depends on a choice made, if you lived or died, etc. It's nice to see these things actually matter.

If you lived, you get an epilogue after this where you reunite with your friends, with the BoE being all but destroyed. If you died, you find that you're reborn into either an alternate universe, timeline, or new cycle (the game doesn't say, and Monarch assumes the spirits pulled off a cosmic blessing). They remember their journey, but no one else does, and it's implied this is a new Triumvirate-less world (or at least one where they're not tyrannical bastards). Their parents are even still alive in this timeline!

And that's it.

Winds of Change Short Summary

The idea with this is to just give you the short short version of things so you can get a quick understanding if you don't want to read the Long Summary or plan to do it later.

The basic thing of WoC is you have a rebellion rising up against The Trimvirate, supposedly evil dictators of the world of Alestia. The player takes the role of The Seer, who takes up the magic blade, The Blade of Exodus, stolen from the Trimvirate by the rebellion at the cost of their leader Salus, with Damek stepping up to fill his shoes. The Seer joins the rebellion, and finds themselves in a position of leadership requiring them to make choices on how things should proceed. The power is drawn from "The Spirit Realm" later revealed to be an astral prison for The Monarchy, the souls of the civilization that was on the planet before The Trimvirate came and took over everything.

The Seer is later graduated to The Monarch, as they and the blade they wield have all of the last souls of the monarchy. The group is also joined by Howl, a legion of monarchy souls inhabiting Sauls' body.

It's eventually revealed that The Trimvirate have everything trapped in a cycle aimed at growing the Monarch and Blade's power, as the Trimvirate house The Dark Idol, a stone containing the corrupting essence of Nagi, the antagonist from Major Minor. Everytime the Monarch fails or isn't strong enough, the cycle is reset. This time, they're powerful enough, killing the Trimvirate and either sending the idol off to another planet so they survive, or sacrificing themselves by destroying it but getting put into a new cycle where Alestia is at peace and much happier - but only the Monarch remembers their adventure.

There's honestly a LOT in the Long Summary this skips over. But this kinda gives you the basic overview.

WoC People & Places

This is aimed at introducing you to the people and places of WoC.

Places:

- Valenorth - a peaceful forest nation/town. Has a close connection with the spirits, mainly due to the spirit idol nearby in Saulberg, located on the outskirts of Valenorth. There's also Eastcrown, an icy frigid region no one's ever gotten far in. To the north is Peregrino, a small pub that rebels often gather at. Even more north is The Outlook, where you can get to the rest of the outside world.
- Mazeo - a bustling trade town that's the main center of trade and business. Years ago, the Trimvirate occupied it, claiming that piracy needed to be struck down, and enacted trade bans. This caused the Rebellion to form. In reality, they were looking for Mazeo's spirit idol so they could destroy it. Rebel HQ is located under the Church that no one apparently visits, and is a full-on barracks made by supposedly docile Honor Guard units.
- Alarinthia - a desert region where the dragons hang out. The ruler is determined through ritual combat involving squads: each side has a squad consisting of the leader,

champion, and soldiers. Combat ends when a leader or champion is killed, and the winner is the new ruler. Dracyu is the reigning champ and ruler, and can remain so depending on the player's choices. Ulric hails from here.

- Balteus - The Trimvirate's home nation. A frigid location that appears to be rotting away and dying due to the influence of The Dark Idol, a stone containing the evil essence of Nagi from Major Minor.

People:

- The Seer/Monarch: The Player Character. They can choose their gender and even what hand they use their sword with. It's never said what species they are. Insert your own OC like I did! They have the power to see visions of the future, and it's even implied that the player being able to see things like parallel chronicles is them using their powers, they just don't recall it. If you're expecting to cut off some Honor Guard heads too bad, you're basically sidelined everytime the blade swinging starts.
- Damek: A fox. The new leader of the rebels. Said to be a cunning strategist, and a tough fighter. Probably A-Tier. Tries his best to fill in the shoes, and believes that freedom is the right of all Alestians. His mother was killed in the occupation, and he keeps her brooch in remembrance.
- Ulric: A wolf. This large strongman boasts tattoos apparently taken from the Ulric of Alarinthan legend. Wields a greatsword. Is said to be S-Tier but always gets owned by Sovy - perhaps he's pulling punches? It's later revealed that he IS the Ulric of legend, and worked for The triumvirate who gave him immortality. He was first tasked with killing his parents, which he did, even though they fought to change Alarinthia for what they felt was the better. He was thrown outside the city gates for six hours and survived, being pardoned and dubbed a "sixer", and that's where he got his tattoos from. Prior to the game he defects to The Rebellion.
- Pro: A husky. The cunning rouge, sleight of hand type. But a loveable guy all around. Often does scams, swindles, and blackmail to help fund the Rebellion, but wants to be a writer/historian. Prefers daggers. He first says that he was an orphan from the occupation, but a later Heart to Heart can reveal that he was orphaned by his parents, something that haunts him to this day.
- Fortaime: Rabbit. He loves to climb, clean, and read. Is yours and Valessa's best friend. Tries to be an optimist of the group. If you romance him you find out he's ace - though the game never outright tells you, it's something you kinda have to figure out. Begins the game being a little naive but has some growth.
- Valessa: Fox. Her sprite shows her with a bow she never uses let alone references. Your Scribe who writes down your visions to help you figure them out. She tries to stay a little more grounded, and seems to be harsh on herself to an extent.
- Howl: Collection of spirits of the monarchy inhabiting the body of Salus, the former leader of the rebellion. Often talks cryptically, and believes they have the power to not only see different futures, but pasts too. A lot of their HTH conversations revolve around them trying to figure this and themselves out. Eventually Howl realizes they're seeing past cycles.

- Sovy: Furry dragon. The Triumvirate's current Grand Inquisitor, and a schemer who, as he says is "fond of putting [binds] on others". S-Rank fighter, and can even combat with bare hands. Eventually defects from the Triumvirate to protect "Alestia's True Rulers", and can join the Rebellion if you want.
- Shane: Husky. Was taken captive prior to the game, and it's not known how long he's been prisoner. Eventually he is convinced by Sovy that Damek hates him (going off of findable books in the game, Shane was really devoted to Damek's cause) and turns traitor. Has a potential redemption scene depending on your choices.
- Halin: Husky (I think). A newcomer to the Triumvirate and extremely loyal, and in training as the apprentice Grand Inquisitor. Probably A or S rank fighter, uses dual swords in combat. It's revealed that he was created using monarch souls to make the perfect, obedient soldier. The PC can set him free if they wish.
- The Triumvirate: A mysterious trio behind everything. If you ever want to find out who they are too bad, even after the Monarch decaps one of them you don't even get to see their face. They appear to speak and think as one, but are capable of independent thought. Possesses vision power, can grant others visions, and can do time loops.

There's also a bunch of side characters but those aren't too important now.

The Crimson King of Alestia also had some of my own OCs coming in and making it an AU, and eventually got to the point where I also pulled characters from Major\Minor but that's all not too important.

Well, one big detail is that Razzle ends up having to free Nagi from his prison in the dark idol, as a new threat was about to absorb all of its power and the Triumvirate's and become god like. In fact, they do, and almost massacre everyone, but the Demigods (OCs of mine) Shirin, Raphael, and Akeno had a backup plan where Razzle (with Raphael) is sent to an alternate timeline where Nagi (somehow) became ruler of Alestia after being freed. After a brief fight, Nagi realizes Razzle isn't Exodus (PC from major minor), and bestows on him some limited power to give him the edge, as well as teaching him a new temporal-based ability. Raphael and Razzle would have then warped back to their timeline, going just a bit before the new threat got his power. During the lesson Nagi also hinted that Reiyo may have something to do with the new threat (which it's revealed it is, as it was Reiyo's complex plan to destroy the idol since Razzle failed to do so in the original timeline this story spun off from).

Okay, let's get more into the original story idea:

New Story Idea

In the world of Arindan there lies the continent of Nemar, ruled by the all-powerful Church of Lannis. Nemar is made up of several smaller territories, which are all controlled by the Church. These are (and keep in mind, work in progress):

- Lannis Theocracy: The main HQ for the Lannis Church. Contains some of the most powerful elite units as well.
- Osai: Located next to Lannis, and meant to be a defensive territory to help protect Lannis, at least as far as inland invasions are concerned. Can never be too careful with remnants and rebels. Soldiers in Osai are incredibly prideful.
- Jurdal: Located near Lannis and Osai, Jurdal helps train the Lannis military. They usually receive new recruits from the other territories.
- Merchant Guild of Ercio: A dandy little place where trade flows in and out, both from other nations and different places on Nemar. Used to be the stomping ground for Nemarian Pirates until Lannis put a stop to it.
- Inele: an inland territory known for lush forests. Razzle the Seer hails from here. Inele also has closer ties to Ercio.
- Itoar: The main breadbasket of Lannis, which has helped it thrive economically and expand a little before Lannis rapped them on the knuckles and told them to stop. Lots of farming settlements here.
- Zaran: Made up of plains and deserts, folks in Zaran know how to traverse the flats and sands - and more importantly, not die from it. Early on Itoar tried to expand into Zaran but stopped because of said deserts. They never ceded the land back to Zaran and so Zaranians hold a slight grudge against Itoarans.
- Orisha Sefarers: Ocean explorer territory. Also you want a ship? They'll build you a ship. They also don't totally harbor pirates.
- Harian: A more prideful territory, they're into trying to appear a little more elitist than the rest of Nemar. No surprise here - they've poured tons of time into building a thriving economy based around apparel, and have had frequent delves into wines and ales. In fact, Zaran buys a lot of their ales. Mainly because Harian was the first territory to speak out against Itoar when it started trying to land grab.
- Upperu: You want magic? You come to Upperu, the magic capitol of Nemar. They do a lot of research and experimenting with magic for the glory of Lannis - totally within what they allow, of course!

While each nation has "their thing", that's just their main thing or what they're known for. Of course Itoar isn't the only place growing crops and Orisha isn't the only place building boats. They're just considered the "experts" at what they do. They set the bar, so to speak.



Another major player to things is the Willow Empire, but they're on another continent.

While many cooperate, love, or put up (just ask Itoar) with Lannis, many are also not fond of the ways Lannis enforces its rule. Military occupation, threats made on behalf of the God Lannis, spying, and more are things that tend to irritate some residents of Namir. No rebellion has ever been large enough - at most you might get a small village's worth of rebels. There's also talk that remnants of the previous civilization, The Artol Kingdom, exist, but many think that's hearsay and rebels just trying to act like they're more than they really are.

Not much is known about the Artol Kingdom, only that they ruled Namir centuries ago before the Lannis Church arrived and managed to take the continent. It's been so long that even the Willow Empire considers it ancient history.

The story largely follows Raziya Jadestar, usually called Razzle Joestar by his friends (a drunk elder in his village called him that once as a child and the name stuck). Razzle was born with some unique spiritual powers that sometimes deliver visions to him. Sometimes they happen, sometimes they don't. That's just life when you're born a Seer.

Despite these powers, Razzle grew up having a decently normal life in Inele. He lives in Emerald Leaf, just a short walk from the main Capital of Inele. Though Razzle never got too involved with Lannis church life, scholars from Upperu would visit Razzle frequently through his life, listening to the fennec's experiences with his powers. Upperu is known for being Lannis' main magic research arm, though they often do their own studies, leaving it anyone's guess if these recordings are sent to Lannis.

As the scholars weren't able to visit frequently, they set things up so Razzle would have a scribe to take down his visions - this came in the form of Erica, who was a childhood friend of Razzle's

anyways. Her friend, the rabbit Hazel, also gets involved; Hazel always had a liking for magic, and so he often tags along in sessions to hear what Razzle's dreamed up lately.

A rebellion has been forming, however. Originally led by the fearless (former) pirate Ardbeg, he used his charisma and cunning, Ardbeg led several victories against Lannis outposts in Zaran, and even raided a stock of magic tomes from Upperu. Years of being a land pirate helped Ardbeg and his pirate rebels evade capture and remain on the down low - it helped that his second in command, Mac, used illusion magic to hide his scars and even change his appearance somewhat.

Eventually they set ground in Orisha, where they got the idea for the biggest raid of all: Lannis had a sacred blade, Valgus, that could give powerful abilities to others, and was said to command god-like power. Ardbeg knew that even if he couldn't wield it, having a powerful symbol taken would demoralize Lannis. Using a friendly Orishan port, a ship mimicking the Lannis' navy was crafted, and Ardbeg set sail for Lannis. Orishan officials were present on the boat to help things be more official, and they managed to even make it to the capitol. A nighttime raid was conducted on the Capitol's church, where the blade was held under careful guard.

The raid was successful, and the blade stolen, but not before Mac was killed. Ardbeg was wounded as their ship left shore, with many rebels and Orihsans perishing as the ship managed to escape. With it disguised as a fellow Lannis navy ship, they were able to make some headlong. Before long they ran into a suspicious red ship - one of the Willow Kingdom's Imperial Navy. Before Lannis ships could catch up and see what was going on, a powerful mage on board the ship used fog magic to disguise what happened: Ardbeg and some rebels boarded the vessel and took the blade with them, and by the time the fog cleared and Lannis appeared, the red ship was gone before they even knew it was there. The leftover rebels fought bravely, but were killed, and the ship raided and sunk when Valgus was nowhere to be found.

The Willow Empire had been a long time enemy of Lannis, but could not commit direct military action as they pledged to cease expansionist action of their empire years ago. Thus they support rebels covertly.

Eventually Ardbeg and co were returned to Orisha, but at that time ardbeg revealed he had fatal wounds. He soon died, naming Derrek, Mac's trusted comrade, the new leader (as Mac was 2nd in command but died). Derrek now had large boots to fill, but was committed to doing what he could. Willow's Imperial troops departed, pledging that the Empire would send more help soon.

Derrek and the few remaining rebels soon departed; it was determined that Vulgus would be hidden in Inele, as Inele was very cooperative with Lannis, so the church hardly ever felt the need to keep a close watch on them. Derrek had allies in Inele, specifically a small little village named Emerald Leaf...

There's some other things I have ideas for as well. Obviously, Razzle needs to come into contact with the Valgus Blade and become its wielder, as well as joining up with the Rebellion. And then somehow becoming the new leader/monarch of the rebellion. There were a few scene/ideas I had as well like:

- A different take on the Attack on Rebel HQ. The basic idea of the rebellion taking a massive loss would still be in, but I had the idea of Razzle being captured (along with some others) and taken to a compound in Ercino (potentially rebel HQ would either be in Ercino or Inele. Derrek would rally his rebels and they would counterattack, and against odds win the day. The Captain of Ercio's capitol guard (formerly Laseri in *Crimson*) would be fought, but Derrek wouldn't end up killing him for one reason or another. Derrek would also use some level of magic or a certain technique that has the Captain wondering if Derrek has noble blood of some kind.
 - The confrontation between the Sovy replacement (Argus?) and Razzle would play out differently. Argus would try to convince Razzle that Lannis is in the right, but eventually he'd try to grab back the Valgus Blade which results in the two fighting and the same "both grab the blade and Argus sees the truth" - Lannis isn't forthcoming with even their own Inquisitors about the Kingdom of Atol. Argus wouldn't even know it exists.
- There'd be a scene where Laseri Willow, Prince of the Willow Empire, finds out that Starbuck (ulric replacement) used to work for Lannis as one of their inquisitors. He uses it as a lesson for Razzle - be familiar with as much of your soldiers as possible. Know where they come from if you can.
- Of course, The Rebellion meets up with a settlement of Atol Kingdom remnants. Derrek is in dire straights and needs help getting his rebellion back in shape after The Attack on Rebel HQ and Battle at Ercino Compound. While walking and discussing plans with Laseri and Razzle, the trio end up stumbling into the settlement. They are greeted by Mortimir (Howl's replacement), an elder of the settlement. This is when the reader (and Razzle and Derrek) would find out that rebellions are instigated by these Atol remnants. This one in particular is one of the major ones and is difficult to find because of an enchantment that helps keep their location hidden - though those with the right needs and wants often find that their feet bring them there. The trio is also grilled by Shirin, who belongs to a trio of demigods (though he's in disguise and the readers wouldn't know this until later). It's also revealed that Laseri had an inside man who managed to find the settlement and write reports to Laseri, which helped convince Gulari (the emperor) to get more involved, as the legends of the powerful Atol still being alive were true. The inside man was able to find the settlement because while he was loyal to the Willow Empire, his heart also wanted to learn and grow from Atol's secrets, allow him access.
- Ultimately the rebellion and even Atol still being around is the work of my demigod trop Shirin, Akeno, and Raphael. They know Lannis is up to no good (on a potentially cosmic level) and thus help guide Namirains into starting insurrections and rebellions while acting as advisors.
 - They COULD just confront Lannis directly, but they feel the world and Namir stand to grow and evolve should their own creatures resolve this instead of

having three demigods come in and change things. They also don't know exactly what the church is up to, so they keep their identities secret in case Lannis is able to get additional help - the trio is powerful but not immortal.

- Later on it is revealed the church is up to no good. They acquired a dark artifact that houses the soul/essence of a "dark god". The main beings behind this church, another trio of Demigods led by the being Lannis (hereafter God Lannis), which the church takes its name after, is wanting to experiment with and unlock its power, and wanted a populace to experiment on with this power. Akeno and co felt that something like this was going on and want to intervene not just to free enslaved creatures but to prevent something more catastrophic from happening.
- God Lannis would also be sought after by the Akeno Trio because of how he refers to himself: God Lannis is just another demigod, but fashions himself a God. The general demigod community feels this is a mistake - and the real divine powers won't feel bad about dishing some kind of lesson out.
- Razzle would have to free the dark being during the finale, much like the above scene from my outline of *Crimson* where Razzle would have to free Nagi to get his help. The Dark Being would also turn out to not be so dark/evil, or at least, be something/one that could be easily placated if you know what to do/say.
 - The final battle might still be Razzle v. Lannis.
- Razzle would eventually learn why he has powers: remember that Upperu loves to experiment. So they thought "let's give a baby magical powers". A Lannis Demigod used the Vargus Blade to gift Razzle a power - which ended up being the ability to have visions. It's also later found out he can store souls for power as well. His parents originally consented, but for one reason or another, eventually wanted out, and tried to get in touch with the rebellion. At the time, Lannis was planning an occupation of Ercio, so one luring letter later....I'm also debating on if Hazel and Erica's parents should be killed as well, but probably not unless I get a damn good reason.
 - That also explains why the Vargus Blade, which is said itself to contain a spirit, lets Razzle use it and use it well - the damn thing gave him powers.
 - The idea of him having spirits to draw power from is meant to be symbolic for his eventual role as Leader/Monarch. The leader draws power from his people, so too does a soul absorber, in a way.
 - One idea I had for Razzle first getting the blade is that it "calls out" to him, leading him to find it and the Rebellion's cover getting blown to him.
- Pirates would join the rebellion at some point as well.
- Niko's lover could potentially be Lily, a cute little squirrel living in Harian in a port town, which gets attacked by non-Namir pirates. The Rebellion is in the area and offers to help Harian, who accepts as Lannis is currently occupied with other matters (or could be that they usually leave these issues to Harian's militia, but in this case it's more than they can handle).
 - There could be an earlier scene where Argus "inquisitions" Lily to make sure she's not trying to corrupt Niko away from Lannis.

New Story Character List (so far)

- Ardbeg: Species not known. Former leader of the rebellion, now deceased. As a side note I'm also looking for a name other than "The Rebellion" to call it. He was originally a pirate and after the occupation of Ercio vowed revenge against Lannis. A chance meeting with an Atol set him on the path to rebellion. Died while recovering The Valgus Blade.
- Mac: Ardbeg's second-in-command. Was good with Illusion Magic and did pass off some teachings to a protegee.
- Derrek: Third in command. Became the new Rebellion leader after Ardbeg and Mac died. He knows its big boots to fill but is determined to do what he can. May have noble/royal blood.
- Raziya Jadestar "Razzle Joestar": Fennec. The "Seer of Inele", he was born with the ability to have visions. A series of chance occurrences sees Razzle eventually joining the rebellion against Lannis.
 - The upperu priests give him the power as a child/baby bc they've tried ti with adults and it screwed with their perception of reality. They get trapped in a "limbo state" where they can't tell fantasy from reality.
- Erica: Species not known. One of Razzle's childhood friends, she's chosen by Upperu magi researchers to take notes on Razze's visions.
- Hazel: Rabbit. One of Erica's close friends who often tags along with Erica to Razzle's sessions.
- Starbuck: one of the Rebellion's strongest fighters. Is a hyena from Zaran, and wields a broadsword.
- Jikan Brando: A former gambler Derrek picks up from Ercio. Tends to make ridiculous bets to win money for the rebellion. Is notable for being able to teleport without making a sound - a rare feat.
- Laseri Willow: Goat, crown prince of the Willow Empire. Comes to Namir himself to aid the rebellion.
- Argus: Species unknown. Grand Inquisitor for Lannis. Very cunning and charismatic. Dangerously so.
 - It's planned for Argus to eventually defect to the rebellion, but this is something that'd happen over a long period of time.
- God Lannis: So vain he named a church after himself. Out to "Ascend" to Godhood through experimenting with an artefact that houses a powerful dark entity in it.
- Lily: A young squirrel maiden living in Harian. Lover of Niko and daughter of successful winemakers.
- Niko: A young inquisitor serving under Argus. Very devoted to Lannis and may potentially have a naive view of things. Proficient with a rapier.
- Raul: Raphael in disguise; he's part of Argus' inquisition squad to help gather intel for the other Demigods/Rebellion.
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