



◆ **NEW GAME**

START A NEW INCURSION

CONTINUE

PLAY FROM LAST SAVE

PROFILES

CURRENTLY PLAYING AS BHARAT

EXIT GAME

RETURN TO SANITY

INCURSION

DARE TO LOOK WITHIN

The Story



You play 'The Last Daughter,'
an healer whose dark alter
ego, 'The First Mother,' is
awakening



Find a way to exorcise her by solving riddles that
unlock the dreams of your patients



Lose control and 'The First
Mother' will take over.
Forcing a new generation to
restart with your remains





Narrative Principles

Impending Doom

We want the player to feel like they are on the edge of disaster. Every fight has consequence, eroding their sanity and moving them closer to the point when a confrontation with the “First Mother “ is inevitable.

As you progress the “First Mother” will have monologues with you , taunting you.

Family Secrets

The key to winning is a ritual mask that will exorcise the “First Mother”. However someone or something has tried very hard to remove the knowledge of this ritual. **The mask is in six pieces, each guarded by a spirit who is possessing your patients..**

No Story the Same

The fight with each spirit makes up a chapter of the story. But the order of the narrative is determined by at random based on which patients the player meets first. After each demon is defeated , the player will uncover a piece of their past and the location of a ritual mask shard.

The Family



The Last Daughter

Her parents died in a 'tragic' accident , she has vague memories of them but was raised in boarding schools till her talents manifested

Driven by the dreams that plagued she returned to her home to be taught by "Old Uncle" in the art of **dreamwalking**. She is extremely talented and she knows it - ready to take risks despite her mentors warnings . Is it confidence or her only way to mask her growing fear.

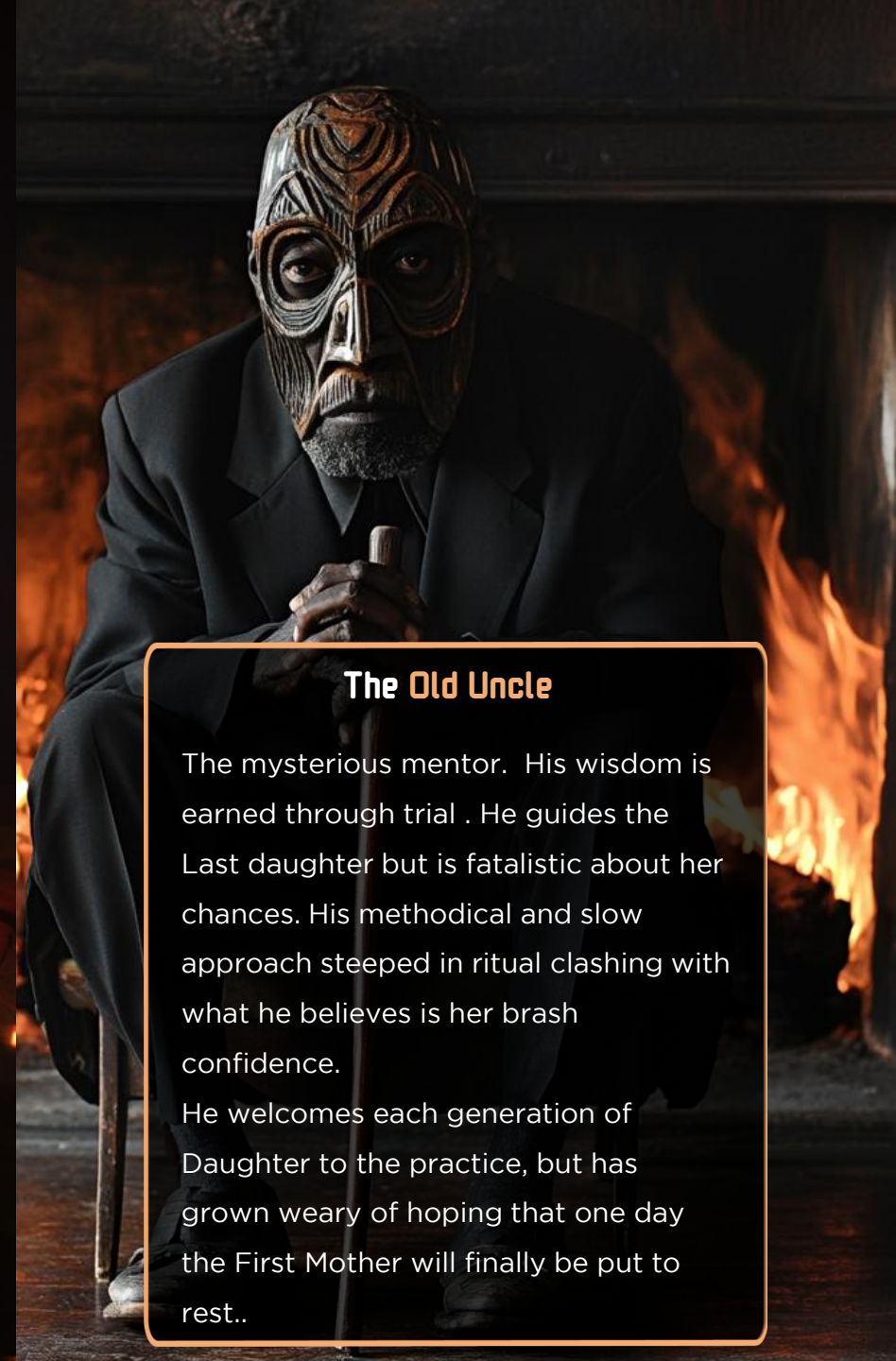


The First Mother

The Old Uncle believes her to be a an ancient ancestor who will not rest seeking to live again through her descendants

She is the the voice that whispers your failiure, goading you down the winding road of insanity.

If she wins she will occupy your body for a while burning it out and birthing a new generation that she can take over when the time is right.



The Old Uncle

The mysterious mentor. His wisdom is earned through trial . He guides the Last daughter but is fatalistic about her chances. His methodical and slow approach steeped in ritual clashing with what he believes is her brash confidence.

He welcomes each generation of Daughter to the practice, but has grown weary of hoping that one day the First Mother will finally be put to rest..

The Aspect Riddles



Each patients dream has a unique combination of aspects that determine – combat arena, enemies and rewards.



The player can interact with each 'mirror' to review the riddle and ask for a clue. Each interaction may come with a consequence from other aspects



Each aspect will offer a riddle and a clue whose answer is one of the other six aspects . You can ask for a clues but get only one chance to answer.



I AM THE WATCHER THAT ALWAYS LIES .
THROUGH SLITS OF LIGHT HE DREAMS OF ESCAPE. BUT WHEN THE LIGHT
FALLS ON HIS SKIN IT BURNS AND INTO THE DARKNESS HE FLEES .
WHICH OF OUR SISTERS DOES HE FEAR?



Answering correctly earns you buffs for their fight. Wrong answers penalize the player



The Aspects

Rage

This aspect is fueled by a desire to destroy and remove that which its host fears or hates. Is opposed by the aspect of Apathy but will tolerate the aspect of Fear and Revulsion.

She will force herself to go first whenever she is encountered. If refused she will not offer a clue.

In battle it is extremely dangerous, a berserker with little sense of self preservation.

Apathy

This aspect is fueled by a desire to remove all feeling, to resist change found in hosts who wish to avoid their struggles. Is opposed by the aspect of Rage but will resist working together with any other aspect. She will not offer a riddle till those of other aspects are solved.

In battle it avoids direct confrontation using traps and hazards to harm and debuff the dreamwalker.



The Aspects



Resolve

One of the twin primal aspects. She represents her hosts desire to act , to cause change . She usually hidden but when she manifests she is arrogance personified. She opposes Doubt but is neutral to other aspects
She will always change her riddle if not answered first
In battle she is a juggernaut acting as a tank and pressing the dreamwalker with protecting other aspects - apart from Doubt



Doubt

The second primal aspect . She represents the desire to flee and hide from our difficulties. She plays from the shadows and cannot be trusted. Her riddle is a lie forcing the dreamwalker to find the opposite of what seems obvious. She avoids Resolve and may not offer a clue when they are present.
In battle she strikes from the shadows - retreating quickly out of sight, she is stronger in the presence of other aspects.



The Aspects

Obsession

The aspect of Obsession represents an uncontrolled urge , the desire to sate our pleasures at all costs. She opposes Revulsion but is very friendly to all other aspects even if it isnt replicated.

Has an increasing chance to not offer a clue if another aspect is chosen before her.

In battle she is the support to other aspects but if left alone she is still capable of fighting. She will not support Revulsion

Revulsion

Disgust personified, she is everything her host hates . She views rage and Fear as tools but cannot stand Obsession.

An increasing chance to not offer a clue the more she is interacted with.



The Puppet Master

The Old Uncle needs the cycle to continue. He created the First Mother and uses her to perform a ritual that prolongs his life. Though he acts like each death of the Daughters hurts him, showing empathy and support to the player throughout the journey - its all an act he is the puppet master. It will take multiple playthroughs to uncover his schemes.



Whats needed

The Story Arc

The hunt for the shards is the main narrative but it only progresses after an aspect is defeated.

The shift between chapters causes an escalation in the activity of the First Mother as well as conversations with the Old Uncle

The story arc carries over with each generation - revealed through conversations with the old uncle

Riddles and Clues

We will need at least two riddles for each aspect and a clue for each riddle

The Secret

The ramblings of the First Mother hold the key to unlocking the truth behind the Old Uncles schemes.



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