

Klifehrian

Story

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0.1 Disclaimer

This document is filled to the brim (and then some) with spoilers. You have been warned.

“Kliefhrian” is both the name of the game and the name of the continent on which the story takes place. For the sake of simplicity, the former will always be referred to as “The Game”, while the latter will stay as is.

Part I

Backstory

Chapter 1

Creation

The world in which Klifehrian resides was created by a group of 5 gods: Rufigh, Zelos, Fuhius, Ligam and Turmof. Each of them had participated in one way or another to the creation of this world, and they all had their own goals with it.

- Rufigh was a gardener at heart; he molded the lands and shaped the humans.
- Fughius worked on the inner side of the world. Her forge, located in the core of the world, is where she created most of the creatures inhabiting the world.
- Zelos was a free spirit, and wanted this world to be that way as well. The winds blowing accross the lands and oceans are a representation of this. It is said that it is him who breathed life into the humans.
- Ligam liked to call herself the Goddess of Fortune. Random acts of miracles were her trademark.
- Turmof was her counterpart; It is believed he is the one responsible for vices. Although he is not inherantly bad, his interest for the human race and its resilience can get slightly overboard.

Chapter 2

Destruction

After creating this world, the gods had forgotten an important point: if you don't make your presence clear, you will be forgotten. That is what happened to them. Furious, Rufigh, Fughius and Zelos wanted to wipe them all out so they could restart. However, a forgotten god is a weakened god, and they couldn't manage to go all the way. Furthermore, they used their last resources in trying to do so. Fughius went to sleep eternally in her forge. It is said Rufigh became a giant tree, though no one has ever seen one that could be him. It's Zelos who paid the biggest toll, as his body was scattered across the winds he had created himself.

Ligam and Turmof, however, did not participate in this destruction attempt, and as such, survived. They stayed to look over the world; both of them shared a great interest for those humans.

Also to be noted: the giant spell the gods tried to cast wasn't without aftereffects. Leftovers traces of its destructive nature started to affect some of the living creatures, mutating them in beings driven by destruction. Seeing there an opportunity to test humanity, Turmof gathered some of these traces and used them to create a demon from a human champion. After naming him Zackaria, he left him to his own devices, curious about the results.

Part II

Story

Chapter 3

Notes

The following is a collection of production and concept notes. They are not fully redacted, and may divert wildly from the final product. Furthermore, the syntax may be ...erratic, at times.

- Beginning => Keep the original? Still hunting? Waking up on a messy desk?
- Incentive to go to Danlemaup : keep the original. Big PARTY.
- Ruins => Found while hunting? Found demons there.
- No more banishment.
- Incentive to go warn people about the demons. Maybe erradicate them too?
- Now possible to stop by Unnamed Town
- Possibility to go North of Danlemaup instead of just Danlemaup. reason would be getting lost, canon-wise.
- What even is there north of Danlemaup tho.
- No more training grounds south of Danlemaup. Doesn't make sense. Still a kick-ass harbour though.
- Shenans'
- War battle on east of Gutuid.
- Forest camp.

- Ran’Gor and that one cat freak.
- Ruins! Mountains! Secrets! Darez! what
- Telepathy.
- LVL UP demons.
- Backstory explanation.
- Space time BS, keep/leave?
- Let’s kill the bad guy! yayyy
- Gertan.
- TO THE DEMON LAND
- Stop by moms.
- Ambush, Yasoi.
- Yasoi needs to have a damn huge-ass armor. Like, she’s like a giant compared to the others. Would be interesting if she’s like 6’ tall.
- New temple, new power. Name needs to change, not Photon anymore. Luxia? Luminarium? Heililish? No not that.
- Mega party.
- What even does a Demon Dragon looks like? Okay those are pretty cool pictures on Google Images. I like the whole Fiery Wings thing. Bone and Fire sounds like a good combination.
- Ren’Dur really efficient against it because??? Dragon blood is shit trope. Haven’t seen it well done in a girl before though. What about Yasoi instead?
- Challenge time.
- Ren’Dur’s challenge is kinda lame. Should be changed.
- Rufio’s might not be too enjoyable, gameplay-wise.
- Ran’Gor... action time event?
- Gertan...skill-limited? A bit dull.

- Yasoi's still perf tho
- Maeram's an actual fight.
- Possibility to end the game here if Maeram's OP enough.
- Otherwise she's def dying there and then. It's a cutscene too.
- Blood marks lead to throne room with Zackaria.
- Final boss
- Cutscene
- Shrine
- Final final boss
- Cutscene
- The End.