Otherworld

**Resources**

* <https://writersedit.com/fiction-writing/the-ultimate-guide-to-world-building-how-to-write-fantasy-sci-fi-and-real-life-worlds/>
* <https://blog.reedsy.com/worldbuilding-guide/>
* <https://nybookeditors.com/2017/07/fantasy-world-building-101-create-breathing-world-fantasy-novel/>
* <https://www.masterclass.com/articles/how-to-write-a-believable-world>

**Notes**

* There is a corruption spreading across the land which causes ordinary things to become more surreal and dark
* The source is the final battle of the game. Who is the cause? Some ancient god controlling a necromancer or something like that
* The corruption causes land to become dangerous and uninhabitable.
* This causes migrations of people or they succumb to the corruption
* The protagonist is a migrating person who is caught crossing borders of a warring people
* The reason why the border crossing is illegal is due to lack of resources because of the spread and general mania caused by being close to the source of the corruption
* The protagonist is placed in a jail which has bad practices
* There are skeletons adjacent, no food or water provided – only option is to escape
* As the protagonist is escaping the prison, they are caught in pincer movement of the spread
* This causes the jail to undergo influence of the corruption.
* The protagonist begins his escape and has to travel deeper into the basements, cellars, catacombs, cavern before escaping
* The top of the jail is sealed shut by a crash of a tower (or something) caused by the invading forces of the corruption and the necromancer
* Skeletons in the cells have notes which reveal the reason the protagonist is there. (Need to add support for texts)
* Protagonist delves deeper into the cells. There is food, some weaponry in the jail
* The jailors that are attacking become more deformed when battling through the depths of the prison
* The holding cells skeletons are brought back to life by the necromancer, also battling
* Upon reaching the end of the cells the protagonist reaches the horde stash of the prison. This is horded from people captured
* The forces of the corruption are plundering this which is the first time the protagonist has to battle the corrupt creatures directly
* The protagonist learns the power of magic, which needs to tie into his back story some how. He is important in that he had a resting power – similar to the necromancer
* This new power plus weaponry helps the protagonist navigate the hordes of corruption and the horde of the city helps equip with armor etc
* He delves into the catacombs which is the only tunneled way out of the city
* In the catacomb the protanist battles the undead which gets more freakish
* The necromancer is in the catacomb for some deaper reason – something something the necromancers backstory needs to justify his humanism and turn to darkness. Something like these people killed his family who are in the catacombs
* The hero battles him which is the final boss battle
* On destroying him – the ancient god needs to reveal himself but the protagonist can now escape into the non corrupted realms
* On exiting the jail, reveal some green space
* Roll le credits

**The Jail**

The protagonist wakes up in his cell. There is no bed, but a flat empty potato sack on the floor. Next to this is a note, his journals from the previous night before falling asleep. He had written using some dark crumbling on the floor. The jailors didn’t care about this, they didn’t care to check on him at all. On the note is written:

“

A journal entry detailing decision for leaving home with family

A journal entry from the prison cell on his capture and where his family had gone

A journal entry about the skeleton opposite, decisions to escape. Something about smuggling a lockpick into the cell

“

The protagonist manages to open the cell door and goes to the one opposite. Inside is a skeleton.