

# SP\\_IT

## Story Grimoire

I'd like to get a few thoughts down here on paper as a preface. Starting with the simple idea... that the world of Split is not all it seems to be.

Before the game even had an inkling of story, back at the start of development, there was something off about the world, a tranquil but unsettling atmosphere. It is quiet and calm, a place to wander alone...

but empty worlds don't become abandoned by chance. In Split's echoing halls and soundless voids, there are hidden breadcrumbs to destruction... and to rebirth.

Yes, Split is an empty world. Filled by ever watching lookers, zooming trams, and mysterious puzzles...

But that sure doesn't sound very empty, does it?

# The Mythology and History of Split

A long time ago, back when the universe was fresh and new, a world was formed, and on it was harbored the first life to be born in this young galaxy. Covered with water, with only a few landmasses available to live on, the inhabitants of this world grew in isolation from each other, forming distinctive cultures and beliefs all to themselves. A peaceful civilization grew on a small island, calling themselves the Modos. There they lived and grew for hundreds of years, building a bustling city and island nation. The peacefully worshipped their Sun God, Moso, and were unaware of the other fledgling races growing on other parts of the world. Then one day, a strange woman appeared, and changed the world of the Modos forever...

## Early Modos Religion:

The early Modos people built their world beliefs on the legend of the Sun God Moso. Moso the Sun God, was said to have been born billions of years before, and he drifted alone in space. Overtime he grew sad and cold as he sulked in his loneliness. So in his image, he created the Spheres of Life, his family, to rule in the skies with him. He pulled a part of himself and flung it out before him in space creating the heavenly bodies, and creating Rheas, who would be his wife, and the planet the Modos' lived on. For a time Rheas was dull and ugly, and next to her husband, she feared and was shamed by her plainness. Moso wanted her to be happy, so he wrought beautiful creations all over her surface, and garnished her with all the beauties he could think to create. But Rheas still paled in comparison to her shining husband, and she fled his light in shame. As Rheas fled, a small body, born of the darkness, hit her and shattered, blinding her. But in spite of her injuries, Rhea was quick, and caught the little trickster as he tried to flee from her. In their collision, the trickster was infused with a piece of Rheas herself. She saw him as a son and kept him close raising him. She named him Tono, and raised him as her own. Moso, watched his wife from afar, happily raising her son and was content. This is how the Gods have fared for millions of years. However, in Rheas' joy she has learned acceptance, and longs to be reunited with her husband, but can not cross the distance between them without her sight...

It was prophesied that one day, Moso would journey to Rheas as an avatar of light, and bring sight back to the broken planet, uniting the couple once again. The

Modos people believe that on this day, all people will be bathed in the light of the great Sun God and be cleansed of all evil and sadness for eternity.

### The Coming of The Prophet of Light:

One day, above the island of the Modos, a brilliant light appeared high in the sky. It shone out bright and all the people of the island had to turn away in its brilliance. From the light descended a singularly unknown being who looked far different than the Modos. She proclaimed herself to be the embodiment of Moso, come to guide his wife back to his side and restore her eyes. She called herself the Prophet of Sight, Vili, and proclaimed to the Modos, that with her help they would achieve greatness, and reunite their world with their Sun God of legend. Overnight, the Prophet Vili was hailed as a living God, and worshipped as the living form of their Sun God. The Prophet brought about a time of miracles, she showed the Modos technologies beyond their wildest dreams and propelled them into a Gold Age, with herself at the helm. They expanded from their small island, and met other cultures who they incorporated into themselves. Over time industry grew and an empire emerged. The Modos owned the seas and 1000 islands. Eventually they set their sights on the unexplored mainland, dark and full of fire. On its shores they established the capital of Harrowmog, the City at the Edge of the World. The empire grew, but not without resistance. Internal strife and dissent spread on smaller cultures who felt forcibly brought under the banner of the Modos and their Prophet. And then the Modos came in contact with the Talliin. Another people, almost as sophisticated as their own, and covering a far larger space on the planet, this race refused and repelled the advances of the Modos. They saw their rapid expansion as a scourge on the world and an insult to their deities of Vigilance and Patience. They waged war on the Modos, and the peaceful people were pushed to the edge of the mainland. The great city of Harrowmog, held out, the Talliin had no way to breach the city's great walls.

The Prophet assured her people that her will and their path was that of the Sun God, and only when the whole of the world was under the rule of the Modos would they be able to bring Rheas back to Moso. The once peaceful Modos fought with zealotry and tenacity for their God-Emperor, but they gained no ground and could only defend. Out at sea the Talliin liberated and reclaimed all of the territory the Modos has gained over the rise of the empire. Harrowmog became the last bastion of the Modos people. The prophet grew nervous, knowing her reign, and her plans could be coming to an end. However, it was not the Talliin that ultimately destroyed the Modos, but a virus that propagated through the city under

siege. Unable to leave the city and struggling to conserve the resources needed to run the city, Harrowmog's infrastructure collapsed. With her people dying and the city in ruins, the Prophet Queen Vili fled deep into the center of the city, to an inner chamber only she knew of...

### Villi the Deceiver:

Villi was born to a race of people who witnessed the birth of the universe. Their empire and worlds floated in the void between dimensions. But this void is a volatile and ever changing realm, and at the center of their empire a universe was brought into existence. They were there as the universe exploded outward, and its birth eradicated their empire and Villi's entire race of people. Only herself and a few outward survivors managed to ride the wave of creation into the new universe. Villi's goal since this catastrophe has been to bring her people back into existence in whatever way she can. She roamed the galaxy looking for the energy and the correct alchemical points in the universe where she could turn back the clocks and bring her world back. One day she found the planet Rheas, a planet located on a leyline of cosmic energy, and containing deep within its crust abundant stores of the resource Parallium. She learned of the cultures of the world, and chose the Modos as the people she would use to accomplish their goals. She learned their religion and appeared to them as the incarnation of their Sun God Moso, and from there manipulated their development and goals to fulfill her own needs. She was the architect of Harrowmog, the City at the Edge of the World, and she used the industry of the Modos to mine vast quantities of Parallium for her own uses and experiments. Needing more resources, she pushed her people to expand, but this led to their war with the Talliin and eventual fall of their empire.

During the final Fall of Harrowmog, Villi retreated to her innermost chamber. In her experiments and research Villi came close to a solution to saving her people destroyed at the birth of the universe. Realizing her reign was ending, and knowing she would not have enough time to gather the power needed to fully realize her machinations, she settled for a half-measure. Drawing the power left in the dying city, she engulfed Harrowmog in a brilliant light, and when the light died down, those outside the city saw only an empty field where the once great city had stood tall moments before...

### Harrowmog, the City at the Edge of the World:

\_\_\_\_\_The Modos and the God-Emperor Villi chose to build Harrowmog on the mainland, as the first gleaming gem in a planned conquest and settling of the main continent. This plan did not come to fruition however, and instead, Harrowmog became the final bastion of a cornered and desperate people. The city was divided into 5 major sections, a bustling metropolis, a vast marketplace, a towering temple of the sun, a spire of wisdom, and a verdant forest park. Connecting these sections of the city together was a grand central hub. The city's power matrix was housed at this point and flowed outward to the 5 wings of the city over the main roads. Modos passed through this point each day on their way to business, worship, relaxation, or home. The city was built on the top of a gently sloping hillside, with huge gleaming walls built all around it's borders. A grassland surrounded the walls of Harrowmog, and from miles away the city could be seen shining like a diamond.

By the end of the city's life most of it's inhabitants had died of the plague. Streets were empty, and areas of the city were destroyed in panic and desperate riots. Other areas were left completely abandoned, clean, pristine, but void of life. When Villi the Deceiver engulfed the city in light, she transported it into the space between universes, the space her people formerly inhabited. Here the city hangs floating in the void. It's violent shift left many buildings and structures knocked and floating out of place. The marketplace was completely destroyed and is now a desolate ruin. The downtown, temple, and tower areas stayed reasonably intact, and the forest, far from the taller city structures, remained mostly untouched. Now the city waits in stasis. Power barely flows from the central hub, and most areas remain disconnected and lifeless.