

War of the Keepers is a game world/story I've developed, set in the vast, diverse continent of the Old Reach, designed to take place four centuries before [my TV Pilot *The Last Keeper*](#).

If *Last* occurs amidst the world's decimation, *War* is about preventing it; as one of the only Shield Keepers left, you must join your fellow Clans in a war against the horrific Partials.

WORLD

In the world of **High Halla**, the **Old Reach** is a continent just smaller than Africa. The Reach comprises various regions, effectively countries. The story would take us to each territory —

- **Great Rise:** The capital of **Great Rise**, Lord Haven, is where the Old Reach at large is ruled from, overseen by the High Lords. The Keeper Clans live within the wider lands of the Rise.
- **Far Claws:** A completely mountainous region and the northernmost land in the Old Reach, the people of **Far Claws** follow old ways and live mostly in isolation.
- **The Vills:** Located in the heart of the continent, **the Vills** form a single, country-sized city — an enormous, mixed land of hill-dug homes and makeshift wood towns.
- **Tigralia:** An ancient land, **Tigralia** is Lord Haven's most loyal ally. A militant and religious state, Tigralia is notable for stone cities and colossal monuments for the Furthest Gods.
- **Remkana:** A land of plains and farms, **Remkana** is the continent's lifeblood, contributing most of the food and resources — but secretly, they plot against the rule of Lord Haven.
- **Sunup:** The easternmost land, **Sunup** is a humble home to traders and fishermen — the perfect cover as quiet supporters and allies to Remkana.
- **Myrko:** The rivers and forests of **Myrko** have turned its people into natural survivalists, the ones best fit to fight Partials outside of the Keeper Clans. The westernmost land.

GAMEPLAY GENRE

War of the Keepers would be a third-person action-adventure game with open world exploration and Souls/Sekiro-like gameplay, mixing magic usage with weapons combat.

tone

War of the Keepers would be an action-adventure story in a fantasy setting; enemies are slain with the brutality of the *Middle-earth: Shadow* games, exploration is promoted and rewarded like *Red Dead Redemption*, and the world maintains the epic, mystical, and hopeful feel of *Destiny*.

THEMES

Hope

Riley was born into the Shield Clan, a family of Keepers known for their willpower, leading example – and lack of numbers. The Keepers are a proud people, but they are not plentiful; the horrors of the world persist, but so too must we, remembering at all costs that our shared pain makes way for shared strength – if the Keepers lose that, they'll lose everything else.

Sacrifice

Partials can be cut through like butter, but are capable of ripping up men like cotton candy. The danger of the enemy would be felt by you and your allies along the journey, every loss emphasizing the bravery of your kind, but not without sheer devastation.

Togetherness

War of the Keepers holds to the belief that real warriors carve their paths together, or not at all. The raging fires ablaze across the Old Reach must be fought with those you trust and love by your side, or they'll never be put out.

CORE CHARACTERS/ENTITIES

RILEY

The playable character and protagonist, **Riley**, 22, is the last of his siblings, and one of the only remaining Keepers in his Clan, the Shields.

Riley, ever the talker, weaponizes sass and sarcasm like he wields his magic – wildly and worryingly. He will grow and mature throughout the journey, learning to wield multiple magics as a **Vessel** – a remarkably rare Keeper type, given that Source Magic types are *inherent*.

Riley's shield isn't just meant to guard his body, it's to protect his soul. As the last child of the Chief of all Keepers, Riley must balance terrible pressure with his inner turmoil if he is to help save humanity at large.

CHIEF EAMON

Riley's father, Chief of the Shields, and central leader to all Keeper Clans. A man well into his 50s, Eamon is tired of being tired; between getting thousands of warriors from separate Clans to follow his lead and fathering his only remaining child, the stress never seems to end. But Eamon is as strong as his people. He tries to reflect that in every one of his choices and actions.

RONAN

Despite having a reputation as a headstrong brute, Ronan is Eamon's intensely loyal right hand and main enforcer. The source of Ronan's strength isn't his body or his power – it is his people. Ronan has been fighting the Partials since he was six years old; practically an uncle to Riley, he has proven himself the best support and truest friend a Keeper can ask for in the field.

KROSS

Kross, a scar-marked woman in her 30s, is the infamous leader of the Cloaks. After a failed coup against Lord Haven resulting in the deaths of most rebels (including her parents) two decades ago, Kross has returned at the end of the world with the next generation of Cloaks. A born leader, Kross wants to unite the Keepers and Cloaks and take down Lord Haven together – but Chief Eamon maintains his people's loyalty to the realm. Now, Kross eyes Riley, hoping to sway the young Shield Keeper to her side.

THE SOURCE

Mystical and mysterious, the Source is where the Keepers gained their Magic – *and* where the Partials bled into High Halla.

Yes – when the Source came into this world, it brought the Partials with it, spreading them like wild fire. Ever since, the Partials have been drawn back to the Source, while the Keepers seek to defend it, using its gifts as their way to fight back.

THE KEEPERS

A millennium ago, High Halla met the Partials, mutated beasts, demonic in appearance. Humankind quickly faced extinction.

Then, warrior Clans from deep northern lands settled in the Old Reach and took a stand, using Magic from the Source to push the dark tide back. They survived.

All this time later, the Clans, now Keepers of the Source, face the same relentless monsters. The Shield Clan harmonizes their people's many magics, cultures, and fighting styles, leading them in the seemingly endless conflict.

THE CLOAKS

A building rebellion against Lord Haven. The Cloaks are determined to use the world's chaos to overthrow the Haven; they believe that the High Lords are doing too little to protect the continent, blindly throwing the Keepers at Partials with no support from the government or army. The Cloaks don't want to be enemies with the Keepers, but since the latter is allied with Lord Haven, they often find themselves butting heads – sometimes resulting in needless death.

THE PARTIALS

Black-red bodies, dotted with leaking eyes and fanged teeth in wrong places, elongated limbs with terrifying strength – the Partials are horrendous mutants, bled from the Source when it made its way into High Halla. They swarmed the Old Reach... then infested the world.

No true intelligence, no goal, no mission – the Keepers know only two things about the hellspawn: they gravitate toward the Source for unclear reasons, and they will slaughter anyone and anything that gets in their way.

A key thing to note: Partial strength is no exaggeration. Most are thin, slow, and thoughtless, and none are terribly hard to kill – *but*, Partials possess an unnatural, unexplainable level of power in every swing, slash, and bite. Despite the Keepers' magical might, it's no wonder the Partials are a problem. One wrong move, and Partials can turn any power wielder into a feast.