

PS5

# Sands of LAPIS



*Madison Arella, Neisha Carmona, Chelsea Mason,  
Eric Molina, & Carver Smith*

CRW3713



**Blue Sand**  
STUDIO

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*\*attrib. art (unless otherwise linked) by M. Arella*



# Preamble

## **Razor Statement**

*Sands of Lapis* is an action-role-playing game where the player travels across a magic desert swept in blue sand. Players must battle, befriend, connect with, and transform the fate of the myriad of arcane inhabitants of the land. Players will navigate around a fully realized 3D environment and engage in real-time combat, utilizing enchanted weaponry, firearms, and magic to fight against the forces of darkness that threaten to plunge the land of Zul into eternal chaos.

## **Focus Paragraph**

*Sands of Lapis* is an action-role-playing game focusing on the character of the Wanderer, a blue sand magic-wielding, gunslinging adventurer who traverses through the land of Zul in the wake of the destruction of their people. The player ventures across a magic desert swept in blue sand created by a mysterious phenomenon that occurred years ago, whose effects have driven the world's magic into chaos as a byproduct of the blue sand's influence. Players must battle, befriend, connect with, and transform the fates of the myriad of arcane inhabitants of the land, navigating around a fully realized 3D environment while engaging in real-time combat. Utilizing enchanted weaponry, firearms, and magic among them, players must decide the ways in which they interact with and change the world around them, all while discovering the truth of the Wanderer's past, transforming the realities of the present, and ensuring a brighter future for the land of Zul.



# World



# The Fate of Zul

## A Land of Great Change

Zul, to many a barren stretch of sand that holds nothing but the ailing dreams of forlorn empires—to some, home. Zul was once the place of the kingdom of Lapis, a society of great technological advancement. They were a secretive people, closed off to the rest of Zul's people. It is here that the event of *Sands of Lapis* unfold, and where the titular sands are released to the wider world, causing undue destruction and chaos. The fate of Zul is in your hands.



# Mode of Play

## On Genre

*Sands of Lapis* is a contemporary third-person fantasy Wild West RPG. The game takes inspiration from series such as *Legend of Zelda* and *Genshin Impact*, their feelings of exploration and lived-in worlds. *Sands of Lapis* is no different, a world that we wish for the player to get lost in, understand, and empathize with.

## On Perspective and Locomotion

*Sands of Lapis* is played from a third-person perspective, an over-the-shoulder view that can be considered similar to that of *Red Dead Redemption*. The game is played in real-time, leveraging all the trappings of a volatile and abrasive world. Gunfights (or spell-slinging duels) can crop up at any time—always be on your guard. Utilize every tool at your disposal, from ballistic weaponry to staves and daggers and swords. Traverse the world with unparalleled freedom of movement, fluid, responsive motion akin to *Journey*.



# Lapis

**Sand of Magic:** *Blue, Profusion*

**Effects of Profusion:** Upon the destruction of the Focus, the steeple of Lapis' Belltower fell, overcharged with profusion energies. The whole of the kingdom was ravaged by magical discharges resulting from the now unchecked blue sands and Lapis was utterly destroyed. It remains volatile today.

**At a Glance:** To the northeast of Zul's mountainous crags lies LAPIS, fallen patron state of knowledge and wisdom. Before its fall, Lapis' ornate colleges made up the bulk of their kingdom—Lapisians highly



valued all forms of learning, their places of which given great purchase in their lands, adorned with gold and the finest of silks.

Lapis sits within a large crater on flat land, surrounded on all sides by crags. This natural advantage left them to build far and away from Zul's other regions. Buildings of great height, schools and libraries, private archives of many families. Lapis is a land blessed by naturally-occurring blue sand, the only place in all of Zul to benefit from such a phenomenon. And at the heights of its foundations, the Belltower—a place of learning and advancement, of control and domination. It gleams on high with the azure glint of the Focus.



**History:** Lapisian history has largely been written away past their extinction, their only survivor in that of the Wanderer.

Historical Lapis was guided by a pseudo-creation myth, one that ascribed to the Lapisians an ancestral goal for knowledge acquisition. That they must amass power (in wisdom) to realize Zul's greater destiny. One of Lapis' most important creations was that of the Belltower, a massive, hulking tower that housed at the top the Focus, a device that trained and captured the power of Lapis' blue sands.

The Belltower worked as a way to channel the Focus' power, amplifying a more passive form of profusion across the lands of Lapis, allowing their scholars and magi to use it as a cleaner and safer energy source.



In recent history, Lapis has fallen to the Legerdemain and his Sympathists—200 years ago, he stormed the Belltower and shattered the Focus, casting the pent-up energy of profusion across all of Zul, bringing chaos and uncertainty to the world as we know it.

**Factions:** Of note in their prime, forgotten in contemporary history. Lapis is now controlled by the Sympathists, the Belltower and its underbelly the stronghold of the Legerdemain and his closest allies.

**Plot Relevance (Quest Taster):** Lapis and the shattering of the Focus is the inciting event for *Sands of Lapis*—players will learn of Lapis' expository significance throughout the story. At the near end of the game, players will journey to Lapis to confront the Legerdemain and put an end to Zul's suffering.



# Progresso

**Sand of Magic:** *Orange, Persuasion*

**Effects of Profusion:** Progresso has been warped by the sands of blue—prices wildly fluctuate, people have broken down in all diplomatic relations. Progresso’s Bazaar has been sent into chaos, merchants languish on unsold stock. People have emptied out their storehouses, bars have shuttered their doors. Progresso’s economy is in total upheaval.



**At a Glance:** Just off the center of Zul stands a metropolis created from the dust and dreams of pioneers, transforming the arid landscape into a hub of activity and innovation. Progresso is a diverse city of miners, inventors, and ranchers working hard to make a living worthwhile. A prominent characteristic of Progresso is its network of railways extending like arteries, connecting it to the rest of the region. The town is dominated by a labyrinth of brick and steel structures that tower above the streets. Smokestacks punctuate the skyline, belching plumes of thick, black smoke into the sky. The cacophony



of steam engines, clanging blacksmiths' hammers, and the rhythmic thud of machinery create an electrifying symphony of progress for any who listen.

**Seat of Power:** An oligarchical government where each region appoints a leader who sits as a councilman to decide on the major laws, shifts, and changes associated with a functioning society. Ever since the blue sand has gone out of control, the council has been suspended, and the Governor of Progresso is desperately trying to hold the state of affairs together.

**History:** Progresso's history and its people is one deeply rooted in industry and, yes, *progress*. The streets guide a steady flow of pedestrians and horse-drawn carriages. Mercantile shops line the main thoroughfare, their grandiose facades adorned with ornate scrollwork and electric signs that blazed with the names of their proprietors. The town's booming economy attracts a diverse crowd, including miners seeking fortune, inventors with visions of the future, and ranchers in search of respite from their toilsome work. Progresso is known for its grand railway station, a marvel of iron and glass. Here, locomotives belched steam as they arrived from distant lands, delivering raw materials and passengers, and departing with shipments of manufactured goods. A network of rails extended like arteries, connecting Progresso to the rest of the country, making it a vital center of commerce.

**Relations:** Progresso is connected like a heart to all of Zul's regions, connecting them through trade.

**Factions:** Progresso is home to the Artisan's Basket, a society of merchants and tradesmen that act in the benefit of their professions and livelihoods. Recently, Progresso has been occupied by the Bellicose and his contingent of savage Sympathists—their



invasion has driven the bulk of Progresso's people from the city, those who hadn't already lost their lives.

**Quest Taster:** Progresso is the game's prologue, where the Wanderer wakes from their drunken stupor. They are witness to the Bellicose's attack, and are driven from the city along with the Advisor and his associates. Around the game's midpoint, Progresso is able to be liberated, opening up Zul's hub of trade once more, unlocking fast-travel and many other services.



# Inebria

**Sand of Magic:** *Red, Production*

**Effects of Profusion:** Inebria has become overrun by the hideous Overgrowth, a tangle of vines and plants that make up the garden-city's old gardens. The Overgrowth has grown fat off surplus profusion and abundance, sealing all cracks and doors, leaving its people to languish, cordoned off from the rest of Zul.

**At a Glance:** To Zul's southeast, Inebria's beautiful and intimidating terraces stand. Atop a desert oasis, Inebria is a block of built-over verticality, stretching into the sky and reaching towards the sun.



Multi-tiered vineyards grow their specialty wines, imitating the historical Hanging Gardens of Babylon, tinged with Victorian architectural styles. It is a glum, ornate place of commerce, and their population has corralled itself in kind. Most Inebrians live within, a labyrinthine complex that houses all manner of facility. On the highest points of their



city's terraces are great gardens—in its center, the Queen's Vineyard, most prized horticultural focus of all Inebria.

**Seat of Power:** Inebria's ruling class is aristocratic and snobby—at its top, the Queen and her August Vinesguard, the royal head of state and her military arm, a matriarchal meritocracy. The Queen is responsible for all export, everything that's crated and shipped out of Inebria has her stamp of approval.

Recently, the Queen and her office has been silent. Their people suffer under the yoke of the Overgrowth.

**History:** The people of Inebria are tall, lithe, elf-like, some light, some dark-skinned: their profession determines their lateral stratification. Those on the lower levels of the city work inside past all sunlight. The horticulturists of the upper levels exercise their green thumb—they're experts of all things agricultural. Those higher up are a generally more lively people.

Whereas before the people were a respected and sophisticated enclave, they've now turned to their own dwindling supply to drown away the sorrows of their crumbling and cracking home. Inebrians are highly skilled in nature magics, the red, experts in agriculture and the horticultural sciences.

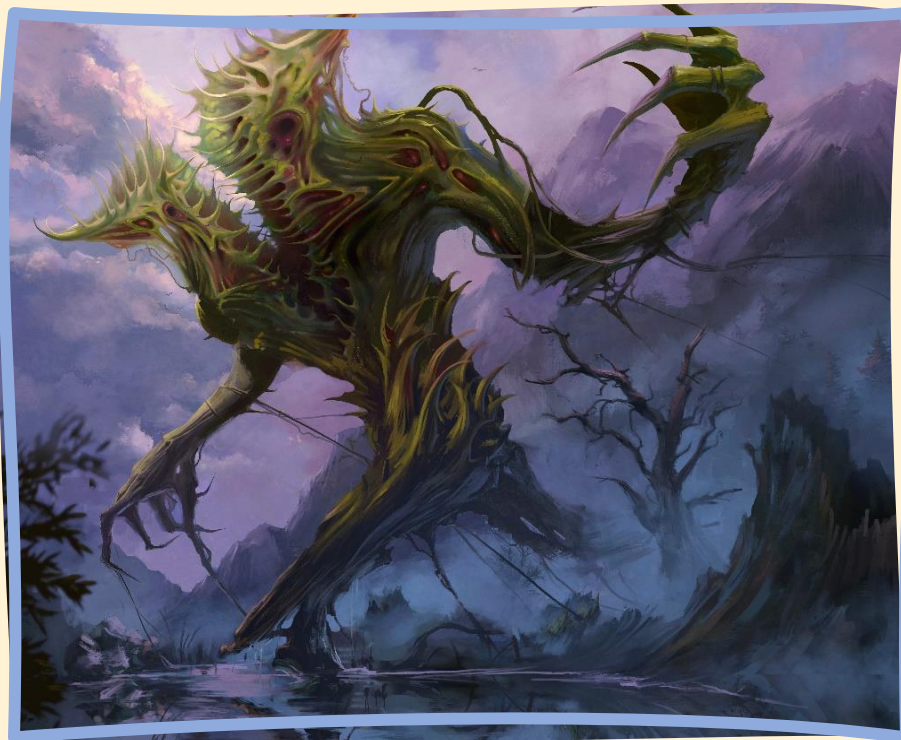
**Relations:** Inebria is similar to Progresso in that they are integral to Zul's economy. They supply all of Zul's alcohol in that of their select wines, succor to the world's ills.

**Factions:** The Vigneron's Society is a sect within Inebria's agricultural industry—among its most influential members is the Botanist, figure integral to the Wanderer's



introduction to the region. The Vigneron's Society has aligned themselves in opposition to the Queen, aggressively resisting her passivity and lack of action.

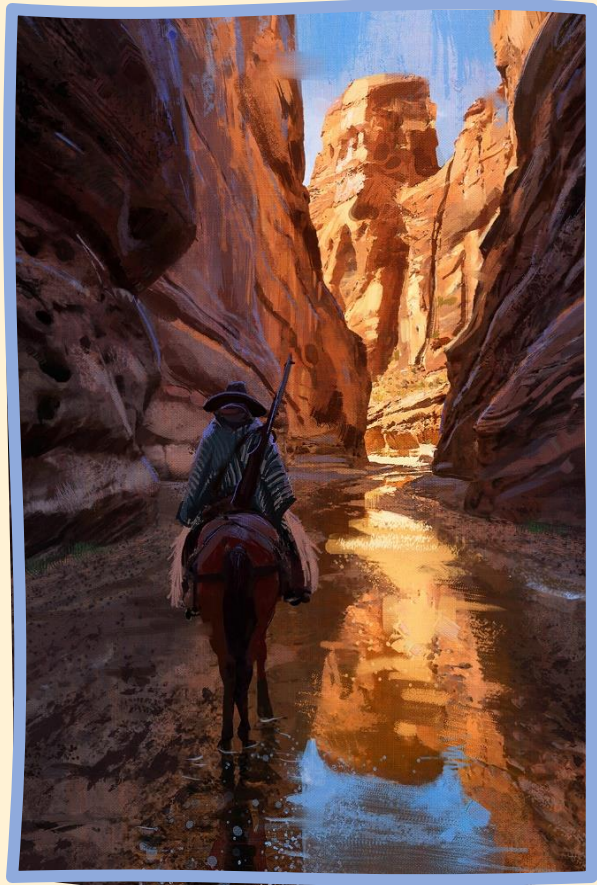
**Quest Taster:** Inebria serves as the one (of two) of the game's beginning regions. Upon the death of the Overgrowth, Inebria is freed. The Wanderer receives one part of the necessary materials to construct the new Focus, a device to once again put the sands of blue back in their place.



# Karma

**Sand of Magic:** *Yellow, Perception*

**Effects of Profusion:** Karma's canyons and mines have filled with fog, obscuring vision and hindering operations. The enigmatic blindfoot scalamanders have had their perception heightened and built in acuity, becoming highly sensitive to the miners' excavations. This has irritated them, driven them to aggression, spurred by the Mother Scalamander. They have overtaken Karma and stopped all export of ore, leaving its people in destitution.



**At a Glance:** In Zul's northern reaches lies a mess of canyons and ravines, Karma's land of milk and honey. Nestled in the bosom of Rhinespot Gorge, Karma City (a New York, New York scenario) has built itself into and on top of a spattering of ledges and cliffsides.

Karma is home to miners' hovels and great underground estates, chiefly among them the Tycoon's retreat, an old-wood architectural marvel that embodies his rule. Karma is sight to many minecart junctions, furnaces and refining plants. They offload ore and process it right in the heart of the city, casting the whole of Karma in cozy, thick smog.

**Seat of Power:** The Tycoon is the hand of all of Karma's mining operations, controlling all of Karma's capital. All ore flows through him and his offices.



**History:** Karmans are a strong and stalwart people. They are physically powerful, using the magics of yellow in perception to uncover hidden ores and tunnels below Karma City. Karma was established off of a contingent of settlers all the way from Euphonia, an offshoot of Euphonians that saw technological and industrial progress as vital to their people's survival. Karma retained much of its cultural heritage, remaining a highly spiritual people.

The recent intrusion of the scalamanders has driven the Karmans from Karma City and towards the region's outskirts. There, they have raised Sholetown, a ramshackle settlement that allows them to stage somewhat of a defense against the aggressive scalamanders.

**Relations:** Similar to Progresso and Inebria, Karma is important for its exports. Ore is a necessary trade for many of Zul's peoples, mostly to Progresso and the Sandstorm Plains, for their weapons and materials, living out on the open plain.

**Factions:** All internal faction-making is stamped out by the Tycoon, who likes to have his middlemen be the arraigners of Karman industry.

**Quest Taster:** Karma serves as the one (of two) of the game's beginning regions. Upon the death of the Mother Salamander, the fog recedes and the Karmans are able to again take up their operations in their home. Sholetown is left in favor of their city, and Karma is freed—players receive yet again a part of the new Focus.



# The Sandstorm Plains

**Sand of Magic:** *Green, Precision*

**Effects of Profusion:** The precision of the Sandstorm Plains gives power to its lightning (and sand) storms, strengthening them in abundance. This more powerful lightning has given live to the terrible Greatglass Wyrn, aggressive king of the open plains.



**At a Glance:** The Sandstorm Plains is a region in Zul's northwestern lands. It is an wide sweeping of high speeds and deadly sandstorms, a sea of sand and hope. There is no vegetation here, reminiscent of the Sahara Desert in its sweeping sandy hills and roaring deadlines. The sandstorms that originate from the plains are all swirling around a center where, at the heart, lies the Glass Wyrn—a being created from lightning striking the blue sand and creating an effigy of chaotic life.

**Seat of Power:** The Sandstorm Plains is ruled by no single power, instead kept in control by various individual lawmen that operate out of the plains' various settlements.

**History:** All around the sand plains, people inhabit small settlements in the style of Old West gold panning towns. These people are lawless or semi-lawless, and tend to value



violence and greed over all. Versed in green magic, they often wield guns to apply their magic of accuracy into full effect against the unhinged monsters of the region and outsiders who would dare to trespass on their territories and boons.

**Factions:** The Sandstorm Plains has no distinct factional powers. People exercise their strength by the strikes on their guns, symbols of their quick-to-action conviction, the righteous and the dead.

**Quest Taster:** The Sandstorm Plains has little in the way of safety—after the player has seen the freedom of either Karma or Inebria, they must seek the Gunslinger of the plains and deal with the Greatglass Wurm. With the aid of the Gunslinger, they can fight through occupied Progresso and further the plot.



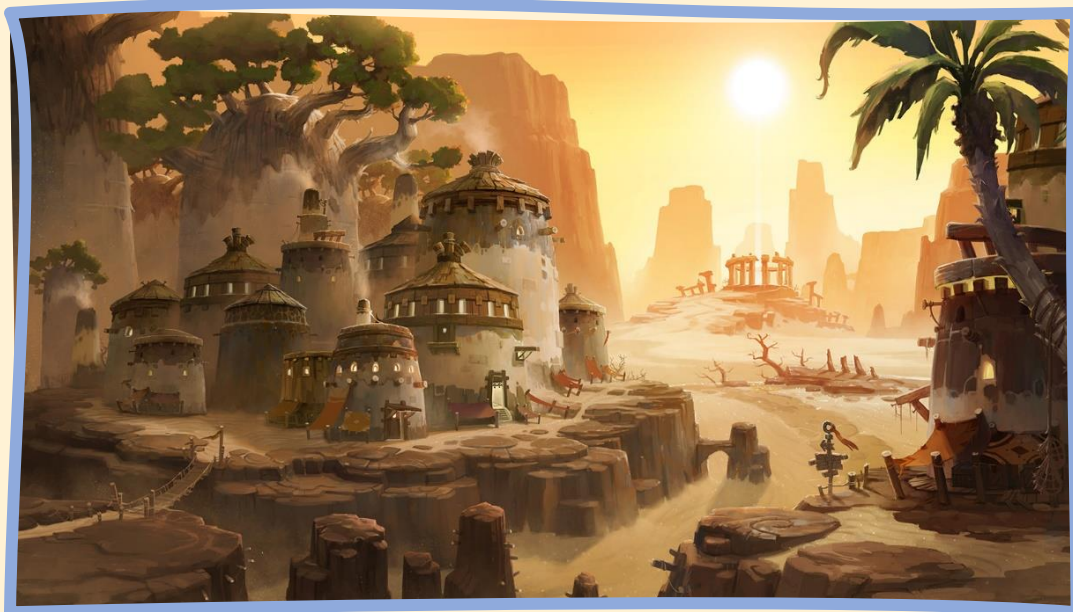
# Euphonia

**Sand of Magic:** *Purple, Placation*

**Effects of Profusion:** Profusion has strengthened placation in abundance, casting Euphonia under a placated drowsiness. This has allowed the Legerdemain to work his magic on the Yatiri, using him for his own gain.

**At a Glance:** The heart of Euphonia beats with the simple, yet intensely spiritual lives of its people. Their homes, constructed from weathered sandstone and adorned with vibrant textiles, blend harmoniously into the desert landscape. The air of Euphonia is filled with the subtle fragrances of desert blooms and incense, carried on the soft whispers of the wind that echo tales of ancient spirits long past.

Euphonia's land is always in quiet song: the trees sway in a still tune, the valleys whistle in a calm resonance.



**Seat of Power:** Euphonian society is guided by the hand of the Yatiri, a venerable elder whose wisdom is shown by the wrinkles upon his face—he is not just a spiritual leader, but also the eldest among the people, a font of ancestral knowledge that steers the whole of Euphonian destiny. That guidance is now under the affliction of the Legerdemain’s sinister designs.

**History:** Attuned to the very rhythms of the natural world, the Euphonians call the expanse of southeastern Zul their home. Euphonians commune with the sonic qualities of nature for guidance and worship, their societies are built upon foundations of eras-old folk religions. Their mastery of the sands of purple allow them to placate restless spirits, ease aggressive fauna, and create homeopathic remedies.

**Factions:** In a rite of passage called *Tohono*, early adolescence sees the Euphonian youth embark on a journey beyond the rivers of their home, beyond to all of Zul. This initiation is intended to give Euphonian youth an understanding of their place in the world—how Euphonia and its people fit into the world’s greater destiny. Takers of the rite also engage in degrees of evangelism, preaching the precepts of Euphonia’s folk religions.

**Quest Taster:** Euphonia is locked off from the player until fairly late into the game beyond the great Phonic River. It serves as a stopgap for the game’s better endings, requiring the player to venture to the domain of the Glassblower to construct the new Focus.



# Characters



# The Wanderer

“...”

**Region:** Lapis

**Occupation:** Wanderer, Player Character

**Magical Affinity:** *Blue, Profusion*

**At a Glance:** A hooded figure with an unassuming stature, the Wanderer is of a shape unknown to many. Hidden within a deep-blue shawl, their wardrobe has aligned itself with their mission: long, flowing rags and silks, all to cast themselves away from prying eyes. They haul with them many a number of trinkets (and weapons!), baubles, treasures from kingdoms long since lost to the sands.



**Backstory:** The Wanderer’s origins are inextricably tied to the fallen kingdom of Lapis. Always quiet and introspective, they have grown to observe the world in silence—a penchant for knowledge and secrets sealed away in dusty, old tomes. This search brought them to Lapis in its prime, an enlightened land blessed with a great and prosperous reign, one brought about by the Belltower and the experiments on the blue sands of Zul that occurred within, at the Focus. It is here that the Wanderer honed their natural affinity for the BLUE—a power sought by many, and sorely needed in the midst of Zul’s suffering.

The Wanderer was present at the Legerdemain’s attack on the Belltower, where he viciously seized the Focus, shattering it; the freeing of the sands caused due destruction to echo throughout Zul, bringing terror to every region and its peoples. The Wanderer remembers nothing of the attack, they know only that they were driven from Lapis as it



fell, marked by a horrible regret—that they were unable to save but one thing, forever destined to wander aimlessly. It is that cackle that they remember, the Legerdemain’s insane cry—if there is one thing that they now walk towards, it is taking back what was never *rightfully* his.

**Abilities:** The Wanderer is trained in all things BLUE—carrying with them a remnant of Lapis’ technological prowess, the Conduit channels the blue sands of Zul, allowing easy access to magical abilities. Even after it is “borrowed” and passed into the hands of the Bellicose, the Wanderer’s natural affinity for blue magic extends into the mastery of all magical sands: red, green, yellow—it all relies on blue. Their journey throughout Zul will, inevitably, train them harder, further; they will become as the Gunslinger and his deadeye accuracy, the Archaeologist and his manipulation of perception, of illusion and stealth.

Blue magic, as abundance, allows for the replenishment of the game’s resources (health). It also allows for the buffing of attacks (to increase their power)—the Wanderer uses all manner of staves and rifles, pistols, even swords and daggers. Blunt weaponry can have its impact doubled, long guns can have their range increased ten-fold.

**Relations:** The Wanderer does not have many. Of note is the Advisor, them having met just before the attack on Progresso. They maintain an amicable and symbiotic relationship to save, possibly, all of Zul from the designs of the Legerdemain.

**Plot Relevance:** The player character assumes control over the Wanderer—they are the game’s protagonist, their destiny writ by the choice actions of the player.



# The Legerdemain

*“We draw our strength from the very despair in which we have been forced to live. We shall endure.”*

**Region:** ???

**Occupation:** Leader of the Sympathists,  
Avatar of Blue Sands

**Magical Affinity:** None! Pure brains. After he is subsumed by the sands of the Focus, he maintains a tenuous control over the blue.

**At a Glance:** Prior to the incident, the Legerdemain was a tall, slender man. His body was raked by manual labor, dried by the sun of a far-off kingdom mired in poverty and peril.



After seizing the focus, he has been contorted into a foul shade: a swirling, shifting blue—dark, almost black with ambition—and trapped in the ghosts of Lapis’ past. His new body as the Avatar of Blue Sands has granted him great power, but taken from his corporeal form in kind.

**Backstory:** A scientist from the lands beyond Zul, his home was *not* blessed with magic. Far and away from the prosperity of Lapis, his studies were nixed in favor of field work, tilling crops—his people were strong and resilient, relying on only their mastery of the soil to survive. Whereas the blue may have fed thousands, tens of thousands, in Zul, the people of the Legerdemain broke sweat for every bite. Bitter for knowledge and robbed of his life’s passions, the Legerdemain amassed a regional power in that of the Sympathists,



likeminded researchers that sought the end to their people's lack of magic. Joined by the Advisor, his then coworker, they discovered Lapis and its great Focus—with beguiled wit, they act on the Belltower. The Legerdemain's spurned haste saw him shatter the core: taken by the blue sands within, raised up as their new vessel, a blessing and a curse. His consciousness was retained, given great power and purpose, but taken of his body. This has led him to the trail of the Wanderer, a survivor of Lapis' fall and an adept user of the blue, a perfect candidate (and body!) for a second chance.

**Abilities:** All of the Legerdemain's abilities are associated with the blue, of which he maintains limited control over due to his inexperience. Overgrowth, overabundance, general excess that he has no business keeping leashed. In some ways, he hasn't been given power—the power has been given him.

He has kept his intellect, his tact—he moves his closest allies in secret, to bring the Wanderer to his lair and assume a most perfect form.

**Relations:** His former colleagues. Most notably the Advisor, a splintered vision that saw them part after the Legerdemain's hasty destruction of the Focus. His old friend has moved to parts unknown, leaving him with an ever-smaller circle of trusted allies—his plots therein found an army in Zul's underbelly, the lecherous, the conniving, the thieves. The Sympathists are now researchers in name only, having resorted to fear and terror to further their goals.

**Plot Relevance:** The Legerdemain is the game's overarching antagonist that not only *caused* the key, inciting event (destruction of the Focus), but many of those byproducts as well: Inebria's overgrowth, Karma's salamander problem, the plains' worm infestation.



# The Advisor

*“The world is a book, and those who do not travel read only one page.”*

**Region:** ???, every city in Zul

**Occupation:** Old Man, Guide

**Magical Affinity:** None, trained in *orange*

**At a Glance:** The Advisor has been worn by time, cruelly shriveled and wrinkled not just by the sun. He, like many others, hides himself from the world underneath a shawl, hiding the scarring of his face. He maintains a physical fitness, trekking many a distance across Zul’s windswept dunes.



**Backstory:** Once a scientist in his youth, the Advisor worked alongside the Legerdemain in his quest for newfound power. He thought their intentions to be aligned, with the goodwill of their people at the forefront—instead, the Legerdemain took it for himself, a selfishness abjured by the Advisor. He has since been relegated to the far-flung corners of Zul, seeking out worthwhile adventurers to aid his cause.

**Abilities:** Similar to that of the Legerdemain, he was born in a land without magic. Instead, he leveraged his intellect and wisdom.

He has been heartily trained in the sand of orange, persuasion to right the mistakes of his past. He seeks to free the Legerdemain from his torment, if not to just see his old colleague once more.

**Relations:** Great friend of the Legerdemain, broken off at the shattering of the Focus.

**Plot Relevance:** The Advisor is the player’s guide for the bulk of the game, appearing at towns and outposts to *guide* them along. He involved himself quite heavily in the plot, trying to save his old friend from *\*total\** destruction.



# The Bellicose

*“Where there is no struggle, there is no strength.”*

**Region:** Progresso

**Occupation:** Warlord, Occupier of Progresso

**Magical Affinity:** *Green*, supplemented by *blue*

**At a Glance:** The Bellicose stands tall over most, a mountain of flesh, of rippling muscle. Clad in spikes, in armor—his appearance is comically threatening, compensating for something. He wields a set of dual shotguns, short-range weaponry that does well to accentuate his physical strength.

**Backstory:** Before he had been touched by the Legerdemain, the Bellicose was a lowly weakling of a rogue, prowling the streets of Progresso, using his connection to the green to skirt by on ill-gotten gains. He was of small stature, skinny, shrewd. After meeting the Legerdemain and his circle, the Avatar of the Blue Sands granted him a worthwhile corruption: growth. It changed him into a biddable beast, sent to wreak havoc on the Sympathists’ behalf. That havoc brought him back to Progresso, to the streets he once called home. Now, he’d come with arms and guns—to take the town for his new master, and to plunge all of Zul deeper into chaos.

**Abilities:** The Bellicose is a great shot—close range, he’s a real problem. His dual shotguns do immense damage. His affinity for green magic ensures his targets stay down—his blue empowers his attacks, as well.

**Relations:** The Bellicose has become somewhat of a thrall of the Legerdemain. The Bellicose is a strict enemy of the player, having stolen the Wanderer’s Conduit at the very beginning of the game.

**Plot Relevance:** The Bellicose serves as one of the game’s antagonists. His attack on Progresso leaves the player without a hub city until they retake it later in the game.



# The Botanist

*“Plants are more courageous than almost all beings: a grape vine would rather die than produce lemons. Instead of dying, the average person would rather be someone they are not.”*

**Region:** Inebria

**Occupation:** Vigneron, Horticulturist

**Magical Affinity:** Red

**At a Glance:** A young woman, physically fit from years of working in the sprawling gardens and vineyards of Inebria. Pointed ears, tanned skin, wine-red hair, and blistered hands from all that hard work—she dresses herself with the fruits (quite literally) of her home: clothing of leaves, of twisting vines and barks. Even at her small stature, she commands a fierce personality.

**Backstory:** The Botanist was born and raised among the flora of Inebria’s labyrinthine halls and terraces. Plants are what she knows best, having been taught to care for them from a very young age, earning her her given name. She’s come to Progresso in hopes of delivering her people aid, discovering a way to fight back against the blue sand’s influence.

**Abilities:** A master of red, the Botanist is able to make a lot from a few—where others would see piles of junk, she sees opportunity. Crafting is as second nature, she takes the fallen branches and loose petals of the underbrush and fixes many a new implement. The sands of red have allowed her to exercise a deft hand in growing wine-making grapes. In battle, she wields strategy and cunning to make for crafty upsets.

**Relations:** Affable to the player from the start, she conscripts their help to rid Inebria of the overgrowth threat. A subordinate of the Inebrian Matriarchy, she has grown unsatisfied with their rule—the Matriarch has failed to act in this time of dire need. Her people depend on the likes of the Wanderer as their savior.

**Plot Relevance:** The Botanist is another “guide” character, taking the player by the hand through Inebria’s many halls and chambers. She will be with the player all the way through their journey in Inebria, getting to the very root of the corruption, and stamping it out with her heel (and with the help of a little herbicide, of course).



# The Matriarch

*“Sorrow can be alleviated by good sleep, a bath and a glass of wine.”*

**Region:** Inebria

**Occupation:** Head of state, leader of the Inebrians.

**Magical Affinity:** *Red*

**At a Glance:** Refined; always dressed well even when nothing important is going on. Not vain enough to be completely obsessed with her looks but she clearly takes care of herself well.

**Backstory:** The Matriarch of Inebria, a figure shrouded in opulence and command, is bestowed the title of "Lady" by her retinue, while the "common folk" are to address her with a respectful nod as "Madam." In the clandestine corridors of power, it is she who bestows a crucial assignment upon the

Botanist—an undertaking of paramount importance: to craft a herbicide of unparalleled potency, a solution to rein in the unruly tendrils of "blue-affected" grapevines that threaten the very heart of their viticultural dominion.

**Abilities:** Physical? None, though she can be manipulative. Magic? With her Red magic she is often seen crafting vessels for new types of wines. She uses her magic for, primarily, artistic endeavors.

**Relations:** Superior to the Botanist both in terms of work hierarchy and in the traditional government versus subject sense.

**Plot Relevance:** The Matriarch fails to step up, ultimately, she tasks the botanist with taking on the duty of freeing Inebria from the overgrowth.



# The Supervisor

*“Obstacles are those frightful things you see when you take your eyes off your goal.”*

**Region:** Karma

**Occupation:** Supervisor aid to the Tycoon

**Magical Affinity:** *Yellow*

**At a Glance:** Due to his near-constant use of yellow magic in this latter half of his life, The Supervisor has developed multiple eyes. He is of average male height and is always seen wearing his hood.

**Backstory:** In the depths of the mines, The Supervisor assumes the mantle of an overseer. As a master of yellow magic his authority resonates through the caverns, orchestrating the movements of those beneath the surface. With an air of command, he guides the miners, dictating their actions and charting the course of their excavations as his primary task.

His role extends beyond the mere mastery of yellow magic, for he is the arbiter of the mine's fate in their leaders absence.

**Abilities:** Physical: Upper body strength due to manual labor, no formal training. Magic: Charting paths in low visibility. Due to his mastery, he can often see where god veins of ore are located and plan accordingly.

**Relations:** Second in command to the Tycoon; Acting Leader of the miners in the Tycoon's absence.

**Plot Relevance:** He seeks out the Wanderer for help in retrieving the Tycoon from his mansion as he cannot leave the mines and its people unattended.



# The Tycoon

*“I do what I can. If it’s convenient to me, of course.”*

**Region:** Karma

**Occupation:** Owner and leader of the mining operations in Karma

**Magical Affinity:** *Yellow*

**At a Glance:** 5’6” and he wears heels (or lifts) to appear taller. He is a well-to-do, stout man who dresses sharply and most certainly not in the way someone should be dressing when working in mines for a living. Uses a cane and he claims it’s for fashion but it’s not. He needs it to better get around though he’d die before admitting it.

**Backstory:** The Tycoon weaves a narrative of a poverty-stricken upbringing, a tale that raises eyebrows among skeptics. Yet, regardless of the skepticism, he fervently expounds on this rags-to-riches journey, an



oration that could span days if one indulges him. His opulent demeanor conceals a shrewd strategist, adept at adapting to the expectations of those around him to secure his desires. Behind the façade of affability lies a quick temper, readily unleashed when circumstances deviate from his meticulously crafted plans. The industrial empire he has fashioned bears witness to his single-minded pursuit of progress.

However, shadows loom over the Tycoon's empire. The mines, once a source of boundless prosperity, now harbor an unsettling force that jeopardizes both production and lives. Men are perishing, yet the Tycoon's concern seems directed more towards the slowing machinery than the human cost. As this unfolds—troubled by internal strife, the Tycoon navigates the delicate balance between ambition and the consequences that accompany the relentless pursuit of industrial dominance.

**Abilities:** Physical: None. Magical: Using his Yellow magic, The Tycoon is able to chart paths in areas of low visibility as well as cast illusions to make himself (or the items he peddles) look more appealing.

**Relations:** Superior to the Supervisor, friends at one point.

**Plot Relevance:** The Tycoon is the one the Wanderer needs to seek out in order to progress through the mines and contend against the mother salamander.



# The Biologist

*“If we save our wild places, we will ultimately save ourselves.”*

**Region:** Sandstorm Plains

**Occupation:** Scientist dedicated to the study and preservation of Zul’s wildlife.

**Magical Affinity:** *Green*

**At a Glance:** Glasses-wearing type character, physically fit enough to travel on foot without becoming winded but not capable of combat.

**Backstory:** In the tumult of the Sandstorm Plains, where chaos reigns and forces many to flee, the Biologist emerges as one of the displaced souls. Initially drawn to the region to meticulously record the ebb and flow of wildlife populations, their purpose seems thwarted by the relentless sandstorm. The easy path would be to gather their notes, pack up, and retreat to the sanctuary of their home, where the storm's fury holds no dominion.

In spite of this, when whispers of the Greatglass Wurm, a creature born of the shifting sands, reach their ears, they find an unexpected calling—to delve deeper into the mysteries the sandstorm conceals.

**Abilities:** Physical: Not capable of combat. Magic: Their green magic allows for their accurate measurement of wildlife for their records. When prompted, will give players hints as to how to manage their time in the Sandstorm Plains as well as how to deal with the Greatglass Wurm

**Relations:** No known relations beyond their amicable interactions with the wanderer

**Plot Relevance:** Tasks the player with handling the Greatglass Wurm alongside the Gunslinger.



# The Gunslinger

*“This 'ere is my baby, Kismet—means fate—'cuz you just met yours.”*

**Region:** The Sandstorm Plains

**Occupation:** Drifter, Bounty Hunter, Sure-shot

**Magical Affinity:** Green

**At a Glance:** A rough, calloused man, the Gunslinger hugs to ragged clothes and shawls to protect from the plains’ abrasive storms, from the harsh sunlight of the day and biting cold of the night. He straps himself in belts, slings—loops for ammunition and guns. Dogged by tribal colors, his garb is beat back by the wind, tapestries of stories long untold.

**Backstory:** Hailing from a rugged plainstribes, he’s made a habit of travel. His eye for adventure set him off on sound steps, finding work in the sparse towns of the Sandstorm Plains, circling all around Zul for trophies of hard-fought beasts, legends inscribed on every tear and pull. Standoffish at first, the Gunslinger takes a liking to the Wanderer. He conscripts the player’s help in besting the Wurm to save the townsfolk of the plains and his tribesmen out West. Oftentimes people think him weird, catching a word spoken to Kindness and Kismet, or a whistled tune pried from the last breaths of enemies past—but he just keeps to himself, saving his words for another day.

**Abilities:** His proficiency in the sands of green allow him an enhanced accuracy, even while blindfolded. This heightening of the senses extends to all awareness. His precision is like a sixth sense, giving him a special sight of his bullet’s path, maximizing the odds of felling his target. He is a renowned sharpshooter, taking great care of all of his weapons—among them Kindness and Kismet, pistols that have been with him ever since he took his leave from the tribe.

**Relations:** None to speak of.

**Plot Relevance:** The Gunslinger leads the Wanderer through the Sandstorm Plains, acting as somewhat of a guide, and an ally in combat when necessary. Together, they fell the great terror of the plains, the Wurm.



# The Glassblower

*“People are like stained-glass windows. They sparkle and shine when the sun is out, but when the darkness sets in, their true beauty is revealed only if there is a light from within.”*

**Region:** Euphonia

**Occupation:** Glassblower and acting traveling missionary

**Magical Affinity:** Purple

**At a Glance:** The Glassblower is a young adult woman with a calm aura that’s common amongst the people of Euphonia. She wears a horned mask with distinct marking on the sides and adorned with dangling jewels from the horns.

**Backstory:** Emerging from the vibrant realm of Euphonia, the Glassblower stands as a peculiar figure, their eccentricity matched only by their mastery in purple magic. she has spent most of her life being taught how to wield her magic by the elders, as well as the trade that earned her her name, glassblowing.

She can be seen throughout Zul during the Wanderer’s exploration; often calling out to them in an effort to share her cryptic musings about her beliefs that dance on the edges of coherence. While much of their discourse may appear as nonsensical fragments, a deeper understanding reveals the potential for hidden wisdom—a puzzle waiting to be unraveled.

**Abilities:** not capable of combat, The Glassblower’s primary ability is to create glass objects infused with magic. They can do this with all kinds of magic as their purple magic allows them to manipulate other kinds of magic to a certain extent for infusion purposes. They can create things such as containers to magical conduits through their masterful glassblowing techniques.

**Relations:** Granddaughter to the village elder, the Yatiri.

**Plot Relevance:** The glassblower is the final piece to the puzzle as they are able to craft a vessel which the Wanderer can utilize to contain the blue sands once again.



# The Yatiri

*“The fool doth think he is wise, but the wise man knows himself to be a fool.”*

**Region:** Euphonia

**Occupation:** Elder and leader of Euphonia

**Magical Affinity:** Purple

**At a Glance:** He is a venerable Elder whose wisdom is shown by the wrinkles on his face. He frequently wears a horned mask with distinct markings as well as robes made up of Euphonia’s cultural fabrics and patterns.

**Backstory:** The Yatiri is the spiritual leader of the people of Euphonia and a master of purple magic. He earned his position as leader at a young age and has maintained that status ever since, only changing due to age and the wisdom he gains.

When he saw that The Glassblower shared a similarly deep connection to purple magic with him he knew she would be destined for something important. He took it upon himself to raise her and train her alongside his natural duties as leader in the hopes that she could one day meet her calling with confidence to back her power.

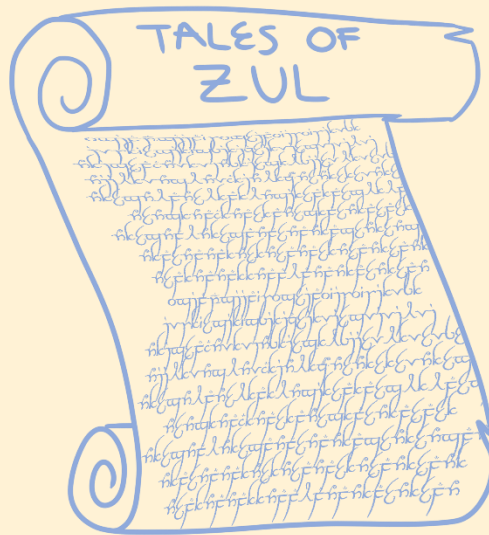
**Abilities:** Physical: None, due to age. Magic: He has mastered all corners of Purple: pacification and placation. He refrains from using it on his people and aims to only focus his magic on nature and inanimate objects.

**Relations:** Grandfather to The Glassblower; leader to the people of Euphonia

**Plot Relevance:** Given that he fits the “wiseman” archetype, his duty to the plot is to give the Wanderer useful advice in regard to what they should do with the Legerdemain when prompted. He will also aid the Wanderer in locating the Glassblower at their crafting studio when the Wanderer arrives in Euphonia.



# Story Arc



# The Ordinary World



A cutscene plays, showing the Wanderer lamenting of their past over a glass of alcohol, twirling their mysterious blue pendant in their hands. The camera pans to the side to show a withered, cloaked old man, who remarks that they have something awfully old and awfully important with them—a story to tell. The old man shares his many regrets, and implores the Wanderer to lead a life without such regrets, before standing and exiting the bar.

The player now has free control to explore the bar, speaking with patrons and interacting with their surroundings. Before leaving, the bartender asks for a name for the tab, prompting the player to choose their own name. The player exits to a richly textured bazaar of shops and stalls, caught among the pull of the crowd. Meandering throughout the marketplace, the player can interact with each stall to receive gifts and charms that will aid in their adventure.

Each stall gives:

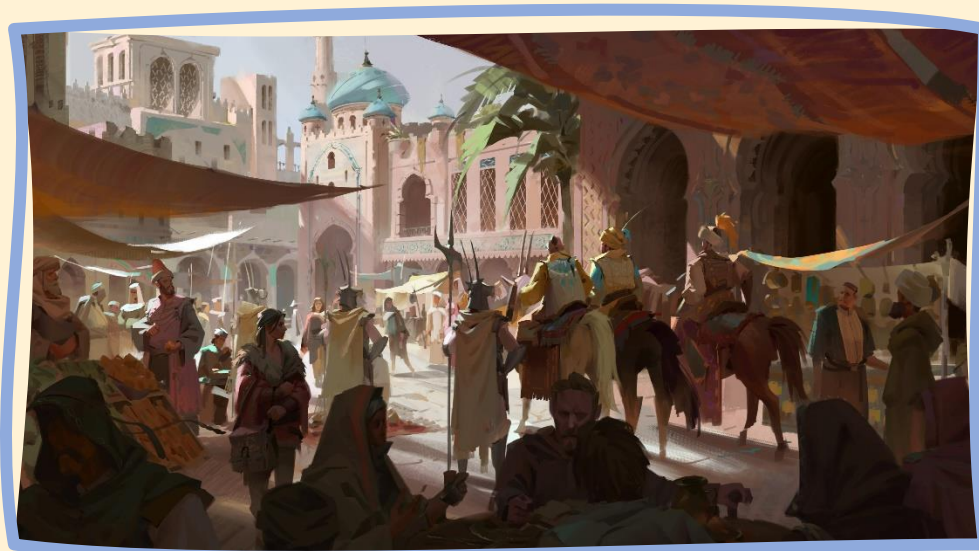
**Inebrian stall:** *Inebrian Vinesguard Varietal* [Consumable], a hearty Inebrian wine that provides temporary health equal to 20% the player's maximum health.



**Karman stall:** *Girasol Birthstone Band* [Gear], a customizable trinket that provides a boost to your scavenging skills, increasing the chances of finding rare materials.

**Euphonian stall:** *Somnambule Oracler's Elixir* [Consumable], a flask of swirling, purple liquid that puts the drinker to sleep. Restores player to maximum magic sensitivity over the course of 10sec at the cost of sleeptime (you can't move).

**Sandstorm Plainsfolk stall:** *Kingsbrood Wyrmling Pupa Charm*, provides a boost to weapon handling and reducing reticle sway in strong winds.



# Call to Adventure

After completing each booth, a cutscene activates, showing the silhouette of a great, lumbering frame and his goons stalking about the town.

A passerby mumbles that the Bellicose has arrived. He singles out the Wanderer and picks him up by his collar, hissing that his pendant, the Conduit, is “awfully valuable.” He seizes it from the Wanderer after some struggle, and orders his men to finish the job.

A fight breaks out that teaches the player introductory combat. Simple attack buttons, base-level combos, the use of ballistic weaponry and staves alike. Reinforcements arrive on the Progresso Express as it rumbles into town, causing panic to spread to the crowds nearby. What was originally a street scuffle has broken out into a full-scale invasion. The Wanderer realizes they are clearly outmatched, and the game gives the player one option, a message to *RUN!*

The player must flee the city as the marketplace is destroyed. The way out of the city is not straightforward, however. The Wanderer must navigate through a maze of intersecting streets to the city proper, out of the main thoroughfare and past Progresso’s outer wall, all while escaping the pursuit of the Bellicose and his army of thieves.



*“Hahahahaha! I’m evil!”*



# Meeting the Mentor

After fleeing Progresso, the Wanderer is out of breath. The old man from the bar approaches and introduces himself simply as **the Advisor**, and turns to introduce two figures: **the Botanist** and **the Supervisor**.

He explains to the player that Zul is under siege by people who wish to rule, and that they have already taken over the city of Progresso in their mission for *world domination*. The blue sand has corrupted the land of Zul with its magic, released by the Legerdemain 200 years ago. The Legerdemain, boss of the Bellicose and his goons, wishes intensify the blue sands' corruption and to drive Zul's fiercest warriors from hiding so that he may best them in battle, taking their bodies for himself.

The Advisor enlists the Wanderer's help and explains that to aid the Supervisor and Botanist reclaim their homes from the chaotic effects of the blue sand is to help all of Zul, and that the player will be rewarded for their efforts, so that they may reclaim their Conduit from the Bellicose and right the wrongs of the past.



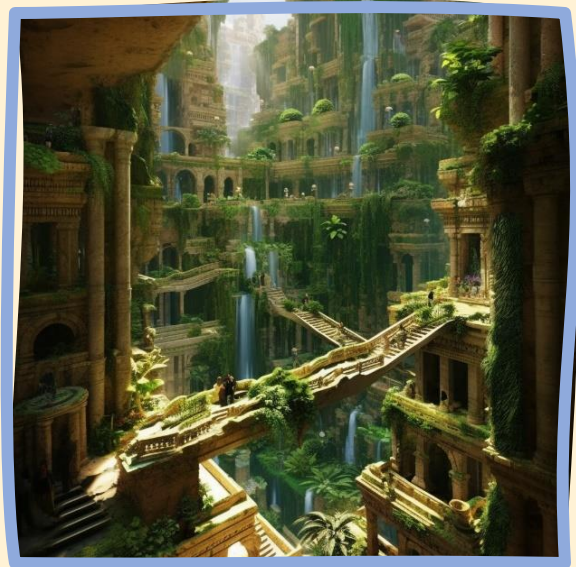
# The Road of Trials

## Crossing the First Threshold

The player, the Wanderer, has one of two possibilities: to help the Supervisor reclaim Karma from the infestation of the blind scalamanders, or to aid the Botanist in reclaiming Inebria from the clutches of the terrible Overgrowth.

### Inebria

Should players venture to the land of Inebria, they will run into the Botanist, who thanks them for their swift arrival. They set eye upon Inebria's skyward gardens, overgrown in unkempt plant life that's weaved itself into the very foundations of their city. Walls have crumbled, entrances and exits have been blocked off completely.



The Botanist turns to the player and laments her people's fate, caged by the plants they once nurtured and cultivated. But she says she has found a (possible) solution: the formulation of an elixir that she describes as a “mega-herbicide”—proven effective against small clusters of the growth on Inebria's outskirts. She explains that the Queen's Vineyard at the city's center connects the Overgrowth together, that using the herbicide there would eradicate the majority of the problem. The Botanist hands the herbicide to the player, saying that she cannot get close enough, as she's not very good at defending herself. She begs the Wanderer for their help.



The player must make their way upwards, toward the highest reaches of Inebria's gardens, defeating aggressive plant-monsters along the way. Trapped NPCs throughout the city may be freed—though they seem to be in a semi-lucid state, unable to move.

The player navigates Inebria's labyrinthine halls and terraces to the city's center, to the Queen's Vineyard—and uses the Botanist's herbicide against the Overgrowth's heart, entering a boss fight against the vines in their defense. Throughout the fight, the player attempts to approach the central vines to use the herbicide, finally succeeding when the vines are sufficiently weakened. The extended growth that had plagued Inebria wilts and turns to dust, leaving the city in ruins, but safe from further harm. The life that had been choked out under the tyranny of the Overgrowth blooms and brings a new day for Inebria, one free from destitution.



The Botanist approaches, thanking the player for their help when, out of the blue, trumpets sound and a grand figure approaches, swathed in crimson robes. She introduces herself as **the Matriarch** and thanks the player for restoring the city. She says to do so is to be rewarded, and presents the **Elixir of Life**, Inebria's most prized stock, a wine made from the essence of Bluegrit Vine and fermented her own red magic, presented on an ornate metal base.

The Elixir does not seem to have an immediate purpose. The Matriarch also teaches the player how to further utilize red magic, which enhances their total magic output (unlocking trainable skills on the game's skill tree).

After the liberation of Inebria, Zul's taverns begin receiving their overdue shipments—unlocking them as save points and resting zones, providing a myriad of consumables for purchase.



## Karma

Should the player choose to aid the Supervisor, they will journey to Sholetown, a ramshackle encampment set up outside of the abandoned mining city of Karma. There, they meet with the Supervisor who thanks the player for their speedy arrival.



The Supervisor explains that the city of Karma was infested by **blindfoot scalamanders**, a subterranean species of scalamander that took the city in anger after the miners' intrusion into their nest at the Karma's deepest points.

Awakened from their slumber, the scalamanders have run amok all over Karma, resisting any attempts from the displaced Karmans at taking the city back. The Supervisor explains that the town is falling apart without their leader, the Tycoon, who has holed himself up inside his mansion at the heart of Karma City.

The Tycoon, a heartless man who values his wealth high and above his people, might just be the only one who can restore stability to the region and the people he's forsaken.



The player acquires training on how to utilize yellow magic (the magic of perception) to navigate the heavy fog that has settled over Karma and its various ravines and tunnels and caves—all to find the Tycoon and return him to Sholetown.

As the player makes their foray into the fog, scalamanders attack the player and keep them from the mansion. Players must fight through the scalamander horde to reach the Tycoon, utilizing the environment and sonic disruptions (knocking over barrels, breaking bottles, etc.)



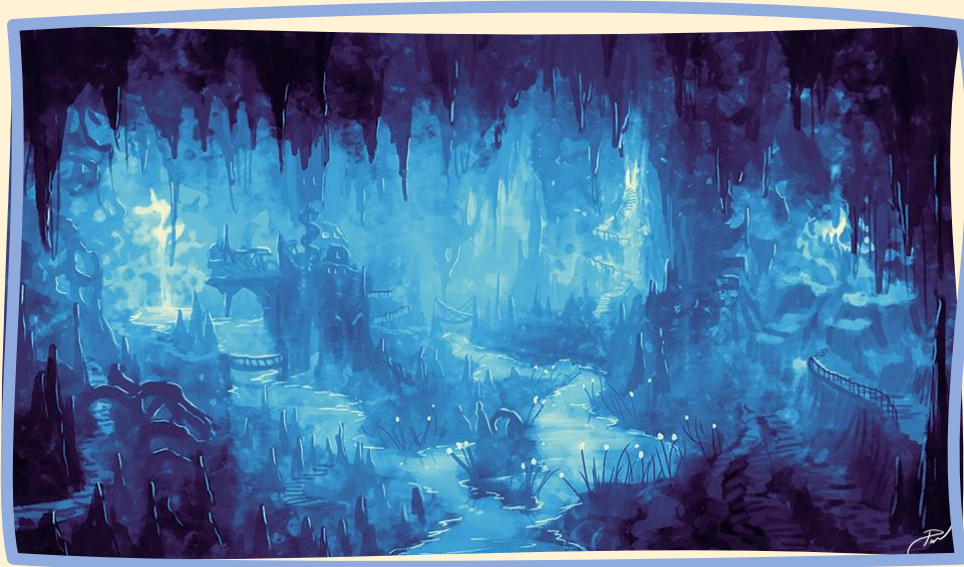
Upon entering the mansion, players are met with reliefs of ostentatious gold, jewel-encrusted furniture, rich fur carpets, large, vivid paintings—the Tycoon’s vanity extends to all that he touches.

Players find the Tycoon lamenting over a glass of Inebrian wine and approach. The Tycoon practically falls out of his chair with shock, and laughs boisterously about not expecting visitors, sipping from his (largely emptied) glass.

The Wanderer is quiet, clearly in shock at how someone can be so relaxed in such a pressing situation, and explains that the people of Karma need the Tycoon as a leader in these trying times. The Tycoon laughs it off, saying he has been a horrible leader who abandoned his people when they needed it most, and that there is no way they would ever value his help. The Wanderer states that this is not true, and that to do nothing is to prove his doubts right, but to stand up *now* is to redeem himself. The Tycoon, after much convincing, agrees to go with the player to Sholetown to assess the damage and to help in any way he can. A mission ensues that sees the player escorting the Tycoon back to Sholetown, protecting him from the scalamanders along the way.



Upon reaching Sholetown, the Tycoon is surrounded by people who are pleased with his safety, beginning him for assistance. The Tycoon, touched by his people's loyalty, enlists the player's help. He explains that before Karma's fall, his scouts spotted the Mother Scalamander, and that her defeat might just allow them to restore Karma City to the way it once was.



From thereon, the player must venture into the mines to defeat the Mother Scalamander and restore peace to Karma City. Making their way through the dark, cavernous heart of Karma, the player will again utilize yellow magic to light the way. The player finds the heart of the mines where the Mother Scalamander sleeps. Awakened by the disturbance, the Mother Scalamander engages in battle against the player who, once weakening her, has the choice of killing her or sparing her. Killing her rewards the **Milky Eye**, a token that will sell for an incredible amount of money. Sparing her wins the respect of the Tycoon, who gives the player a new gun, as well as unlocking the blind scalamanders as new mounts for travel. The Tycoon swears to be a better leader from here on out, and thanks the player for their help.



*[After completing EITHER Inebria's mission OR Karma's mission, players are able to venture to the untamed Sandstorm Plains and free them from the Great Glasswyrn.]*

## The Sandstorm Plains

At the foot of the Sandstorm Plains, players will run into a kooky character who introduces themselves as the Biologist. They turn to the ever-churning sandstorm, saying that it's impossible for the player to navigate themselves. They ask the player to follow them.

The Biologist leads the player to the town of Bedlam, a small Wild West-like settlement of saloons and gun-crazed folk. The Biologist explains that the disorder and downtrodden roughness is due to the Greatglass Wyrn—a being created by the chaotic power of the blue sand intermingling with the lightning of the plains—who recently kicked up powerful sandstorm that makes travel to the northwest hunting grounds impossible. Because of this, the people of Bedlam are starving and in disarray, and refugees from throughout the Plains have moved into Bedlam as a last resort after losing their homes in the sandstorms.



The Biologist explains that they initially were here on a routine mission to observe the various fauna of the Plains, how they decided to stay and help the citizens of Bedlam weather the storm. They now desire to see the Plains returned to their beautiful former state.



The Biologist enlists the player's help in quelling the Greatglass Wurm's rage without violence, so that the Plains can go back to normal. Solving this issue with a peaceful resolution will allow the Biologist to protect and study the precious life of the desert. The Biologist mentions that their acquaintance—a gunslinger who wanders the Zul in search of high-flying thrills—might be able to help the player defeat the Greatglass Wurm and his wyrmlings.

The player must brave the sandstorm and find the Greatglass Wurm at its center. Along the way, the player stumbles upon **the Gunslinger**, doing battle with a pack of wild wyrmlings.

The player approaches—as the Gunslinger kills the last of them, the player is spotted. The man runs up and exclaims that he is surprised to find a fellow thrill-seeker in these parts, and speaks to his guns about how nice it is to happen upon a kindred soul.



He introduces himself and says he's been trying to get through the storm to claim his greatest prize: the very heart of the Greatglass Wurm. The Wanderer says the Biologist has sent them to help with the wyrms, and the Gunslinger rejoices—help from the Biologist is nice, since the Greatglass Wurm has proved to be his greatest challenge yet. The player and the Gunslinger team up and brave the sandstorm together, with the sands of yellow magic that the Wanderer acquired in Karma helping them along.

Upon approaching the Greatglass Wurm, the player engages in battle, aided by the Gunslinger—and must choose whether to **destroy it** or **quell it**. Quelling the Greatglass Wurm will make a friend of the Biologist, giving the player the ability to use the wyrms for travel. The



Greatglass Wurm will gift the player with the **Infinity Glass**, an object of unknown origin or purpose.

Destroying the Great Glass Wurm will give the gift of the **Glass Heart** of the Greatglass Wurm—however, this will make the Biologist angry, and they will no longer engage with the player. Either option will make a friend of the Gunslinger, who the player can call on for help in taking back Progresso.

## Progresso

Players return to Progresso, having learned red, green, and yellow magic, and, alongside the Gunslinger, fight their way through the Bellicose's army of thieves. Players make their way to City Hall, now a stronghold for the Sympathists' occupation of Progresso. Slinking into the building, a cutscene plays: the Bellicose, strangled, his neck broken by a dark, swirling figure of sand. The screen vibrates, casting an intense vignette, to illustrate the danger of the moment.

The figure claims the Conduit from the Bellicose's limp corpse. The Wanderer and the Gunslinger enter into conversation: that figure must be **the Legerdemain**. The Advisor agrees, approaching and making himself known. The Advisor explains that the Legerdemain is the one who destroyed Lapis—the ancient kingdom reduced to ashes two centuries ago—and the one who shattered the Focus, an arcane device that contained the sands of blue, casting all of Zul under surplus profusion.



The Wanderer remarks that the Advisor knows an awful lot about the Legerdemain, and the Advisor chuckles—he and the Legerdemain used to be close colleagues. Suddenly, another



figure appears, wiping the sweat from his brow and shaking the Gunslinger and the Wanderer's hands, thanking them for their help. He introduces himself as the Governor, leader of Progresso, held captive in his estate. He explains that the Bellicose's army has fled Progresso, having heard of their leader's death, under the misconception that the Wanderer was the one to claim his life.

He remarks that he must reward the heroes of Progresso for their effort. If the player accepts, they are rewarded with a new gun charm that increases their mana capacity. If they decline, the Governor insists and gives them the gun charm anyways. The Governor then turns to the Gunslinger and offers him a job as Progresso's new Lawman for his outstanding bravery. After the Gunslinger consults with his guns, he accepts the job.

The Advisor turns to the Wanderer as the Gunslinger and the Governor walk off to discuss the new job, and he comments on the player's bravery and fortitude. The Wanderer remarks that they don't fully trust the Advisor, but that his advice did help. The Advisor laughs at that and says that the job isn't over yet, that he knows what the pendant that was taken truly is. The Wanderer says that is impossible, but the Advisor insists that he knows the importance of it, and explains that, to get it back, the player must defeat the Legerdemain. The Wanderer points out that the Advisor mentioned that he and the Legerdemain were once friends, to which the Advisor solemnly says that they were, once upon a time, but that the Legerdemain has been corrupted by power and needs to be stopped to return Zul to a land of peace. He explains that the trains should now be accessible to get up and running, but mentions that the goons of the Legerdemain will most likely make that impossible, and suggests that the player figure out how to get each train outpost back up and running since they were destroyed when the Bellicose took over Progresso. He also makes note that it would be wise for the player to make their way to Euphonia, the land of purple magic, to find a way to defeat the Legerdemain once and for all, and suggests they search for the Glassblower for assistance in this endeavor. The Advisor then walks away, humming a haunting melody as he goes.



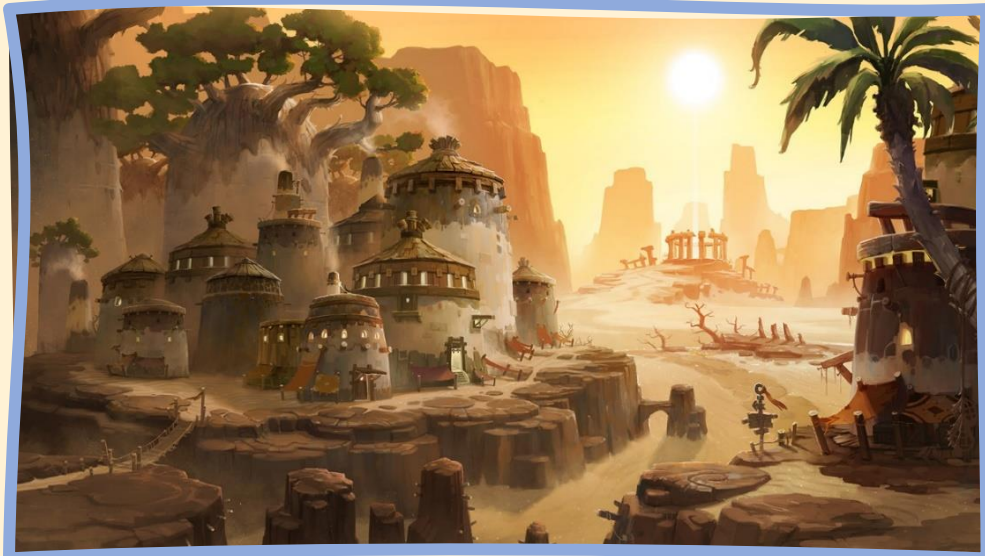
*[After reclaiming Progresso, two missions become available. The first, a side quest, enlists the player's aid in restoring the train outposts of each region. The second, a main mission, getting across the Phonic River to reach the land of Euphonia.]*

## Train Outposts – Side Mission

Players must travel to each of the three previously visited regions as well as past the Phonic River to restore the train outposts taken over by the Legerdemain's goons. This unlocks trains for fast travel to each region. Entering trains for fast travel allows players to wander the train carts, interacting with various NPCs who remark on their travels and world events. The train sequences end when the player returns to an empty seat, looking out the window at the passing world.

## Euphonia

Players venture to the Phonic River separating Euphonia from the rest of Zul. A makeshift boat lies on the river's edge in smithereens throughout the game, but when they visit again, the boat is repaired with a note from the Advisor saying simply "Aim your sails east." The player now has the ability to use the boat to fast travel to Euphonia.



Upon entering the land of Euphonia, players are met with a rich landscape of agricultural land on the cusp of a port city. Wandering through the bazaars, players interact with NPCs who seem to have no idea of the conflicts of Zul outside of their lands, as the Phonic River has kept



them mostly safe, except for the train outpost in the city which has been taken over by the Legerdemain's henchmen. Finally, players can make their way into the Glass Shop, engaging with the Glassblower who says she has been expecting the Wanderer's arrival for some time. The Glassblower explains that she can help placate the blue sand's chaos and aid in defeating the Legerdemain, if only she had a strong enough glass and a sturdy enough base to concoct the necessary container for the blue sand. The Wanderer offers the Glassblower the Glass Heart of the Great Glass Wyrms OR the Infinity Glass in order to craft the container. The Wanderer offers the Elixir of Life from the Matriarch, but the Glassblower says that that is just cheap alcohol, throwing away the bottle and using instead the ornate metal base of the elixir. The Glassblower takes the two and crafts a container called the Blue Phial. The Glassblower also teaches the player how to utilize purple magic to placate the Legerdemain in battle.



After receiving help, the Wanderer turns to find the Advisor entering the Glass Shop, and comments on the player's swiftness in this task. He explains that, to the north of Euphonia, across the great mountains, lies what is left of the ancient civilization of Zul where the Legerdemain has made his headquarters in the tower he built there. The Advisor tells the player to travel to Lapis, make their way through the city of ruins, and enter the Tower down to the caverns of Lapis where the Legerdemain waits. The Wanderer questions how the Advisor knows so much, which starts a solemn sequence where the Advisor tells the truth.

The Advisor explains that he and the Legerdemain are not from Zul, that they were researchers from a far-off land that came to Zul in search of the secrets of the magic of Lapis. Corrupted by a need for more, the Legerdemain unleashed the blue magic contained in the heart



of Lapis and was overtaken by the power, unleashing chaotic blue magic across all of Zul and burning down Lapis in his blinded state of primal strength. The Advisor barely escaped with his life, having been unable to persuade the Legerdemain to stop, and he has been wandering Zul for two-hundred years to find a way to make up for his failures ever since. He remarks that the Wanderer shouldn't be too unfamiliar with the story and that the Wanderer's pendant is the final piece remaining of the once great nation of Lapis. The Wanderer looks away, overcome with emotion, before saying that he will stop the Legerdemain, not for the Advisor, but to save Zul and avenge their people.

*[Having obtained what is needed from Euphonia, players set off for the ancient land of Lapis to defeat the Legerdemain once and for all.]*

## Approach to the Inmost Cave, Lapis

Players venture north of Euphonia to the northeastern ruins of the ancient civilization of Lapis, defeating the last of the Legerdemain's forces along the way as they make their way through the city to the Tower.

## The Ordeal

Once players enter the Tower, they descend to the lowest levels down into the old ruinous caverns of Lapis where the Legerdemain rests. His imposing form looms over Wanderer, and a cutscene plays where the Legerdemain speaks in a booming voice, stating that, as the last known citizen of Lapis, Wanderer will either succeed in their avenging mission or die just as all the others did. A final boss fight commences, and four endings lay before the player.



# Endings

**[The Usurper]** Obtained by pursuing violent routes throughout the game such as killing the Wyrms, the Salamanders, and causing chaos (low reputation). As a result, at the end of the game during the final battle, once The Legerdemain is defeated, the screen becomes shaky and static-y, and Wanderer only has one option: KILL. Once Wanderer kills The Legerdemain, they usurp the core from his body and become corrupted, just as the Legerdemain was, and the cycle continues. The game ends with Wanderer sitting on the throne where the Legerdemain rested, symbolizing their takeover.

**[The Thrall]** Obtained by dying during the final battle. Wanderer becomes absorbed by the Legerdemain, and the screen fades to black for a game over.

**[The Redeemed]** Obtained by having a high reputation score throughout the game and pursuing routes of low chaos. As a result, once Wanderer has defeated the Legerdemain, two options are presented: Kill, or Spare. If the player chooses to kill, **[The Usurper]** ending plays out. If the player chooses to spare the Legerdemain, the blue sand melts away, revealing a decrepit, sickly form who offers Wanderer his core: the source of the blue magic and his corruption. He tells Wanderer to create a better world than he had, and to stay true. Wanderer takes the core and the Legerdemain dies, as the power keeping the last of his form together is now gone. The Legerdemain vanishes, leaving Wanderer's lost pendant in the dust.

*Wanderer has two choices from this point, resulting in two different endings:*

**[The Contained]** Wanderer travels to the cliff beyond the Belltower to where a great monolith stands. At its center is a space for where the core once sat. Wanderer places the core back in its rightful place, and the magic throughout the world that had been thrown out of balance is brought back to a state of control. Blue magic vanishes from the world, leaving the other magics to their



own devices, and everything returns to a state of peace. Slowly, but surely, the world will find a new balance.

**[The Reset]** Wanderer destroys the core, sending a rippling effect that wipes away the magic of the world. The world reverts back to a normal desert landscape devoid of magic or mayhem, and a new beginning starts, back to the way it was before the core was ever released from its slumber.

## **Return with the Elixir**

**[The Contained] OR [The Reset] Endings**

Wanderer returns to Progresso where the city welcomes them, along with the leaders of Inebria, Karma, and Euphonia. The Gunslinger—now the Sheriff—the Governor, and the Advisor all thank Wanderer for their efforts. A rich party of lively boisterous fun starts in the same bazaar where the story began. The Advisor talks to Wanderer one-on-one outside of the city, and Wanderer asks what the Advisor will do from here on out. He chuckles, shaking his head, and says that, with the magic of the blue sand gone, his life will surely end soon, as the lengthening effects of the blue magic on his life span have now vanished. He laments he feels tired already, but that he is grateful he lived long enough to see this new world. Wanderer looks down at their pendant, the last piece of Lapis alongside themselves, and looks out onto a sunset setting on the cusp of a new beginning. The screen cuts to black.

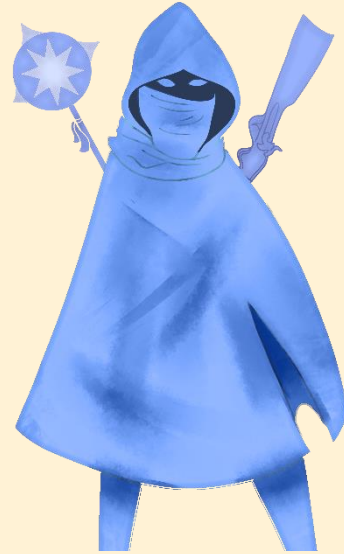


# Mission Script



# Character Summaries

**The Wanderer:** Native to the Fallen kingdom of Lapis and thus they have a natural affinity towards blue magic, with the assistance of their conduit. They witnessed the incident that caused the fall of Lapis and the freeing of the blue sands onto the continent of Zul and have now heard the tale from the Advisor's perspective. Steeped in regret and with their home now gone they are destined to wander - their goal now is to make things right.



**The Legerdeman:** Born outside Zul. Leads the Sympathists in a quest for magic to aid his struggling people. Lacking a natural connection to magic, he discovers the kingdom of Lapis and shatters their power source, the Focus, unleashing blue sand on Zul. Proximity to the sand consumes him, leaving only his consciousness. Seeking a second chance, he targets the wanderer as a suitable vessel.



**The Advisor:** A former colleague of the Legerdemain, the Advisor is the man who assists the Wanderer through his knowledge of Lapis, The blue sands, and Zul as a whole. Though he too was born outside of Zul, he trained and became able to wield orange magic after the incident that shattered the Focus. Like the legerdemain, he prioritizes his intellect but has chosen to be trained in the ways of orange magic in an effort to right the mistakes of the past.



**The Bellicose:** A former rogue who prowled the streets of Progresso. His affinity to green magic was too weak to be very useful and thus he resorted to theft to survive. He was a small man but after encountering the Legerdemain and joining his inner circle the Legerdemain grants a worthwhile corruption: growth. It changed him into a biddable beast, sent to wreak havoc on the Sympathists' behalf.



# Terminology

**Cutscene:** Short films that play either before or after gameplay segments. These cutscenes often highlight important story details, such as character backstories and in-depth interactions between characters.

**Inventory:** A box that the player will use to access many in-game objects, including weapons, clothing, medicine, food, and other miscellaneous items. Each of these items will be separated into their own tabs for easy navigation.

**Weapons:** Items that the player may use to fight off enemies. Some of these weapons may vary in terms of quality depending on their stats, as well as which weapon the player will use on which enemy.

**Notifications:** Alerts that the player will receive whenever a new task or sidequest is assigned.



INT. PROGRESSO - TAVERN - NIGHT

BEGIN IN-GAME CUTSCENE

It's a busy night at the tavern, the small, dimly lit room filled to the brim with patrons. Amidst the chaos, the BARTENDER, male, is wiping down the bar and serving drinks.

Everyone is drinking, laughing, and having an overall fun time at the tavern, except for one person: THE WANDERER, male, 21. He leans against the bar sullenly with an empty shot glass in one hand, and a blue tear-shaped pendant in the other.

The Wanderer's appearance is a mystery as he is covered from head to toe in a long, blue shawl. Only two piercing blue eyes shine through the cloak.

WANDERER

Hey, barkeep. Give me another round, will ya?

The bartender looks behind him and notices the three empty shot glasses standing next to the Wanderer's hand, which is still holding his fourth glass.

BARTENDER

Another one? Are you sure?

WANDERER

Did I stutter?

The bartender shrugs as he collects the Wanderer's glasses and pours him a new one. He hands it to the Wanderer, who quickly grabs it from him and chugs it down in one go. The Wanderer slams the newly empty glass down and sighs.

WANDERER (CONT'D)

(chuckles)

That'll do it.

While the Wanderer continues drinking, a new customer approaches the bar: THE ADVISOR, male, 60. He wears a brown witch's hat, a blue scarf, a plain white shirt, brown pants, and matching brown boots. In his hand is no drink, but instead a tall, wooden staff.

The Advisor takes a seat next to the Wanderer.

ADVISOR

So, what are we celebrating today?

2.

The Wanderer looks up in surprise at the person sitting next to him, clearly not expecting anyone else at the bar,

let alone talk to him.

WANDERER

Nothing. What's there to celebrate?  
My life hasn't given me anything  
worth celebrating.

ADVISOR

Really, nothing? Well, that can't  
be true. Everyone has had at least  
one good moment in their life worth  
celebrating. Don't you?

WANDERER

Not me. My past is...troubled, to  
say the least. Anyway, why do you  
care?

ADVISOR

(chuckles)

I'm not entirely sure myself. It  
must be the extrovert in me, always  
willing to talk and give advice to  
those who need it.

WANDERER

Thanks for your concern, old man,  
but I'm fine. Really.

ADVISOR

Well, humor me and listen anyway.  
you're not the only one with a  
troubled past, you know. I have  
lived a life of many joys, as well  
as regrets. Unfortunately, the bad  
outweighed the good. And yet, in  
spite of all that, I'm still here.  
Do you know why?

ADVISOR

Why?

WANDERER

Because I'm living. I've let go  
of the past and I'm living in  
the moment, as you should be.  
You seem like a bright, young  
man. Spend your youth wisely and  
frivolously, otherwise you'll be  
stuck at this bar forever.

The Wanderer ponders over the Advisor's words and gives his empty glass one final look.

WANDERER

Well, I guess we'll just have to wait and see. Thanks for the tip, old man.

The Advisor nods with content, and the Wanderer stands up from his seat.

END CUTSCENE

If the player interacts with the bartender:

WANDERER (CONT'D)

Hey, I'm ready to sign my tab now.

BARTENDER

Great, I'll get it set up for you. Say, what was your name again?

KEYBOARD TEXT: What's your name?

The player enters their name.

BARTENDER (CONT'D)

Hmm, that's an interesting name you got there. Well, anyway, thanks for staying with us!

If the player walks away from the bar:

BARTENDER (CONT'D)

Hey, where do you think you're going? You can't just leave, not without your tab.

The player walks up to the bar.

BARTENDER (CONT'D)

Now, what's your name, stranger?

KEYBOARD TEXT: What's your name?

After entering their name, the player steps away from the bar and makes their way toward the exit.

EXT. PROGRESSO - CONTINUOUS

The Wanderer steps outside the tavern and observes the sight before them: Progresso.

Progresso is a large and bustling city teeming with horse drawn carriages and townsfolk strolling along the cobblestone streets. The steel buildings tower over the streets like skyscrapers.

Right across from the tavern is a marketplace filled to the brim with colorful stalls.

TEXT: Visit the marketplace.

The player walks away from the tavern and makes their way toward the marketplace.

EXT. PROGRESSO - MARKETPLACE

The Wanderer moves closer to the marketplace and stops right in front of the cobblestone entryway as they notice the large crowd of people hovering over the stalls hoping to get their hands on the finest wares they could find.

The marketplace has six stalls in total, each one lined up on the side of the street and donning a unique color: red, orange, yellow, green, blue, and purple.

The player now has the agency to visit any stall in any order.

After interacting with each stall, a gun sounds off in the distance.

BEGIN CUTSCENE

EXT. PROGRESSO - TAVERN

A crowd of people huddles in front of the tavern with fear, standing at a safe distance away from the tavern. The Wanderer looks over the crowd and notices BELLICOSE, male. Standing before Bellicose is GOON ONE and GOON TWO, pinning the bartender against the building.

Bellicose is a large and hulking figure. He is dressed to the nines in metallic green armor that is covered in spikes.

BELLICOSE

Alright, buddy. I'm getting real tired of asking: Where is the Conduit?

5.

BARTENDER

(nervously)

I don't know what you're talking about! I've never even heard of the Conduit!

Bellicose rolls his eyes and sighs with frustration as he drops the bartender.

BELLICOSE

Oh, really? Well then, how about we ask them?

Bellicose turns behind him and glares at the cowering crowd standing before him.

BELLICOSE (CONT'D)

Which one of you knows about the Conduit? Keep in mind that there is a right and wrong answer, and if you give me the latter...

Bellicose grins evilly and pulls out a pistol.

BELLICOSE (CONT'D)

You get the idea. Now, start talking!

A wave of silence washes over the crowd. Many of the onlookers keep their heads low and shuffle the ground awkwardly.

Suddenly, a light shines directly into Bellicose's eye. Bellicose puts his hand over said eye and looks around the crowd to find the source of the light. He turns his head to the Wanderer and notices that the light is coming from inside his shawl.

Bellicose snaps his fingers, signaling his two goons to hold the Wanderer's arms behind his back. He reaches inside the Wanderer's shawl and grabs the glistening pendant from his neck.

BELLICOSE (CONT'D)

The Conduit... where did you get this?

WANDERER

Oh, this old thing? It's a family heirloom.

6.

BELLICOSE

Don't pull that crap on me! You know something about this, don't you?

No response.

BELLICOSE (CONT'D)  
(chuckles)  
Not talking, eh? That's fine. If  
you won't give me what I want, I  
guess I'll have to take it by  
force!

END CUTSCENE

The Wanderer and Bellicose are pitting against each other. The crowd circles them as they prepare to fight.

TUTORIAL TEXT: Open your inventory to find a weapon.

The player opens their inventory, which has two weapons: a pistol and a long, wooden blue staff.

If the player chooses the staff, they will use it to strike Bellicose on his head.

If the player chooses the pistol, they will use it to shoot Bellicose.

BELLICOSE (CONT'D)  
(laughs)  
Is that all you got? I didn't feel  
a thing!

Bellicose whips out his pistol and aims for the Wanderer. TUTORIAL TEXT: Dodge enemy attacks.

The player dodges the bullets and lands another hit on Bellicose's head.

BELLICOSE (CONT'D)  
(angrily)  
Alright, now you're asking for it!

Bellicose replaces his pistol with a rifle and continues shooting, making the player unable to move any closer to him.

The player pulls out a pistol from their inventory and shoots Bellicose, causing him to hold his hand over the wound.

BELLICOSE (CONT'D)  
Ow! That hurt, damn it!

BEGIN CUTSCENE

While the Wanderer and Bellicose take a break from their fight, a POLICE OFFICER, male, rides his black horse along the street and arrives on the scene.

POLICE OFFICER

Alright, break it up, you two.  
Bellicose, I thought I told you never to step foot in this town again. I suggest you get out of here before you cause any more trouble.

Bellicose turns his attention away from the Wanderer and focuses on the police officer instead.

BELlicOSE

(chuckles)

I don't think so. Goons, sick him.

As ordered, Bellicose's goons charge towards the police officer. Pretty soon, more police officers arrive on the scene. Two of them are confronting the goons, while the rest are charging towards Bellicose.

Bellicose and his goons fight off as many police officers as they can, causing panic amongst the crowd. Everyone is running frantically across the street as the fight ensues.

Staring at the chaotic chain of events before him, the Wanderer backs away from the scene and flees far away from the crowd until he finally makes it out of Progresso without looking back.

END CUTSCENE