

Pitch 1: Deep within the Agual Mountains, there is said to be a city lost to time, and filled with riches as far as the eye can see—a city of gravity-defying structures and living automatons, imbued with an ancient magic, and long-since abandoned by its denizens. Until now. You care not for Reino Alto for its vast riches or wealth, nor its stunning beauty and rarity. You care about it because because it's yours—and you're going to get it back.

Your kind once ruled these mountains. With might and magic, they tamed the wild, rocky landscape and built up a society of merit and accomplishment. Settlements were carved into the steep mountains, maintained by stellar craftsmanship and arcane magic. The grandest of these settlements, Reino Alto, stood as the capital for the Agualians.

No one knew where the invaders came from—perhaps from across the sea, or from another world—but they arrived to the Agual Mountains with conquest on their minds. The Agualians fought back, but slowly their invaders subsumed their mountainous empire. Both sides levied heavy casualties, but for the invaders, it seemed their conquest would not be a success.

In a last ditch effort of spite, the remaining invaders took their own lives, turning their spirits into forces of corruption, which went on to corrupt the Agual mountains. The Agualians dwindled, until they found their way of life on the verge of extinction.

You play as a descendent of the Agualians, cared for by your wise, older brother. On the trail to find the lost city of Reino Alto, your brother vanishes. Armed with a magical gauntlet, you must follow your brother's paper trail, combat the spreading corruption, and find the last bastion of your people.

Pitch 2: Gifted with magical prowess, the Xinidians created a society in a magical world that flourished off technological innovation. Magical constructs led their society to flourish, constituting the entirety of their industrial sector. In time, the Xinidians became increasingly lazy, until they hadn't a reason to even lift a finger.

Their pious neighbors, the Zarthars, weren't too pleased with their lifestyle. Their resources were dwindling, leached by the overreaching Xinidians and their gluttony. As they fell into decline, the Xinidians granted them refugee status—provided *they* serve the job of managing their magical automatons. Reluctant at first, the Zarthars began to see the opportunity for what it *could* be—payback.

The Xinidians were neutered by their indolence. Still embittered by their Xinidians patronization, and still hateful of their constructs, the Zarthars abused their trust. They sabotaged the automatons, turned them against their masters, and brought about cataclysm. The Zarthar's misuse led to a great corruption infesting across the land, destroying the very thing the Zarthars sought to avenge.

You play as a Zarthar child, taken in the care of a mysterious Xinidian noble, racked with guilt with what his people had done. (You later find out he's the Xinidian prince! Wow!) Having crafted you a magical gauntlet, the prince mysteriously disappears. Now you must traverse the land, purify its inhabitants, and find your friend.

Pitch 3: The Ampato people were one among many occupying the great pangeaic continent known as [insert name here]. They built their society upon the slopes of the [insert name here] Volcano, a place of great reverence to the many races of [continent]. Said to have given birth

the world, the Volcano is believed to be the direct source of magic in the world, and from within its bowels came the spark of life.

Believing themselves to have been molded from the Volcano's clay by the Gods, the Ampato believed themselves to be the stewards of the volcano—and the world as a whole. An empire forged from persuasion and brotherhood among the races expanded across the pangeaic continent. Of course, this peace would not last.

A rift began to grow among the Ampato. Known for their deference to the Volcano, they refrained from gluttonous consumption of its magic. However, a select few began to craft strange technologies from the metal and earth from the volcano. Imbued with the raw, undifferentiated magic from the Volcano, these materials proved to be immensely powerful. A call for industrialization was made.

Opposition grew between those who revered magic with religious fervor, and those who wished to industrialize it. Soon, it escalated into civil war. With its stewards at war and its precious metals forcibly extracted, the earth's magic grew corrupted. At the war's height, the volcano erupted, sundering the land and corrupting the wildlife. Isolated pockets of survivors are now left to fend for themselves in a world doomed to rot.

You play as an orphan of the conflict. Born on the night of the cataclysm, your parents were among the many casualties. However, you were rescued by an Ampato shaman named Kunara. Inheriting a scarred and corrupted Earth, you two were forced to survive. Bob had always believed there to be some way to reverse the volcano's ails and restore the world; as he grew older, he preyed upon the truth, getting closer and closer to the solution, just as madness began to prey upon his mind.

Having crafted you a magical Ampato gauntlet, Kunara mysteriously disappears. Now, you must traverse a twisted land, searching for your guardian, and chasing a paper trail of his journal entries to uncover his mysterious plot.