

Story for Faerie

Gameplay involves bringing faeries back to a shrine/ruins/whatever the nexus

The end goal.

Purge the corruption

But why?

Long ago, in the waters of the _____ sea theres an island that isn't on any map.

This island was home to a race of faeries, small creatures that held magical powers that helped to preside over the order of all things. One day a plague befell the island, slowly corrupting its wildlife and draining the magic of the island. The Faeries worked hard to hold it back and for a time they had some success and some of them trained to learn a new power to truly remove the corruption on their island, but as they learned the power of purification, something drove them from their homes and scattered them across the island, without the faeries in their shrines their abilities were greatly weakened.

Our hero, an elf from the mainland was sent here to find out why the stem of magic flowing from the island was being restrained. Upon his arrival he found the village and shrines of the faeries but no one in them, and a sense of dread hung over the entire island, Clearly things were not as they should be, so he sets out to discover the cause.

Shrine

Inner forest

Ruins.

Cave./grassland

Outer/ upper forest - double jump dash

Floating islands-double jump air dash

As the elf makes their way through the shrine they discover a faerie that gives them the power to jump high enough to reach a ledge that leads into the inner forest. They would need to pass through it to the edges of the forest to reach the other parts of the island where the other faeries are surely being held.

Also a suggestion where to go next. The shrine sits on the edge of the forest one path leads deeper in towards the mountain and the other leads out to the plains. (suggest the forest first)

The next faerie the elf finds explains the island. All the different biomes around it such as the volcano the floating islands above it. And the ruins beyond the grassland. And beyond that the "dark place". They also suggest that they go to the grasslands/forest next

After making their way through both the forests (all parts) and the grasslands. One of the fae says they got to see the face of something that seemed to control or at least help the corruption. It cast magic that kept the fae from being able to return to their shrines and limited their power.

(does the magic limit it? Being away from the shrines and keep them away?)

Then urges them to explore the caves leading to and from the volcano ruins and other areas on the island. As well as gifting them a lantern.

Part 4 eventually the player will reach the floating islands here the player should be able to see the corruption actively spread, previous areas in the game may now have harder platforming challenges involving the corruption elements that they are about to learn. And as they progress through the floating islands they eventually find a place under the influence of it. This should be the first experience with the platforming elements of corruption.

Part 5?

After freeing and delivering the white faerie it blesses the elf with the power to purge parts of the corruption. And tells them about a shrine past the ruins where the original stand against the corruption happened and its progress was halted. Inside it is a special lantern and they need to bring the lantern to the deepest point of the corruption.

After cleansing the corruption and defeating the evil wizard and his pet, An neach-ithe or just... neach.(Scottish gaelic for "the eater") the flow of magic that was being slowed by the pet abomination feeding on the natural energy of the island the elf was celebrated as a hero by the faeries and they gift him the magic lantern filled with their magic. And ask that he pass the lantern and its magic on as well as the island secret so that if the corruption ever returns someone will be ready to help protect them. The elf returns home and is given a second celebration as a hero of magic.

The story of faerie is about magic and corruption. All of the magic in the world flows from this one island that has befallen a plague. A lone elf is sent to find the cause of the weakening magic. Upon arriving at the island they discover a magic devouring plague has befallen the island. And trapped all its residents, the faeries also known as the Fae, far from their homes and weakening them, preventing their return. As the elf rescues the fae they learn that the corruption isn't a new development for the island but recently it's gotten far worse. Something or someone has caused it to spread much faster and is responsible for trapping all the fae. Eventually the elf finds a way to fight the corruption and heads to the epicenter of the plague.

Mostly the story will be told from the NPC Fae that you discover as you play. But there will be a narrator at the start and end of the game.