

Narrative Document for Fantasy Game Degree Project

Tone:

Bright, with an undertone of mystery

Tropes:

Settling the Frontier, Place of Power, Dead Person Conversation, Barred from the afterlife, Spirit Advisor, Unholy Ground, Witch Hunt

Other Documents:

For enemies and dangers, read Dangers of the Land document.

For gameplay aspects, read Gameplay Elements document.

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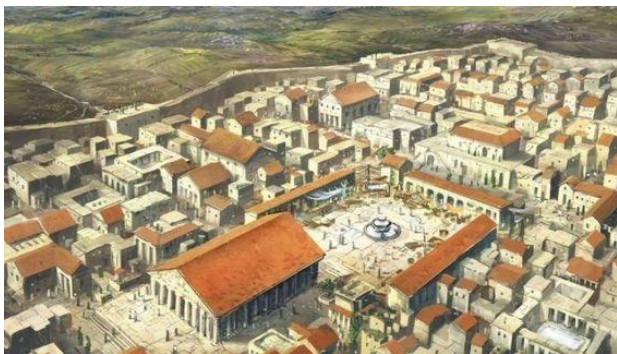
World Building

Location:

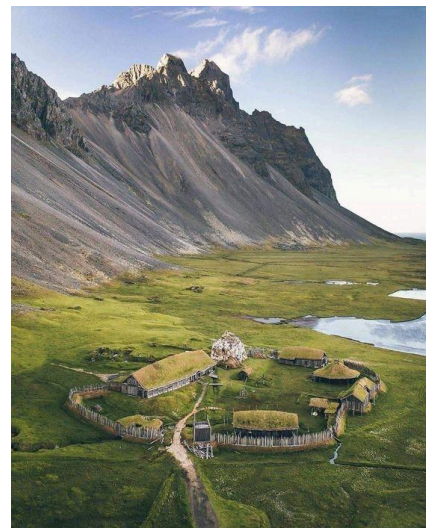
The game takes place on a continent far away from the rest of the world. It's a lush and fertile place, with large green forests and herds of animals wandering the lands.

Across the plains, several massive ancient cities stand, with an extensive road system connecting them, some of the few physical remains of the ancient civilization that used to inhabit the continent before its collapse.

The ancient cities are inspired by ancient roman/greek cities, with lots of pillars and white marble.



There are also remnants of places where previous travellers have tried to build up a home, most prominently at the landing place of the people that we follow. Here there would be a small, broken-down village, Viking-esque in its appearance. For more about the village read [The village and its people](#)



The Ancient folks:

The people that used to live on the continent were an advanced race of humanoids. They had gotten far into fields of culture, stoneworking, society, and other areas. They were also highly advanced in the fields of the Occult.

One of the fields of magic they researched heavily in would be to find immortality, as their emperor demanded it. The man that spearheaded this research would manage to create a horn that would be able to call the Fay's of Life and Death. But when the horn sounded, something went wrong.

A dark fog would settle upon the continent. This fog would seep into every nook and cranny, filling the lungs of the people. Slowly everyone breathing the fog would crumble, their whole bodies turning into ash. But they would not die.

Their souls would linger, unable to cross to the other side, permanently living in a state of limbo. This would lead most of the ghosts to go insane. Every person that would set foot on the land would find themselves attacked by insane ghosts, trying to find bodies to inhabit.

For more on the Fog, read [Dangers of the Land](#) Document

The Culture of this Civilisation is inspired by ancient Rome.

The village and its people:

The villagers all hail from the continent of Eyeron, but are all from different nations. They have all banded together to escape from their homeland and find a new place to live, away from the war that is ravaging Eyeron.

Having never seen magic or ghosts before, they are somewhat suspicious of everything magical that they find and try to stay away from the ancient ruins as much as they can.

Origins of the People:

The people all hail from the same continent called Eyeron, where an enormous tide of warriors called The Hallowed Horde would sweep across the lands, destroying anyone that would not convert to their fate. Looking for a new home, they set aside their differences and built ships to leave the continent behind and find a new land where they could thrive.

The tribe believes in the Fay, but they have the belief that these should be disturbed, and rather be left alone. So when Sigurd learns the [Chant of the Fay](#) the villagers are extremely against it, as they feel it would bring bad luck to the village.

The village:

They set up a village where they make landfall, as they find that someone had previously been there, with a few houses still standing.

The shelter that they set up once arriving is a simple construction, more like tents made out of wood rather than houses. These structures are inspired by Viking houses, such as long huts



As the game progressed, the town would be able to gather more materials of different kinds and upgrade their houses to something more akin to the middle ages.

Nature:

This new continent has a larger range of animals and plants that can be helpful to your fledgling village. For dangerous animals, read [Dangers of the land document](#).

Deer:

Deer are the most numerous of all animals that inhabit the continent. They can be mostly found in forested areas, but sometimes they wander outside of it.

They are the most common and numerous source of food and pelts that you can find and will be a great asset in the early start of the village.



Wheat:



While wheat is domesticated, you can still find it in the wild and it can also be found in abandoned farms and crates left by previous colonizers.

This can be used to create food or to create a farm for your village to have a continuous supply of food.

Important Characters

This is a list of the most important characters only. For minor characters look to [Degree Project Minor Characters](#)

The Protagonist, Sigvor Freylidottir:

Appearance:

Sigvor is a lean but muscular woman. She has blond hair from her mother and the blue eyes of her father. Having been trained as a warrior by her father, she can mostly be seen wearing armour.

Attitude:

Sigvor is a woman who loves adventure as she grew up listening to her father's stories. She always volunteers to go out to explore the continent or to go out hunting. She loves her father, but she sometimes believes he is too stuck in the old ways and not open to change.



From her mother, she has learned to be kind and help those who are in need.

Sigvor is very blunt and direct when she talks. She does not skirt around subjects or try to intentionally mislead people. She will say exactly how she feels and what she wants to do about it.

Origin:

Sigvor hails from the continent of Eyeron as her father and the rest of the village also do. She lost her mother when she was 12 summers, and ever since she has been raised and trained by her father to be able to survive in the wild and to be a warrior.

Purpose:

As she loves adventure, she is always first in line to go out into the wild. She also has a deep sense of responsibility for the village and its people and will help them with tasks that they have. And when she finds Alastor in the wild and he told her of the curse and how to get rid of it, a spark kindled in her, as she could do something major to help the villagers and to go on a grand adventure.

Her internal want is that she wants to prove to herself that she can be as good a chief as her father, and make good decisions for the tribe.

Ghost Mentor, Alastor

Appearance:

A wise old wizard turned ghost. Long robes flow around him. A long beard and long hair that is very white. His eyes glow with blue energy.



Attitude:

A wise old ghost that has deep regrets over the suffering he has caused his people. He will do anything to undo what he has done, even lying to the person that wants to help to get what he wants.

Alastor is very calm when he talks but can start talking to himself a lot, even when in conversations with other people. This is a big effect of having been trapped in a stone for decades

Origin:

Alastor was the mage who created the horn that turned him and his people into ghosts. But having a strong mind, he managed to keep himself from turning insane like the rest of the ancient folks.

Before he built the horn he was the greatest chanter in the land and the head of the top university in the empire. As such he has a great extent of knowledge of both the continent and its history, and the Chant of the Fay.

Purpose:

After enacting the curse he felt extreme remorse for what he had done. As such he has been looking for a way to dispel it and let his people find peace in the afterlife. When someone releases him from the cave where he trapped his spirit, he immediately jumps at the opportunity, helping the protagonist to learn the Chant of the Fay, and guiding them through the lands so that they can help him save his people.

His internal want is that he wants to be able to forgive himself for the terrible fate that he caused his people

Village Elder, Bardi Hafrrsson

Appearance:

A grizzled old man that has seen many summers. A warrior to the bone, with the scars to prove it. Almost always with a stern expression on his face. A tall muscular man with clear blue eyes and a long beard.

Attitude:

A grizzled veteran, he is a very serious man. He is a natural-born leader and is very protective of the people that he leads. But he does not care more for anyone than his child, Sigvor. While still sending her out to hunt, scout, and other similar tasks, as he thinks those are important qualities to have to be able to survive in the world, he is still worried about her, and would gladly give his life for her in a heartbeat. He is also a strong traditionalist and very much against change as he feels like the old ways have always worked.



Origin:

Bardi used to be a warrior and fight for the country where he lived. But when his wife got sick he left that life to find somewhere where he and his child could be safe from the troubles that haunted Eyeron. As they fled their old home they came across other people that were trying to do the same. As they travelled, Bardi became the unofficial leader of the band, as he was the most experienced among the people. Eventually, when they were about to set out on the seas, his position as the leader was set in stone, and he became their village elder, even if they did not have a village yet.

Purpose:

He wants his child and his people to survive and thrive in this new land. He also doesn't want the tribe to lose their traditions, and as such he is very much against disturbing the Fay

Story Elements

Synopsis:

The story takes place on the continent of Oduin which once housed an advanced civilization. But they fell when a spell ordered by their emperor turned them all into spirits that can neither live nor die.

Thousands of years later a band of people fleeing the continent of Eyeron because of a Warband of religious zealots called The Hallowed Horde invaded their lands. After a long journey on the ocean, they reached Oduin. Thanking the gods for this good fortune, they made landfall and established a village.

But trouble would find them here as well. The spirits of the ancient people still wandered the continent, driven mad by not being able to pass into the afterlife. Sensing new people that had landed, the spirits would converge on them, wanting fresh bodies to inhabit.

A young girl, the daughter of the village chief, called Sigvor would find the sorcerer who enacted the curse. he would teach her the Chant of the Fay, and help guide her to find the source of the curse and set the spirits free.

Conflict:

The conflict of the game will revolve around different factors.

The first of these would be survival, as you try to help the village survive, by gathering food for them to eat and materials for upgrading the village.

There will also be a conflict of values, as Bardi and the villagers are traditionalists and do not want to change the way they deal with things and are very against Alastor and the chant that Sigurd has been learning from him. This will lead to Sigurd questioning herself and the choice she has made even if she feels it is the right one.

Opening scene:

The game opens with a quick backstory rolling on a black screen with how they came to run away from their previous home and how they made it here. Before the game engages the screen will tell the player that Sigurd has been scouting out the coast with some people, while the rest of the tribe set up camp. The screen will load in and the player will be standing on the beach. From here the player will make their way up through a tunnel to reach the actual settlement.

Plot: