

RULES OF THE WORLD

1. You can manifest anything you think or feel (but it has to have physical form)
2. You can't un-manifest something, you can only destroy it
3. Everything here exists forever (unless destroyed)

THE SHORT VERSION

A long time ago a nameless dude tries to kill himself.

He ends up in this place (his spirit), which we call The Other.

It's vast and empty.



Almost immediately he starts manifesting his thoughts, and seeing as how man thinks only of himself, the first thing he manifests is a copy of himself. And another. And another.

Clones manifest out of nowhere. And those clones have thoughts of their own that start manifesting. And the clones only think of themselves too.

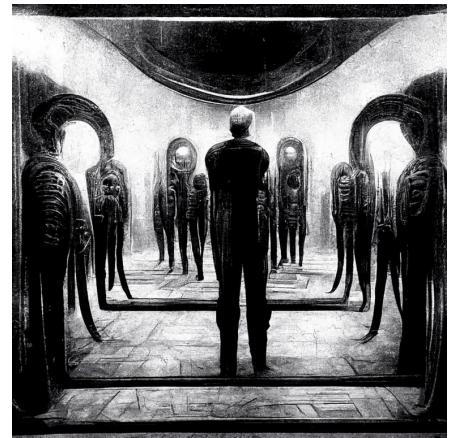
So pretty soon he is surrounded by an ocean of clones of himself.

He instantly realises what is happening — he is manifesting his thoughts, just like the clones.

And seeing as how man is not quick to share power, he wants to keep all this power to himself and decides to un-manifest the clones.

But he can't (see rule 2 above).

He realises he can't un-manifest so the only other option is to kill them all.



Which he does.

After he kills them all he is alone again in this world and he has all this power, but he can't control it, because pretty soon sporadic things start to appear out of nowhere.

Cars, buildings, naked women, you name it, his uncontrolled thoughts just manifesting random things all over the place.

This goes on for days as he learns to quiet his mind.

During this time he kills / destroys everything he manifests.

Eventually, days later, he learns to control his mind (kind of).

Things start to appear out of nowhere and he seems to be in control of what he manifests.

He starts to create and experiment with this power.

He first dreams up landscapes — mountains, desert, marshes, forests — which he of course cannot un-manifest and are therefore in the game on the board.



I'll come up with names for areas and locations here (see at the end of story).

He then creates languages, lots of them, and gives himself a new name — O' Jun-Tomek, which means The First Borne.

The next thing he does, as any normal man would, is to create an entire race to worship him.



NOTE — everything in this world looks familiar and “man made”; this is on purpose and is a commentary on man's inability to think outside the box and being of limited imagination / creativity. So yeah, all the places and races of this world look familiar and humanoid because they were all dreamed up and imagined and created by the mind of humans.

Right, so after he creates the landscape and places and languages and all that, he creates an entire race simply to worship him.

He calls the race **Lohimir** (for now) and they look like this (see top right).

But there's a problem with the Lohimir. Just like the clones, the Lohimir have thoughts and feelings, which means they too can manifest things, which means they could potentially threaten him.

So he decides to kill them just like the clones.

All the Lohimir are decimated, all but one.

Amal Akoma, also dubbed **The One of Many**, manages to escape and is one of the main NPCs you will encounter in the game.

He is a friendly NPC, lives forever (like everything here) and has the ability to manifest as well, though he is in full control of his thoughts and emotions.

Much of the game is told through his perspective as the survivor of the Lohimir purge and a witness to all the things that are about to come.

So yeah, he kills the Lohimir, but Amal gets away.

He then creates another race to worship him. One that is thoughtless and emotionless and thus incapable of manifesting anything.

These beast-like creatures were made to work for him, fear and worship him. All they do is breed and do his bidding.

He calls these ones **Ru'Uthar** and they look like this (see bottom right).

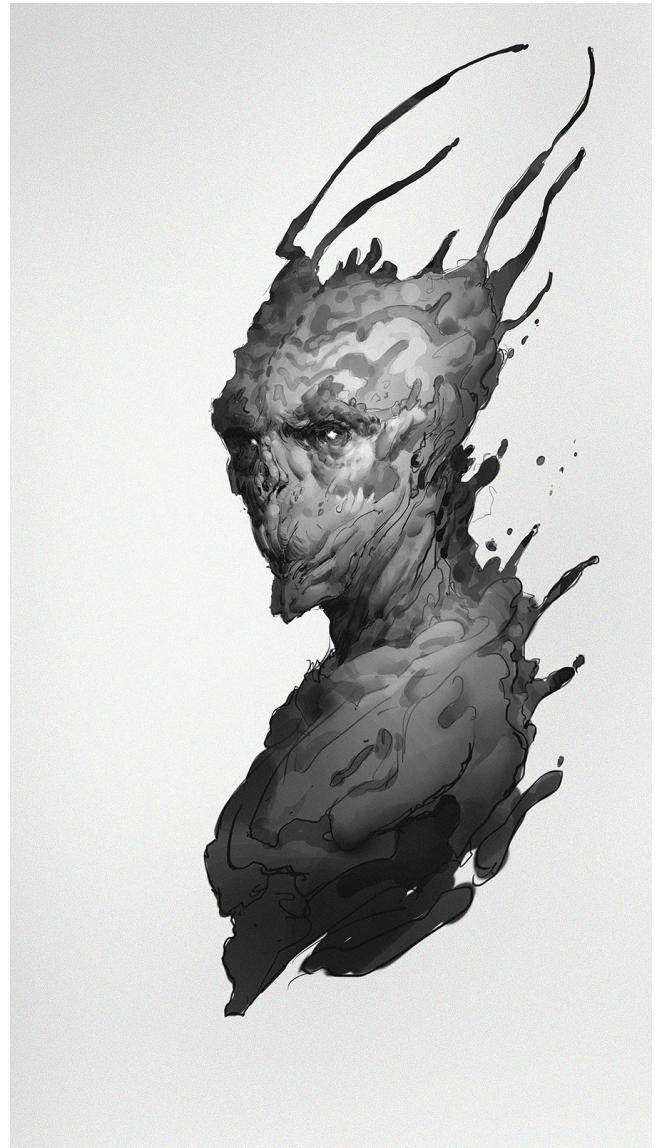
We don't know for sure but we think he made them almost featureless because of some kind of guilt he may have felt for them.

So he creates the world, languages, now worship.

Akoma escapes and the Ru'Uthar are created.

NOTE — the Ru'Uthar are still around and you will encounter them in the game, both hostile and friendly.

But all this was not enough, he wanted a family. So he imagines one...



Amal Akoma (original form)



He imagines and creates a family out of thin air. But each time he does, he fails...over and over again. Regardless of what kind of family he invents for himself, it is never good enough.

And just like everything before, when a god dislikes something...he ends it...

So he kills each family he creates, so many times he loses count.

LOCATION — there's a cemetery in the world with endless tombstones and they all have the same name on them...Hannah...over and over again...Hannah...presumably a love he could never have and the reason he killed himself?

Alone, mad, bored and drunk with power, he goes back to being a god and creates some more.

He creates things for his own entertainment.

He creates entire races and cultures and he makes sure they have no thoughts or feelings, but that they would wage war with each other.

Metallic things such as the **Noari**, a race of living stone clothed in metal.

Necrotic things like the **Hatebreeds**.

He brings the forest to life with the **G'Nesh** people.

And the list goes on.

He creates all these people and then sits back to watch them kill each other, for no reason other than he wanted to...for his entertainment.



Noari giant

Races come and go.

Entire cultures.

Endless wars.

And all he does is sit back and enjoy, like a spoiled little brat.

But of course a “god” cannot be entertained for long.

He wants something more.

He wants to experience life again...

He wants to go back to being alive and human as he realises being a god is boring and eternal and he doesn't want that.

He wants to beauty of mortality and the every day simple pleasures of life.

So he proceeds to destroy all the races he created...

...but Amal steps in and manages to save a few of each.

Thus in the game you still have one or two Hatebreed, Noari and G’Nesh.

Amal manifests places for them to live as well.

LOCATIONS here and **NPCs**.

So anyway, he thinks he destroyed them all, but Amal saves a few of each.

Then he goes into solitude and stillness.

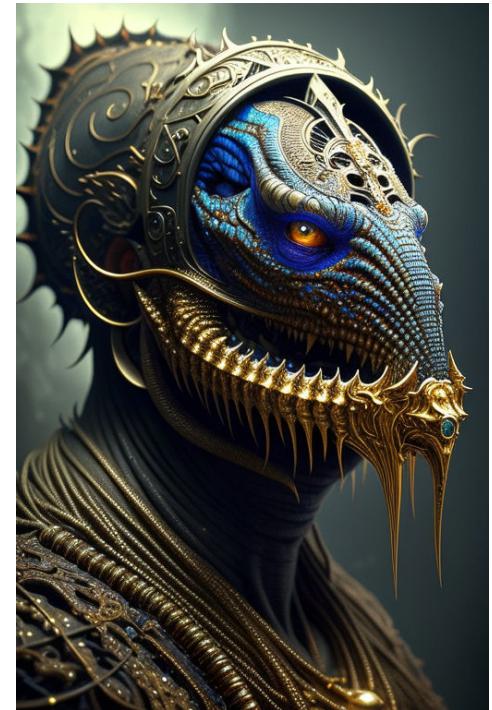
He creates a **LOCATION** for himself, away from this world, where he sits in silence for the next 10 years.

For 10 years he meditates in silence trying to find a way back to his old body...

...and he does.

NOTE — all this time Amal and the few he rescued build things as well so more locations here.

So yeah, ten years later he finds a way back to his body. He manages to travel between Earth and this realm, but there's a catch: yes he can travel, but he can't interact with anything back on Earth because he has no physical form there.



Hatebreed



G’Nesh

And if that's not enough, he realises over 60 years have passed and his old body is broken (kept in a coma all these years).

He manages to enter his body and wakes up from the coma, but that's no good. He doesn't want that kind of life, being old and all that.

So he comes up with a plan: lure a man with a younger body to The Other, then leave his spirit trapped there and he can come down to Earth and take his body.

So he finds a gullible young man and they do the seance where they leave their physical form and enter The Other (he promises the young man power and eternal life).

Once in The Other, he leaves the young man there and his spirit comes back to Earth and enters the young man's body and mission accomplished, he now has a young body to live his life in.

The young man of course realises what just happened and unleashes all of hell's fury upon The Other.

His wrath knows no limits and he burns the world to the ground under the scorches of comets and meteors.



Everything nearly goes extinct, if not for Amal's quick thinking who manifests deep caves where a few lucky ones retreat and survive.

LOCATION — caves of whatever.

In the wake of such devastation, the young man towers over the burning ashes of the world and ponders his newfound immortality. And what he finds...



BIGSTOCK

Image ID: 221707360
bigstock.com

...is nothing.

There is nothing to being a god but endlessness...

He proceeds to manifest the man who brought him here, The First Borne, and kills him. Over and over again, out of rage and vengeance, he creates and kills him until he is numb.

After that he recreates his home town and house and friends and family, because he misses them.

He puts them on a massive rock and lifts it above the ground, away from this world, almost like a child hiding a precious toy.

Once his “treasure” is safe, he tries to drown the world in a massive flood (seeing as how burning it didn’t work).

All this time Amal and a few survivors barely manage to stay alive.

Amal has had enough and goes to see the young man, try to talk some sense into him and make him stop.

It's too late however, the young man is gone, consumed by rage and power, he manifests himself as a terrible god of absolute destruction...one that brave Amal stands up to.

Their confrontation is of epic proportions, both creating and manifesting whatever it takes to bring the other down...

...and the young man nearly succeeds...



...if not for Amal's sacrifice...

With his dying breath Amal grants all the people of the world free will and the ability to rule themselves...

...and creates the **Null Moon**, a monolithic black sphere, massively hanging in the sky...

...with the power to absorb anyone's thoughts and stop them from manifesting.



Thus it's mano a mano now and because Amal has seen far more battle than the young man, he manages to drive his dagger into his throat and kill him.

It nearly cost Amal his life, but they are now free...

No more gods...

But no more manifesting either...

NOTE — the Null Moon is indestructible, Amal made it so.

Amal gets a new name now — **Vatum At Karam**, which means **Godslayer**. But we will still refer to him as Amal.

Wounded severely from the fight and having done his part, Amal retreats from the world and goes into exile.

When he comes back he will have changed his look and he will look like this.

So this is where we are now:

1. Amal retreats from the world and we don't know where he is now

2. Everyone is free but no manifesting

3. The races (so far) that have survived are: Ru'Uthar, Hatebreed, Noari and G'Nesh.

The world finally knows some peace now.

During this period they rebuild the world.

There is some conflict, as is normal, but nothing major.

Amal watches the world from the shadows...waiting...he knows the master is coming back...

The Null Moon hanging over the world, a stern reminder of what had to be done...



Amal Akoma (now)

And then one day the master comes back, with yet another victim.

— this happens about 50 years later (because his human body needs to be changed again)

This time with a lady.

But he can't manifest anymore.

— do they kill him?

Eventually the sphere cracks...does it break?

Or perhaps the story goes on like this and no one can manifest, but then when you (the player) appear you CAN manifest, kinda like you being “the one”.

This is how our story ends...and how yours begins...in a world where we cannot manifest...but you can...

What you see are the ruins upon which we have built with our hands.

Characters / Races

O' Jun-Tomek — which means The First Borne, the first dude to find this place after he killed himself

Amal Akoma — The One of Many — one of the first to be created and got away during the purge, he can manifest and is in control of his thoughts and feelings.

The Ru'Uthar — a race of thoughtless, emotionless creatures made to worship The First Borne.

The Noari — a race of living rocks basically (golem much?).

The Hatebreed — necrotic race a la necromancers.

The G'Nesh — living trees (ents?).

The young man — the young man he tricked here

Landscape / locations

The Cathedral of something or Chapel — where he meditated in silence for 10 years

The caves — where Amal rescued them from the firestorm.

Court of Fools — just sounds nice

The Pillars of Knowledge — a place where he wrote the truth, but it's in a language only he can understand, he did it out of spite?

The cemetery — with Hannah

Items

Hatebreed dagger

Noari plate

G'Nesh something

Still unclear at this point

Oh yeah, who created the lanterns?

And the mirror?