Character bio: **Rōṣa (ro-j-shhh)/demo plotline**

**Naitika (Nah-deek) Vināśa (Vin-are-sh) Kālī (cah-lee)**

**open with internce music and a cut scence of boss attacking you, your charicter falling to the floor and him losing his amulet, then the beast attacking the boss in its weak spot. game then becomes playable, dropping the player straight into battle. on the bosses defeat, charicter goes to pick up amulet and says "....i will avenge you". fade to black with no sound but the narrators voice, "our legend begins with" etc.**

Born into slavery but at a young age was bought by a blacksmith, looking not for a worker but more of a son to raise as his own and carry on his family name after the untimely death of his wife. Rōṣa's adopted farther is generous and loving towards him. His father was one of the only few religious folk left in Vināśa and wanted to teach Rōṣa why the idols where so important and what they gave us, so that Rōṣa too, could be grateful.

**player has to follow farther up to shrines and dialogue starts between father and son, father- "do you know what these are" .. .. boy- \*shruggs\* etc. after that, father" its getting late sone, we shgould get back home"...**

**at home player must go into there room then darken screen and zz out of face.**

Under the dark light of the moon, the city belonged to the bandits. The wasteland they called home transformed into a warzone. Members of the black water faction where on a raid though a smaller part of town( the town our protagonist lives in). they were searching for weapons, valuables and slaves to use or sell. Upon looting the Naitika household, the bandits come across the family. Noticing Rōṣa's slave mark, they assume he is a slave of the naitika family. They put a blade in his hands and with his adopted sister at knife point, commanded that he slit he fathers throat where he knelt. The bandits thinking that this would be a twisted act of justice, as they know the tyranies of slavery. With no other option but to see his sister cut down, he thrusts the small dagger into his father’s neck, watching his soul drain from his eyes, Rōṣa falls to his knees and cries out to the heavens.

**after some time passes they are awoken by russeling, crying and glass smashing, Rōṣa cowers under his cover untill a member of teh gang draggs him into his loungs where his father and sister are tied up and on the floor. player then, on command, has to walk over to his father and \*attack\*.**

The black water faction take Rōṣa to the fighting pits, where slaves are forced to fight to the death for entertainment. Rōṣa has lost all but a fraction of his humanity and through these pits learns how to take another man’s life, each time quicker and more brutal from the last. slowly Rōṣa becomes desensitise, losing sight of the lessons his father taught him and of who he should become.

**player plays through a battle.**

During his time in the pits Rōṣa forges a bastard sword from the Kālī steel, gathered from the shattered armour of his slaughtered opponents. Using this sword he carves his path to freedom.

**player plays through the trial of broken chains. 2 waves of 6 enemies that progessivly get harder and then in the masters anger, he sends out an enemy mini boss.**

With his new found freedom, Rōṣa goes in search of his sister. An empty shell of a man franticly pursuing the last connection he has to the world.

**player then walkes around the city looking for members of the gang.**

Wandering the streets of Vināśa, he *questions* every member of the black water faction he finds, trying to get information on his sisters whereabouts. Eventually Rōṣa discovers that she wasn’t sold into slavery as he initially believed, but she had in fact been selected by the notorious faction member known as “the snake charmer” due to how many members of the viper clan he had taken out.

**after so many are question one gives you the dialogue you need for the location of thier sister**

Rōṣa sets off on his quest to free his beloved sister from the snake charmers clutches. He goes to the home of the snake charmer, a tall and extravagant structure surrounded by a 13ft, impenetrable wall. Rōṣa sneaks his way in, through a secret escape exit at the back of the complex (**using puzzle mechanic**) and begins his stealthy ascension to the next floor. Upon reaching the first floor of the building, Rōṣa is spotted and has no choice but to engage the enemies head on. After defeating the henchmen, he then has the goliath like guard to contend with before he can continue any further. having slain this beast, Rōṣa walkes over the giants body and towards the door to the next floor. Before he can enter, the ground beneathe him begins to shake and crack, then it falls into a split in the earth. To avoid following that rubble to the center of (palnet name here),Rōṣa climbs through the window to the final floor to confront the snake charmer. **( boss fight with snake charmer**) the charmer taunts Rōṣa continually throughout the fight, about his "short comings"(insults go here), even when the snake charmer has defeated you and his sleek fingers crushing your windpipe, so much so that Rōṣa transends his physical being, becmoning one with the hatred inside of him and channeling it into a swing, so fast and so powerful it cleaves the charmers head clean off. Rōṣa staggers into the next room hoping to find his sister but all that is left in this prison is a necklace that belonged to her, with the naitika family crest engraved on the amulet, laying on the ground near the chains that were used to restrain her.

**player doess as specified^^**

Rōṣa goes back to what is left of his family home, on the outskirts of the city. he looks for clues or leads on where his sister might be. Losing hope and faith he falls to his knees, looks to the heavens and curses and the gods he once believed would protect him and the things he held dear. At that moment the earth and sky’s split, spilling fires that engulf Vināśa, and much like that of the young slave boy we once knew, the city is Burnt, shedding its skin and become ash with nothing left but smouldering ruin of what once was, as the fire rages on.

**player must walk back to family home and search through the building.(may find eastereggs tha can reval more story. "they will pay".**