



THE LOST EVENT: SUNDER

Game Design Document

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Tecnocampus

2021-2022

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1 GAME OVERVIEW

Genre

Action FPS, Survival Horror, Single Player.

Target audience

Adult audiences, not casual to the FPS genre.

PEGI 18 - includes violence, bad language, horror and drugs.

Duration

5 to 8 hours to beat the Main Campaign – 7 to 10 hours for the complete game.

Platforms

PC & Next Gen Consoles (PS4, Xbox Series X).

Storyline

The Lost Event is a survival-horror shooter set in a post-apocalyptic Earth. As the taciturn alien hunter Rain Duke, you must save your crew from humanity's otherworldly enemy and unveil the horrible truth behind the events of the mining city of Sunder.

Game Features

- Dynamic Combat.
- Platforming-based challenges.
- Linear Progression.
- Main quest-line followed by engaging side quests.
- Cosmic horror-based world.
- Karma system and Branching dialogue.
- Multiple Ending Storyline.

2 REFERENCES

Videogames

Dead Space (Visceral Games, 2008)



Dead Space is one of the most renowned survival horrors in modern videogame history. Set in the mining spaceship USG Ishimura, the player submerges himself into a macabre hellscape overrun by necromorphs, an alien entity that transforms the dead into horrific monsters.

Inspiration:

- Horrific imagery.
- Futuristic elements (holograms, armor frame, iconic gun).
- The mad scientist villain archetype (Challus Mercer).
- Linear story with backtracking levels.
- Suspenseful atmosphere created by the USG Ishimura.

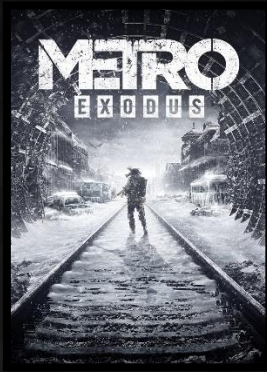
Metro: 2033 (4A Games, 2010)



Metro: 2033 is an action first person shooter with mild horror elements. Set in a post-apocalyptic Russia, the remaining survivors of nuclear war have been forced to live in the metro systems of Moscow, struggling to survive on the very few resources left and the monstrosities that lurk both in the surface and the metro tunnels.

Inspiration:

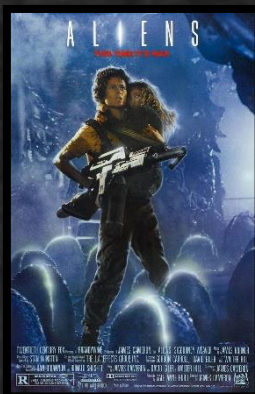
- Karma System based on actions.
- First-person shooter features.
- Surreal hallucinations that haunt the protagonist.
- Overall ambience of the metro, creating a mysterious atmosphere.

Metro: Exodus (4A Games, 2019)

The third and last entry on the Metro series, Metro: Exodus takes the player on a journey through the ruins of Russia in hopes of a better life for the protagonist and his family, enlarging the world set by the previous games and allowing players to explore bigger levels and find secondary quests.

Inspiration:

- Inventory system (backpack) and crafting.
- Linear story progression with explorable levels and side-quests.
- Glimpses of a rebirthing world.
- Character's attire.

Movies**Aliens (James Cameron, 1986)**

Aliens is the sequel to Ridley Scott's Alien (1979). While Scott's vision brought the xenomorph as the lone and terrifying space horror icon we know today, James Cameron made the xenomorphs an organized army of monsters that faces armed soldiers, bringing an action-packed classic that, just like the last movie, sets a precedent with Ripley as a female protagonist.

Inspiration:

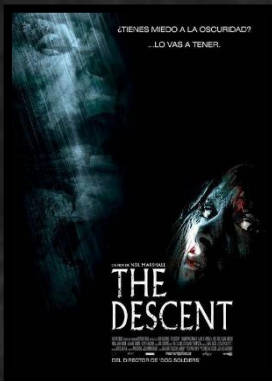
- The relentless alien invaders that hunt an expert group of soldiers.
- The xenomorph behaviour as a group.
- Strong and heroic female protagonist.

The Book of Eli (Albert & Allen Hughes, 2010)

The Book of Eli is set in a postapocalyptic Earth converted into an arid wasteland. It tells the story of a lone survivor named Eli and his journey towards a place he doesn't really know, but is compelled to go so that he can deliver a book from the old world.

Inspiration

- The lone and quiet (yet deadly) survivor protagonist.
- Representation of the world's new society / tribes.

The Descent (Neil Marshall, 2005)

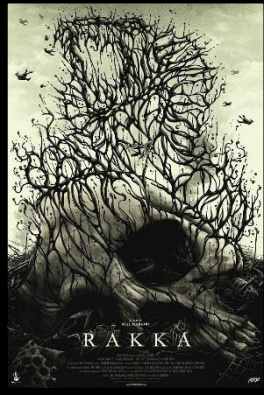
After Sarah's husband and daughter die in a car accident, her friends take her on a mountain trip to explore a system of caves. As they reach further into the depths and the path starts becoming more dangerous, they stumble upon an underground race of monsters that hunts them down one by one. Sarah will have to face a hurtful truth and become a monster herself to survive.

Influence

- Morally ambiguous female protagonist, fuelled by a traumatic event.
- Claustrophobic environment.
- Climbing and grabbing onto rocks as a game mechanic.

TV Shows

Oats Studios: Rakka (Neil Blomkamp, 2017)



Rakka is the first episode of Oats Studios' short film series set in a dystopian future in which a race of reptilian aliens invaded Earth and enslaved the majority of humankind, being able to brainwash them with their mind so they get enough "meat" to conduct gruesome experiments. Nonetheless, a group of humans has formed a rebellion that's slowly starting to fight off the invading force.

Inspiration:

- Premise of an apocalypse brought by a ruthless alien invader.
- Aliens with psychic powers.

Literature

The Call of Cthulu, H.P. Lovecraft



Lovecraft's classic horror short stories tells us about a hidden world filled with horrific creatures and cults that worship ancient monstrous gods that could bring the end of humanity. Stories like The Call of Cthulu generate high expectations for a slumbering evil that makes men go mad with nightmares and visions.

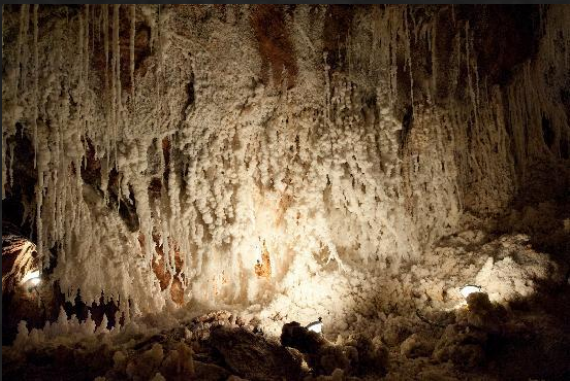
Inspiration:

- The story builds-up for an ancient evil entity.
- A cult worshipping evil, conducting inhuman rituals.
- The entity's presence can be felt in the world, even though it doesn't show up.

Real Places

Cardona's Salt Mines

As the game is set in a mine, Cardona's Salt Mines is a perfect real-life reference for designing a unique aesthetic for the caves. The white stalactites with thousands of years of growth, the growing salt formations coming from the walls and the distinctly unique colour patterns of rock and clay create a unique atmosphere that reminds of a cold and abandoned place worthy of a horror movie.

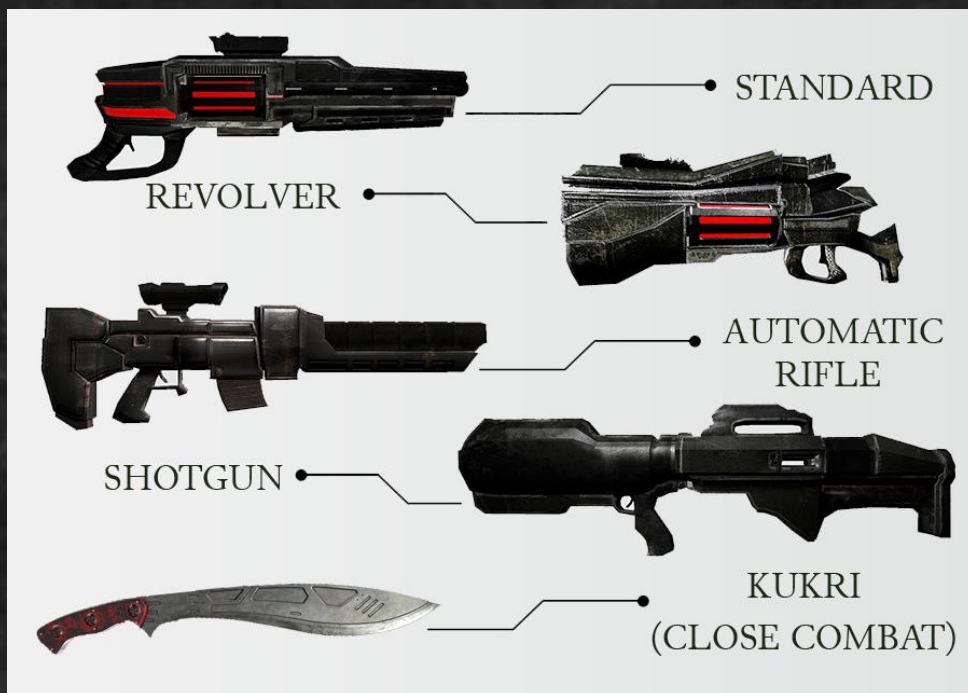


3 MAIN MECHANICS

Dynamic Combat

The player makes use of the Mortar, an advanced handgun that can quickly switch between 4 different forms. The weapon can change from an automatic pistol, its initial state, to a powerful revolver and, when upgraded, to an automatic rifle and a shotgun. Ammo is scarce, but can be both found on the environment and crafted with the required materials.

Additionally, the player disposes of a sharp kukri sword to fight in close combat, which will be useful to weaken the armour of some enemies.



Platforming-based challenges

- **Magnetic Rope**

From the start of the game the player will be able to use a Magnetic Rope connected to a harness that will allow to hang from selected surfaces and swing to a ledge.

- **Mining Armor Frame**

At the beginning of the second act of the game, the player will find a Mining Armor Frame that will increase the sprint speed of the player its jump height while holding its correspondent input. This will allow the player to access new areas and engage in new verticality challenges which can be combined with the Magnetic Rope.

- **Wall-Run**

Obtaining the Mining Armor Frame will also allow to use the Magnetic Rope to maintain stability and wall-run across selected surfaces to reach further spaces.

Main quest-line & engaging Side Quests

Besides the main storyline that will take the player through the main areas of the game, talking to some NPC's and finding special scenarios might trigger a Side-Quest with its own brief storyline, in relation to the city of Sunder's lore, the past of some characters or the finding of special equipment and crafting materials.

Linear Progression

The level design of *The Lost Event: Sunder* is fabricated so that the player progresses moving forward with very few uses of backtracking. Thus, if the player misses a Side Quest in an area, there might be no chance to come back afterwards.

Cosmic horror-based world

The story of the game delves deep into the traumas and fears of its characters. Behind this horror lies an inhumane power far beyond rational comprehension that comes from the ancient entity that controls the Grognor. The protagonist will have hallucinations that will transport her to a surreal world fit only to the deliriums of a madman that will only be matched by the disfigured horrors that will be found in reality.

Karma System and Branching dialogue

Key moments of the game will force players to decide how to take action, the outcome of which will score higher or lower Karma.

The decisions will affect the perception of the player from other characters of the story and the ending of the game.

Multiple Ending Storyline

Depending on the player's final Karma score (settled by both actions and dialogue choices all throughout the game), there will be two different endings of the story that will play once the game is finished: "Good Ending" or "Bad Ending".

The events occurred in each ending are described at the [GAME PLOT](#) section.

4 GAME SETTING

4.1 BACKSTORY

In 2022, an outworld race of invaders fell from the sky bringing the human race to the brink of total extinction, forcing the survivors to go underground. They called them: the Grognor. In a last-ditch effort, the surviving governments of Europe pooled what little strength and resources they had left to create The Last Vanguard, a military group that united the greatest minds from Europe with the most valiant warriors. Together they managed to exterminate the Grognor through the creation of an advanced military artificial intelligence called Heimdal. Heimdal stopped further Grognor deployments from the sky by creating a defence network around the world, allowing the military forces to fight back with the help of mechanized suits.

Now it's the year 2046 and the world is a post-apocalyptic wasteland in full reconstruction. The Last Vanguard became the new European body of government, keeping its name as a reminder of what was lost to humanity. After the war officially ended in 2039, a unit of elite masked warriors known as the Red Ravens was established. The group is formed by legendary Grognor slayers that wander the world in search of what's left of the invaders, lone remnants hidden in the ruins of the old world. The protagonist of this story turns out to be one of the oldest and deadliest.



4.2 SYNOPSIS

Heimdal received a transmission of an encrypted message from the city of Sunder, a mining underground city highly valued by its deposits of salt and fuel, right before it completely disappeared from the system. As The Last Vanguard fears a few Grognor survivors made its way into the city, the people in command decided to send an investigation and rescue team while Heimdal deciphered the transmission. The team is formed by the Onyx Squad, an elite military group of five soldiers: Rider the tech and weapons expert, Andrej the pathfinder, the unexperienced coms expert Walkie and major Onyx, known as the War Maiden. They are joined by doctor Kurt Fischer and his assistant, Fischer being a prestigious researcher of the Grognor who insisted in coming along to capture the specimen alive. A last-minute addition suggested by the doctor was a Red Raven that could track the alien, and thus the Last Vanguard gave them the closest one in the area. Luckily for them, it's Rain Duke.

After landing on the ruins of the surface, the team heads deep into the adjacent cave system until they reach the inner-city gates. Even though the city seems to be operating normally, they soon realize something is wrong as people's behaviour becomes increasingly strange. The Grognor end up ambushing them, causing the group to split and revealing the true horror: what was thought to be a small group end up being a full-on invasion.

After waking up in the uncharted depths of the caves, Rain's mission will be to find and rescue the rest of the team, all the while she does what she's the best at: destroying every Grognor that crosses her path. But unlike past battles, the depths of Sunder hide a horror none of these soldiers had ever experienced, an ancient evil aided by the treacherous Fischer that will torture their psyche by showing them visions of their worst nightmares and deepest traumas. Rain will need to confront her dark past and defeat the unknown if she wants to survive Event Sunder.

4.3 Setting and locations

The Lost Event is set in a post-apocalyptic world in the year 2046. The society of the new world is proliferating amidst the end of the Grognor War, but the threat is still present as many Grognor are hidden in the ruins of the old cities in the surface. During the war, humanity built new cities in the underground and just now is slowly starting to come out to rebuild.

With the aid the advanced AI Hemidal, the The Last Vanguard is currently focused on the organization and monitoring of the development of the reconstruction of the world. Nonetheless, they keep under great vigilance the operating underground cities, those that, exploit the resources of the subsoil in great mines and provide energy to neighbouring cities and military outposts, as well as being a home for many families. The game takes place in one of these cities: Sunder.

4.3.1 Main locations

Sunder is a mining megastructure under the ruins of a small town in the snowy mountains of Norway. Sunder main mining activity consists on the extraction of salt, known as the white gold, which became the coin of the new world. As such, the city is a valuable asset to the Last Vanguard.

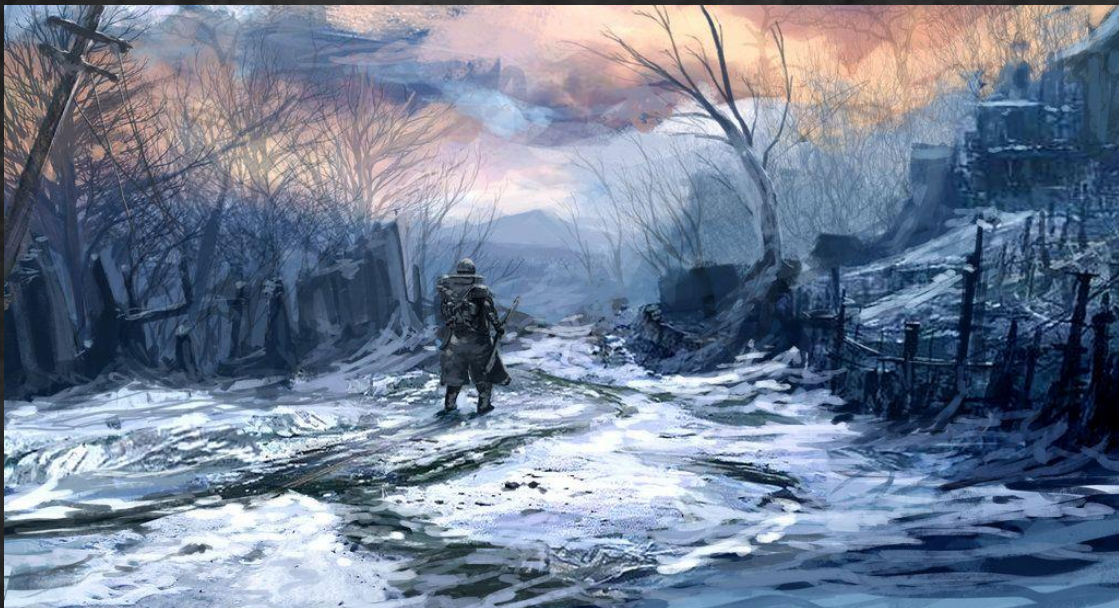
Sunder is built in a bast, deep cave that allowed the refugees of the war build a great city that stands over an even bigger system of tunnels and caves. But bellow everything lies a sleeping terror that awakens just days before the game takes place: the Hive, were the Grognor dwell. Each location navigated by the player will be separately explored in the next sections.

4.3.1.1 Sunder's surface

The ruins of the original town of Sunder, north of Norway, the first scenario the player will encounter. Once a small rural community, Sunder's surface is now a wasteland high up in the mountains covered in snow.

Before the war, the citizens of Sunder were mainly farmers and salt miners, people isolated from modern civilization whose families had lived there for generations. The people of old Sunder were rigorous pagans, cultists that worshiped a forgotten God, known only as Mother. Every year they performed all kind of sacrifices in the system of caves where they had their mines.

When the Grognor invasion started, a military convoy with refugees from the city came to Sunder claiming its isolated situation was a perfect place for shelter. The townfolks of Sunder refused to share their town with strangers, especially when they took interest in their salt deposit. They were massacred by the military, who then built the underground city that survivors of the apocalypse know of.



4.3.1.2 Inner Sunder

The great city built by those who took over Sunder. The subterranean city became home for thousands of families in search for a chance at survival.

The city awakens a sense of surreal fantasy and impossibility. The vast space it occupies extends from beyond the horizon to the subterranean depths of the gigantic cave and adapts to the relief of the rocks creating an atrophic layout. To many, Sunder is a monument to humanity's will to survive. To others, proof of what was lost to the atrocities of the Grognor. Unbothered by Grognor attacks during the war, the community of Sunder expanded and prospered over years. Soon it became one of the most important suppliers of salt and fuel for war machines. When the Grognor War ended, militar troops of the Last Vanguard were deployed in Sunder to establish a permanent base to survey the extraction of resources.

At the time the game takes place, Sunder has become a ghosttown, a husk of its former self were now the Grognor dwell. Controlled by the aliens, many of the people of Sunder have left their homes to be relocated in different areas of the caves, leaving scared survivors behind still in hiding.



4.3.1.3 Salt mines

The Salt mines is the largest location of the game, occupying a great portion of the game. The location is accessible through a railway that starts in Inner Sunder.

The mines were once the property of the pre-war inhabitants of Sunder, its original owners, but were then occupied by the militia and refugees of the war, who increased the extraction activity with more sophisticated machinery.

The player will encounter both Grognor and Sunder's indoctrinated inhabitants, brainwashed men and women that now serve the Grognor who will attack anyone who enters the.



4.3.1.4 The Temple

In the furthest area of the mines, The Grognor are using a large part of the population as labor to build a temple in honor of their goddess. The Temple is a one time visit location that the player will afterwards destroy.

The Temple stands vertically as if it were a gigant well. Its architecture is a fusion between human and an otherwordly style, the result of the Grognor's influence on the indoctrinated.



4.3.1.5 Communications centre

Between Inner Sunder and the Salt Mines the railways lead to Sunder's Communications centre, from which the encrypted message that alerted the Last Vanguard was sent from.

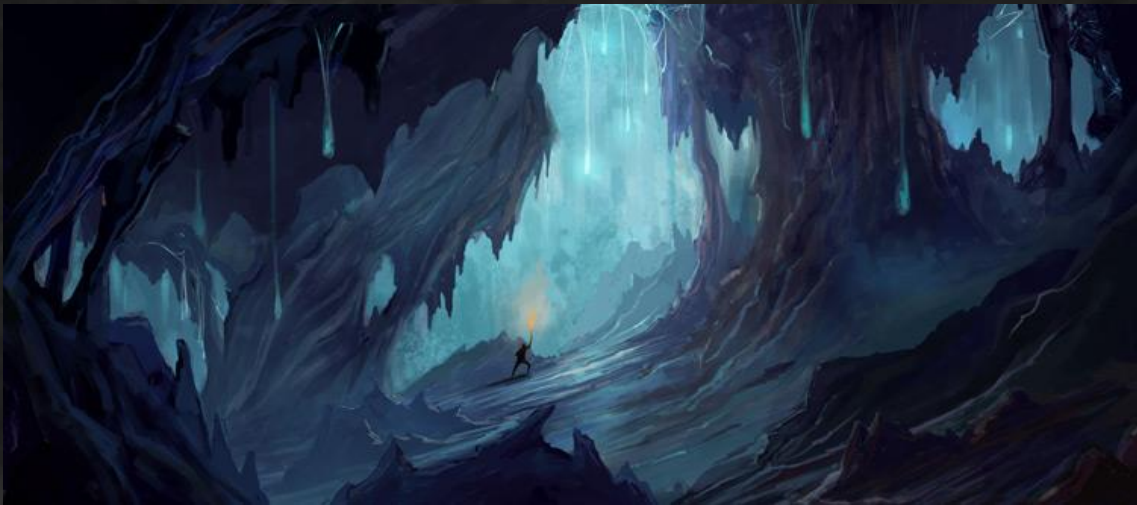
The Communications centre facility was built after the war by the Last Vanguard with top of the notch technology, connecting the city to the grid so Heimdal could administrate its state and keep it on the record. In the game, the power of the place has been shut down, and the player will need to reactivate it so that Rain can alert the Last Vanguard of Sunder's invasion.



4.3.1.6 Depths

The vast system of caves beneath Sunder. Once upon a time, the explorers of Sunder tried to conquer the tunnels beneath the city, but the cold and lack of visibility, as its steep surface, soon made them realize it wasn't worth the risk, not before many of them fell into the abysses or went missing in this labyrinth of stone.

As Grognor are great crawlers, they use the Depths as a traversing path from their Hive to the upper parts of the cave.



4.3.1.7 The Pit

A transitional area between Depths and The Hive, this place lays in a deeper, colder layer of the caves, accessible only by delving into an abysmal pit in the Depths. A magical aura surrounds the space as if it belonged to another planet, having minerals producing a purple light that taints rocks and water alike.

In game, The Pit will hardly contain enemies, being a calm level with platform challenges, accentuating the contrast with the next area so that the game gets a well-balanced rhythm and climax.



4.3.1.8 The Hive

The Hive is where the Grognor that attacked Sunder came from. Unknown to humanity, from the day they fell from the sky the Grognor had been cultivating new troops underground, waiting for the order to annihilate earthlings once and for all.

The atmosphere of the Hive is probably that of the Grognor home world, a nightmarish fusion of flesh and rock that stinks of rot, as they are using the bodies of the citizens of Sunder to grow their children. The Hive is a place not even an expert soldier could ever come out alive from as it's filled with hundreds of those monsters. The ones who stay in the Hive have the responsibility to protect the growing children and the doorway to the place where their God resides, the Beyond.



4.3.1.9 The Beyond

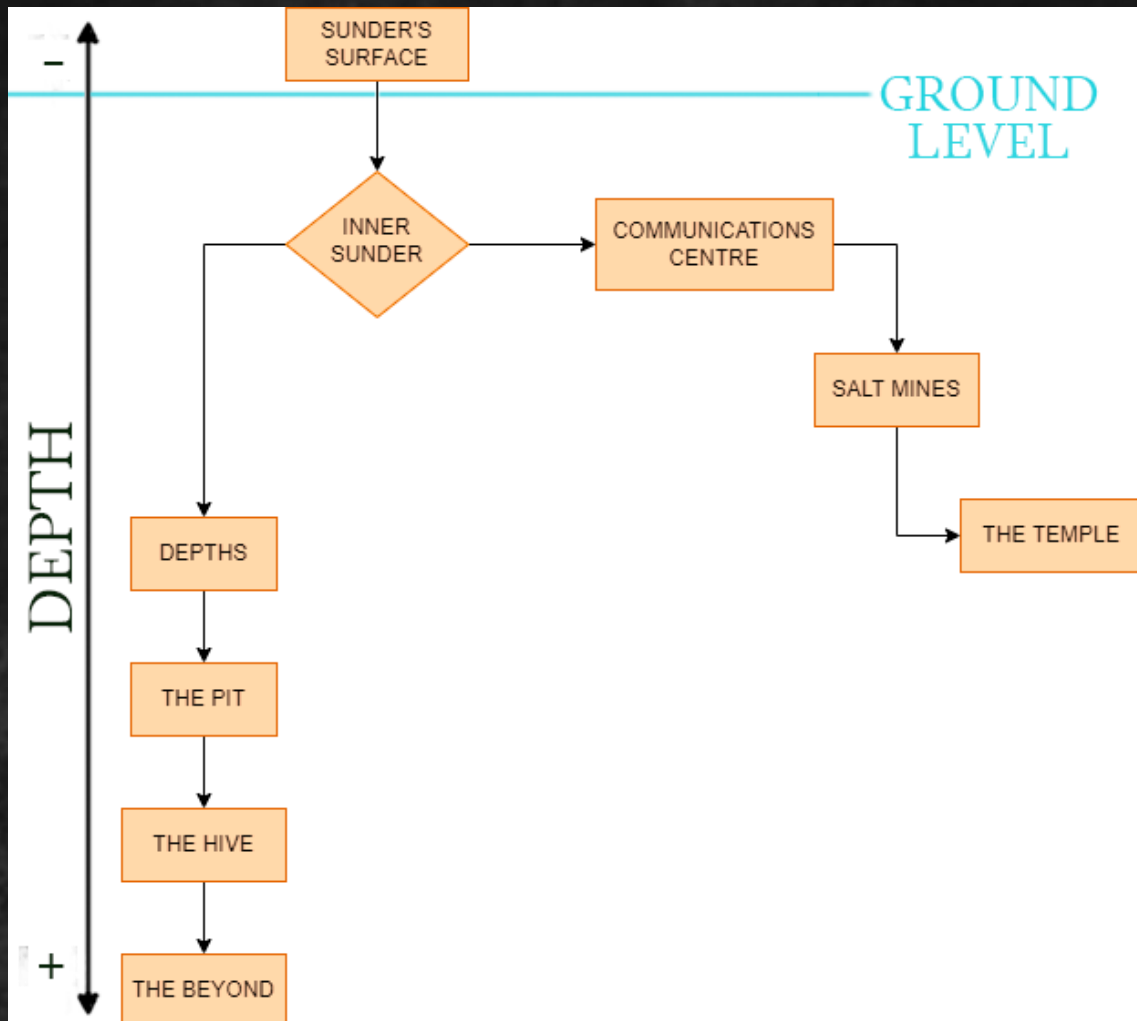
This is the final destination of the game, the place where the player will face the final boss. This location is only accessible through an interdimensional portal in The Hive.

The Beyond is a surreal place where Mother Xilas dwells, the cosmic entity behind the Grognor invasion and the God that the original people of Sunder had worshiped for generations. The Beyond is a dimension unconveyable by any sane person, an unfathomable field of rock and morphing mountains only inhabited by its ever-wandering ruler, waiting for her armies to annihilate all life in existence.



4.3.2 Locations diagram

The next diagram establishes the connections between the game's main locations and represents its deepness into the ground as in the game's world understands it.



5 FACTIONS

5.1 THE LAST VANGUARD

The Last Vanguard, with the motto “Hardening humanity into the future”, is the fruit of the efforts of the last remaining countries with enough military power to fuse into one single body of government, born in the midst of the Grognor War.

Even though the Last Vanguard had the biggest army under a single flag that the world had ever seen, they weren't enough to defeat an enemy with unending deployments from space. The greatest minds of Europe, scientists, biologists, engineers, etc. came together to create one greater mind that would serve humanity: Heimdal, the ultimate AI. Not only did the Vanguard use Heimdal to build a shield around Earth to stop coming invasions, but also used it as a helper to make technological breakthroughs in war armament, transport, communication and all the necessary to bring back humanity from its ashes.

Despite they act as freedom givers, they never lose sight of important assets to their cause, like mining cities, influential individuals or groups and powerful communities with enough power to become a future threat. They have complete vision of all these things through Heimdal, which monitors everything notifying the most minor change in the wasteland's chain of power to its masters, the Council that rules the Vanguard. Whatever threat would emerge, they would be ready to do anything as to keep their power.



5.1.1 Red Ravens

The Red Ravens are a paramilitary group of Grognor hunters mostly formed by veteran soldiers of The Last Vanguard that brutally rose above the rest as slayers of the enemy.

Although the organization was first established by the Vanguard after the Grognor War, the autosufficiency and independence of their agents in duty, along the development of a unique creed and sense of brotherhood, the Red Ravens became independent shortly after their creation, acting as mercenaries and warriors that wander all the continent with the single goal of extinguishing the remaining Gorognor.

Every agent must carry on with their mission in solitary, even though they can help each other if two meet along the road. They all wear gas masks: many to remind the world what the war took from them; others to hide their face from fearful townsfolds, as they are considered a bad omen that bring death.



5.1.2 Onyx Squad

The Onyx Squad is an elite group of soldiers that serve the Last Vanguard as their most trustful weapon, led by the famous Dalia Onyx, known as the Major.

The squadron is conformed by four soldiers, each one with a unique role based on the individual's talent. These soldiers have carried out multiple missions since the instauration of the squadron back when the Red Ravens became independent, acting as a wild card that paves the way for the Vanguard to expand and rebuild from the remains of the old world. Their duties range from investigating the ruins of cities of interest in search of Grognor to suffocating any menace to the Vanguard.



5.2 THE GROGNOR

The Grognor are an extra-terrestrial race of insectoid monsters that invaded Earth in 2022 and brought humanity close to extinction.

Grognor anatomy allows these creatures to be unparalleled killing machines, being able to tank conventional ammo from the old world with their sturdy exoskeleton and ripping apart everything that comes into their way with their sharp claws and teeth. Even though they are considered biped, they can adopt a quadruped form to move faster and to crawl walls and ceilings alike.

In their conquest of Earth, they also used their own technology, such as colossal airships that they used to burn the main cities.

The Grognor are one of many alien races that Mother Xilas conquered and enslaved, now carrying on her will of exterminating all life through the universe. Their destiny is to be defeated in battle, being replaced by their slayers as Xilas' new intergalactic army.



5.2.1 The Indoctrinated

The Indoctrinated are humans that are psychically bonded to Mother Xilas, which they adore as their Goddess, taking her will as their sole purpose in life.

Most of them act with total consciousness of themselves and nobody could ever tell them apart from a normal human solely by their behaviour. What tells them apart from the rest is their emblematic pitch-black eyes with a white glowing iris.

The transformation into an Indoctrinated is extremely painful, as either a Grognor directly under Xilas' control or a rare Indoctrinated like Dr. Fischer needs to stick their hands into the victim's brain as to erase their humanity, making them unattached by any kind of emotion and past trauma.

They are completely immune to pain. Fisher displays a power beyond that, as he is able to see other's mind by just being around them, allowing him to exploit their fears and create terrifying visions.



6 CHARACTER PROFILES

Rain Duke

- **Type:** Protagonist
- **Role:** Antihero
- **Character Arc:**

Rain will start as a completely silent and untrusty person that only speaks when she has to. As she is shown visions from her traumatic past and slowly starts coming to terms with the fatal mistake that led to the death of her family, she'll get a second chance at protecting someone dear to her, the good-hearted Walkie, and saving Major Onyx from being controlled by rage and bitterness as she had been once. These choices will depend on the player's decisions and shape her character.

PHYSIOLOGY

Rain is a middle-aged woman whose experience as a survivalist is shown all over her outfit. Under black armor, weathered clothes and all the dirt she hides a muscular body covered in scars, which can be partly seen in her cold, piercing eyes. Only the ones who lost more than everything would have such a gaze.

Type	Player
Sex	Female
Age	46
Ethnicity	Caucasian
Heredity	Irish
Hair	Dark grey, short
Eyes	Green
Height	1,85 m
Weight	75 kg



SOCIOLOGY	
Rain is a nomad that wanders the world alone by her own choice. She is feared by many, as the Red Ravens bring negative connotations. Up until she was 22 years old, she was trained to be the perfect killing machine, cold, unregretful, and precise. She would carry the weight of those skills up until now.	
Aliases	Duke, Raven, the Grey Warrior.
Class	Lower, homeless, nomad.
Occupation	Red Raven, wandering warrior, survivalist.
Education	Home schooled, learned everything from her father. Expert in almost every type of killing method possible.
Home life	The oldest of 4 siblings. Abandoned by her mother at the age of 6, father & brothers dead. Her father had a radical and troubled view of the world.
Love Life	<ul style="list-style-type: none"> • No partners. • Asexual.
Place in community	<ul style="list-style-type: none"> • Outcast. • The Red Ravens see her as their best soldier.
Faction affiliations	The Red Ravens.
Interests	<ul style="list-style-type: none"> • Finding old books to learn from. • Drinking. • Handmade tech. • Ending the Grognor invaders.

PSICOLOGY

Under her rough, quiet attitude she hides a good heart, a compassion and humility that the new world lacks. Her father trained her to lose these qualities and for a time she did. When the Grognor arrived, it was up to her to save her father and younger brothers. She let them die, because as her father taught her: "You are alone in this world. The others are expendable". Now Rain walks a grey path, shifting between her true self and the bitterness her father implanted her.

Moral Standards	Gain atonement by protecting the weak and defenceless.
Ambitions	<ul style="list-style-type: none"> • To leave the past behind. • To exterminate all Grognor. • To die and pay for her sins.
Frustrations	<ul style="list-style-type: none"> • Tyrants. • Changes. • Socializing.
Temperament	Normally pessimistic and easygoing. Other times rageful, choleric.
Personality	Introvert, just speaks when she has to.
Attitude towards life	Despises the world, but will keep fighting for others.
Abilities	<ul style="list-style-type: none"> • Survival. • Marksmanship. • Combat. • photographic memory.
Qualities	<ul style="list-style-type: none"> • Individualist. • Emotionally unstable.
Main moral conflict	She intentionally let her family die and has to live with it for the rest of her life.

6.1 SECONDARY CHARACTERS

Major Dalia Onyx

- **Type:** NPC, ally, Boss
- **Role:** The fallen hero
- **Character Arc:**

Even though Major Onyx is a powerful and respected war heroine, Dalia's childhood in extreme poverty devoid of parental love will be exploited by Doctor Fischer, revealing to be her biological father. Her vulnerable state will then be taken advantage of by her comrade and secret lover Andrej Besk. Onyx is manipulated by both her father and lover, making her vulnerable to the horrors at Sunder.

Her fate in the story is to be corrupted by indoctrination and to be killed in a final confrontation by killing herself or her wounds (depending on the player's choices), a tragic end to a tragic character.

PHYSIOLOGY

When you look at Onyx you instantly realize you are looking at the fiercest soldier the new world has to offer. She shows strength, confidence and defiance, everything the perfect soldier needs to be.

Sex	Female
Age	25
Ethnicity	Caucasian
Heredity	Norwegian, German
Hair	Blonde, short.
Eyes	Blue, defiant.
Height	1,92
Weight	87 kg



SOCIOLOGY	
<p>She was made an icon of strength by The Last Vanguard, as she, presumably, has the highest killing count of Grognor. She is known as the War Maiden, an undefeated soldier known in all Europe. She's the most comfortable with her squad mates, often displaying an uncommon quirky sense of humour.</p>	
Aliases	Major, War Maiden, Onyx.
Class	Middle
Occupation	Military squad leader.
Education	She learned everything from the streets, later making his way to the top of the military. Leading a rough life of robbery and vandalism, she maintained her humanity by never crossing the line of killing.
Home life	<p>She grew up with a mother who worked the streets to whom she rarely spoke to, in the lowest depths of an underground city in Norway.</p> <p>Unknown to her, she is, the bastard daughter of Dr. Fischer.</p>
Love life	<ul style="list-style-type: none"> • Sexually active. • Has an affair with Andrej Besk. • Heterosexual.
Place in community	<ul style="list-style-type: none"> • Respected and admired military leader.
Faction affiliations	<ul style="list-style-type: none"> • The Last Vanguard
Interests	<ul style="list-style-type: none"> • Bodybuilding. • Weapons. • Old world cinema and theatre. • Dogs.

PSICOLOGY	
With all of her feats, Onyx has come to be full of herself, a perfect soldier with enough reasons to be arrogant, as she has never known defeat. This attitude was created to compensate for her painful childhood, promising herself to never ask for forgiveness and to take control of her own life in any situation.	
Moral Standards	<ul style="list-style-type: none"> • People are not trustworthy, it's better to keep a distance. • The truth is above everything else.
Ambitions	<ul style="list-style-type: none"> • To leave the past behind. • To find and confront his father.
Frustrations	<ul style="list-style-type: none"> • Incompetence. • Smartasses. • Being overshadowed.
Temperament	Choleric.
Personality	Extrovert.
Attitude towards life	Militant.
Abilities	<ul style="list-style-type: none"> • Leadership. • Marksmanship. • Close combat. • Tactical-thinking.
Qualities	<ul style="list-style-type: none"> • Individualist. • Pragmatic. • Proudful. • Unapologetic.
Main moral conflict	Her loveless childhood is coming back to destroy her new self.

Kevin “Walkie” Walker


- **Type:** NPC, ally
- **Role:** The sidekick
- **Character Arc:**

An inexperienced soldier with a good heart that serves as a communications and computer expert in the Onyx Squad. Walkie will be on Rain’s side at all times, helping to make her way in the caves.

He will prove to Rain that there’s still people worth saving in a condemned world, but will tragically be killed near the end of the story.

PHYSIOLOGY

Kevin Walker joined the military to feed his family but he is by no means a warrior. His weakly physique speaks for himself. He doesn’t look like he belongs to a military squad such as Onyx’s and he knows this. Still, he knows there’s some fight in him that he can’t wait to prove.

Sex	Male	
Age	19	
Ethnicity	African-American	
Heredity	American	
Hair	Short, black	
Eyes	Green, innocent	
Height	1,74 m	
Weight	75 kg	

SOCIOLOGY

A young man whose parents fled to Europe in hopes of a better life, but they quickly found themselves in extreme poverty. Walkie managed to stay positive as he has a talent for approaching good hearted people, having a relatively easy life in spite of the poverty. But is he prepared for the life at the front?

Aliases	Walkie
Class	Lower
Occupation	Communications and technology expert.
Education	In his early years he studied from a wandering teacher travelling from town to town. He'd always been very creative and eventually developed an ease into understanding technology. Her parents taught him everything he needed to know about computer systems and robotics.
Home life	Two parents that were once talented engineers. The war forced them to lose their belongings and move to a subterranean city in Portugal, but nonetheless they never lost hope.
Place in community	<ul style="list-style-type: none"> • At home, the good friend everyone loves to see. • In the military, a disappointment.
Faction affiliations	<ul style="list-style-type: none"> • The Last Vanguard.
Interests	<ul style="list-style-type: none"> • Photography and collage. • Reading books of the old world. • Making new friends.

PSICOLOGY

Unexperienced and undertrained, what allowed him to be recruited in Onyx's squad was his surprising brains and creativity. He likes to see the good of people's hearts and enjoys the camaraderie, the feeling of belonging. He truly is way too pure for the Onyx Squad.

Moral Standards	<ul style="list-style-type: none"> • There's always hope to grab onto. • Community is what the worlds needs to survive.
Ambitions	<ul style="list-style-type: none"> • Prove himself as a hero. • Returning home to see his friends and family. • Finding the love of her life.
Frustrations	<ul style="list-style-type: none"> • Failure. • Nonsensical violence.
Temperament	Optimistic.
Personality	Extrovert.
Attitude towards life	Militant.
Abilities	Quick understanding of any machine or digital system.
Qualities	<ul style="list-style-type: none"> • Creative. • Curious. • Resolute. • Loyal. • Courageous. • Empathetic. • Depends on others.
Main moral conflict	He must prove to himself and the rest he is worthy to be a warrior.

Andrej Besk

- **Type:** NPC, ally turned villain, optional Boss.
- **Role:** The betrayer
- **Character Arc:**

Acting as a friendly and understanding figure at first, the silent and cold pathfinder of the Onyx Squad hides a secret agenda, working as an assassin and spy for the Last Vanguard. His mission is to actually recover a piece of data that compromises the Vanguard, betraying everyone in his way and manipulating Major Onyx, her mistress, into attacking Rain, Walkie and Rider.

In a final confrontation he'll try to blackmail Rain, giving her the choice to let him go. If she refuses, Andrej will be killed and mortally wound Walkie.

PHYSIOLOGY

Andrej is a man that shows readiness and calmness. You can tell he's been a warrior for many years, even before he joined the army. Beyond his passive expression, you can sometimes see something else entirely: a smirk.

Sex	Male
Age	32
Ethnicity	Caucasian
Heredity	Polish
Hair	Blonde, short.
Eyes	Blue, relaxed.
Height	1,87 m
Weight	75 kg



SOCIOLOGY	
<p>Andrej is a very valued asset of The Last Vanguard, working as a hitman rather than a soldier. He is a good actor, fooling everyone into not suspecting his double intentions. In spite of his shenanigans, he married a woman and had a child he takes good care of. Being a good father is the lie he tells to himself.</p>	
Aliases	Pathfinder.
Class	Higher.
Occupation	<ul style="list-style-type: none"> • Pathfinder and tracker. • Assassin for hire.
Education	Average intellect, excellence in geography and cartography. Trained killer in stealthy combat and target tracking.
Home life	Lives in a good home with his wife and son, paid with blood money. His father was a respected general, but Andrej saw more profitable to work as a mercenary. He keeps his family far from his business.
Love life	<ul style="list-style-type: none"> • Married. • Secret affair with Major Onyx. • Heterosexual.
Place in community	<ul style="list-style-type: none"> • Respected soldier. • Loved and admired by his family.
Faction affiliations	<ul style="list-style-type: none"> • The Last Vanguard.
Interests	<ul style="list-style-type: none"> • CrossFit. • Swords and knives collection. • Old world movies and theatre.

PSICOLOGY	
Betrayal is in Andrej's soul. Over years he's lost touch with his humanity and now he only cares about how much money he can accumulate. All he wants is to escape from the chaos of the wasteland, and thanks to the various works he's done for the elites he knows there is a chance to start again in a new world.	
Moral Standards	The world died a long time ago, it's a matter of how much you can pick off its corpse.
Ambitions	Accumulate enough wealth to go off-planet.
Frustrations	<ul style="list-style-type: none"> • Humidity • Having to wait for others.
Temperament	Easy-going.
Personality	Ambivert, depending on the situation he can be very talkative.
Attitude towards life	Militant.
Abilities	<ul style="list-style-type: none"> • Marksmanship. • Knife combat master. • Target tracking. • Stealth.
Qualities	<ul style="list-style-type: none"> • Treacherous. • Pathological liar • Unloyal.
Main moral conflict	He is growing too fond of people he will certainly betray.

Martin “Rider” Hall

- **Type:** NPC, ally, optional Boss.
- **Role:** The coward turned hero
- **Character Arc:**

The weapon expert of the Onyx Squad, Rider is an ex-drug addict with crippling depression that acts as the comical relief of the group.

In the story, he is unable to act up and becomes desperate for survival, giving up soon. When Andrej betrays them, Rider joins Walkie and Rain into hunting him down.

If Rain decides to let Andrej scape, Rider will become hostile and will need to be killed, mortally wounding Walkie in the process. If Andrej is killed, he'll die protecting Walkie and Rain, a heroic deed to honor the memory of his dead brother.

PHYSIOLOGY

Martin Hall has a handsome devilish look on his face that makes him memorable. He takes great pride in his body, but is often shut down (and overshadowed) by Major Onyx, especially because of his short size.

Sex	Male
Age	27
Ethnicity	Caucasian
Heredity	British
Hair	Brown, ponytail and beard
Eyes	Brown, arrogant
Height	1,65 m
Weight	70 kg



SOCIOLOGY

Rider was one of many kids that were traumatized by war. He grew up to be a troublemaker and started consuming drugs from a very young age. He has a sarcastic sense of humour that's made him very popular between the troops, and he's always been a fan of partying. He knows everything there is to know about weapons, yet he lives at the shadow of his brother, a true hero.

Aliases	Rider.
Class	Middle
Occupation	Heavy weapons expert and mechanic.
Education	Received basic education from his parents. Learned about weapons at the age of 9 by joining a gang.
Home life	Although being a prodigy at fixing any mechanism, he was a disappointment to his parents as they compared him to his older brother, a decorated captain in the war, who lost his life in battle as a hero.
Love life	<ul style="list-style-type: none"> • No partners. • He made up a girlfriend that goes by Betty. • Heterosexual.
Place in community	<ul style="list-style-type: none"> • The popular guy in the army. • Rejected by his family.
Faction affiliations	<ul style="list-style-type: none"> • The Last Vanguard.
Interests	<ul style="list-style-type: none"> • Exuberant lifestyle: partying, alcohol, drugs. • Weapons. • Motorbikes. • Cooking.

PSICOLOGY	
Even with all the partying and drugs, the laughs, the cheers, Rider despises what he has become. Now that he's joined the army, he can't escape from the fact that he is a disappointment to his family and that he is unable to honour his brother. In the end, Rider is but a sad, lonely clown.	
Moral Standards	The world may ask for a hero but there are none left.
Ambitions	<ul style="list-style-type: none"> • Live up to his brother's name • Retire and start a family.
Frustrations	<ul style="list-style-type: none"> • Running out of booze. • Lack of freedom.
Temperament	Pessimistic.
Personality	Extrovert.
Attitude towards life	Resigned.
Abilities	<ul style="list-style-type: none"> • Marksmanship. • Combat training • Can fix any mechanism.
Qualities	<ul style="list-style-type: none"> • Resolute • Patient. • Coward • Insecure.
Main moral conflict	He doesn't trust enough in himself to honour his brother's memory.

6.2 MAIN ANTAGONISTS

Kurt Fischer

- **Type:** NPC, Boss.
- **Role:** The Mastermind's tool
- **Character Arc:**

Once a scientist that helped end the war, he is revealed to be the orchestrator of Sunder's downfall. His purpose is to break Rain and the other character's mind, using inhumane powers given by the goddess Xilas, with whom he made a deal months before the events of the game. He manipulates Onyx, her daughter, into killing the other soldiers and capture Rain.

Fischer will be killed in a final confrontation, either by Onyx who dies short thereafter or Mother Xilas, if Onyx is previously convinced to kill herself.

PHYSIOLOGY

At first glance, Dr. Kurt Fisher is an elegant, thin and poised older man that stands out between the majority of the new world's population. He compulsively takes care of his expensive clothes, hair and moustache. His eyes show he's been indoctrinated by the Grognor.

Sex	Male
Age	56
Ethnicity	Caucasian
Heredity	German
Hair	Grey, bald with moustache.
Eyes	Black, white aureole, arrogant.
Height	1,77 m
Weight	56 kg



SOCIOLOGY	
Fischer has always been a man of wealth, even in the wasteland. Many say he is obsessed with his work, the study of the Grognor, something quite dangerous indeed. Nonetheless, it was he who through science discovered much of their secrets during the war, from their behavioural patterns to their social structure.	
Aliases	Fisher, Doc
Class	Higher
Occupation	Scientist, Grognor scholar, Indoctrinated high priest.
Education	Best education possible from the greatest minds of the new world, the perfect student. PhD in biology and psychology.
Home life	His parents belonged to the high society and gave him everything he wanted. He was loved, but ever since he was a kid he didn't show and signs of reciprocity.
Love life	<ul style="list-style-type: none"> • Never married, spends time with hookers. • Heterosexual.
Place in community	<ul style="list-style-type: none"> • Scientific eminence. • Controversial political figure.
Faction affiliations	<ul style="list-style-type: none"> • The Last Vanguard. • The Grognor.
Interests	<ul style="list-style-type: none"> • Alcohol and cigarettes. • Study of the Grognor species. • Classic music and old-world culture. • Sexual torture.

PSICOLOGY

His appearance and manners are just a façade that fools everyone. He is as smart as he is cruel, a manipulative monster with psychopathic tendencies. He learns his enemies' fears and traumas, and exploits them. He is obsessed with the idea of transcending human life, as he hates what has become of it. To him, siding with the Grognor was the key to a higher power, one he can now use.

Moral Standards	<ul style="list-style-type: none"> • Human life is a waste of resources. • Brute strength is the new world's disease.
Ambitions	<ul style="list-style-type: none"> • Understand the Grognor and the secrets of the universe. • Transcend human life.
Frustrations	<ul style="list-style-type: none"> • Incompetence. • Liberal attitude. • The new society.
Temperament	<ul style="list-style-type: none"> • Poised. • Relaxed. • Pessimistic.
Personality	Ambivert. He rarely speaks with anyone he considers "inferior".
Attitude towards life	He is above everything. Everything he does is for his own benefit.
Abilities	<ul style="list-style-type: none"> • Psychic abilities. • Inhuman strength.
Qualities	<ul style="list-style-type: none"> • Unempathetic. • Cruel. • IQ of a genius. • Judgemental.
Main moral conflict	He is tired of the agonizing life in the wasteland and its people. He needs to become something beyond.

Mother Xilas

- **Type:** NPC, Optional Final Boss.
- **Role:** The Mastermind, Evil Incarnate.
- **Character Arc:**

Mother Xilas isn't mentioned in the story up until the final Act of the game, but her presence is felt from the very beginning. She is the catalyst for the state of the world, the one who sent the Grognor to Earth, the one responsible for the fall of Sunder and the indoctrination of its citizens. The story builds up for her appearance, and the ending of the game will be resolved in a final dialogue between Rain and her.

PHYSIOLOGY

Mother Xilas, a name given by her human adepts, stands as a colossal shadow born of nightmares. She is certainly a being from somewhere else deep in space, an ancient entity made of some form of thick and ever-morphing black liquid. She is grim and expressionless; her crown reaches the sky and gives her the look of royalty and divinity.

Sex	Female
Age	Unknown
Ethnicity	None
Heredity	None
Hair	Morphing crown, black
Eyes	Pitch Black, emotionless
Height	+ 100 m
Weight	Unknown.



SOCIOLOGY

She wanders for eternity in her realm, but her thoughts and desires travel all through the universe in search for a race to enslave, use as an army to destroy worlds and when they finally prove useless, annihilate from existence. Those that have felt her presence worship her as a Goddess, some as God of life and others as God of destruction. The difference lies in whether their minds are under her unwavering control or they've just seen the extent of her power.

Aliases	Mother, God, Deathbringer
Class	None.
Occupation	<ul style="list-style-type: none"> • Goddess • Conqueror and destroyer of worlds.
Education	None.
Home life	Unclear origin. It can't be said that she was born at all, she had always been there, wandering alone in no recognisable pattern.
Love life	None.
Place in community	<ul style="list-style-type: none"> • Goddess. • Worshipping icon.
Faction affiliations	The Grognor
Interests	<ul style="list-style-type: none"> • Enslaving other races. • Extinction of life.

PSICOLOGY

Her only goal is to destroy all life. Beyond that, there doesn't seem to be any other reason for her existence. There are things in the universe far too old and infinitely complex to be understood by the limited human mind. Mother Xilas existence and her reasons to do what she does is one of them.

Moral Standards	Life belongs only to her.
Ambitions	Destroy all life in the universe.
Frustrations	<ul style="list-style-type: none"> • Failure of her minions. • Rain's resistance to her powers.
Temperament	Calm.
Personality	None.
Attitude towards life	Her purpose is the only thing that matters and it will be accomplished.
Abilities	<ul style="list-style-type: none"> • Psychic powers. • Morphing capabilities. • Mind control. • Instigation of visions. • Spawning of minions through body parts. • Virtually immortal.
Qualities	<ul style="list-style-type: none"> • Cruel. • Emotionless. • Unempathetic.
Main moral conflict	Humans are proving far too difficult to eliminate.

7 GAME PLOT

The main plot-line of *The Lost Event* is split into five chapters: Prologue, Act 1, Act 2, Act 3 and Act 4. The next sections cover the main in-game events and decisions of each chapter.

Major decisions that give Bad Karma to the player are highlighted in **RED**, while major decisions that give Good Karma are highlighted in **BLUE**.

As this is a preview of the most important points of the storyline, it must be noted that these decisions are NOT the only source of Karma for the player in the game, but the ones that have a bigger impact in how the story progresses and the how other characters perceive the protagonist.

7.1 Prologue

Location: TLV Aircraft

Rain calmly wakes up in the lobby of a Last Vanguard aircraft, shaken by the transport turbulences. A young man standing in the room greets her, politely introducing himself as Walkie. Rain wonders why she was picked up so suddenly and what the mission is. Walkie says she'll get her answers on the meeting that's about to start.

Rain enters the conference room and sees Walkie Talking with Rider, introducing himself when she approaches them. At the other side of the room is Doctor Fischer and his assistant, but they don't notice her. The meeting starts when Major Onyx enters the scene.

Onyx describes situation and the mission: to investigate Sunder's situation and decipher an encrypted message that Heimdal received, accessing the Communications Centre of the facility. She doesn't agree with Rain, a Red Crow, joining in, but it seems she is actually more displeased with Doctor Fischer. Fischer walks up to her and takes over the meeting, reminding everyone they need to capture one Grognor alive. They later land on the surface ruins of Sunder.

Location: Sunder's Surface

Rider starts teasing Rain, which Andrej disapproves. They approach the cave where the entrance to the city lies but it's completely closed.

While Walkie tries to open the doors by hacking the panel, Rider challenges Rain to prove her shooting skills by using a few improvised targets. Onyx gets tired to wait and obliterates the targets in the blink of an eye with her gun. After that, the door finally opens.

As they delve deeper into the cave, Walkie tries to make friends with Rain, but she is unresponsive. Andrej seems to be distracted, looking directly at the ceiling more than once. Rider laughs at him, but Onyx seems worried.

As they find another locked door, Rain goes to check it out first. When she turns around, everyone is gone, and all she can hear is distant whispers calling her name. She turns back to reality again, and everyone is there looking at her perplex. They continue their path as the door was never unlocked, not before Fischer, strangely, asks Rain if she is ok.

Location: Inner Sunder

They finally reach the inner city, a ghost town. However, they end up finding a man in a wheelchair, whom they interrogate. The man tells them most of the people is in the mines, celebrating their arrival.

At that very moment, a Grognor falls right behind them, killing Fischer's assistant. The soldiers are quick to shoot but it's no use: they have been ambushed. They split in all the chaos as an endless army of Grognor pursues them, pushing Rain and Walkie down a cliff, into the abyss of the caves.

7.2 Act 1

Location: Depths

Rain wakes up with a concussion. Walkie is with her, but they are separated as Rain fell into a much lower platform of rock. While Walkie's path seems to be safe, Rain finds herself in a completely dark tunnel, perfect for an ambush. The boy is completely scared. Also, a severe headache is starting to affect him deeply.

The player gets the choice to either:

- Tell him to wait there until Rain finds a way to get to him.
- Convince Walkie to continue on his own.

Either way, Walkie gives Rain a Medikit so she can heal her wounds, making her way through the cave afterwards, still listening whispers calling her name.

Reaching a dead end to the intricate system of tunnels, Rain finds a broken elevator with corpses from very long ago. One of them carry the Magnetic Rope, an item she can use to reach Walkie's path. As she walks back her steps the Grognor finally appear, but she manages to kill them.

Independently of the player's previous decision with Walkie, he will no longer be where Rain talked to him. As more Grognor appear, she reaches an abandoned mineshaft where Walkie is hiding. She finds him muttering to himself in a corner and wakes him up.

Walkie confesses he's been having headaches ever since they entered the city, and that he can sometimes feel like something is crawling inside his skin. He promises he will try to do better. Rain dismisses him and continue the path together.

After roaming the mineshaft for a while, Rain sees Doctor Fischer walking down a hallway. Walkie disappears, and the whispers get louder. When Rain sees Fischer again a Grognor attacks her from the back, but Walkie is just in time to kill the beast and save her.

Location: Inner Sunder

They finally reach the city again, where Walkie can use his holographic map to find the spot the team agreed to meet in case they split up. After fighting a gigantic Grognor, they arrive to a safehouse where Onyx is waiting covered in blood, surrounded by dozens of Grognor corpses. She reveals Fischer was killed.

As Andrej and Rider are still missing, Onyx settles on going to look for Andrej while Rain does the same for Rider. Onyx is angry at Walkie for not acting like a soldier, but Walkie promises to do better. Rain can then talk to him to learn about his story and the same with Onyx, even though she doesn't say much herself. Walkie decides to stay in the safe house while he acts as a guide to both Rain and Onyx through the radio.

After exploring a city filled with piles of corpses, most of them human, Rain reaches Rider entrenched over a bridge where he shoots everything that comes in her way, not even recognizing Rain. When Rain finally gets to him, he sees he's high on some kind of drug that augmented his aggressivity. After Rider is calmed down, they make their way back to the safe house. Out of nowhere, a huge building right before them starts to fall down, and they are both knocked down.

Rain wakes up in an hallucination, by a faceless man who accuses her of murder. Rain enters in a panic, for she knows this man is his dead father. Soon the faceless mangled bodies of her dead brothers join him, moving through the walls as if they were Grognor. As she is crawling for her life, her brothers start changing into actual Grognors, and the vision of her father starts sounding just like Fischer, who now knows Rain's greatest fear. The distorted figure of her father is getting closer and closer, and while now it seems it's changing into Rider, Rain takes out her gun.

The player gets the choice to either:

- Wait until the distorted figure reaches her.
- Take the shot.

Rain faints after this horrible event, waking up minutes after at the safe house.

If the player took the shot, Rider will be standing next to Rain pointing a gun at her. If the player waited, he'll be sitting across the room.

Walkie is also in the room. Rider will ask about what got to her before, as she looked completely terrified. They all notice they've been having strange visions and feelings the moment they stepped on Sunder, but not as aggressive as Rain's. From that moment they realize these Grognor are different, or perhaps it's the city itself that's hunting their mind. Rider noticed Rain saw someone from her past, but she makes no further comment. She doesn't say anything about Fischer either.

Walkie checks on Onyx to see where she is. She confirms she's following Andrej's trail. She believes Andrej is trying to complete the mission by heading to the Communications Centre taking the railway of the mines.

As Rider has been traumatized for what he's seen and refuses to move, Rain will then leave to find Onyx and Andrej, making her way to the railway station.

7.3 Act 2

Location: Salt Mines

Rain goes through the tunnels of the mines and reaches the Communications Centre, but the kart can't stop there since it seems someone destroyed the control panel of the station. Walkie confirms there's another way to the facility by taking a kart from the Mines of salt of the city. He checks on Onyx but there seems to be no answer. They trust she also went to the mines.

As the strange man in a wheelchair said when they first entered the city, the missing citizens of Sunder are in the Mines. Rain finds some of them working the pickaxe and the machinery. They have no reaction whatsoever to any action she does: they are completely focused on their job. Rider says that might be what happens if Sunder takes control of your head, referring to their hallucinations.

Rain then finds the Armor Frame, a devise used by the miners of Sunder to work faster and with greater strength. She takes it to herself.

Rain ends up having to fight a bunch of Grognor through the mines when suddenly one of the workers, a young woman, attacks her. She notices his eyes have changed, now being black with a white iris. Rain is forced to kill the woman, something Rider condemns. Rain says that person didn't seem human anymore.

At one point, she hears someone shooting in the distance. Rain sees Andrej and Onyx defending themselves from Grognor and workers alike. Walkie starts losing the signal, disappearing from the radio. Rain finally reaches Andrej, now in the ground, dead and disfigured. Onyx appears behind her, expressionless, and sits beside the corpse. Onyx starts caressing the remains of his comrade in disturbing fashion. She kisses the falling meat of his face when suddenly the faceless figure of Rain's father attacks her. It was a hallucination all along. They fight, and when the apparition is defeated, Rain reveals that is indeed her father.

As the nightmare disappears, Walkie reappears in the radio. He now knows Rain is having visions of her father. Rain wonders whether she actually saw Onyx and Andrej before everything turned so macabre. Walkie confirms it was, as he managed to pick up Onyx's signal. He also warns Rain that Onyx turned off her radio on purpose. Something is wrong.

Rain catches up to Onyx and Andrej, but she doesn't reveal herself to them yet. He observes the both of them interacting with each other and find out they are lovers. Rider is shocked, as he knows Andrej has a wife and son. Even though Rain can't hear them properly, it's clear Onyx is scared of something.

Rain follows them to the second railway station that will take them to the Coms Centre. She only finds Andrej. Andrej says the Major went to a deeper part of the Mines, saying that she found out Fischer is still alive captive. They both take the kart to the Communications Centre to decipher the encrypted message. The ambient is very tense.

7.4 Act 3

Location: Communications Centre

The Communications Centre's power has been shut down, so they'll need to activate it again so they can access the command room, where the message had been sent to begin with. Walkie says he and Rider could join them if they fix the control panel of the station that connects the main city with the facility. Andrej goes to reactivate the power source of the facility while Rain makes her way to the railway station.

With the help of Walkie through the radio, Rain manages to reactivate the station and waits for her companions to come. Andrej reactivates the power shortly after, allowing many of the doors of facility to open, creating a path to the command room.

A horde of workers with black eyes attacks the trio. Rider tells Rain not to shoot them, out of pity. Andrej says otherwise. The player can then decide:

- [Escape and run to the command room.](#)
- [Shoot the workers.](#)

In any way, they finally reach the command room and decipher the message. Andrej steps back. The message contains a series of video diaries of one of the workers that attack them earlier, previous to her transformation. It is revealed that the miners found a Grognor hive under the main city. They contacted Heimdal and Fischer was sent to investigate the problem. Fischer then came in contact with some kind of "demon", worse than the Grognor, that made him ally with the the aliens. He manipulated the city into awakening the Grognor hive, unleashing the events of Sunder. Fischer is behind everything.

Immediately Rider questions Andrej on whether Onyx knew about this. Andrej then betrays them, revealing himself as a double agent.

Rider, Walkie and Rain are trapped and the Grognor start surrounding them. As a last resort, Rain tries to contact the Last Vanguard asking for help and warning them of what they've found out. Nobody answers.

As they accept their fate, Heimdal answers the distress call, helping them escape after they confront him about The Last Vanguard integrity.

Walkie and Rider travel back to the inner city in search for Andrej, while Rain goes in search for Major Onyx in the depths of the mines.

Location: The temple

The mines lead Rain into what seems to be a temple in construction, with both Grognor and black eyed-citizens of Sunder working on it. They become aggressive the moment they notice her, so this time she has no choice but to kill the humans as well.

In the deepest chamber of the Temple, she finds an unconscious Major Onyx, imprisoned. As she wakes her up and frees her, Onyx warns that Fischer is a threat, and that she must kill him. She also rigged the whole temple with explosives.

Fischer reveals himself as both women start shivering in pain, fruit of Fischer's new powers. He reveals Sunder is now under God's control and that its citizens are the "indoctrinated". He also reveals Onyx is her biological daughter, the reason she had been chasing him all this time, as he had "shown" her in one of her hallucinations.

Fisher immobilizes Rain while she watches how Fischer "indoctrinates" Onyx, sticking his hands inside her head. Even though she's able to resist the full extent of his power, Onyx has his father directly connected to his brain.

Rain and Onyx then fight each other, but the latter manages to break free of her mind control before striking the killing blow. As they flee the place, they activate the explosives burying the whole temple.

On their way back trough the railway, Onyx is at her lowest point, so much so she tells Rain about her tragic life story. Rain can then choose between:

- **Sympathize with her and tell her own story.**
- **Be indifferent, letting Onyx sink in her own suffering.**

Location: Inner Sunder

Walkie comes in the radio, telling Rain they have Andrej surrounded, who's entrenched himself in a bridge. Rider says he's found a weapon mod for Rain's gun, inviting her to join him before confronting Andrej. Onyx doesn't believe he's a traitor, and she orders them to let her speak with him first. Walkie and Rider don't recognize their Major.

Andrej has set traps all over the bridge. Onyx and Rain get to him first, and right before Rain can kill him, Onyx violently knocks her down, like an animal. Andrej manages to convince her lover that they're the ones that betrayed them. Onyx and Rain fight again, but the protagonist is quickly overpowered.

Walkie and Rider get to them in time, and in the breaking shootout the bridge starts to fall. To save himself, Andrej pushes Onyx off the, falling into the abyss of the cave. A small tear falls down his cheek.

Rider, Walkie and Rain have their final confrontation with Andrej. He tries to manipulate Rain, saying there's a chance of escaping the horrors of the wasteland in space, with the right amount of money. He offers Rain a chance to come with him if she helps him escape.

If Rain sides with Rider and Walkie:

- Andrej becomes hostile. Boss battle begins.
- Rain kills Andrej.

The crossfire of the battle got Walkie shot in the gut, and he now has just minutes to live. As the Grognor start coming in hordes, they run to the surface for a chance to survive. Rider sacrifices himself to save Rain's and Walkie's life, dying as a hero.

If Rain sides with Andrej:

- Rider becomes hostile. Boss battle begins.
- Andrej survives and Rain kills Rider.
- The crossfire of the battle got Walkie shot in the gut, and he now has just minutes to live. As the Grognor start coming in hordes, they run to the surface for

a chance to survive. Andrej leaves Rain and Walkie behind, saving himself first. Just meters before touching the surface's light, Walkie dies in Rain's arms.

As Walkie breathes his last, Fischer makes Rain remember how she killed her own family through a vision, playing with the irony of what just happened.

Rain, who has the chance to run from her demons once again, leaving Sunder, decides to enter the city once again to confront Fischer and destroy the Grognor hive that started it all.

7.5 Act 4

Location: Depths

After collecting a whole bag of explosives in the safe house of the city, Rain descends into the abyssal parts of Sunder once more, this time with care. Fischer is in her head, taunting her. The whispers that precede her hallucinations appear once more.

Fischer guides her to a dark hole, a pit, where her destiny resides.

Location: The Pit

As Rain gets closer to the Hive, Fischer starts telling her what he has learnt about the Grognor, their true role in all this. He reveals they work for a superior mind, that which showed him his true path, the way to overcome the limits of human condition.

He offers Rain the same for her. In return, she would be part of the sacred army of "Mother Xilas", who would burn the rotting corpse that Earth has become.

Location: The Hive

Rain finds out the citizens of Sunder were also been used as food for newborn Grognors. The horrors she sees there are matched by the quantity of Grognor that lurk the place. While she starts setting the explosives in different points of the cave, Rain does what she does best: killing Grognor.

She finally finds Fisher, right at the end of the hive. He is praying a what seems to be a portal to a different world. That's where Mother Xilas resides.

Fisher then calls for her daughter, now a broken shell of her former self. Rain fights her one last time, and even though she is still a fair match, Onyx is way to weak to overpower Rain.

Rain appeals to what's left of Onyx's humanity, compelling her to fight the influence of her father. In their final dialogue, Rain can defeat Onyx in two ways:

If she convinces her that she is free to decide, reminding her who she is:

- Onyx regains her sanity, but passes out of her wounds.
- Fisher becomes hostile. Boss battle begins.

Fisher overpowers Rain, bringing her to the brink of death, but Major Onyx saves her life by stabbing him through the heart, finally killing him.

Ultimately, Onyx bleeds to death, not before thanking Rain for protecting her squamates. She dies without knowing they are all dead.

If she is convinced to kill herself:

- Onyx shoots herself in the head.
- Fisher becomes hostile. Boss battle begins.

Fisher overpowers Rain, bringing her to the brink of death, but then a godly voice comes out of Onyx's corpse, saying Fisher is no longer needed. It is Mother Xilas.

As she already has influence in Fisher's mind, Xilas brutally murders the villain without even showing herself.

Speaking through the corpse of either daughter or father, Mother Xilas invites Rain to cross the portal and talk to her, as a reward for being the last surviving human of Sunder.

Location: The Beyond

Rain crosses the portal and meets the monstrous Mother Xilas. Xilas is intrigued by humans, asking Rain all sorts of weird questions about her species. Rain can either change the subject or play along, but either way Xilas will end up asking her personal questions, surprised of how many of her children she has killed and how far she has come.

Depending on the player's Karma, one of the following endings will be played.

GOOD ENDING:

Xilas is merciful towards Rain, granting her death with no one to remember her. Rain then fights the cosmic monster.

Although she wins the fight by exploding one of the charges in Xilas's face, she then starts to recompose out of a puddle of black goo. She quickly goes back to the portal, now closing, so she can explode all the charges she planted in the hive at once. She doesn't cross the portal though, because she has decided to die right there, forgotten by the world. Xilas, now regenerated, grabs Rain and screams into her face.

Rain sets off the charges, including the last one on her bag.

Days after, hundreds of soldiers from The Last Vanguard enter Sunder, killing every Grognor and indoctrinated human they encounter. As they reach the hive, one of them finds three corpses. He immediately corrects himself, for one of them, the Red Raven, is still breathing.

BAD ENDING:

Xilas takes control of Rain becoming her harbinger, the leader of a new army of indoctrinated humans unbothered by the pain of the past, focused on the eternal crusade of extinguishing all life in the name of Mother Xilas.

Sometime after, Rain is walking to the exit of the city in the surface. She finds the body of Walkie and takes it with her out in the light, dragging him as the world taints red. Her eyes are black, with a white aureole.

8 GAME INTRODUCTION

This final section covers the introductory cinematic of the game. The cinematic showcases the basic lore of the game to the player, setting the world of fiction and briefly teasing the main conflict of the story.

Set days before the game takes place, an old wandering storyteller tells four children from the city of Sunder the tale about the war of humanity against the Grognor and the birth of The Last Vanguard. Before he leaves, a curious girl asks him about the Red Ravens, an introduction to the legend that precedes the reputation of the main game's protagonist.

The next pages contain the full draft of the script.

THE LOST EVENT: SUNDER
INTRO CINEMATIC

EXT. SUNDER'S SURFACE CAMP - NIGHT

Year 2046, three days before the events of the game. Set in the snowy fields of Norway, in the ruins of a small town. A one-eyed old man, the STORYTELLER (60), sits with a group of four little kids, around a fireplace. The oldest, a girl (FREYA), is no older than 8 years.

STORYTELLER

I'm afraid it's getting late, children.
You better get back inside before the
wolves awaken.

FREYA

(with excitement)

Master... could you tell us about the
war? Our parents won't tell us anything
about it. We are not even allowed to
ask!

STORYTELLER

Perhaps your parents are trying to
protect you. You are lucky you were
born after it was over, I tell you.

The STORYTELLER pauses briefly. His face suddenly changes, reminiscing about darker times. The kids notice this, the silence rules the moment.

STORYTELLER (cont'd)

You kids want to know about the war?

(The kids look at
each other. They all
nod.)

Well then... My job is to tell the
story of this world, and so you will
hear it.

The STORYTELLER stands up from his seat, and begins to walk around the children, articulating every word he says, acting them out.

STORYTELLER (cont'd)

It was twenty-four years ago that THEY
fell from the sky. The Grognor, beasts
born out of sin, send from the void of
space as punishment for the ways of the
old world.

(MORE)

STORYTELLER (cont'd)

Empires quickly fell, men of power failed to use their filthy money to counterattack and the great cities with hundreds of towers of glass fell apart, leaving deserts of concrete and the bodies of the fallen as carrion. Many were the ones who hid under the surface of the world, building the cities we know today, such as the one you live in, children.

All the children are in awe, captivated by the images that the old man speaks.

STORYTELLER (cont'd)

Oh, but there were many who would not surrender. The heroes of this era, the ones who struck back stayed on the surface, longing for a chance to end the war. Alas, the monsters were one too many, and for every slayed beast a hundred more would come. For years the world stayed in silence, plotting the downfall of our executioner.

KID

(Promptly interrupts)

How did they win then, master?

STORYTELLER

They did what their predecessors failed at time and time again: they united. Every small force of the continent united with one single goal.

FREYA

The Last Vanguard!

Here, the STORYTELLER's tone becomes even more exaggerated, as if he were preaching.

STORYTELLER

The Last Vanguard. They hardened humanities future by building a shield around our world, preventing more invaders to come. The greatest minds the old world could offer and the most cunning warriors the new world had created, together. They became our protectors.

(MORE)

STORYTELLER (cont'd)

The true war had just started and with their combined strength, then, it became just a matter of cleansing.

The old man recomposes himself, and calmly sits again.

STORYTELLER (cont'd)

(whispering)

Now children, I must ask you to come closer, for one final story.

As they come closer to him without a word uttered, the children look enchanted by his words. The fire burns more brightly as the wind blows heavier.

STORYTELLER (cont'd)

Even though humans have started to rebuild, the conflict may not have reached its end. Until the embers of war have been cleansed, those that were molded by its fire may not be done just yet. Now you must go, young ones. I will come back next month with new stories.

CUT TO:

Same location. Each child gives a small bag, the size of a pocket, to the STORYTELLER, who is packing his things and will be making his way soon. They all enter the cave behind the camp. FREYA is the last one to go.

FREYA

Master STORYTELLER, I only have this much salt left, but could you please answer me one last question?

STORYTELLER

You have stayed longer than the rest and listened well, you and your brothers. What is it?

FREYA

The ones that were molded by fire. You were talking about the Red Ravens, right?

The STORYTELLER face seems genuinely surprised.

STORYTELLER

Well, very good. Little one, what do you know about that name?

FREYA

I think they are hunters, like my uncle, but they kill the monsters that are left in the world. That's what you meant, right?

STORYTELLER

(dubious)

Hunters... They might have shared victory with the heroes, but they are the lingering warriors.

The STORYTELLER looks down the snowy path at his side, where the ruins of the old town lay.

CUT TO:

EXT. SUNDER'S SURFACE CAMP - AFTERNOON

The scene suddenly changes. It is a vision. From the ruins of the town emerges a shadow, a silhouette bathing in the light of the falling sun. As this figure advances towards the camera, the world begins to taint red. It's dragging something across the floor, a mangled body from something not from this world.

STORYTELLER

Omens of evil. Wherever they walk, death follows. For in the heart of men, how could a war that is not understood ever end?

BACK TO:

EXT. SUNDER'S SURFACE CAMP - NIGHT

We come back to the initial scene. The STORYTELLER seems concerned.

STORYTELLER

What's your name?

FREYA

Freya, master.

STORYTELLER

Freya, if you ever meet one of them, don't get close, don't say a word, and don't invite them to your home. The city of Sunder has been good to me, so I don't want you to get hurt. Understand?

FREYA

Yes, master. Here.

(FREYA gives him the
bag of salt)

Are you sure you'll be safe leaving
now? The wolves are already awake.

STORYTELLER

(smiling)

You are a smart girl, little FREYA. I
hope you take good care of your
brothers. Perhaps I will see you next
month.

The camera focuses on the entrance to the cave, as little
FREYA enters. The STORYTELLER is leaving in the opposite
direction.

MATCH CUT TO:

EXT. SUNDER'S CAVE ENTRANCE - DAY

There has been a quick transition between day and night. The
camera pans slowly to the front of the cave. As it's getting
progressively closer, the sound of an emergency alarm can be
heard in the distance.

The camera finally stops when the screen is filled with the dark
void of the cave. A distorted unknown voice speaks from it. It's
the game's protagonist, RAIN (46).

???

(choppy, anxious)

This is the underground city of
Sunder. There has been an--- I repa---
Sunder to Vangua--- Answer you fuck---!
This is Duke to Vanguard. Can anybody
hear me?
Please!