Overarching story line :

IDEA #1 :

All enemies in the game (including your friend) is hungry for the last battery in your suit which was created and engineered by you to allow you to survive on this planet. You made one for you and your friend and with it’s power any enemy can use it to produce new and dangerous technology. One such creature is the dark eleves who have your friend’s family hostage and have promised to return them if you trick you to coming to the elven lands where they will kill you and take your battery to power their part of the world.

As far as you know, your friend was tricking you all along making you believe that he had no idea where they went. In fact that’s the whole reason that you are in the forest, you were looking for them. This can be conveyed through dialogue like ‘Don’t worry, we will find them.’

So your ‘friend’ was always loyal but he had to trick you to go the dark elves to save his family. The end scene is extremely emotional and everything needs to come to the reader all at once. When you reach the gates of the elven palace (near the end), you are carrying your friend and then the cut scene plays (he says he’s sorry) then a sword is stormed through you. You wake up, unconscious, running out of your backup power. Now you have a time limit of your life, you need to get in and get back your battery.