

History Timeline - Varia Chernova

Narrative Design Materials from Crimson Apple - Fantasy Mystery Game

Context: Below is a timeline with a summary of events leading up to the beginning of the game. This information pertains to the ancient history of the world in which Crimson Apple is set, including the origins of magic, and the rules it exists by in this realm, global goings-on that had a ripple effect on Bailok and its villagers, and, most recently, how the dark side of magic manifested in the form of *The Lady*, the main antagonist of the story.

This document serves as a foundation for building out deeper lore of the world in which the Crimson Apple game is set. This information can be expanded on in-game, via the PC learning it from NPCs, or by finding more flavour text items in-game.

Ancient Magics

- The old world is full of unbridled magic sources. Civilizations rise and fall as they try to harness it.
- After millenia of global unrest, an order of high scholars conclude that such power must be hidden away from human greed.
- Various structures and relics are created to enclose such energy sources in a way that allows them to keep flowing through the world undisturbed.
- One such relic was a fountain.

Lake Temna

- A dark liquid starts to pool in the forrests surrounding Bailok.
- Over the next 200 odd years this "puddle" grows to be the third largest lake in the world.
- The waters are largely unexplored, as all attempts to do so result in those given the task never coming back to share their findings.
- The village of Bailok is left largely isolated, while its denizens choose to keep their attentions on their work and community.

The Fog

- A thick fog regularly spills from the lake, luring anyone wandering too close to the edge.
- Radya corrupts village stragglers and builds an army.
- Terr willingly walks into the fog.
- Radya, now The Lady, does not recognise them.

The Tavern

- The fog of Lake Temna creeps closer to the town square. The uncorrupted few find shelter in a tavern that seems to apparate out of nowhere. The Crimson Apple Tavern.
- The Barkeep greets them, and locks them inside.
- The Lady's power grows, yet she is unable to infiltrate the mysterious establishment.

Thousands of years ago

350 years ago

300 years ago

40 years ago

31 years ago

20 years ago

Unknown

Yesterday?

Game Begins

The Settlement of Bailok

- A humble village is established at the half-way point between two major trading cities.
- Denizens of Bailok lead peaceful lives of craft and trade.
- Some 300 years after its establishment, the town suffers a major earthquake as a ripple effect from a power-hungry wizard destroying a relic on the other side of the world.
- The fountain cracks.

Radya's Disappearance

- Radya and Terr fall in love, which leads to eventual heartbreak.
- Radya leaves for a midnight walk never to return.
- Radya falls into the lake, acquiring the leaked primordial magic of the fountain.
- Her desire vengence manifests in dark powers.
- Terr never stops looking for Radya.

The Lady's Reign

- Hell-bent on "collecting" every single one of Bailok's citizens, The Lady continues to terrorise the town.
- After centuries of the fountain draining, its stream is noticed by one of The Lady's minions. They follow it to its source, but instead find a building where they take shelter.

The Hero is Summoned

- The Hero arrives on the outskirts of Bailok.
- They hear an enchanting voice call out to them.