You are in Nara Village(name pending), your name is -name here-, your dad asks you to go out to the woods and fetch some berries or something. Once you arrive at the gate, the gate master says there has been an increase of wolf activity, and that you need a weapon to go into the forest, and he tells you to go to the forge first to get a weapon. You go to the forge, and the forge master sharpens a stick and gives it to you. When you go back to the gate, he gives you a key to the shack nearby, and says to prove you can use that weapon by bringing back 5 rat hides. When You (finally) finish, the gate master allows you into the “BushWood Forest. Then you go And try to collect the berries. However, there is a sidequest you must face before that happens. (1.4) When you finish collecting berries, you see a bunch of the King soldiers heading to the village, and you bump in to them .they say something along the lines of: "hey kid, watch it! we have places to go!". When you come back to the village and you arrive back, your village is in shambles. There are monsters everywhere, dead and barely alive. Many soldiers are lying on the ground, dead or mortally injured, the houses are burning. There are 2 main types of monsters. "A" is one of the wounded soldiers. you fight them later on, will full strentgh. They are weak, and easily killed. "B" are the scouts that appear after an invansion, to find any remaining opposing life and annhilate it. They are even weaker then A, Since they have been bred to deal with wonded soldiers, not healthy armed kids. You put out the flames and you find an iron sword in the rubble it looks like nothing happened to it. You go into your house and find the general for the scouts. After you defeat the soldier, a red crystal(or something) appears. you take it, find your Dad dead. You go out, and you look around the destroyed village. You decide there is no reason to stay here, and you have a flashback. You remember your dad telling you that deep in the forest, if you follow a certain path, you will come across some cliffs over top of the villiage so you go into the forest. It is now sunset. You travess the forest, and find the cliff. You settle there (it is now night) and you study that red crystal you found. While surveying the villiage in wonder of what happened, you see nature is slowly reclaiming it; there is moss, and plant life is emerging between the dead and you fall asleep. As you sleep, you are discovered by some of the king's troops that have arrived to assess the damage. One of the troops decides that you have been orphaned by this tragedy (and somehow survived). While you are sleeping, he decides to bring you to the Castle Town(name pending). You wake up, and the soldier talks to you about the tradegy, like a father trying to tell his young son about how his mom died. He then tells you he needs to go do his duty(along those lines) and gives you 200 coins to spend to day/shop/something. So now you are outside of the house. Now I envision castle town to be split up. housing district, buisness district, back alleys, and such. now all of the stores are in the Business district, where you have to go/should go. Now when you enter any store, they say along the lines of "this is dangerous. adults only" and you get kicked out. Now there is one store that doesnt kick you out. That is a fortune teller. You go there and for 50 gold, she tells your future. now when she does, your red crystal begins to glow. You hide it, and she says there is a force at work stopping her from telling. she tells you to try again later, when she has solved the problem. You leave the shop, and study the crystal (you are in a back alley). A red beam shoots from it, and it illuminates a cave on a cliff....near the castle. When you try and go to the castle, the gatemaster stops you and says that you need permission to go into the castle grounds. When you go back into the housing district, the post-man arrives with an official letter by the king, asking you to the castle.

Main Quest 1.1: Go to the bushwood forest and gather some berries.

SideQuest 1.2: Lost key

There is man standing in front of his door in Nara village. He tells you that he has lost his key somewhere around the shack, and asks you to find it. Once you find it, he goes into his house. Follow him and he gives you the reward

Reward: x1 Berry Concotion

Main Quest 1.3: Hiding rat hides

The gate personell asks you to go and collect 5 rat hides in the shack. To do this, he gives you the key to said shack. When you arrive back with the rat hides, he gives you the reward

Reward: Acess to the Bushwood Forest

Main Quest 1.4: Fallen Log

Once you come close to where the berries were supposed to be, you see a fallen log blocking your pathway. Now, back in the forest you can find a lumberjack’s cabin. He is not there, and you must go around the forest searching for him. He says that he will deal with the log if you can simply get his axe back. You should find it in a cave. Bring it back and he says to meet him at the log area. When you do, he has removed the log and you can enter.

Reward: Access to the Dekuberry bushes.