

I think it means an Origin= a God. And domain = a magical school, like illusions or fire
09:16

So it's ask you to make up a deity and describe the magical powers it has and can give to the player

1. Create an Origin with domain over a power, concept, or energy source such as an emotional, physical, or magical energy. Describe the Origin in detail, including their name, physical appearance, history, relationships, personality, and motivations.

1. Maximum of 1000 words.

Creative Direction Notes

- High fantasy Pantheonpunk world inspired by Greek Pantheon Mythology.
- Punk is our northstar and influences our narrative storytelling, visual style, and musical themes.
- Punk ideology revolves around rebellion, anti-authoritarianism, and aversion to the norm.
- We're inspired by Hades and Cyberpunk Edgerunners. Our themes are cute and edgy. We don't shy away from sexual themes or violence, but we don't depict realistic gore or horror.

Backstory and Setting Notes

- The game takes place on world called Primorden (Primordial Eden).
- In this universe, deities or gods known as "Origins" exist, such as the Origin of Creation (Bytos), Origin of Ether (Æthlena), Origin of Life (Fei), Origin of Undeath (Lazira), Origin of Corruption (Fiahmut). Inspired by Greek Mythology, each Origin holds domain over a specific power or energy in the universe.
- Origins can be viewed as Corporations or Mafia Families. They are caught in a constant power struggle against one another.
- Origin morality is ambiguous. Good and evil characters possess nuances that make them more profound and interesting.
- In the universe of Primorden, the energy of Origins power all things. Origins can bestow their power or beings can learn to manipulate or control their energy. This would be known as Magic.
- Alternatively, beings can create tools or equipment that allow them to harness Origin energy. This would be known as Technology.
- In this sense, the world has both Magic and Technology, which is why we have settled on our genre of "Pantheonpunk". Similar to Cyberpunk or Steampunk, technology exists to harness and utilize energy of Origins, but this exists alongside Magic which can be bestowed or learned.
- Unlike Steampunk (steam) or Cyberpunk (cybernetics), Pantheonpunk has a pantheon of deities with a multitude of powers, resulting in a vast quantity of potential magics and technologies.
- Players are beings known as the Fallen, that have fallen onto the world of Primorden through a tear in the fabric of space and time (a remnant of a battle between 2 powerful Origins), and they have arrived from an alternate universe.
- Fallen must now learn to survive and thrive in this new world they now find themselves in, each being pulled and controlled by Origins seeking to sway their actions to suit their needs. Will players align or rebel against the influence of Origins?
- Origins are able to bestow powers onto the Fallen that follow them and show their loyalty.

HISTORY

In the tumultuous tapestry of Primorden, Before becoming an origin, NAME was an enthusiastic baby girl full of love and joy for the world. On the day of her monstrous death, she became energy capable of exploring the world and space, non-stopping her joy for the world's beauty.

She became capable of healing flowers and animals directly or indirectly, through communication with the fallen.

Everything changed the day she met Fiahmut, who showed her the way she died.

From that moment, she started absorbing all the fears and the evil of the world, growing its power day after day through the constant energy that she absorbed.

She became the FEAR's Origin.

NAME's arrival marked a turning point in the power dynamics of the Primorden world.

Through an intricate web of alliances and rivalries, playing a pivotal role in shaping the destiny of beings caught in the crossfire, NAME's history is a tale of cunning maneuvers and unpredictable alliances, always ensuring to stand at the center of cosmic conflicts.

And being FEAR one of the greatest control methods, the Fear'sOrigin started to conquer space in the sky.

MOTIVATIONS:

Origins seek to perpetuate chaos and discord as a means to maintain their relevance and power. They believe that in the crucible of conflict, the true potential of beings and civilizations is revealed. NAME opposes the notion of order imposed by any single Origin, viewing it as a threat to the vibrant chaos that fuels the essence of Primorden.

In this world, she was seeking a way to maintain the actual balance between Evil and Good, to keep gaining power and to keep changing and affecting people's minds, is it either for fun, for the fights against the other Origins, or... more.

PERSONALITY:

NAME embodies the punk ethos with a rebellious spirit that rejects conformity and embraces the anarchic beauty of discord. She's charismatic and persuasive, possessing an uncanny ability to exploit the fractures within alliances, thanks to her powers.

The Discordant Dynamo revels in the unpredictability of their actions, finding joy in upsetting the carefully orchestrated plans of other Origins.

While chaotic and unpredictable, NAME is not without a sense of strategy. Her actions are driven by a deep-seated desire to keep the cosmic stage in perpetual upheaval, and chaos, preventing any single Origin from gaining uncontested dominance. She views herself as the disruptor of stagnation, ensuring that the dance of cosmic conflict never settles into a monotonous rhythm where the balance that best suits her desire strikes.

PHYSICAL APPEARANCE:

Vexalis manifests as a being of fear, it can be seen only through mirrors and never directly, since its appearance in the shadow form automatically takes out the light, falling in the environment's darknesses, including artificial lights, and magic.

Vexalis can appear also in Human and Energy forms:

Every human that contracted with her and/or those who were taken from her is now on a

transfer spell for her to use.

RELATIONSHIPS:

Vexalis shares complex relationships with other Origins, often playing both sides of conflicts to maintain a balance of power. She's known for the temporary alliances with Origins of Corruption to sow chaos and then pivot to collaborate with Origins of Creation to restore order. The relationships are transactional, guided by the pursuit of perpetual discord rather than loyalty or camaraderie.

Among the Fallen, Vexalis is both feared and revered:

Some Fallen, drawn to the thrill of chaos, willingly align with her, seeking the power to manipulate conflict for personal gain. Others resist Vexalis' influence, recognizing either the destructive nature of their domain and the havoc it wreaks on the fabric of Primorden or playing with one of the biggest motivators for people.

LEGACY:

Vexalis' legacy is etched in Primorden as the agent of discord, forever influencing the destiny of civilizations and individuals alike.

The scars of her chaotic actions act as testaments to the relentless pursuit of anarchy in a universe ruled by conflicting energies.

Fallen who align with Vexalis carry the spark of rebellion within them but are also drawn by either the absence of fear or their deepest fears...

Their actions, guided by the chaotic energy bestowed upon them, echo the unpredictable game of Fear... Whether hailed as liberators or condemned as troublemakers, those touched by Vexalis become living embodiments of the eternal struggle against cosmic order.

Of the eternal struggle against ourselves.

Of the eternal struggle against good and evil.

Explication and random notes:

The idea behind this is that Vexalis represents the decline of a good person (a child when she died) into what we use to consider evil.

But, in-game, thanks to the choices that Vexalis will give to players, either take away or amplify peoples' fears, she'll move into at least 2 (or more, why not?) directions the Fallen and the NPCs.

This is meant for players to have in-game choices regarding the story, choices that'll affect also the environment (NPCs), and, thanks to the final reveal of Vexalis in one of the finals, how good can become evil and vice-versa and how much good and evil depends on the eye we're looking them from.

VEXALIS FINAL

(One of the finals, for sure not yet ready nor clear on how to get here)

The Fallen (the player) choices, despite the fear, the powers, and the contagion of the Shadows' world, had the strength to follow and perform good actions, using its power of amplifying or taking away fears to encourage others to defeat their demons, masters, worries, Origins, etc...

This will help Vexalis to slowly reacquire contact with the truth, finding out that Fiahmut lied,

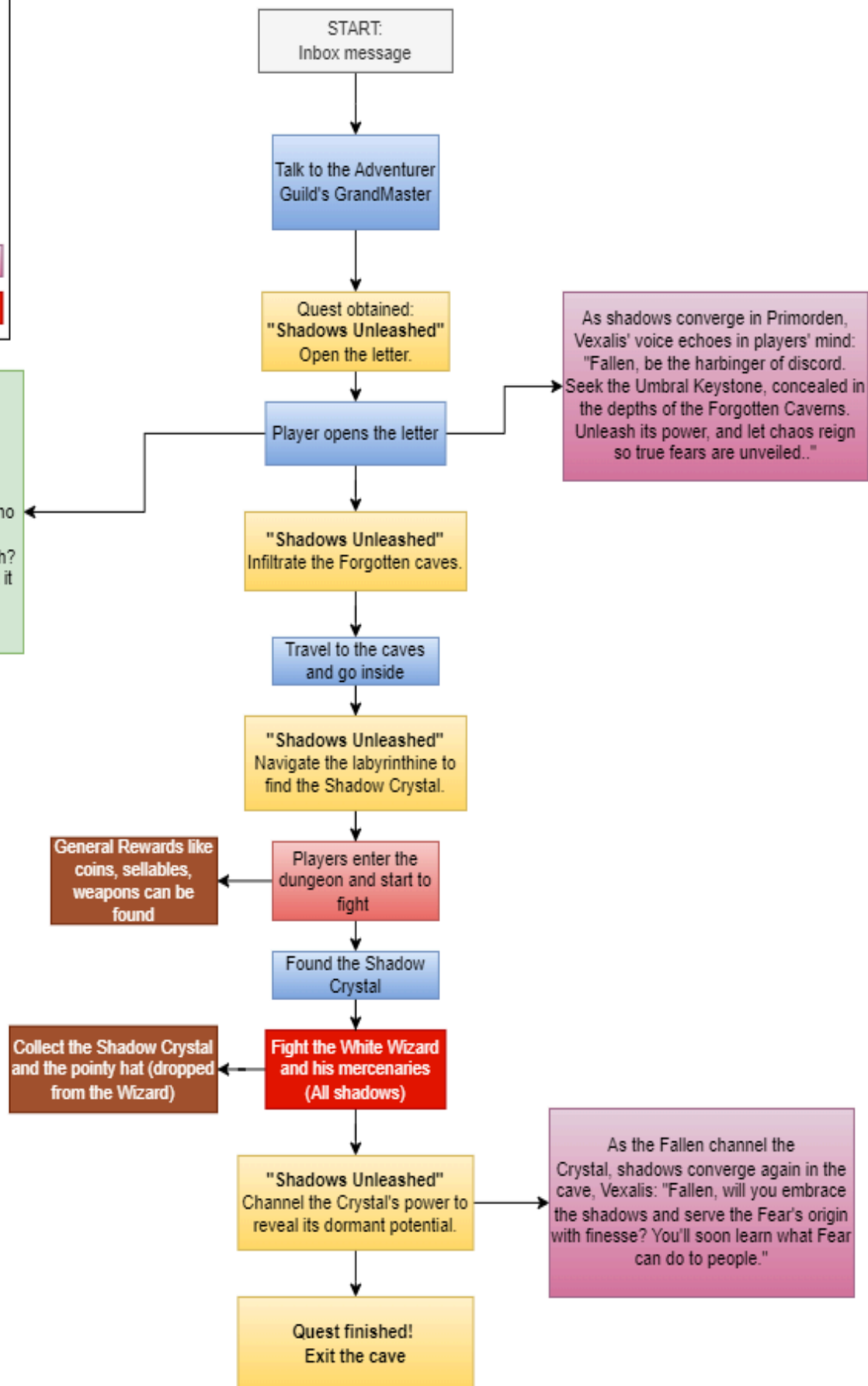
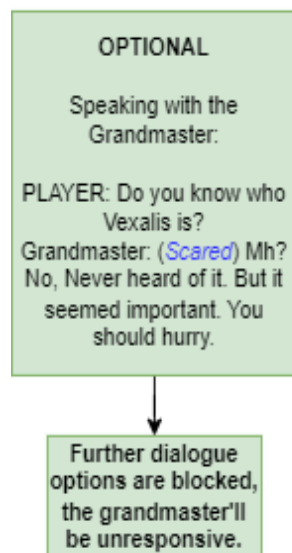
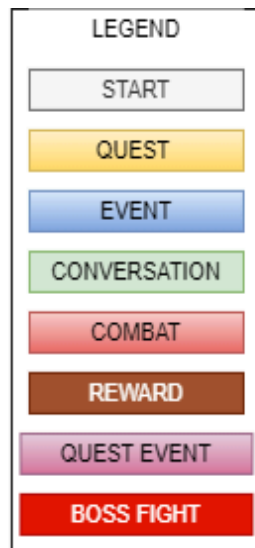
showing her a false story regarding their parents' death: The truth is that he killed them since he was worried about the power that the possessors of the Fear Origin had.

For legacy, Vexalis became the origin, finding out that their parents were protecting such a power.

Fiahmut had no idea that Origins' protectors would descend from parent to child since this was the first time that an Origin had such power to have an actual child.

Finding out the truth about her life, she slowly started to regain control of herself, ending in a fight against an entity that released her body once her mind was cleared: The final battle will be against the Fear of the Fear's Origin.

Quest: Shadows Unleashed



Item: Write an in-game item description for a resource, consumable, or piece of equipment that is inspired by the Origin. Describe the item, it's purpose, and Origin influence.

1. Maximum of 25 words.

“Shadow Crystal”

A Crystal of an unknown material: Required to see and materialize the fears' shadows. Allows Fallen to fight and/or control them.

Skill: Write an in-game skill description for a playable class that is inspired by the Origin. Describe the skill, it's purpose, and Origin influence. Include actual in-game affects (think League of Legends character skill tooltips).

1. Maximum of 30 words.

Class: Shadow Weaver (Mage)

This class gives access to Shadow and Magic control.

Skill: Umbral Veil

Description: Envelops the caster in an ethereal cloak, weaving shadows to create invisibility.

Origin Influence: Embrace your fear to move unseen, embodying the fear's essence.

Effects: Grants temporary invisibility, allowing the Shadowweaver to navigate unnoticed.
% Bonus to health/mana Regen.