

*A lore bible tells stories in their most defined detail. For reference material, see [Lore Dictionary](#)

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DICTIONARY

Hearth: A temple to Pehyla, where hearthlight is found.

Hearthlight: Light given off by Pehyla's fire. It also repels the shadows.

Braid: Name for an item that gives magic resistance.

Amor: Name for an item that give physical resistance

Potion: Concoctions made by **alchemists** that grant short-term buffs or resistances.

Alchemist: One who uses **blasphemous magic** to create potions.

Theriae: People who could channel gods' powers

Shadows: The group name for the creatures the party fights

Rifts: Particles that float through the air, allowing magic into the mortal realm

Blessed: Imbued with magic, often glowing in some way

Blasphemous: something that goes against the perceived will of the gods

Blasphemous Magic: Magic using the power imbued into the earth rather than a tether to the gods

THE BEGINNING STORY

Vennixis fell in love with a hunter from Lys named Riff. Most of the gods above were shocked. Sleeping with a mortal was one thing, but falling for one was entirely different. Still, despite the whispers behind her back, Vennixis took great comfort in knowing Riff was there.

The god who despised this the most was Austerisis, her brother. Austerisis sent several beasts to kill Riff, but Vennixis and Riff defeated them. Becoming fed up, Vennixis stood against the sun, calling for him to cease his war on her lover. Austerisis agreed, proclaiming his love of his sister outweighed his hatred for the man. But he lied.

For one night, Austerisis sent a great Scorpion to chase Riff. As the beast was not meant to slay the man, Vennixis did not notice. Rather, the Scorpion chased Riff into the water, swimming towards the shore whereupon Vennixis was honoring her fallen nymphs. Austerisis came down, pointing at the man in the water and falsely proclaiming it to be one of the men that took one of her huntresses' lives. Enraged, Vennixis notched an arrow in her bow and let it fly. As the man cried out, she knew what she had done, and quickly tried to save him.

Vennixis brought Riff's body to shore, assuring him he would be ok. As her tears hit him, he was enveloped with the power of moonlight, and though it may heal curses and guide travelers, her moon could do nothing for his flesh. Austerisis approached to comfort his sister. "Don't waste your light on the boy. It's better this way"

Vennixis looked up, realizing this was no accident. Austerisis had done all of this on purpose. Furious, Vennixis spun on Austerisis, yanking the arrow from Riff's chest and plunging it into her brother's heart. Austerisis stumbled back, his stance of haughty pride crumbling as Vennixis' hatred swelled through him.

Vennixis stumbled back in shock. Through growing up, she and her brother had constant fights, where each would take a bow or blade to the other in fits of anger or even minor annoyance. This wasn't meant to kill. Vennixis bent to her brother's side, but her magic only seemed to hurt him more. Unable to heal him, Vennixis watched her brother die. She shut his eyes and removed the arrow, but as she did, her body lit, full of sun and warmth as her brother's power flooded into her. Unable to control the sun and moon separately, they overlapped each other, hovering just overhead as she wept over her loss, first of her lover, then her brother.

Not only did Vennixis receive the power of Austerisis, but so too did Riff, a small bit of his blood mixing with the sun god's before his soul's departure. This power mixed with that of the moon, shattering his soul and the power into a thousand pieces that were strewn across the land. These became the rifts, tears in the world between the human world and that of the divine.

Devastated and exhausted, Vennixis fell to her side and cried for seven days, allowing her pain to tear through her body. She had done this. She had destroyed everything she loved. During this time, those in far lands fled their homes to Pehlya's temples, where they could still find light and warmth.

After seven days, her soul itself cracked into pieces, and the moon along with it. Where her moon casted shadow, her hatred manifested into creatures. These creatures were formed of her brother's light, each with the goal of causing her pain. Because deep down, that's what she wanted. But, unable to reach her on her nymphs' sacred isle, the creatures grew restless and

began to strike their hatred on others. Any humans remaining in the shadow lands were destroyed, with others being forced to guard their hearths.

Meanwhile, the gods were whispering on Olympus. They had not seen what had happened, but watched as the sun and the moon became one in the sky. Searching as they might, they could not find Vennixis or Austerisis, for the isle was hidden by Zeus himself, who had gone missing. When the moon cracked, the Pantheon thought they had their answer, but found themselves mistaken as the shadow monsters attacked. Kesiphae could feel Vennixis' hatred enravled within the shadowed tendrils.

Kesiphae has visited the Isle of the Nymphs with her friend, and thus knew its location. However, not wanting to betray her, Kesiphae had held her tongue and kept silent. When the world began to be razed by her friend's hatred, however, she decided she could no longer stay away. When no one was watching, she quietly snuck down to the mortal realm to regroup with her friend.

Or at least she thought no one was watching. From the corner where he was lazily observing, Dionysus watched Kesiphae quietly slip from the heavens. Knowing she was friends with Vennixis, he followed her to the island. Once he found the location, he alerted the rest of the gods.

The gods understood the sky was in a fragile state, and thus could not all risk confronting her. As such, they decided on sending Daugres with a sword crafted by Hephaestus himself to cleave gods from their twines of fate. They too sent Cyrus to lead him, as only one who had been to the island could find their way again.

Meanwhile, Kesiphae had found Vennixis on the Nymphs Isle, weeping. She tried to console her friend, but when she laid a hand on her shoulder, her vision was clouded with the shadows of her life.

Aycidien and Daugres found their way to the isle and Daugres raised his sword to deal the final blow. As a final act, Kesiphae used her power to split the pain among the four gods, rendering them mortals. As mortals are unable to exist on the Nymphs Isle, they were cast to the nearest land, their knowledge and memories stripped from them.

Yet still a small fragment of power and memory remained in each. Like an ember, each could be stoked with proper care and fuel.

Light and its Significance

Light holds much significance in this world. The sun's light, the light of Austerisis, is hating and unforgiving, especially towards Vennixis. Pehlya's light, on the other hand, is one of warmth and understanding. This allows her light to drive away the shadow creatures. This also means that the shadow creatures are attracted to guilt and hatred.

WORLDBUILDING

AREAS

Charred Plains

Where: Start Area

A desolate area that has been razed by the Shadows. Leads up to Mysia. Black and white, with some normal-looking rifts.

Mysia

God of Worship: Mysian, god of Travelers

Mysia once used to be a lovely trade village, one that people would stop on as they traversed to other places. However, when the shadows came, their small size meant Pehyla took a while to bring her light to the village. As such, many people fled, and the shadows wrought devastation upon the people.

At present, the village mostly resides around the hearthlight, living in fear that it will go out again. The edges of town are still overrun by shadows. The villagers are unsure what to do: reliant on the trade that passes through, the lack of travel spells their slow death. Still, they welcome in any weary travelers, and thus their hearth burns bright.

The architecture here is mediocre, an old-timey town, more standard.

Hesradel

Gods of Worship: Thitao, god of grain

Once a farming town, Kephralis in a distinct position of helping refugees who came to their area. Never lacking in resplendent offerings, hearthlight burns bright here, only aided by their acceptance of all those who pass through.

Pykorien

God of Worship: Austerisis, god of the sun

Pykorien is a city of Theriae and scholars, and thus boasted much wealth, knowledge, and magic. Even their buildings and city streets glowed, blessed with the power of the gods. To keep their city safe, they constructed a large wall, allowing only a select few to pass into their kingdom of majesty. When the shadows came, they thought they would be safe inside their walls. They closed them, turning away any refugees who came by, and corpses began to pile outside their walls.

Due to their selfish nature, Pehyla found her power there waning. Not only the goddess of the flame but also of community, their selfish actions chafed her already weak connection to their mortal realm. As such, the hearthlight there went out, and the city was overrun in shadow. Now, the once loud city is silent, lit by the blessings on the buildings, bathing the world in an eerie light.

Thatria

No longer exists. Once known for weapon-forging. About 180 years before the events of the game, following an extended period of insurgency, the city's last king was killed and the city was burned to the ground.

CHARACTER RELATIONS

- CONTENT WARNING -

The following section contains mentions of grief, loss, abuse, SA, self harm, PTSD, and alcoholism. While none of these are present in the game explicitly, they are part of the characters' pasts and are important to lay out.

VENNIXIS

God Equivalent: Artemis

Top Stat: Dexterity

Sexuality: Asexual, bi-romantic

Art Direction

Sharper angles with some curves, crescents

Past

Named by the player (But canonically named "Silvest"), also known as Vennixis, this is one of the playable characters, a god who was cast down from "Olympus" and whose memories were wiped. The goddess of the hunt and the moon, she is one of the two gods of the heavens that once presided over the sky.

This character was not allied with the other gods who fell. The other three gods sacrificed their own memories and powers to strip this character of her memories and godlike abilities.

Personality

Silvest is strong-willed and confident, often believing her ideas are the best. She cares deeply about those close to her and wants to help people, but has a hard time trusting. She tends to push away close relationships, fearing that those close to her will cause her pain.

She prefers the thrill of the hunt, and can coordinate an attack if need be, but prefers to forgo plans for pure instinct.

Mental Trauma

When she met Riff, she quickly fell in love, deeply impressed with his skills. However, her brother, Apollo, feared this relationship would weaken her, and thus tricked Vennix into killing her love. Falling into a state of rage and grief, she quickly turned her bow and fired an arrow at her brother, piercing his heart and rupturing the sun.

She was devastated afterwards, having lost the two people closest to her. She searched for a way to retrieve Riff's soul, but the damage was done. The sun, having been slain, shattered, scorching the land and raising towns and cities. Vennix, trying to fix this, attempted to absorb the sunlight into herself, but it was too much. The moon burst into a thousand pieces, scattering across the land.

Intellectual Characteristics

Silvest is constantly evaluating the world, ready to react at a moment's notice. She doesn't often formulate plans relying on her reactions.

Backstory

Vennixis values freedom above all else. Growing up in her brother's shadow (literally) she knew he was the golden child. Rather than try to be better than him, she happily let him have the title, taking her own life for herself. Other than watching over the moon, she spent her days hunting. Over time, she gathered a party of huntresses, women who also wished to be free from their lives and live in the woods. To each, she granted agelessness, allowing them to live until they fell to the hunt.

Eventually, she couldn't keep up with the amount of women who wanted to join, so she elected some leaders from her initial party, called Nhedrasta. She was going to grant immortality to these women, but they refused, saying if they fell to the hunt, so be it. Vennixis relented, but felt saddened.

Each year, some of her Huntresses would fall. When they did, the parties would lay out the woman's body under the moon, where Vennixis would take it up and to her sacred island of Nhedrasta. She personally mourned each death, as each huntress she had taken and trained personally. Each was her friend.

When her first Nedrasti fell, Vennixis mourned, forgetting to take the moon from the sky. This was the first eclipse. Each time one happened, it signified the passing of one of her closest friends.

Of course, these funerals were few and far between. Being well-trained, her huntresses did not fall often. Her personal party moved often, sleeping in moon-woven tents, bathing in springs, and resting with their silvered wolves each night. During the day, they would hunt, laughing and showing off their skill.

In addition to her hunting party, Vennixis loved her brother. While they didn't see each other often and were as different as, well, night and day, they enjoyed each other's company, having grown up hunting together. Of course, he was always pushing her to leave her huntresses and "become a real god," whatever that meant. She would laugh it off, but he became more and more insistent.

When she began dating Riff, that broke him. He swore she was throwing her life away, tying herself to a mere mortal. At this point she may as well be one. Vennixis retaliated, voicing that she was happy with her life.

Over the next several months, Austerisis invited Vennixis to talk, trying to convince her to change, but she wouldn't budge. He eventually decided to take matters into his own hands, resolving to kill Riff. But Vennixis thwarted him at each turn

Vennixis and Riff

Vennixis had never met a more brave or stupid soul than Riff. After he found her Nymph's encampment, Vennixis was shooting to kill. Far too many times had she given men the benefit of the doubt only for them to cause pain. Mercy was no longer on the table. But this man

simply wouldn't die. Vennex was impressed by his skills, and soon it became a game between the two of them: she would try to kill him, and he would avoid it. And of course, over time, they fell in love.

After they resolved the issues, they started hunting together, appreciating each other's ingenuity and skill. Eventually, she made him an honorary huntress, granting him agelessness as well. Riff helped Vennexis trust people more, and Vennexis helped Riff work with others.

Vennixis and Kesiphae

Kesiphae and Vennixis were friends long before they were cast to the mortal realm. When Vennixis fell for Riff, many of the gods on Olympus mocked her or openly ridiculed her. Mortals were meant to be ruled and used, not loved. How quickly her love would fade away. Yet still, Vennixis held fast to her love, which Kesiphae admired. The two grew close over this understanding, with Kesiphae supporting Vennixis.

Vennixis loved hearing all of Kesiphae's ideas. When Kesiphae enjoyed something, she could talk over herself for hours about it. On top of that, she was always willing to try new things and got along well with Vennixis's Nymphs. While Vennixis found her friend's persistence to talk about her emotions a little silly, she also found it helping slightly.

Vennixis and Daugres

Vennixis had a healthy respect for Daugres for a while. He saved her once, She helped him out. From one hunter to another, there was a mutual respect, but little more. However, when she began friends with Kesiphae Vennixis found herself disliking Daugres more and more.

Vennixis and Aycidien

KESIPHAЕ

God Equivalent: Aphrodite

Top Stat: Intelligence

Sexuality: Pansexual

Art Direction

Rounded but not relaxed. Hearts. Beautiful

Think flowy dress with high slit and golden implements. Probably showing cleavage/ something that is pretty male-gaze-y

Less a dress she chose, something someone else chose for her

Play around with race/body type

Personality

Bubbly and caring, nothing is a small deal to Farria.

Mental Trauma

Farria has been in several failed relationships. She often wonders whether it's because she's unlovable. She knows that she's beautiful, but fears that is the only thing people value about her. As such, she tends to get attached to people, even when they hurt her.

Has major anxiety, especially when it comes to relationships, both platonic and romantic.

Intellectual Characteristics

Farria is extremely smart but tries not to show it. She often uses her observations to inform her interactions with others, as these things do not come naturally to her.

Worst Traits

Farria tends to be rude to those she doesn't know,

Past

Farria used to be close to Silvest back when they were gods. Bonding over Aphrodite's acceptance of Vennix' love, the two became fast friends, with Vennix helping Aphrodite to stop worrying as much about what others think.

Near the end, Farria had become fed up with being a prize to be used by various men.

Relationships

Definitely a little into Silvest, but doesn't want to be in another relationship

Becomes good friends with Cyrus

Backstory:

Kesiphae has never been fully in charge of herself. Right from her formation, she was ogled at by other gods, each commenting on her looks and little else. So much so, in fact, that she became the goddess of beauty. Nevermind the fact that she was intelligent and deeply fascinated in the lives of other people. The other gods only ever commented on her beauty. Over time, she began to believe this was the only thing she had.

She quickly had many gods trying to woo her, most notably among them Daugres. Allured by his charms and hidden kindness, Kesiphae began a relationship with Daugres.

However, this partnership did not last long, as soon Hephaestus, god of the forge, committed a dastardly scheme to capture the queen of the gods. Eventually, Kesiphae's hand in marriage was offered as a bargaining chip, a deal sealed by Aycidien in an attempt to keep the peace.

She was extremely unhappy in her marriage, as her husband only loved her for her looks. He would often gift her with low cut dresses and resplendent jewelry to bring out her beauty, toting her around on his arm as he met with the other gods. On top of that, he dismissed her intellect and insights, and took her to bed despite her displeasure. She hated him, but quietly accepted her new life.

However, Daugres did not. Not giving up so easily, Daugres continued flirting with Kesiphae, and eventually began meeting up with her in private. Finding she at least enjoyed his company compared to Hephaestus, she began a secret relationship with him, but felt unsure about the relationship's physicality. Soon, she began accepting the attention of all the men around her in hopes to gain some sense of worth. Still though, she could only seem to find it in

her beauty. Each new secret relationship Kesipahae started, she hoped her new suitor would see beyond her looks. But they never were interested in more than simply bedding her.

Occasionally, her affairs would be found out about, and it grew to be what people expected of her. Beyond that Hephaestus now simply used as he would any other tool in his workshop. Even Ares's affections, which were once sincere, felt hollow and meaningless. Kesiphae stopped seeking out affection, but still let it happen to her when it came around. Truly, the word love had lost its meaning.

Kesiphae and Vennixis

Vennixis always kept to herself, seeming to dislike Kesiphae. Used to other women disliking her, she thought nothing of it until the goddess began dating a mortal. Excited by this forbidden love, Kesiphae began to get to know Vennixis. The two quickly became close, and Kesiphae found herself intrigued by Vennixis's passions, especially hunting. While Kesiphae disliked the actual killing, she enjoyed watching prey and predicting their movements. Spending time with Vennixis was freeing when compared to her normal life on Olympus, where she was ogled by the gods and stifled by her husband.

Kesiphae and Daugres

Daugres began courting Kesiphae early on, attracted by her beauty. Kesiphae finds his passion exciting, feeling most valued when she is with him. She also loves his kind spirit that he hides away under his tough exterior, and only wishes he would show it more. However, despite liking him as a friend, she isn't sure she likes him more.

Kesiphae and Aycidien

Aycidien flirted with Kesiphae when he first arrived among the gods. At this point Kesiphae only had eyes for Daugres. However, when Hephaestus began his rampage, it was Aycidien who offered to take Hephaestus to Kesiphae. Because of this, a rift was formed between the two, one that has never been healed.

Journey:

Kesiphae's journey is one of discovering love for both herself and others. As she progresses, Kesiphae learns to value herself for her own traits, and finds others that value that for her, too. Through fostering friendships with Cyrus and Knil and having a crush in Silvest, she re-ignites her passion for love, both romantic and platonic, finding people out there who care for who she is.

DAUGRES

God Equivalent: Ares

Top Stat: Strength

Sexuality: Straight

Strengths:

- Strong
- Charismatic
- Caring

Weaknesses

- Easily angered
- Not the brightest

Parallels

Silvest: Cares for those close to them

Farria: close attachment to emotions

Art Direction

Sharp angles, triangles. Wears golden armor, red feather coming from a headband/helmet

Personality

Knil is strong and confident, though is not afraid to show his emotions. He also has a hard time turning away from people in need, tending to get distracted from the larger task at hand. While he is quick to care, he is also quick to anger, making him a terrifying opponent.

Mental Trauma

PTSD. Also major daddy issues.

Intellectual Characteristics

Knil isn't the brightest, but what he lacks in intellect he makes up for in social skills. These however deteriorate the more down his bad route the player goes.

Past Relationships

Farria and Knil were dating before they were thrown into the mortal realm. Knil still likes Farria

Once saved Silvest from giants

Hated Cyrus for giving up Aphrodite to Hephaestus

AYCIDIEN

God Equivalent: Dionysus

Top Stat: Vitality

Sexuality: Bisexual

Art Direction

Rounded and dramatic. Flowy capes, absurd clothes. Purple/ red and leopard print

Personality

Similar to a theater kid, Cyrus is loud and all over the place. Everything is a big deal to him, and he is dramatic whenever he can afford it. Still, he tries to cheer up those around him and keep everyone happy.

Mental Trauma

He was “destined for great things” as a kid, and was pushed to constantly pursue them, leaving everything else behind. In addition, after enduring all the fights among his family, he tries to do what he can to keep everyone happy. When it becomes too much, he just leaves and tries to ignore the shouting. This mental strain often causes him to drink.

Intellectual Characteristics

Cyrus is creative, often too much for his own good. When he comes up with a solution, it tends to be far more complex than it should be. He also tends to forgo logic for fanciful ideation, taking a while to understand plans. In no way does this make him dumb, it’s just the hyperactivity of his brain. This proves to be useful in hopeless situations, however, as he never gives up.

Worst Traits

Cyrus doesn’t deal with conflict well, and often acts as a mediator.

Relationships

Flirts with everyone, but head over heels for Ari. Notably doesn’t flirt with Farria
Once suggested Aphrodite be given to Hephastus as a gift to appease him.

OTHER GODS

Austerisis: God of the sun. Grew up as close friends with Vennixis, but quickly let his fame and popularity go to his head. He quickly became rather stuck up, though still held a soft spot in his heart for his sister. He would often sit next to her at council meetings and tell jokes, the two often bursting out giggling like they were still children. Secretly, though, he looks down on his sister for settling on such a simple life, and hopes to one day help her leave behind her current life and become a real god.

Mysiaf: Hermes, god of travelers. Carefree and laid back, he likes to help travelers on their way, often appearing as someone on the road or a friendly face at a bar. If you help him while he’s in disguise, he will grant you an easy and auspicious trip. As such, travelers are encouraged to help everyone they encounter.

Pehlya: Pehyla Equivalent. Goddess of flame and community. Currently the highest ranking god. Generates hearthlight at hearths.

Thitao: Demeter, goddess of the harvest.

PARTY

SILVEST

Strengths

- Dexterous
- Quick-witted
- Confident
- Gets deeply attached to others

Weaknesses

- Impulsive
- Can focus in too much
- Gets deeply attached to others

Trauma: Loss

Silvest is used to losing people. Her huntresses, the Nhedrasta, would often fall in battle. When they did, the parties would lay out the woman's body under the moon, where Vennixis would take it up and to her sacred island. She personally mourned each death, as each huntress she had taken and trained herself. Each was her friend.

Trauma Response: Depression

As each woman fell, Silvest grew more and more detached from herself. In time, she found it hard to feel not just grief, but any emotion at all. The hunt, which she used to feel passion for, grew cold, though she still kept up an air of joy for her Nhedrasta.

The only time she really felt anything was with Riff, but even then it was dull and faded.

Memory Event

When Riff died, Silvest's last tie to her heart broke. Lashing out, she threw an arrow into her brother's heart, as so often she had done when they were playing children. But this time, the light faded from him, too.

And Silvest was alone. Alone with the grief, her guilt, her shame. Their deaths were her fault, their pain was her fault. Nothing she could ever do would atone for what a terrible person she was. And soon, the only thing she could feel for herself was hate.

KNIL

Knil struggles with his demons from the battlefield, buried away under a masculine facade. The memories he gets back are ones of fear and death, scaring him and turning him to paranoia.

When dealt with properly, Knil can lean away from his shame and anger, finding a new life and joy in helping others. However, when repeatedly exposed to it, he becomes angry and erratic as well as suspicious of the other party members.

Strengths

- Strong
- Charismatic
- Caring

Weaknesses

- Easily angered
- Not the brightest

Parallels

- Silvest: Cares for those close to them
- Farria: close attachment to emotions

Trauma: War

As the god of war, Knil is no stranger to the battlefield.

While assured in his immortality, the constant cycle of loss and bloodlust that played out over and over in front of him slowly began to chip away at his confidence.

Often, he would wake up from his nightmares, unsure if he were in the battlefield or in his bed. But he couldn't show weakness from it all. He had to keep going back.

Trauma Response: PTSD

Knil is always on edge, often paranoid and easily startled. While tries to cover it up with a masculine facade, he can slip and burst out into strong emotion.

But he's the god of war! Surely he couldn't be dealing with any mental issues. He was quite used to others dealing with them, and even helping them. But no, war can't effect him like that. It's fine. He's fine.

FARRIA

Strengths

- Caring
- Intelligent

Weaknesses

- Low self esteem
- Indecisive

Parallels

- Silvest: Opposites

CYRUS

Strengths

- Strong
- Honest

Weaknesses

- Brash
- Jaded
- Unloyal

Trauma: Home Life

Cyrus was not always a god. However, when he was young, his utter confidence garnered him the following of one. The gods were enraged that all these mortals were not following them, but after attending one of his parties, they were won over by his Charisma.

Releque, Queen of the gods, had not yet been able to have childrens, and adopted him as her own. However, her issues with her husband didn't go away from just that.

Soon, Cyrus felt as though he needed to thank his godly parents for all he had done for him

Trauma Response: Perfectionism

Cyrus quickly became isessently perfectionistic. His goldy parents kept telling him he was "destined for great things." Or his mother did. His father tended to ignore him.

Beyond that, he felt as though maybe their late-night arguments could have been about him.

Perhaps if he was just good enough, they would stop fighting.

He tried to keep them happy by sacrificing his wants, and need. However, over time, he grew resentful.

Trauma Response: Alcoholism

Eventually he grew jaded, turning to insults thinly veiled in sarcasm to express his distaste.

Also, alcohol, mostly to quiet the shouting.

And he gave up trying.

His parents still argued. People still partied. Really, why had he ever tried so hard? Nothing had ever really mattered.

MAGIC ITEMS

OVERVIEW

Bands are items that give magic resistance. They first started as colored bands of cloth warriors would wear on their forearms. These pieces of cloth would be dipped in potions before battle and needed to be changed out each fight. As magic understanding advanced, items were able to retain a lesser form of magic resistance, but the name remained.

While magic has been cut off from the divine realm, the magic instilled within bands still remains. Shadow creatures are attracted to bands connected to the party, as each carry a small piece of Vennixis' hate. However, these creatures are not intelligent enough to use such items.

The parties specific bands were made when they were cast from divinity. Just like matter, divinity cannot simply dissipate. Therefore, their magic went into items of great significance to them, which too were cast from the heavens. As they hit the land, shadow creatures began to collect them, drawn to their connection to Vennixis' hatred. While they are drawn to all magic items due to their link to divinity, they will hoard party-specific bands especially.

PLOT

THE PATH

- Silvest lands in the abandoned planes
- Silvest meets up with Knil, Cyrus, and Farria
- Mysia: town
 - Fear of the darkness, loss of people
 - The space here is rocky, symbolizing the rough road ahead
 - *Stretch goal: Place protective barriers around the town*
- They are given their mission to go to Uinahlius
- They travel through the forest, coming up against larger monsters.
 - The forest represents new life taking over old
- Hesradel
 - Here, the theme is about dealing with a lack of resources while trying to share with others
 - *Stretch goal: donate resources to this town to help over time*
- Overgrown city
 - Nature claiming society
- Abandoned city
 - Pride leading to destruction
 - *Stretch goal fix up the temples here*
- Uinahlius: Pehyla's temple
 - Safety becoming fear

THE CHARACTER'S JOURNEY

- Characters are introduced with base character traits. They don't quite get along, and each has flaws. They also don't have their memories
- A character is given their **Trigger Item**. This item triggers a memory from their past that hints at their trauma. Characters switch to set s of line based in Trigger1
- At the next campfire a character goes to (after at least 5 encounters with the item), the character will pull aside the player and note that they feel weird about the item. Their second memory is triggered.
- A player may choose to remove the item from this character. Once they do, the character's dialogue will remain in the dialogue tree they were in before.
- Now, the option is unlocked that when a player unlocks an **Affinity Item** and stops at a campfire, the character can then ask to have it equipped (or perhaps the player would need to figure this out. Playtest). Once the affinity Item is equipped, characters will switch to their affinity1 dialogue in this order (trigger3 → trigger2 → trigger1 → affinity1)
 - Trigger1: I feel weird about this item
 - Trigger2: I dislike this item

- Trigger3: this item is hurting me greatly mentally
- Trigger4: This item has *permanently* hurt me
- Possibility: trigger3 → affinity1 (i dislike this option but understand it from a certain perspective)
- Stretch goal: trigger3 → trigger2 → trigger1 have their own minor cutscenes
- After a certain amount of encounters and xp with an affinity item, a character will gain a level of affinity with the player, which will unlock a character trait. More can be seen about this in gameplay. In addition, the character will unlock a new cutscene that explores their trauma, but is able to talk about it with the player to gain insight. Affinity will go up variably based on responses (though not notably different amounts).
- Affinity Items will give dialogue in the order Affinity1→Affinity2→Affinity3, with minor to no differences between dialogue said, but cutscenes for each milestone.
 - Affinity1: I like this item but am not great with it
 - Affinity2: I know how to use this item
 - Affinity3: This item has changed me in a positive way
 - Stretch goal (higher priority): Characters with affinity levels of 2 or higher may cutscenes just talking to each other

THE BAD ROUTE

Bad route

- Options
 - Once player enters trigger3, they can not enter above affinity2
 - Once a player enters trigger4 (several warnings and 3 whole cutscenes of characters being traumatized from the item) they cannot lose this level of trauma. At this point, affinity items cannot be attached.