

Narrative Concept – Lonely Sorceress

The Theme

“Lonely Sorceress” is a game about solitude. It also deals with the theme of guilt.

The Setting

The game is set in a post-apocalyptic, medieval fantasy world. Humanity has been wiped out entirely by a demon invasion.

The sorceress is the only survivor. She wasn't able to prevent the catastrophic event due to her being unconscious.

Magic in the World

Magic is rare in this world. So rare, in fact, that there is only one sorcerer at a time. They keep the world's balance and protect it. Sorcerers can't be murdered. They decide themselves when they want to leave. When a sorcerer dies, a new sorcerer is born immediately.

Humans detest magic. They are jealous of the powers given to a single person. They avoid the sorcerers even though they know they're important for the world.

Sorcerers pass on knowledge to the next generation in ancient towers that humans can't enter.

The Protagonist

Our protagonist is the current sorceress. She's very young and inexperienced. She spend most of her childhood alone, trying to learn magic and live up to her responsibility as a keeper of balance.

The one thing that kept her happy was a human friend, who accepted her the way she is.

The Backstory

The protagonist's only friend died in a tragic accident involving magic. The sorceress felt guilty and hated herself and her magic for putting the friend in lethal danger. Thinking that the world would be better off without her, she locked herself in a magical tower and erased her own memory to make sure she'd never be able to escape. The spell was so powerful that she became unconscious for a long time.

During that time, demons breached through the magical barrier protecting the human world. With no sorcerer available to fight the monsters, humanity didn't stand a chance.

When the game starts, humanity has already been annihilated entirely.

The Premise

The protagonist wakes up in the highest level of the tower. She has no memory of anything. The tower seems to be under attack. She decides to leave her demolished prison to see what's going on.

The Plot

Trying to leave the tower, the sorceress notices demonic creatures she has never seen before. Slowly, she begins to wonder who she is and what happened during her blackout. As she fights her way down the tower, she finds notes of preceding sorcerers and learns about the sorcerers' responsibility and previous demon invasions.

Bit by bit, her memories return and she has to find out that in trying to protect the world from magic, she left humanity helpless to its doomed fate.

The End

Finally, our protagonist has made it to the exit of the tower and opens the door to leave. Stepping outside, she sees thousands of demons walking around the devastated world.

The last memories return and she understands the full capacity of her guilt.

The sorceress raises her arms and turns into a pillar of light. The glowing intensifies. Fade to white.

It's up to the player to decide whether she unleashes all of her magical powers to fight the demons or whether she leaves this world overcome by guilt.