

Storyboard

The Spirit Beast

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This is a turn-based RPG, where the players actions cause ramifications to the world and the story.

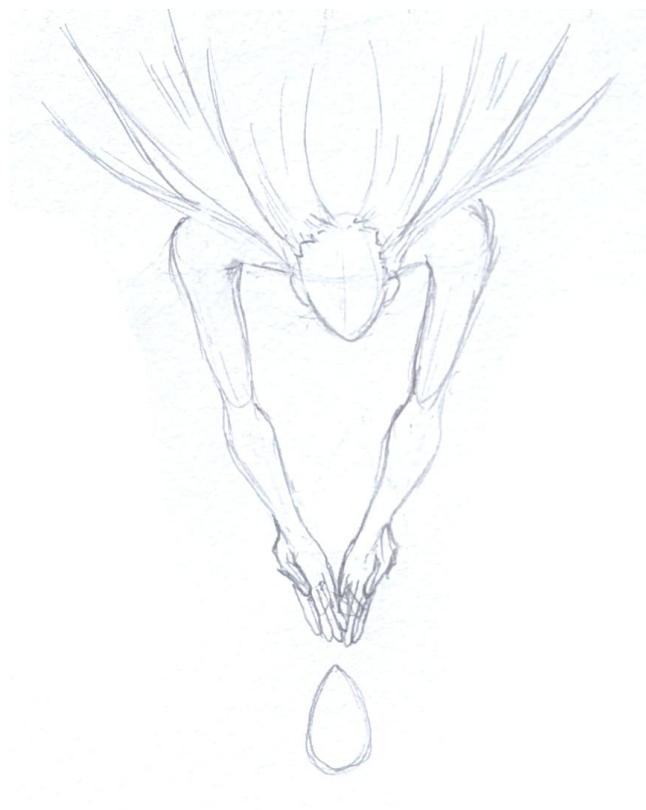
The Spirit Beast showcases real world consequences that may not deliver that fairytale ending we all hope for.



A benevolent Goddess named Fayr saw humanity destroying all life with their technology. She sent down her Acolytes to destroy all technology and killed billions.

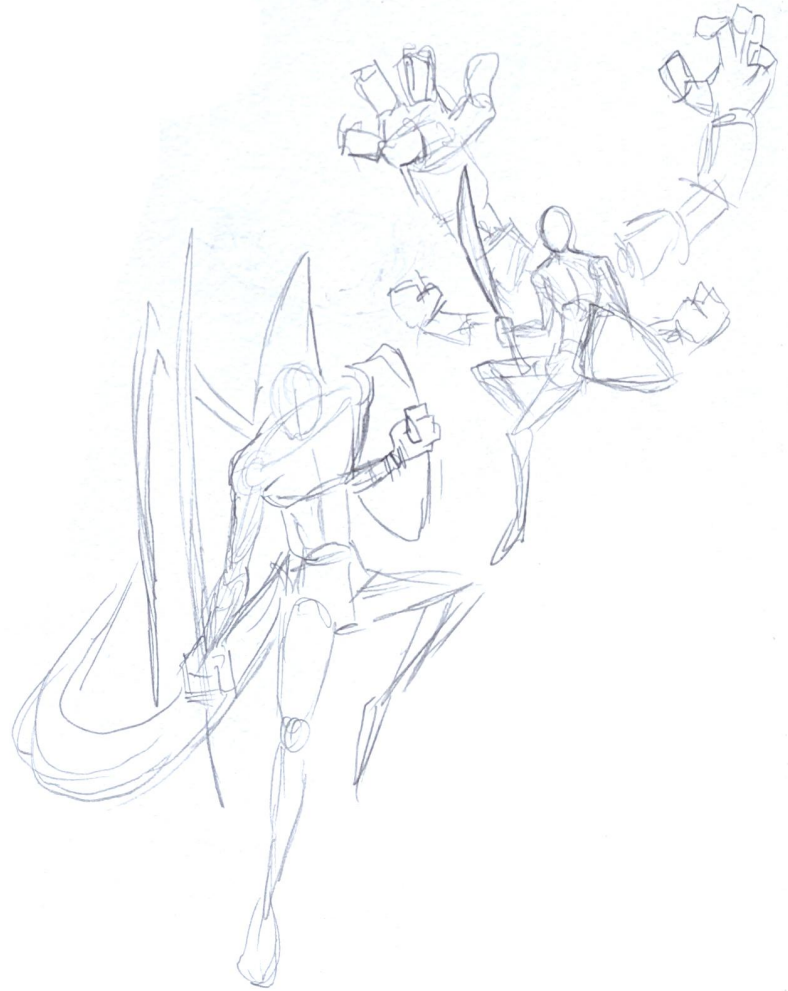
The Goddess wept,
and her tears created
a race called the Zeal.

The Zeal are able to
turn into dragons.



The Zeal were to be the monsters
humanity feared. So the Acolytes
can be viewed as guides to
human salvation.

Each time humanity achieves a high level of technology, the Acolytes and the Zeal are sent to destroy it.



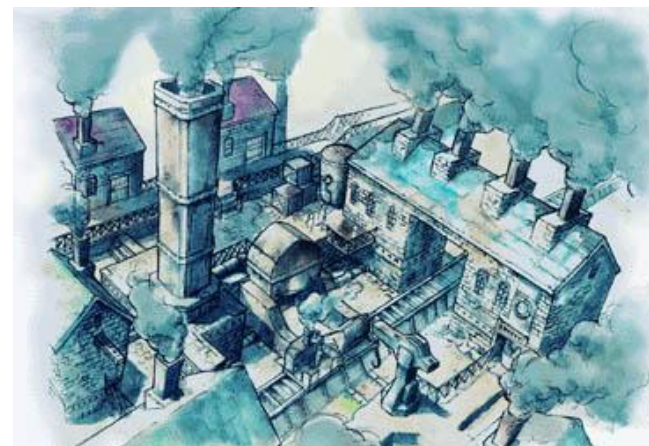
The Zeal become aware of their destiny and wish for something more fulfilling.



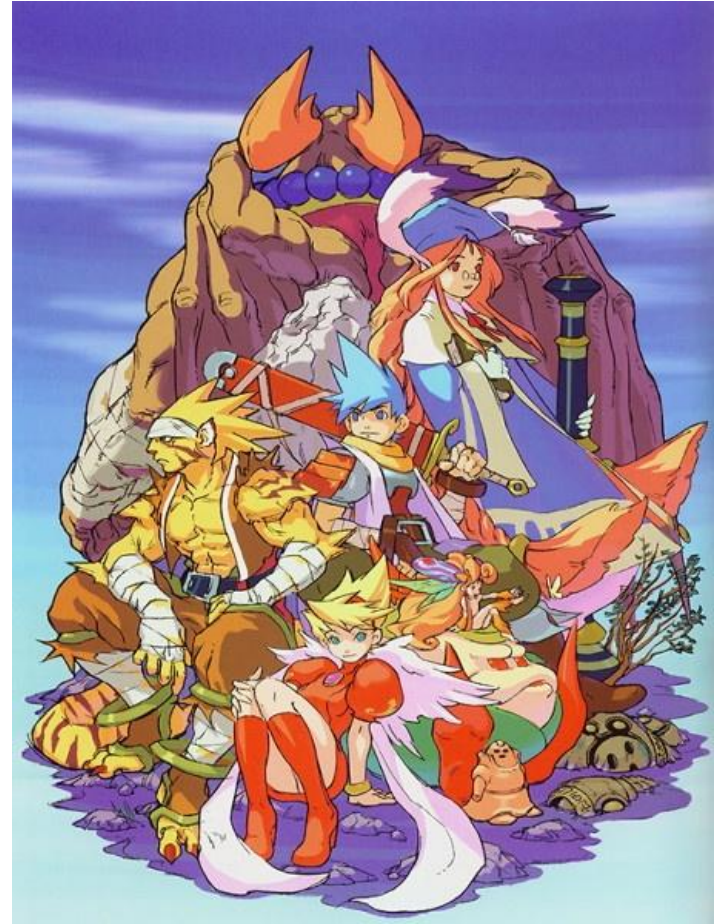
The Acolytes remained loyal to the Goddess. They would support her no matter where her morals lay. To them she was the all knowing and all forgiving.

Eventually, the Zeal betrayed the Goddess and fought against the Acolytes. Both sides dwindled, and the Zeal were nearly exterminated.

Concept/Mood Board Environment

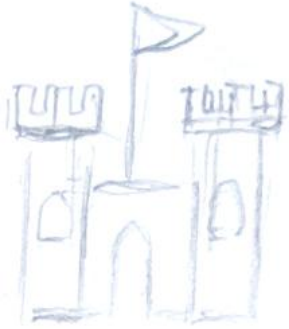


Concept/Mood Board Characters



As humanity recovered from near extinction, the people had divided themselves into three factions.

While the Growe and Espers continue to wage war on one another, the Astray opted to conceal themselves from society and their drive for technological advancements.



The Growe

Use martial combat and magic



The Astray

Use nature and spirit energy

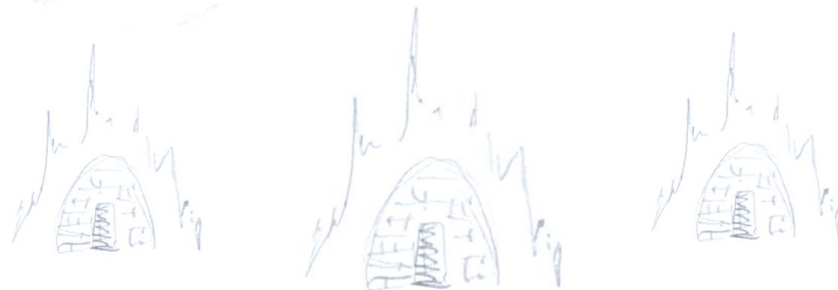
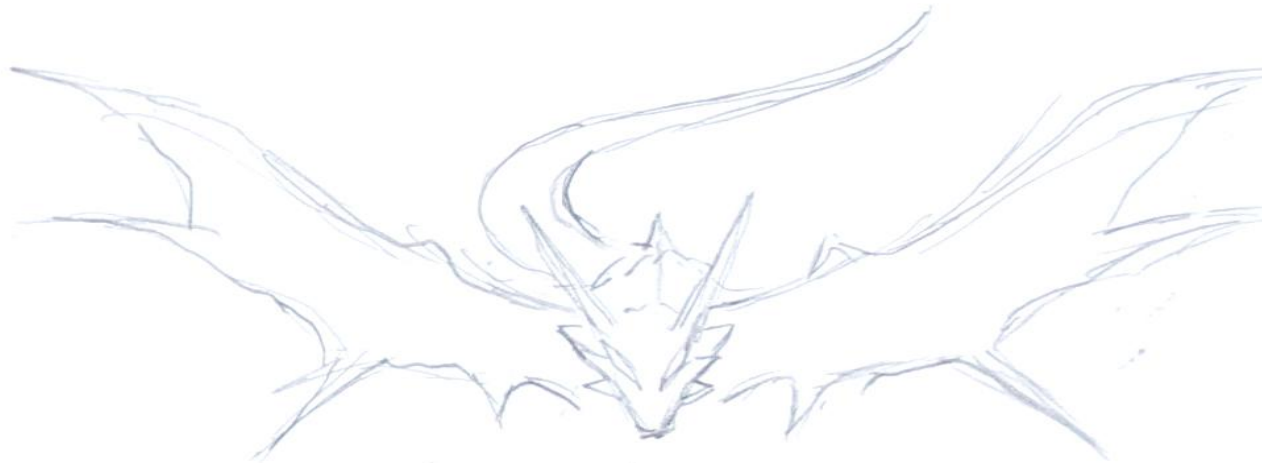


The Espers

Use technomancy

The Grove and the Espers clash in the Land of the Astray, until...





A dragon emerges, wiping out all of the soldiers from both sides.



Kamari

Age: 12

Height: 5'1"

Skin: Brown

Hair: Black

Markings: Brand of the Zeal on his forehead

Clothing: Traditional Astray Attire. Beige warrior robe, yellow slacks, burgundy red wraps around forearms, burgundy red belt and straps around shins, sandals, teal scarf, and yellow headband.

Traits: Naive and ill informed about the world.

Family: Unknown

Kamari was left in the care of the Astray. He was trained in their traditions and learned to control his mysterious powers.

Enemies: Anyone who detests the Zeal and prime target for the Goddess and her Acolytes.

1st Truth: I won't achieve anything by running away. Hiding will only prodigy my suffering, until one day the Acolytes find me and destroy me.

The lie: The decisions of one man can't change the world. (But it can influence others to take actions. Together we can change the world.)



Kamari is the last survivor of his village.
The Acolytes Aaron and Naomi find him
alone.

Aaron decides to use Kamari's power as
an Astray warrior to help him kill any
remaining Zeal on the planet.



Aaron exploits Kamari's power and uses him to help fight battles against the Grove and the Espers.



A skirmish between the Grove, the Espers, and Kamari's party ensue.

In an accident, Kamari, Naomi, and two soldiers from the battle fall to their demise.

A soldier from the Growe,
named William attempts to
keep the kids safe.



A soldier from the Espers
named June accepts
William's truce and decides
to escape the perilous
region in the Land of the
Astray.

Naomi observes Kamari and
begins to wonder if he was
from the Zeal.

Kamari and co. head towards the Astray Temple for guidance. Grey smoke could be seen coming from the top of the mountain. After entering the village, the party finds it vacant, and doors to stone huts are left open. Kamari becomes distraught at the unusual sight. The party races up a dirt path up the mountain.

When the party reaches the top, they find the temple surrounded by soldiers and completely destroyed.

-Cinematic-

Soldier A

Well, look at what we have here. Those rats we were looking for have finally come scurrying out of hiding.

Behind the soldier were the remains of the Astray villagers. An older man wearing a long robe and holding a wooden staff was kneeling outside the temple. Next to him knelt an older woman. She stared into the distance and didn't notice the party approach.

Naomi

How terrible. Why would anyone do something like this?

A man walks from behind the remains of the temple entrance, gripping a woman's arm tightly.

Aaron

Sister. Is that you? I've been looking everywhere for you. Looks like we didn't need these people's help after all.

Naomi

Brother. You did this?



Aaron
What of it?

William
How dare you do this to these people? They aren't fighters.

Aaron
Do you find my methods distasteful? I'll consider that in the future. Or not. This just seems less troublesome.

Aaron releases the woman, and she runs into the arms of the older woman. The two begin to weep, but the older man remains stoic.

Aaron
Bring my sister and her friends to me.

Soldiers surround the party. They carried weapons from pikes, swords, and shields to crossbows and bombs. The party can get a closer glimpse at the massacre. The villagers had their arms tied before they were killed systematically.

Aaron
Now, hand over my sister, and I'll let you go. Who am I kidding? (laughs hysterically)

As if I'd let you go. Keep the boy alive. I'm not done using him yet.

Naomi is escorted to Aaron's side.

Village Shaman
Please have mercy on my family. Kill me instead.

Aaron
Hmm. You let us do what we wanted with your people, and now you're asking for mercy. You can all die together.

Aaron cast a fire spell, torching the Shaman and his family.

Aaron
Coward. Should have stayed silent till the end. At least you would have stayed true to your trivial traditions.



Aaron

Their lives were meaningless anyway. Praying to spirits that won't help. They should have spent their efforts praying to the Goddess for help. Perhaps I would have answered their plight.

William

Who do you think you are? As if the Goddess would give a man like you her grace.

Aaron

Why would I need that? I am her most loyal servant. Sent down to eradicate you, filthy humans.

Naomi

Aaron, this is not what the Goddess wants us to do. Stop this now.

Aaron

Shut your mouth! (Aaron slaps Naomi across the face.)
As if you can order me around.

Kamari draws his sword, and the party follows, drawing their weapons.

Aaron

What's this? The wimpy child thinks he can point his sword at me. You too, sister? Fine, I'll play. As an Acolyte of the merciful Goddess Fayr, I will show you no quarter.

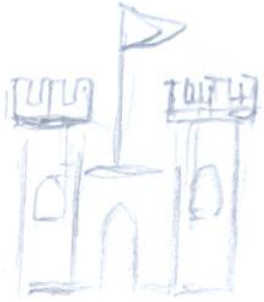
Battles are turned based taking an isometric view. The party takes turns attacking, guarding, casting spells, activating skills, using items, and creating combo chains to defeat Aaron.





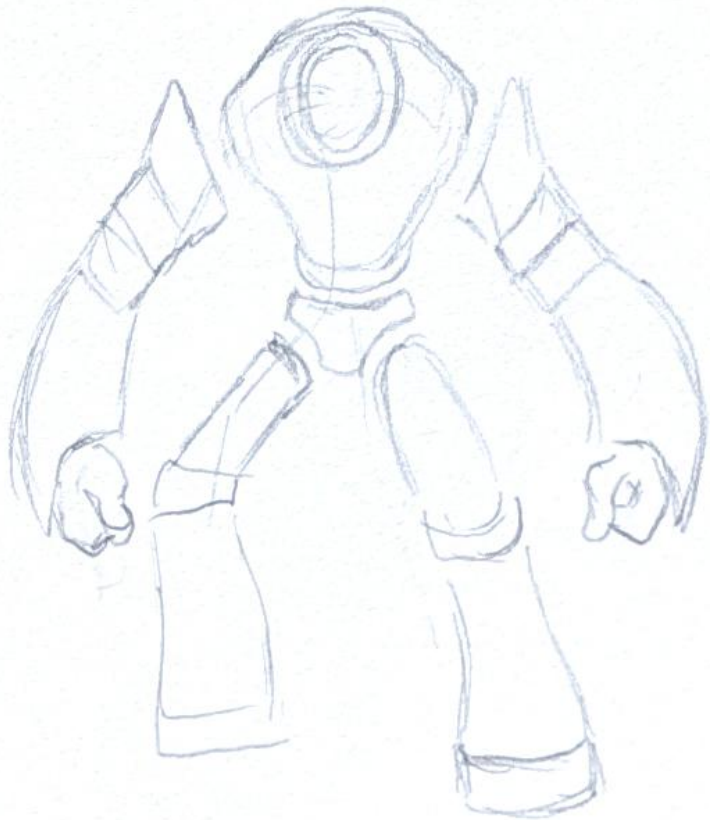
In the first phase, the player must defeat six soldiers before reaching Aaron. When Aaron's life is brought down to 20%, he transforms into an Acolyte.

In phase two, Aaron overpowers the party, incapacitating everyone. Kamari revives, transforming into a humanoid dragon. The player is allowed to attack, activate skills and spells, along with an unlocked ultimate attack. After the ultimate attack is used, Kamari wipes out the rest of Aaron's life.



The party leaves the land of the Astray and travels to the Grove and the Esper territories.



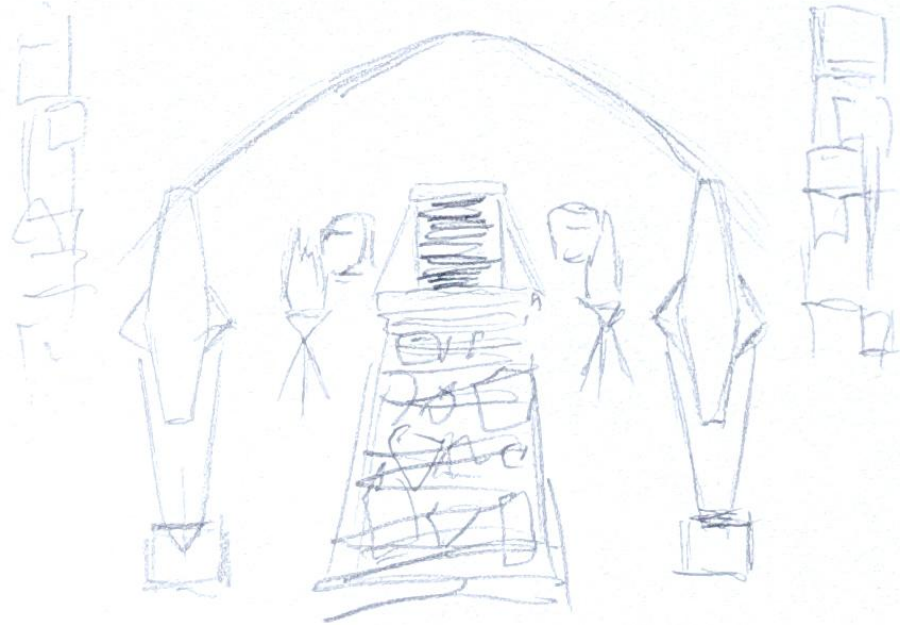


Aaron returns and ambushes the party.
He reveals his Acolyte form.
The Zeal is the only race that has the
power to threaten the Goddess, so they
must be exterminated.

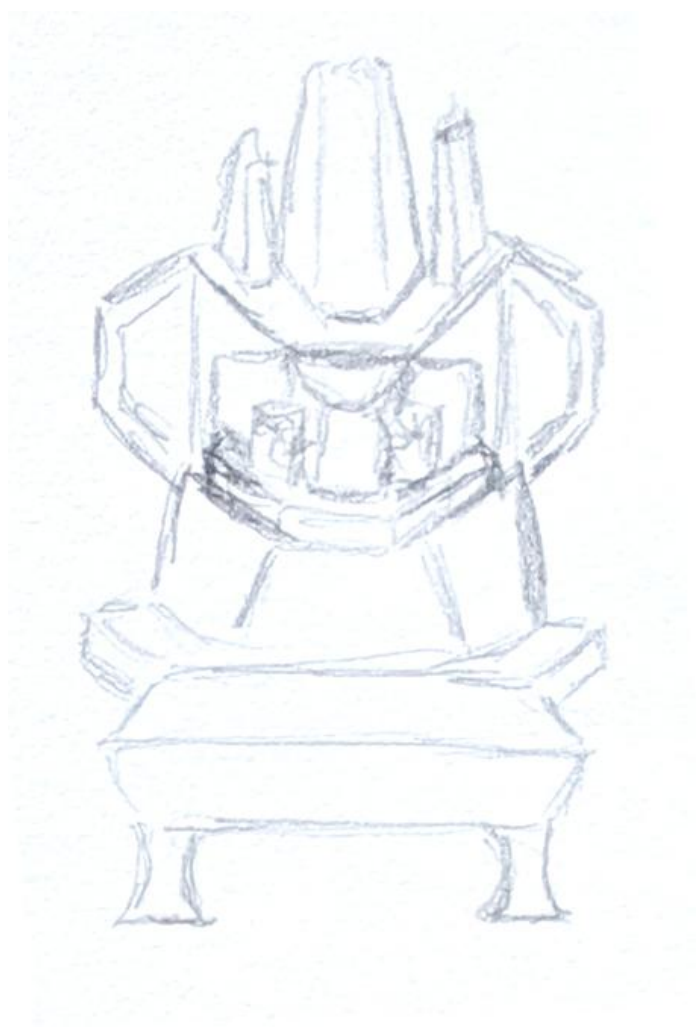
Naomi sides with the party and sees that
Kamari is no threat, neither are the Zeal.
They simply want to live without the
interference from the Goddess.



Aaron beats the party
mercilessly.
Kamari is left barely alive and
the party flees to look for a
way to revive Kamari.



The party takes Kamari to the Tomb of the Zeal in hopes of finding a way to revive him.



The party discovers a shrine within the Tombs. Kamari begins to resonate with the shrine and vanishes.



Kamari

Age: 17

Height: 5'9"

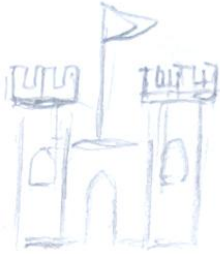
Traits: Confident, decisive,
and self reliant.

2nd Truth: The Zeal sacrificed themselves in hopes of gaining freedom from their pact with the Goddess Fayr.

Kamari returns older and struggles with his memory. When he uses his dragon power, he attracts the sights of the Acolytes.

Naomi is the first Acolyte to respond to the energy beacon released by Kamari.

Depending on the completed quests from part 1, the 3 factions strengths will be affected.



The Growe's region of control would have spread across the land. Their dark traits are land occupation and forced labor.

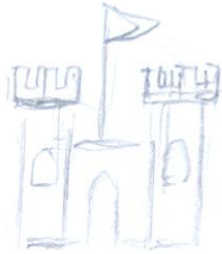


The Astray concentrate their abilities to create a spirit beast to destroy their enemies. Harsh conditions begin to rise as their blessings on the world lessen.

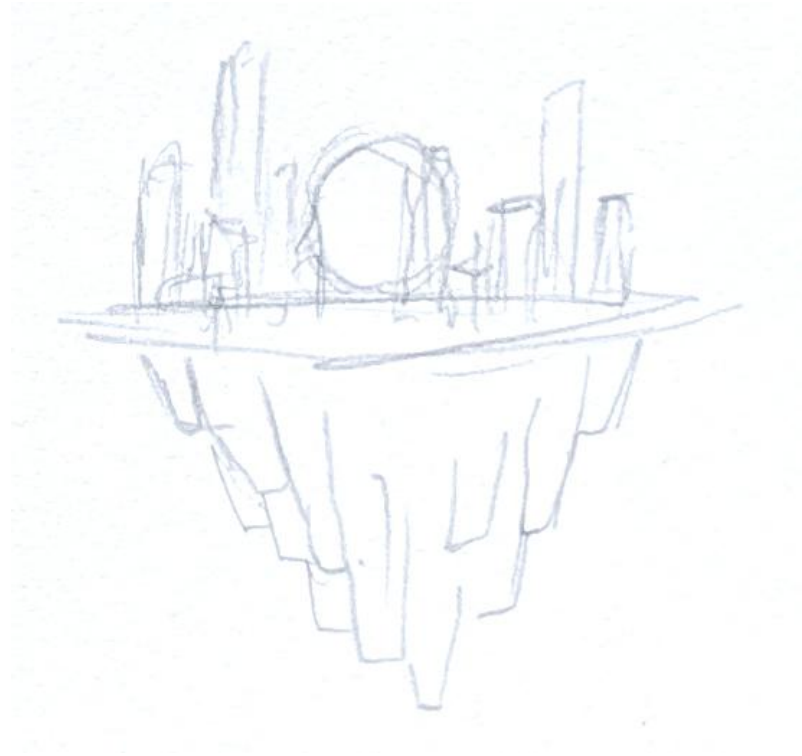


The Espers will have enacted the Great Transformation, beginning to turn the environment into soulless machines. This will significantly weaken the Astray and Growe.

Kamari's companions have become leading members of their factions. Kamari convinces them that they should journey to the Land of the Acolytes to face the Goddess Fayr.

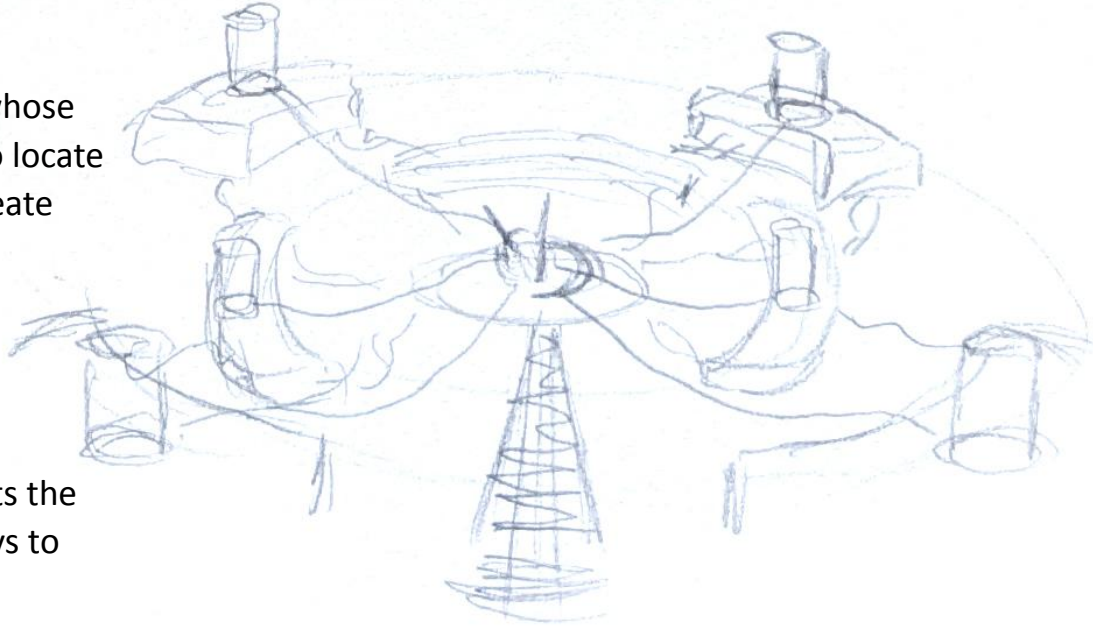


The party travels to the Land of the Acolytes to defeat the Goddess.



Naomi directs the party to the floating continent. The Land of the Zeal.

The party meets the imprisoned dragon, whose blood is being used to locate other dragons and create divine spells.



The Old Dragon directs the party to find the 3 keys to open the gate to the Goddess.

A secret location occupied by each faction holds the artifacts.

Old Dragon
Back again? Hmm...
You're not acolytes.

Kamari
No.

Old Dragon
Ha. I don't believe it. One has survived.

William
Why are you in chains? I thought the Goddess used the Zeal to destroy us, not keep them in chains.

Old Dragon
Such foolish children. Do you think these tubes are for decoration? The Goddess steals blood from my immortal body to track down the Zeal that rebelled against her.

Naomi
The Acolytes also use the dragon's blood to create divine spells.

Old Dragon
Divine. There is nothing divine about that wretched demon. She's falsely claimed Godhood over this world. And you must be a child of hers. An Acolyte... If I had my strength, I would rip you apart and grind on your bones until nothing was left.

June
Naomi isn't like the other Acolytes. She helped us get here. In fact, she has been one of our greatest helps on our journey.

Naomi
Thank you, June, but I don't need your praise. (Politely) After all, we should right the wrongs of our fathers or mothers in this matter.

June
Naomi...

Naomi
Please, Lord of Zeal, help us stop the Goddess.

Old Dragon
I am Lord of nothing. Why would an Acolyte want to stop the Goddess?

Naomi
She is wrong to control the fate of the mortals. It is not her place. She has killed billions of people.

Old Dragon
Billions? I've been around for many millennia. What cycle is this? 12... 14. I lost track around 8. Your Goddess has killed far more than a few billion people.

Kamari
Can you help us?

Old Dragon
Free me from these chains, and I will help you.

Naomi
I trust you. Lord of Zeal.

Old Dragon
(Growls)

Kamari cuts the tubes running from the dragon's body. Kamari uses the technique Dragon's Claw to sever the chains from the Old Dragon.

Old Dragon
Boy. How did you refine your abilities so much? There isn't a Zeal alive to train you in our traditional arts.

Kamari
I learned it all while I was dreaming.

Old Dragon
Dreaming?

Kamari
I trained in a dream for five years. And thanks to the village that raised me, I can imbue my abilities with spiritual energy.

Old Dragon
Ah. The Astray. I hear they are very wise. Thank you, young dragon. Right now, I need rest. Return when you're ready for me to uncover the secret behind controlling your ultimate power.

The party locates the three keys and return to the Old Dragon.



The party faces the Dragon Lord.

After his defeat, the Dragon Lord reveals the history behind the Goddess. This is the 14th Cycle where the Goddess is seeking to wipe out humanity and technology again.



The party confronts the Goddess Fayr and Aaron in his Acolyte form.

Kamari uses his ultimate dragon form to aid his party in battle.



Kamari must make a decision. Side with the Goddess and execute her annihilation plan or stand against her and stop the impending war.



Mankind erupts in war once again. Each of them awaken their sleeping weapons to win the war.



The player must decide whether they will join one of the factions, or will they take on the task of defeating every factions ultimate weapon.



Depending on the relationship established with the party, members may rejoin their faction of origin and face Kamari in battle.

The Grown's ending will lead humanity into the real world of modern time. Magic and Spiritual energy will cease to exist.

The Esper's ending will turn the planet into a living machine. Most lifeforms will perish. Magic and Spiritual energy will cease to exist.

The Astray ending, humanity will continue as normal. The Astray will master the skill, Transcend and choose to voyage across the stars away from all the fighting.



The lie: The decisions of one man can't change the world. (But it can influence others to take actions. Together we can change the world.)

This is the major concept the game is trying to teach.

The Goddess Fayr: Refuses to allow people to make mistakes and find their own solutions.

After the party ends the war, Kamari and Naomi live out their lives traveling the world, helping out all those affected by it.