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## Chapter Prologue-Dark Straights

### Opening Cutscene

You wake up in a dimly lit cave with nothing but torn armor and clothes and a blade with a glowing eye in your hand. You have no memory of this place, but you know that it is not a safe place to stay as you hear footsteps around you. You pick up the blade and stand up to see more cuts on your legs that look like blade marks. You make your way out of the cave fighting small monsters. You look around outside to see a vision of a burning wasteland with tendrils of otherworldly presence over everything. Then the vision flashes and you see a small town on the edge of the ocean surrounded by large wooden gates and since it is the only landmark you can see for miles you decide to head there. After fighting some more monsters that are much larger and more otherworldly you come to the front gate of the city where you are greeted by some of the guards who warn you that the gates will not open because there was a large eldritch presence seen in the area. Then you will see a knight get thrown past you slamming into the front gate. And you turn to see a large white monstrosity coming out of the woods that looks like a bunch of corpses of animals strong together around a ball of tentacles and eyes. And as it begins you move towards you the eye on the blade begins to glow and it begins to transform into a great ax to fell the beast. The fight is straight forward with you dealing low damage until you clear some of the corpses covering the inner beast. Then the monster will reveal itself fully and start using otherworldly magic to kill you and the town guards will join you in the fight now that they see that you can kill the eldritch beasts. Once you defeat the beast the eye on your ax and your left eye begins to glow with a purple light and the corpse of the beast disappears. More guards come out of the gates and some doctors rush out after them to tend to the wounded and you are invited into the city by some of the commoners who wish you to see the church. As you are pushed into the city by the crowd you see people on the sides of the streets homeless and starving with small children who look at you with sunken eyes, a crowd of heavily armored bounty hunters crowding around a board of wanted posters, and a crowd of church soldiers who are looking towards a taller knight who is giving a speech that you can only hear bits and pieces of over the crowd. "Men and women... we must serve to protect ... the threat must be quelled ... the hunters have found nothing yet ... we must go ourselves to find the exiles ... this cannot go unpunished." The crowd will yell back in cheers, but you will hear amongst them whispers "She was never fit to lead... She should join in the bloodshed with a blade in her spine... How was she chosen over all the able men in the church." Then you will be pushed into the church by the crowd, but they will all

stay outside the door and only a few will stay behind and watch you from the doorway as you walk further in and approach the high priest who is waiting for you at the altar. You will see him put away a small blade and you can see a pool of blood behind him dripping off the altar then he will approach you. "You are the one who felled the beast I presume? So why were you brought here? Why do you bleed for a city that I have never seen you in before?" He will then pull out the sacrificial dagger, throw it across the church, and embed itself into the door. "LEAVE YOU UNHOLY DOGS GO BE DREGS FOR THE ALMIGHTY ONE TO STEP ON! YOU ARE UNFIT EVEN TO BE SLAVES!!!!" He will scream at the people left in the doorway watching you and one by one they will leave. All but one small child who will stay at the door staring at the dagger which is inches from his face. The priest will sigh, walk past you to the door, kneel in front of the child, and whisper to him "Leave before the crows come little one." He will then pull the dagger from the door and close it as the child quickly turns and runs away. He will turn to you and say, "Follow me, child." And the prologue will end.

## Chapter One- A Child and A Dark Veil

The priest will lead you down a flight of stairs only lit by the torch in his hand, and he will approach a large iron door and ask you to assist him in opening it. You help him open the door and find yourself in a room lit by a strange fountain in the Centre surrounded by large statues that do not seem to belong here. He will ask you to dip your hand into the fountain and you will have a choice to say no or to go ahead and follow what he says. If you say no, he will simply walk towards the statues and tell you "Do as you will then." and the door will close behind you. "You cannot leave this place until you cleanse yourself of that beast's blood. That is part of why the people brought you to me." You will approach the fountain and find that the water is not real and when you look up the room around you is gone and you have another vision but this time you see gods waging war on the beasts, a bloodied robe, and an outstretched hand with no body behind it. Then it will flash again, and the fountain will be full of water again and your eye will begin to glow again as well as your blade as you reach towards the water. And as you touch the water it will burn you and you quickly pull your hand away. The priest will walk towards you and say "So you are not one of us then. Fine, you may stay here for a few days but only if you help the bounty hunters find the exiles responsible for the attacks. And give me the truth." The door will open on its own and he will tell you "Leave. Only when you return with the truth will I reveal to you my own share of knowledge. Go." You will leave and are met with a few of the nuns of the church who will lead you out and heal your wounds from the battle and tell you to meet with the next group of bounty hunters heading out towards the exiles because the knights will not be leaving for another week. You can talk with the townsfolk now to get more information on what is happening with the town, or you can immediately go to the board you passed by earlier and talk to the bounty hunters who are ready to go into the Hog's Blood Woods. "We heard you will be joining us since you felled that great beast at the gates. Do not let it get to your head but since you killed that thing, we were instructed that you will lead us into the woods. So, lead away boy." The bounty hunters will join your party, but you will not be able to control them at all. You will venture through the woods and fight some of your first human enemies and some demonic enemies. You will have a choice to have the team fight with you and split the gold with them or you can fight the enemies alone and keep all the gold for yourself and get items. If you choose to join them and split the gold mid-way through the woods you will fight a group of 3 minor demons, one is a caster, one is a healer/debuffer, and one is a warrior. However, if you choose to run solo you will fight the warrior, caster, and healer/debuffer in separated encounters throughout the woods and you will find the bodies of some of the bounty hunters after each encounter. Then you will come across the village of exiles, and you will see a group of bounty hunters talking with the villagers "Where is the one creating problems for the city?" "There is no one like that here we haven't been near

the city in years.” “Then the city wouldn’t be sending out bounties to find the person responsible for the attacks.” “We know nothing sir.” “Fine then we will search a bit more but if we don’t find someone to blame there will be blood to pay.” And the bounty hunter leader will walk off with his group behind him. This is a small town with an inn and a butcher’s shop where you can get food for out of combat healing. The exiles will approach you and ask you” Help us to find the truth. We do not need more of our blood to be lost to the greed of men. We will tell you the location of the one who has the truth but please spare him and hide the truth from the bounty hunters.” You leave and rejoin with the bounty hunter leader and journey further into the woods and in all encounters, you fight with him. Once you reach the deepest part of the woods you will find a small shack and a small tree house. You will approach the shack and there will be a black fire that forms behind you cutting you off from the bounty hunters and you will hear a dark voice in the back of your head. “Enter.” You will walk forward to enter the house and there will be a small child with bright bloodied hair who will walk out to you. “You are like us? Among the accursed? So why do you disturb mother? Why do you attack the exiles? WHY DON’T YOU BLEED?” And the fight will start. The first phase the child will use blades and some basic magic, and he has vampirism so he is not strong but will heal whenever he hits you with the blades. Then when you defeat his first phase he will say “You are strong, but NOBODY CAN HURT MOTHER!!!” and the side of his face will split open and reveal a cluster of eyes and he will restore half of his health. He will start casting much stronger magic and will have access to eldritch spells. After you beat him the bounty hunters will walk forward and start to approach the child seeking to kill him. You can choose to follow what the exiles want and stand between the county hunters and the child, or you can choose to let the bounty hunters finish the child off. If you defend the child, you will save the lives of the bounty hunters if not the priest from the city will walk out from the woods and a group of assassins will execute the bounty hunters and drag them into the woods behind the house and he will tell you “I want the child alive even at the cost of these greedy fools” and he will turn and leave to wait for you back at the church. If you choose to defend the child for the exiles, you will have to fight the bounty hunters and once you get them to below half hp some of the exiles will come out from their village and kill the remaining bounty hunters for you and give you the Exile Talisman which boosts crit chance at the cost of defense. Either way you will wait with the child until he wakes up and realizes you granted him mercy. He will tell you “Follow me champion there is something you must see.” He will take you into the home and you will see a dimly lit room with candles all around where you can see a large bed with a pile of rags next to it and a small bookcase with books that look weathered by time. And the boy will walk forward and say “Mother we have a guest one who can look after me now. Like we promised.” and he will summon a small fire from his mage hand, and it will light up the bed where you can see a pale white woman barely clinging to life who appears to be sleeping. “Mother our oath is complete.” And he approaches the woman in the bed and begins to cry. “Then it is my time to uphold my end. It is time for you to rest.” His blades appear above his mother's bed and stab into her. “The threat should diminish as they were drawn to her decaying form.” Then he will walk out the door and as you follow him out all the lights will go out.

## Chapter Two- The House

You will head back towards the city, and you can stop by the exile's village for a rest at their inn and to talk to some of the villagers about the story behind their exiles and Kry's family background. Then you will make your way out of the woods and back towards the city where a slave will be waiting for you outside of the gate to bring you in. He will take you through some of the town markets and give you some gold to buy some new equipment and tell you to check back at the cathedral whenever you are ready. When you head back towards the cathedral the crowd from earlier has dispersed and you will see

a woman with bright silver hair on the ground surrounded by armor of the knights with someone tending to her wounds. When you reenter the cathedral, you will see that a celebration is in session and the priest is standing at the altar with a knife in hand with fresh blood dripping into a hole in the altar chanting to himself in front of the crowd. Once he finishes chanting, he will look up and see you with the child he will snap, and Kryz will disappear from behind you, and he will call you forward. "Thank you, child, for your service to The Almighty One. Step forward into the light so that all may see you and so that the church may give you, her blessings." As you step forward a light will shine in from the ceiling healing your wounds. "Good the clergy is dismissed but you stay." And the people will all leave, and the light will fade. "The child is safe below, but the people must not see him, or he might suffer the same fate as his mother. Come, let us join him and speak of what is to come." And he will lead you back to where you spoke to him before but now the fountain is gone and instead Kryz is in the room waiting for you. "I have but one more request for you before I send you on your way to the next town. There is a woman in this city named Johanna who has been marked for execution by the guards for crimes falsely put forth against her. I need you to bring her here and help her fight off her cursemark." Kryz will respond "What does this cursemark look like and what does it mean?" "You will see when she arrives child but for now you wait here with me so that the guards don't mark you as well." "Fine but don't be gone for too long now." Then you will leave the cathedral and when you go outside the woman you saw in the courtyard is gone but a patch of dried blood lays in her place. You search around town until you find the same woman sitting in a house with her armor on all but her helmet and when you approach, she will draw her spear "Do you come for the church?" You can respond with yes or no if you say no, she will let down her guard and tell you to speak with her and ask what your business is. If you say yes, she will say "You don't look like a guard or a bounty hunter so what is your purpose here?" You will tell her that the priest sent you to help her with her cursemark and she will turn and put on her helmet and say "He really does not give up even now huh. Fine, I will go with you since I really do not have any other good options staying here to die." She will follow you back to the cathedral and into the underground where she will see the priest and Kryz. When she sees Kryz she will draw her blade and say "Why have you brought a demon spawn into our sacred home? Move so I can deal with it quickly." The priest will step forward and say "He will bring you no harm and you will work with him under my direct orders. You do not have to like him just do not go fighting him while he is trying to help you." "HELP ME!?! YOU ARE HAVING A DEMON SPAWN HELP ME!?" "Yes, and he is not dangerous either so you can calm yourself down and listen to me first." Johanna will lower her blade but not put it away and step back behind you. "Thank you. Now I will form the gateway to the Grey Man who holds your cursemark." "Grey Man?" "Yes, his true name is unknown, and his only other name is The House. You need to find him and retrieve the cursemark so that you can free yourself from the execution and so that you may find an escape from this stagnated place." Kryz will speak up and say "Ah some of his kin have been through the woods before. They are fun ones, however cheaters at the best of times." The priest will walk away down a hallway that opens before him and will call back to you "Follow me when you are ready." You can take some time to prepare and talk to Johanna before you follow him or just immediately follow him. If you talk to Johanna she will say "So, this is how to reverse the travesty that is this town? Maybe the world is just a horrible shade of ashen grey." and she will give you an ornament of ash. "Use this and maybe we can deal with this ordeal quickly." Once you follow him down the hallway you will enter a room full of statues many of which are defaced, and the priest will stand before one of them say a chant and place his hand on the base of the statue. Then a dark void will open in front of the statue and the priest will say "The way is open so now the rest is your problem." and he will laugh as he leaves the

room. Once you enter the portal you will end up in a brightly lit room full of tables and cards with shadows at each of the tables and the constant sounds of dice and gambling. Johanna will say "So the bearer of my cursemak is here. What is this place?" And the shadows will all respond very loudly "This is the gamblers delight stay with us and learn the pain of humanity." As you walk through the halls you will fight some shadows and lesser demons as you get closer to the main tables. Once you reach the main tables you will see a large group of shadows crowded around a table and they will all turn towards you and walk forwards slowly. They will get close to you and then they will all erupt into blue flames and disappear. Then, you will hear a deep voice say "So it was you who seek audience child? The child of the church who seeks to change her fate? And another who approaches me seeking their cursemak. As for that here you go." And a tall figure will appear and kneel to hand Johanna a small gemstone. "Now as for turning your fate around that is a harder solution." "Who are you?" "I am known as many things child, but most people just know me as The House for the house always wins." "You are a grey man?" "That I am. So, you should understand what that means." "You are a demonic god corrupted by an angel?" "Or an angelic god corrupted by a demon yes. And willingly." "You wanted to be corrupted?" "Yes, I am a man who would rather not take a side when the time comes. For we invite all to the table for dice and cards." "So, you said that changing my fate was a harder solution. How so?" "Well, I told you I have both an angel and a demon. Correct?" "Yes." "Well, the angels are the ones who hold the curse marks and believe in free will. But the demons are the ones in charge of fate." "And demons always request some sort of challenge so what is it?" "The choice is yours: a game of dice, a duel, or a bit of chaotic fun." Depending on what you choose, you will fight the boss in that way. When you defeat him, he will give you an item called the gamblers dice. "You did good kid alright I'll help you with your bind." And he will snap, and you will see a vision of the city with an announcement that they revoked the execution but will be putting Johanna on a temporary pilgrimage. "That is for you and as an added bonus here." And he will hand you a black and white card. "If you ever want to stop by, just use this rather than that portal down below makes it easier on the both of us." "Thank you." "No problem but if you're done here, I got a business to run." And he will snap again, and you will be teleported back to the statues.

--Demo End Here--

### Chapter Three- The Start of a Journey

The priest will step forward and address you "I see everyone is alright and nobody is dead, so I presume the journey went swell?" Johanna will respond "Yes, but what of the execution?" "Cancelled, you are a free woman now." "Good but what now?" "You cannot stay here, and I am sure that he will need a guard on the journey ahead so why not travel with him? You have worked together so far." "I agree as long as this little one does not get in the way or lose control." "Alright then you have my permission to attack if he loses control but do not threaten his life." "Why do you care so much about the child anyways?" "An old oath to his father the details, of which, I am held to not share to anyone." Johanna will turn away "Fine, but I will not promise no injuries." "Okay just as long as he is intact and alive, I guess it will be fine." "Good then let us be on our way." "No. I have a question first." Kryl will say. "Ask away child." "Where can I find my father?" "You will find him in Dejal to the far west." Johanna will say "Isn't that barbarian lands?" "It is a land of bloodshed and combat glorified in the coliseum." "Why would he be there?" "You will see in time." And then you will leave the underground of the church to see the building is empty. Then you will hear combat outside and see the roof starting to collapse then it

will flash back to the present. And you will see the candles lit along the walls of the church and a soft singing. Then you can now leave the city out to the wilds and move towards a few towns Tygon, Kyriel, and Falrim. Each of these towns will have its own side quests and stories and once you visit all 3 towns at the third town you will meet the merchant of the desert. He will tell you to go to a cave on the edge of the desert as it has a fast path to Dejal.