

Characters:

Kappi

Oracle (only in prologue)

Vindr Air God

Eldrik Fire God

Istvel Water God

Jörkun Nature God

Svali Betrayer God

Prologue:

First panel starts with the oracle greeting Kappi

Oracle: “We are the beings known as the Vaettier, beings who are here by the graces of the four Deities of the World- Istvel of Water, Vindr of the Sky, Jorkun of Nature, and Eldrik of fire. You know this, I would hope, Kappi.”

Panel 2:

Oracle: “But... what you may not know is there was once a fifth Deity of our realm. However, she became jealous of the life and joy that the other Four brought to the mortals, and tainted the world with her blight.”

Panel 3:

“However, the Four Deities were able to use their power to keep her at bay, taking away her right of godhood. They banished her, and our people have dubbed her the Betrayer, a ragged and hateful fox who seeks to devour mortals. This was... long ago, Kappi. She faded into history like a bad dream. ”

Panel 4:

“We, the mortals, thought her efforts to overtake our world would be over. The Deities knew better, and so they created a Champion. The Champion would harness gifts granted from the Four Deities, and use their combined power to land the final blow on the Betrayer.”

Panel 5:

“And that is why I have brought you here Kappi. You were born of stardust and a mortal’s body. You were then handed to the Vaettier to become the Champion of the Gods when the time came for them to call upon you. As you may have heard, darkness and blight fill the four lands with monsters never seen by living eyes... Thus, your time has come. You must rise to the occasion and seek out the Deities in their own lands, grow from their gifts they provide, and fight on our behalf.”

Panel 6:

Kappi setting out on their journey

Panel 7:

Kappi getting attacked by a group of monsters

Panel 8: Kappi dying

Panel 9: Kappi being revived at the shrine

Early Game:

After Kappi's death in the prologue and subsequent revival, Kappi makes their way through the levels that are designed for the Water God. Once the level has been "completed", they will approach a shrine that triggers the event to summon Istvel, who appears in front of them and speaks.

Istvel: "Ah, well hello there my masked friend. I suppose I have you to thank for clearing my domain of those pests, yes?"

(a small pause)

Istvel: "Now; do not be afraid little one. I am not here to harm you. I am Istvel, the guardian deity of the Luminescent Bog, the peaceful realm your people reside within... Or, should I say "Once peaceful". I assume you have heard of the wretched being who is responsible for all the woe you have seen across the Bog?"

(another small pause)

Istvel: "Well, as delighted as I would be to say that you have cleared the world of the vermin, the miscreant that dares call herself a Goddess has also long plagued the once beautiful Nimbus Mountains. So, I ask of you; young champion, please save our world from her treachery. The path that leads to the one known as Vindr is blocked, but I shall bestow upon you the power that you need to proceed. You now can traverse through tighter terrain! I bestow you with the ability, Slide! Go forth and bring peace to the four lands."

Kappi will then set off to the Nimbus Mountains and complete the levels there. Once the levels are completed, Kappi approaches the shrine of the Sky God, Vindr. Vindr will then appear much like Istvel did and greet Kappi.

Vindr: "Hello young one, you may call me Vindr, Deity of the Nimbus Mountains. You have come so far already, proving your abilities as well as your affinity for the sky. I deem you worthy of my gift, but first, you must know how to use it properly. With this new power, you will be able to launch a beam of wind from your fingertips. You can also use your surroundings to your advantage, bouncing this projectile in a direction that you please- pushing those caught in the crossfire in said direction."

(pause)

Vindr: "Listen, Kappi, you must use your power for the greater good. These tainted skies? Well, they once shined with a blue and white iridescence, but now glow with a cursed maroon. They have not been the same ever since The Betrayer consumed the sky's light with her repulsive magic."

(pause)

Vindr: "Kappi! You must put a stop to her! If you hesitate now, you will not succeed. Now, continue your journey into the Grove of Tranquility. Use my gift, and you will have no trouble. Good luck young one."

Kappi will enter the Grove of Tranquility and complete the level. There, they will see the shrine to the nature god overrun with enemies that will have to be defeated. After Kappi defeats them, the Nature God will appear.

Jorkun: "I am Jorkun, the God of Nature and ruler of The Grove of Tranquility. I am pleased to say you passed my test. By fighting off those defilers of my shrine, you have shown me that you have enough strength to use my gift."

(pause)

Jorkun: "HA! If you're anything like me, I'll bet you wanted to just *fling* those good-for-nothing minions right into the wall. As such, I grant you with the power to Bash. With Bash, you will be able to fling these garbage critters away."

(pause)

Jorkun: "Now, I am sure that the others have been telling you of The Betrayer, yes? Well, I am afraid to say that her evils are only growing as time passes. Fortunately, with this new ability, I am sure we can Bash her ambitions into the ground! HA HA!"

(another pause, but awkwardly long)

Jorkun: "... Anyways. Unfortunately, I've heard the Betrayer's forces have been invading the Infernal Valley. If you keep showing the strength you demonstrated to me, I am sure we have nothing to fear."

Kappi will then be moved to the next level of The Infernal Valley, complete it and then the Fire God will appear.

Eldrik: "Oh? A mortal foolish enough to approach *my* shrine in *my* domain? Why, I should disintegrate you right where you-"

(pause)

Eldrik: "...Oh! Forgive me! I'm sure my quick temper precedes me. You must be the bold champion that I have heard so much about. Kappa... isn't it...?"

(pause)

Eldrik: "...Kappi? Hmm, very well then. I believe your people, the Vaettier, have come to know me as Eldrik. I've lorded over the Infernal Valley for longer than books could tell. However, your timing is impeccable. Normally, I would take care of such matters myself, but I find myself preoccupied with other matters. I need you to be the champion of my realm, just as you have been for my brother and sisters."

(pause)

Eldrik: "You see, I am as gracious of a God as I am a powerful one. I grant you the power of flame so that you may purify my realm and light your path. I am certain that with some practice, you will burn all in your path who dare challenge you. Now, go forth my radiant spark. Go forth, and make me proud."

Mid Point:

Kappi will be walking through a tunnel and once they are far enough through, Svali will stop Kappi and tell them that this should be far away enough from any listening ears, and will introduce herself as Svali. She will talk to Kappi as they pass a fox statue and talk to them through it.

Svali: “Kappi...Kappi...Kappi...”

Svali: “There are too many prying eyes here...please, approach my fox statue so we can speak safely. These statues are my only means of aiding you right now, shielding us from enemy ears and even allowing me to breathe life back into you when you fall.”

(pause)

Svali: “Thank you for coming closer, child. My name is Svali--Yes, *that* Svali--”

Svali: “Wait! Please do not turn away! You do not need to fear me. I realize you have been raised to believe that I am this evil Betrayer God, but this...*propaganda* against me only seeks to conceal the true nature of the other gods’ corrupt wills.”

(pause)

Svali: “...I understand why you distrust me, Kappi. That is why I encourage you to discover the truth for yourself.”

Svali: “In order to sift through their lies, you must proceed cautiously, think critically, and do not be quick to dismiss proof of their deception.”

Svali: “Once you begin to see the holes in their story with your own eyes, return to me. Only with an open and disillusioned mind can I finally reveal to you the dark secrets they have kept from the mortals.”

Second Half:

Kappi will begin to revisit the stages of the first half of the game. First up, Kappi will journey back to the Nimbus Mountains to receive the Double Jump ability. While approaching the next sky god shrine, the sky god will appear.

Vindr: “Hello again young one. You haven’t been skulking about have you? If you had a word with that traitorous false god, you must tell us now Kappi! Her words can be deceiving and you must do your best to see through them.”

(Kappi says no)

Vindr: “Hmm...Very well. I will place my faith in you once more, little one. Take this new gift.”

Vindr: “With this, you will be able to propel yourself higher through the skies with a second jump, as if stepping on air.”

Vindr: “Use it to reach new heights among these corrupted mountains, and make your way back into the Luminescent Bog. Istvel, the god of waves awaits your assistance clearing out the hordes of invaders from her domain. You must help them!”

Vindr: “And if you come across the Betrayer god just know, we will be watching.

Watching over you of course. Do not let us down Kappi.”

Kappi will then travel to the luminescent bog next, and once they complete the new level there and approach the new shrine afterwards, it will suspiciously not look like the water god's domain was actually being invaded. After Kappi has this thought, the water god will appear to them.

Istvel: "Ah! Hello my friend, I did not expect you so suddenly! Come in, come in, I was just-"

(pause)

Istvel: "...Where are all the dastardly foes Vindr had warned you of, you ask?"

(pause)

Istvel: "Well, you see... it had taken you so long to arrive that I took care of the pests myself, I am truly an inspiration to all in my domain."

(pause)

Istvel: "...Why didn't I do that last time? Now, now, I believe you are reading much too far into the matter, little one!"

Istvel: "Oh! I almost forgot, I have another gift I wish to bestow upon you. With this, you can freeze your foes where they stand and even use them as stepping stones, if you feel so inclined!"

Istvel: "Now you must be off! As I hear that Eldrik's domain is in peril once more! Go forth my friend, and bring peace to our lands!"

Kappi will push forward back to Eldrik's domain, the Infernal Valley. After completing the trial there, Eldrik will appear at the shrine.

Eldrik: "Bah! Such insolent creatures. You startled me, Kappi - I almost mistook you for one and would've banished you along with the rest of them. However, worry not about such trivialities, we have more pressing issues."

Eldrik: "The last time our paths crossed I granted you the power of flame to assist you on your journey. And today, I will be doing the same."

Eldrik: "Today, I deem you worthy of furthering your progression with the power of flame. This new ability will destroy terrain underneath you, allowing you to travel to places most cannot. Use it wisely."

Eldrik: "You have come a long way, my radiant spark. You are almost ready to face the Betrayer god. I can teach you no more, but seek out Jörkun; your final trials lie in the Grove of Tranquility. Godspeed."

Kappi will leave the Infernal Valley and continue on to the Grove of Tranquility. There, Kappi will be approached by Jorkun and will receive the grapple ability.

Jorkun: "Kappi, Kappi, Kappi ... where did we go wrong?"

Jorkun: "We've been gracing you with our gifts, and yet your betrayals only continue. You were supposed to be our champion, but it appears our faith in you was misplaced."

Jorkun: "While it pains me to say this, it is clear to us the Betrayer's presence in you is only growing."

Jorkun: "Do not listen to her Kappi! The Betrayer is poisoning you with her false claims. If you continue down this dark path, I'm afraid we will have no choice but to banish you as we have done with all of her other tainted ones."

Jorkun: "Kappi, we need you to prove your loyalty, you've given us much to GRAPPLE with."

Jorkun: "You must prove to us that we are the ones you follow, not that wretched Betrayer."

Jorkun: "For your final test you must rid these lands of the Betrayer once and for all."

Jorkun: "With this final gift I am giving you, you will be able to face the Betrayer and demonstrate your loyalty to us, the true gods."

Jorkun: "Don't GRAPPLE with what we've asked of you for too long though Kappi, or as I said, we may have to banish you just like all of the other past disappointments."

The Betrayer Level:

Kappi will now be ready to face the Betrayer God and will need to make a choice once they get there: believe the Betrayer God and free her, or believe the elemental gods and kill her once and for all? As Kappi approaches her prison, Svali speaks with Kappi about the truth of the world.

Svali: "Kappi, you have returned!"

Svali: "Good, child! So you have sought the truth for yourself and are now willing to listen to my words."

Svali: "Before I became the Betrayer God, I was known as the patron god of mortals. The rift between our pantheon started when I gave mortals free will, despite the other gods wanting to keep complete control over mortals instead."

Svali: "For my actions, I was exiled and bound to these chains while the other gods slandered my name and blinded mortals to reality. And over time, my gift of autonomy was almost forgotten."

Svali: "So I created you, my child, in hopes that you would help the mortals remember. I imbued you with part of my immortal essence so that the other gods could not kill you, but in turn that also meant you became the key to my death."

Svali: "You see, if I perish, they will fully regain control over the mortals once again. So they stole you from me in order to indoctrinate you and train you to kill your own mother."

Svali: "I kept trying to send my creations to rescue you, but the other gods just corrupted my emissaries and then used them to fuel their smear campaign against me."

Svali: "I know you may still not fully trust me yet...but the alternative is to free me."

Svali: "Without these magical bonds, I have the power to banish the other gods back to their own realms and free the tainted mortals."

(pause)

Svali: "...Without these magical bonds, I could also hold my child in my arms again, now that we are finally reunited."

Kappi will eventually decide to trust Svali, their mother, and free her from the prison. After making this fateful choice, Kappi will hear the voice of one of the elemental gods.

One of the Elemental Gods: *"Do not let your own incompetence blind you, fool. Destroy this wretch at once. Do not forget the power we hold over you."*

Svali: "Your extravagant boasting of empty threats is the purest form of comedy; such that could only be written by brainless beasts. Or have you truly already forgotten that you have no power within my domain?"

Svali: "Ignore them, my child. Quickly! To the first altar!"

After breaking the first seal, Kappi will hear the voice of one of the elemental gods again.

One of the Elemental Gods: *"So this is the path you have chosen. You are just another failure. How dare you disobey us, miserable mortal. You will pay the price for your treachery with your life!"*

Svali: "I will allow you to do no such thing!

Svali: "I can hold them off while you find the other three seals, but you must hurry child!"

After breaking the second seal, Kappi will hear the voice of one of the elemental gods again.

One of the Elemental Gods: *"You are being deceived. Is this not the very thing we had warned you of? Her cunning two-faced nature runs deep to her core; she cannot be trusted. She is a danger to all our world. Such a deceitful heart cannot be allowed to keep beating."*

Svali: "Perhaps you've mistaken a mirror for myself? Though I suppose it only makes sense, your arrogance has made you all blind. Only two seals left Kappi, keep it up!"

After breaking the third seal, Kappi will hear the voice of one of the elemental gods again.

One of the Elemental Gods: *"This life you dare to live is one we allowed you to live. You owe everything to us. Your strength, your soul, your vessel. It all belongs to us. We destroy life where we please, and none dare resist. You will be among the rest."*

Svali: "His life is a life you stole. His world has been tainted by your corruption, and his eyes have finally caught sight of the truth. There's one left, sweet child. You must hurry!"

After breaking the final seal, Kappi will hear the voice of one of the elemental gods again

One of the Elemental Gods: *"You have disappointed us, Kappi. To think a mere mortal would dare oppose such divinity. We've had enough of --"*

Svali: "--I think we've all had enough; enough of the garbage that's been spilling out of your mouths for so long. You have tainted and corrupted these once precious lands, and those who reside within them. You have stolen the gifts which I so painstakingly made for each and every one of them.

Svali: "And you will work to undo the damage you have done until the end of time!"

Epilogue:

By this point, Kappi will have finally freed Svali. With her power fully restored, she will banish the four elemental gods to their respective realms and ensure that they can cause no further adversity to the people of her domain.

In doing so, the inhabitants of the world will be freed from the shackles imposed upon them by the four malicious deities.

Svali will return as the guardian deity of mortals, protecting and guiding them through any hardships they may ever face. And so she will remain until the end of time, with Kappi at her side.