

## Setting

## Story

Marketing Description

Internal Lore

Blurbs

## Characters

## Items

Glove

Hat

Friendship Bracelet

Judgement Tarot Card

Mixtape

Moth Keychain

Canteen

## Setting

The player finds themselves in a nighttime forest that contains their friend's items as well as moths and larvae that attack the player. This forest is in fact purgatory, and it resets itself (and the player's memory) when the player has gathered all of their friend's items and triggered their memory of what happened and why they're here. The moths are part of the player's self-inflicted punishment, attacking the player due to their guilt over leaving their friend in the forest to die. By (purgatory) rearranging the forest environment each time the player plays, the player is thrown off kilter and allowed to have a new experience.

## Story

### Marketing Description:

You went into the forest with a friend, but now you're finding their things scattered throughout the woods and they're nowhere in sight. Defend yourself against creatures of the night and build fires to light your way through this forbidding landscape.

### Internal Lore:

In another lifetime you and a friend went into the forest near your neighborhood one night to do what teens do, build a fire and mess around with something spooky. Bundled up against the impending cold, the night was off to a great start as the two of you did tarot readings with your friend's deck and told scary stories. The only thing that bothered you were the moths attracted to the light of the fire. But then they heard a noise in the woods and went off without you, looking for adventure amongst dark trees in the cold. Before you knew it, they disappeared.

It felt like you looked for them for hours, but you were scared and shivering and didn't know if you'd ever make it to them, wherever they had gone. You called out to them again and again but never heard a response. Each time you found something of theirs you felt a rush of hope, but then you'd walk in circles and lose whatever trail you thought you'd found. Without a flashlight you had to build more fires with the brush around you just to see where you were going, but that attracted even more moths. You started to hate moths. And then, fearing for your own safety, you made the choice to leave them behind.

But now you've woken up in this forest that seems familiar but isn't, and you're finding the items you thought you'd taken with you when you left- did you leave? Did you make it out of the forest that swallowed your friend whole? Or will you never be done searching for the friend you abandoned to the quiet and the moths? The moths that are now... a lot bigger.

What you don't know is that you're in purgatory, having died never absolving yourself of leaving your friend behind that fateful night. Now you're trapped, doomed to relive your search

over and over again, gathering your friend's things and realizing what's happening just before you forget and start anew, in woods that are not the same, no matter how familiar they seem.

### Story Blurbs:

#### *Opening/Ending:*

- These woods feel familiar, but nothing is where I expect it to be. It's hard to think. Was I looking for someone?
- If I was, I can't leave them. Or at least *I have to find the things they've left behind.*

#### *After Finding All Items:*

- With that last item your memories slot into place. What feels like eons ago you lost them in this forest and left them behind.
- But somehow you found yourself back in the forest with your guilt consuming you and you knew you had to find them.
- You had some tools to protect against the ominous dark but all you found were their things scattered throughout the trees.
- And as the moths and larvae bled from the dark, you knew you were doomed to repeat this cycle.
- You've done this before, and you'll do this again, until you've finally assuaged your guilt.

## Characters

### Main character (Quinn)

1. Who they are: The player character, a teen who followed their best friend along for adventure and now must wrestle with the consequences of the night.
2. What is their personality like: A little more timid and introverted, a little less adventurous, but eager to hang out and do the cool typical teenager stuff. More of a follower, as long as they feel safer with who they're with. Their night alone in the woods after their friend was lost (or taken?) has given them a fear of the dark and, incidentally, the moths that surrounded their fire.
3. How do they relate to other characters: They're devoted to their friend, hence facing their fears to go into a dark forest in the middle of the night just to hang out. Without their friend by their side, however, they'll have lost their courage to do much else but find their friend and leave. The moths (if they can be considered characters) are representative of the blame they feel towards their friend and themselves which is why they attack the player.
4. Strengths and Weaknesses:
  - a. *Strengths:* Thoughtful, dedication, hope
  - b. *Weaknesses:* Cowardice, unforgiving, Anxiety
5. Motivating goals: Their best friend has disappeared and they can't leave them in the forest again! However, the main goal is that they must reconcile their feeling of guilt and

responsibility for their friend's disappearance with the blame they feel towards their friend for leaving them behind.

## Lost Friend (Gale)

1. Who they are: The player character's best friend, always ready for adventure. However, they disappear in the woods mysteriously after investigating a strange noise.
2. What is their personality like: Extroverted and likable, the PC's friend has a knack for getting their friends to go along with whatever crazy scheme they come up with. They're also interested in the spooky and somewhat occult, getting interested in ouija boards and tarot cards.
3. How do they relate to other characters: As the leader of the two friends, they initiate their night in the woods by convincing their friend to come with them. Not necessarily aware of the important role they play (and the psychological damage this will inflict) in their friend's life, they think nothing of running off after whatever weird noise they heard beyond the treeline, away from the fire and gathered moths. However, whatever they ran off after kept them there. Was it something within the forest? Or was it the forest itself?
4. Strengths and Weaknesses:
  - a. *Strengths:* Courageous, adventurous, gregarious
  - b. *Weaknesses:* Flighty, self-centered, no self-preservation
5. Motivating goals: Their interest in the occult led to them buying their own deck and proposing that the two of them go into the woods and do tarot readings like the witches of yore. Then, a strange noise from outside their little clearing catches their attention. They turn to the player with wide eyes before bounding off into the woods after it.

## Items

### Bow and Axe

#### Location

Beside the first fire at the opening to the game.

#### In-Game Description

These tools have been well-used, but they seem to have been abandoned here. Well, you *do* need to cut trees for firewood, and who knows what else is out there in the dark...

# Glove

## In-Game Description 1

A glove. It must have been snagged by a low-hanging branch and left here. Is there someone else here with you? Have they survived? What's even stranger, it seems familiar...

## In-Game Description 2

And now this glove is in the middle of the forest. Without these things you wouldn't think anyone had been here, but their presence in the woods must mean something.

## In-Game Description 3

Now it's coming back to you. These gloves belong to your friend, but you haven't seen them in... how long has it been? Are they here? Are they alive? You've got to keep looking.

## In-Game Description 4

How their glove ended up here is another question you can't answer, but the moths grow more insistent as you find your friend's things. Are they trying to keep you from remembering?

## In-Game Description 5

Your friend wore these gloves the night the two of you came into this forest for what was supposed to be a night of fun. How'd it end up here?

## In-Game Description 6

Their glove is here too. Could it have been torn off of them by something sinister? Why don't you remember the end of that night in the woods?

## In-Game Description 7

Your friend's glove being here seems like the final nail in the coffin. They never left the forest when you did, did they? And you couldn't forgive yourself for it.

# Hat

## In-Game Description 1

An old, oddly-familiar knit hat. The pilling wool tells you this hat has been well-loved, but then why was it left behind? Is it's owner still in the forest with you?

## In-Game Description 2

But then there's an old hat here too. Why would there be these things here unless someone was lost along with you? Where are they then?

## In-Game Description 3

Wait a minute... this is your friend's hat. Those other things were theirs too! But how'd they end up here? You weren't sure before but now you have to find whatever else you can.

## In-Game Description 4

You don't know how long it's been since they left their hat here, but the sheer number of their things scattered around the forest makes you feel like you've forgotten something important.

## In-Game Description 5

A memory returns when you see the hat. They wore it when the both of you came to the forest together one night, but you don't remember why they'd leave it behind.

## In-Game Description 6

Did their hat fall off? Or was it pulled off by something else? The moths close in around you and you wonder if they're to blame for your friend's disappearance.

## In-Game Description 7

Their hat. Finding this feels final, somehow, like this is all you can find here in these mysterious woods. Your friend isn't here, and somehow you can't let yourself accept that.

## Friendship bracelet

### In-Game Description 1

A friendship bracelet. Every kid at summer camp learned how to make these, but only a few people wore them until they fell off.

### In-Game Description 2

Friendship bracelets usually mean enough that people keep them around. The fact that it's in this dark forest with its owner nowhere in sight is... worrying.

### In-Game Description 3

The practiced knots in this friendship bracelet remind you of ones you used to make for your friend, before- before what? You can't seem to remember, but you just need to keep looking.

### In-Game Description 4

This was their friendship bracelet. You made it for them a while before they urged you to come out here with them, but why are you finding it here?

### In-Game Description 5

Hopefully this bracelet fell off their wrist that night you were here and wasn't torn off by the creatures that torment you in this hellish forest. Maybe you can give it back if you find them.

### In-Game Description 6

It feels like this friendship bracelet can't have ended up here accidentally. But you can't remember how it came to be here even if you feel like you should. What happened that night?

### In-Game Description 7

Their friendship bracelet can't have just fallen off with what you've seen here. You left that night without them but now you're back and they're not here. So much for absolving yourself of guilt.

## Judgement tarot card

### In-Game Description 1

The Judgement tarot card. You remember a voice, as if through water, saying it meant you needed to let go of the past and choose to move forward. But who told you that?

### In-Game Description 2

It's surprising this tarot card survived the forest's mud, but its colors are still crisp. Judgement means you need to let go and move forward, which you can only take as a sign to keep looking.

### In-Game Description 3

Wait a second, this Judgement tarot card was one from your friend's deck but... it's been awhile since you last remember seeing this. Is it them you're meant to be looking for?

### In-Game Description 4

This card was part of the spread the two of you drew when you sat together in front of a crackling fire in a forest much like this one. How long ago was that? Where are they now?

### In-Game Description 5

Your friend added this to their bag when you packed for a night out in the woods. But somehow this one card got left behind, and they're nowhere to be found.

### In-Game Description 6

Their Judgement card tells you to move on for a new beginning, but you haven't been able to find them in the damned forest where they dropped this. How could you move on from that?

### In-Game Description 7

The Judgement card seems to be looking down on you, for good reason. You've left them before, and you'll leave them again. There's no escape. No new beginning.



## Mixtape

### In-Game Description 1

A mixtape, the carefully written song titles now faded and dirty. How would someone forget this here? Maybe the fluttering shapes in the dark hold the answer.

### In-Game Description 2

But here's a mixtape stuck in the mud. The tapes are probably ruined, by now but why would someone bring this into the woods? What if someone else is here looking for it?

### In-Game Description 3

Shit, this is the mixtape you made for your friend. You meant to give it to them when... when what? Were you here before? Are they still here? Those other things must be theirs too...

### In-Game Description 4

You planned to give this mixtape to your friend when the two of you came into the woods one night, but past that your memory becomes fuzzy.

### In-Game Description 5

Did you ever manage to give this mixtape to your friend? If you did, the fact that you're finding it here is almost worse. What happened to them? What happened to you?

### In-Game Description 6

They might've dropped this mixtape you made for them, but you wonder. Did they make it out of this forest with you? Each thing you find clears your memory a little more, but not enough.

### In-Game Description 7

Finding this mixtape feels final. You've found so many of their things, but you haven't found them. Was there any hope to begin with? You don't really know.

## Moth keychain + keys

### In-Game Description 1

A... keychain? Who would leave their keys behind in the forest? The moth feels like an almost sadistic touch, and yet it reminds you of something. Maybe you can find its owner?

### In-Game Description 2

This moth keychain feels like a cruel joke with the giant things swooping down on you from above. Their owner must be missing them though, you'd better keep searching.

### In-Game Description 3

You recognize this keychain. They're your friend's keys, but now you realize the other items are theirs too and- are they still here? Can you still find them and save the both of you?

### In-Game Description 4

Your friend's keys are here too, but you don't remember them losing their keys during the night you spent in the woods together. Truth be told, you don't remember most of that night at all.

### In-Game Description 5

You could understand those other things being lost here in the forest, but their keys? You're starting to lose hope. You almost can't look at the moth keychain. It feels like it's mocking you.

### In-Game Description 6

You don't understand how they could have lost their keys too, and as your memories of that night slowly return you have a gnawing feeling that you won't like what you find, or remember.

### In-Game Description 7

Their keys. They wouldn't have been able to go home without their keys. Remembering that night almost hurts but you need to do it. You need to understand why you're here.

## Canteen

### In-Game Description 1

You don't see any Boy Scouts around but there's a canteen abandoned here in the woods. The owner might be missing it though, and it would be nice if you could find another person here.

### In-Game Description 2

This canteen is dirty, but the lack of rust and the sloshing within it tell you it was left here recently. Whoever left it must be missing it, you've gotta keep searching.

### In-Game Description 3

Your mind starts to clear a little bit and you realize that this is your friend's canteen, and the other items have been theirs too. Are they stuck in this forest with you?

### In-Game Description 4

Your friend would bring this canteen with them when they went on adventures, and the two of you thought a night in this forest would be one too. What happened that night? Why is this here?

### In-Game Description 5

Your friend wouldn't have wanted to leave this canteen behind. Combined with the other things you've found, you're not sure you'll be happy with what awaits you deeper in this forest.

### In-Game Description 6

It's easier to lose a canteen than some of the other things you've found here, but even so you're not sure when they lost it. Your memories of your night in the woods are still foggy.

### In-Game Description 7

Last but not least, their canteen is here. Their things are here, and you're not sure if they left the forest with you that night long ago, but your returning memories are not reassuring.