

## **Title: "Cancer boi"**

**Chapter 1: The Isolated Realm** In the world of Solitude, you are the lone inhabitant of a peculiar, ovaloid realm, floating in a sea of clouds that obscures your view of what could lie below. The boundaries of this realm are enforced by your innate desire not to fall to your death. The ovaloid, though modest in size, contains your entire existence, leaving you with a persistent curiosity about what lies beyond.

**Chapter 2: Unearthly Liberation** One fateful day, as you explore the confines of your isolated world, you stumble upon magical seeds that seemingly come from nowhere. You plant them, and a small plant comes forth. Over the next few nights, the crop slowly grows, and you must defend it from an ever-growing swarm of crows, learning to use mechanics on the way, such as cannons and crafting/combat. The last night, only one crow arrives, destroying your scarecrows. As you kill it, a large shape comes from the sky \*cinematic mode\* it's a giant crow who can talk. He says some random shit then the first boss fight starts. As the fight draws to its epic conclusion, you spend the night in peace. As the morning arrives, the flowers uncurl from the plant and the camera zooms out, showing you the entirety of the creature that you sit upon. \*cutscene\* you feed the plant to the creature, creating a special bond between the two of you that grows only stronger as the story goes on. However, you are trapped in the confines of the space of your small oval, the world below remains hidden, a vast and mysterious enigma.

**Chapter 3: The Expansive Odyssey** With the creature as your trusted transport, your journey unfolds in earnest. The creature takes you on a grand odyssey across the boundless skies, leading you to other colossal beings akin to itself. Each of these creatures hosts vast, diverse biomes on their expansive backs. These biomes become your playgrounds, filled with unique ecosystems, hidden wonders, and uncharted territories. Your journey becomes a ceaseless exploration of breathtaking diversity as you traverse from one enormous creature to the next.

**Chapter 4: Shadows in the Sky** During your travels between these colossal creatures, you unexpectedly cross paths with a nefarious group of sky pirates. Like you, they have mastered the skies. However, their intentions differ drastically from yours. These sky pirates capture and mechanize the giant creatures, transforming them into formidable airships that serve as their war machines.

///optional quest ending. If not, the game continues as usual

**Chapter 5: Secrets in the Clouds** To unravel the mystery behind the sickness afflicting the colossal creatures and to thwart the sky pirates, you embark on a quest that takes you into the hidden chambers within your loyal transport creature's body. These enigmatic dungeons hold crucial clues about the shared history of these creatures and the origins of the devastating plague.

**Chapter 6: The Final Confrontation** Your journey culminates in a perilous showdown at the heart of the sickness, where a malevolent entity feeds upon the creatures' life force. A fierce battle ensues, pitting your unwavering determination against the source of the disease. Victory comes at a cost, and you manage to defeat the entity, though not without dire consequences.

**Chapter 7: The Heart-Wrenching Decision** As the sickness dissipates, your steadfast transport creature begins to change. The toll it endured from the disease has corrupted its essence, and it faces a profound transformation. You confront a heart-wrenching choice: whether to preserve the life of your loyal companion or end its suffering and the danger it poses to the world.

**Chapter 8: The End of the Odyssey** Your decision ultimately shapes the fate of the Skyward Odyssey. Should you choose to spare the creature, chaos ensues as its malevolent influence spreads across the vast expanse. Opting to end its life results in a plummet from the skies into the abyss below, the mysteries of the world still concealed beneath the clouds.

"The Skyward Odyssey" is an immersive and emotionally charged tale of discovery, friendship, and the weight of difficult choices, set within a confined world that gradually opens to unveil a universe of breathtaking biomes and wonders. It challenges players to contemplate the consequences of their actions in a unique and thought-provoking setting, replete with rich details and captivating storytelling.

Islands:

The first world – normal island

Futuristic island

Mystical island – many

Moon island

Sun island

Medieval huge island

Cowboy island

Jungle island

Season(s) island(s)?

Wrecked pirate ship is a pirate cargo hauler

Pirate attack ship– Fast, small creatures that have mechanical enhancements to control them and improve their capabilities. Loaded to the brim with cannons and cargo space, they have little range or stamina, so they need to often return to a mothership to rest and feed.

Pirate cargo hauler – Slower creatures that are covered in strong armour with few weapons. Able to carry massive amounts of cargo, they have enormous stamina and are often protected by multiple ships.

Pirate mothership- One of the biggest creatures in the land, pirate motherships can fly indefinitely with little to no food needed. They are slow, lumbering fortresses with enough weaponry to destroy nearly obliterate anything that comes close. Their only weakness is the sheer amount of people that need to be on a mothership to control it, leading often to the creation of small towns on their backs. (Index entry: An enormous fortress that roams around the void. Often found racing the hour hand on the clock)

Pirate scouts – A singular pirate on a delta wing with jets attached to it. They stay close to motherships and cargo haulers, only leaving the near vicinity to board nearby ships.

Merchant skiff (wandering trader) - Few merchants exploring in medium sized creatures. They aren't very fast, but they are marathonist creatures, aiding the merchants on them in their exploration of the sky for rare items to trade.

Merchant cargo hauler – The most common type of merchant ship, it has high amounts of stamina, needing only to stay still for a while to regenerate it. They have large cargo holds, often filled with precious goods. They have light weaponry, finding strength in numbers to protect themselves from the dangers of the air. Some merchants hire pirates to protect them, a risky endeavour that sometimes pays off, sometimes...

Merchant town – Merchant towns are constantly evolving entities, made up of multiple merchant cargo haulers and skiffs that group up to rest and to trade. They can range from small groups of 4 or 5 creatures, up to groups of 30 or more that rival the firepower of even a pirate mothership. They form a sort of town, leading to interesting social encounters.

## Enemies

Pirate swordsman – Most common type of pirate, runs at you while swinging their sword, finds strength in numbers.

Pirate musketeer – Attempts to stay at a distance from you and shoots his musket at you slowly, finds strength in numbers.

Pirate grenadier – throws small bombs at you that explode after a short delay, usually only come in groups of three.

Pirate bomber – Runs at you while holding a barrel of gunpowder, when he gets close or gets killed, the barrel explodes, is always solo.

Pirate boarder – Any pirate of non-BOSS or STATIONARY type, has same abilities but can also use a grappling hook to cross short distances of air.

Pirate cannoneer (STATIONARY) – A pirate that sits on a cannon, fires cannon balls (and sometimes pirate swordsmen) at you from a long distance

Pirate crewman (STATIONARY) - A pirate that completes jobs around the ship, doesn't fight.

Pirate swashbuckler (BOSS) - A group of three pirates:

- 1) A pirate holding a large axe that slams down on the ground
- 2) A pirate holding throwing daggers that throws 3 at a time in a fan like pattern
- 3) A pirate holding a rapier that runs in to do an attack and then runs away.

These pirates work as a team, all focusing the same thing and circling it when possible.

Pirate captain (BOSS) - An elite pirate, wielding a cutlass which has three attack styles:

- 1) Wide slashing attacks in front of him
- 2) Thrusting attacks that propel him forwards
- 3) Spinning attacks that throw him semi randomly around

He also has a pistol that can shoot in a rapid-fire mode as well as a shotgun mode. His cutlass can block all ranged attacks, so he is only vulnerable to ranged attacks when his pistol is out. He has a boss bar with four stages:

- 1) Summon pirate swordsmen
- 2) Summon pirate grenadiers
- 3) Summon pirate bombers in random places around him.
- 4) Summon a group of pirates swashbucklers

When he is killed, he drops a treasure chest.

Pirate monarch (BOSS!)

Each mothership is ruled by only one pirate monarch, a malevolent entity that channels pure evil of which there are a few types:

Greed: A hunched over, old man wielding a twisted staff covered in gold. He wears fine silk and jewelry.

Anger: A strong pirate holding a spear in one hand and a shield in the other.

Sickness: A fat pirate holding a mug of beer and a flail

Pain: A very fat and round pirate covered in spikes, holding a grappling hook.

Npc:

Ancient wizard: teaches you the ways of magic, after learning you can choose between the 4 elements, from there, different sub elements can be learnt based on your base element.