

Warp and Weft

Original Game Story Design
Version 1.4
By Rachel Webb

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Authors Note

The idea for Warp and Weft started when I imagined how a magic system based on textiles and related crafts could work. Using this, I created a world and story based around it, with narrative themes relating to things like community, environmentalism, and ultimately, how cooperation is humanity's greatest strength, that like a woven piece of cloth, we strengthen each other. It is showcased in things like the main Party of diverse characters coming together to face the main problem and the villain causing it, as well as a well-developed world and magic system that plays a vital role in the story.

Information on the story, characters, world, and magic system has been organized to help give an in-depth look into this story. [Concept art to help provide an idea of the visuals has been added, and] The layout and background visuals are designed to fit the theme.

The RPG genre has many entries, but Warp and Weft combines the best of old and new to create an engaging gameplay and narrative experience for an audience looking for a vibrant world with party tactics, crafting, and charming characters. Emulation targets include some of the original Final Fantasy games, Xenoblade Chronicles, Earthbound, Undertale, Persona, and other RPGs.

Even though things like the world and characters took some time to develop and polish, partially due to personal struggles with mental and physical blocks, I managed to create something I'm proud of through persevering and brainstorming solutions to problems. Peer review was vital for finding areas I missed, from accidentally overlooked sections to simple grammar mistakes, helping this final version is the best it can be. In turn, I endeavored to help my peers by offering feedback to encourage creativity and proper formatting.

My main takeaway from this project is that I can take the worlds and stories in my head and develop them in writing using formatting to help organize my thoughts. Still, I need to remember to give myself time to do so properly and that I should not be afraid to seek help from others. I had a lot of fun creating the world and story of Warp and Weft, and I am excited to see how it will continue to develop, possibly into a full-fledged release, though even if it doesn't, this was an important learning experience.

Pitch

In Weft, magic is woven, sewn, or knitted into the fabric of society. People weave spells into their clothes, homes, and tools using magical fiber from several creatures and plants. But something rotten has started seeping into the magic: cotton plants wither, sheep fall sick, moths fail to come out of their silken cocoons, and preexisting spells unravel. It is called The Fraying. Without magic, people's way of life may change. Luckily, one girl whose moth seems immune to the corruption is seeking to find the source of this disease and figure out how to stop it. Follow her on her journey across Weft as she and the others who join her uncover the secret of The Fraying.

Story Outline

Introduction

In the tutorial, Kinu wakes up and is given several chores to do by her family. Despite complaining, she does get them done. These chores include tending to the Silk Moths, taking care of the garden, spinning and dyeing some thread, and then using it to weave, embroider, and mend. Finally, she has to go to town to purchase some supplies. However, as she's bargaining with the shopkeeper, a shriek can be heard throughout the village.

Heading towards the noise, Kinu encounters various people running away and strange creatures resembling bundles of fraying thread. Kinu is easily able to fend them off when they attack her. Finally, she reaches the source of the noise: the Giant Silk moth that supplies the town with most of its fiber is sick. This sickness hasn't been seen before, and silk is in high demand as spells have been unraveling and failing more lately. Yui, Kinu's grandmother and the Elder of the Village says she will call a council of elders to discuss what to do, as there have been reports of other Villages having their moths fall sick. Kinu offers to be her escort, as she's the only one to have fought those monsters, which are now popping up everywhere.

Yui agrees to have Kinu escort her but tells Kinu she is not to speak up during the meeting and to be on her best behavior. During the escort mission, Kinu fends off increasingly strong monsters, as Yui lectures Kinu several times. During the night, Yui screams as her tent, an heirloom with a complex spell woven into it, unravels before their eyes, the remnants forming a giant monster. Kinu, now with help from Yui, defeats the monster. Yui thanks Kinu for coming with her, as she wouldn't have been able to defeat the monster on her own.

Finally, when they arrive at the city where the council of Elders meets, Yui and Kinu get rooms at an inn. Yui says she is going to rest and that Kinu should wake her when it's time for the chief meeting. Kinu can do several optional quests in the city before entering the chief meeting. These include clearing a 'Haunted House' that was taken over by Fray, dealing with a territory dispute of the local crime groups that had worsened due to the Fraying, and helping repair a Fisherman's net.

When Kinu wakes Yui, they head to the meeting. A stranger has tagged along with another Elder. Yui notes this is unheard of, as Kinu is only there with her because they are related. The stranger reveals herself as Chiffon, a girl from

Kinu and Yui's Village and Kinu's childhood friend. Yui and the other chiefs discuss the corruption affecting their moths and propose theories on why it's happening. Someone mentions that other countries are also dealing with this blight. This corruption is called The Fraying. Kinu proposes that she go out and ask the other countries for help and search for the cause of The Fraying and find a way to fix it, but Yui scolds her for speaking out of turn.

Chiffon asks permission to speak and says she has a solution to their problem: synthetic thread, which she says can mimic almost any fiber and is more powerful. She offers to demonstrate its capabilities. However, it is expensive, and the only way to get a discount is to join a new Coalition, which the Elders are wary of. Yui also mentions they have no proof of its capabilities beyond Chiffon's words. Chiffon offers to demonstrate it in a duel against a silk user, and Kinu, the only one whose silk seems to work, volunteers to face her. After a fight in which Chiffon uses underhanded tactics, Kinu loses the duel.

Many Elders are intrigued by synthetic fiber, though Yui is still unconvinced. Chiffon offers to send a tester pack, and the Elders decide to wait until they can test the Synthetic Fiber themselves. After this, Yui talks to Kinu alone and gives her the supplies to leave the country to find help and look for the cause of the Fraying. She says that even though Kinu is young, Yui believes that her silk still resisting the Fraying must be a sign. She wishes her luck, and Kinu sets off.

Gathering the Party

Kinu starts by heading to Fressecotto, hoping to gather a sample of Frayed cotton to study. There, she meets Shalin, who is leading a strike against the landowners. Despite The Fraying, Chambray, the landowner, is trying to demand taxes from the harvest, and the workers are fed up. Kinu, ever helpful, offers to assist, as she can't get Chambray to allow her to take a sample of the Frayed cotton. Together, they organize a strike to get Chambray to stop demanding his taxes and allow Kinu to take some Frayed cotton. Chiffon appears and offers Chambray Synthetic fiber as an alternative. Convincing Chambray not to take the deal impacts the story later. After this, Shalin says Kinu is too young to be in charge of saving the magic by herself and offers to join her mission, which Kinu accepts. She also says they should head to Cini'Faux, as she met a scientist from there who was traveling for university. They are an expert on the science of Spell-Weaving and should be able to analyze the sample.

They head to Cini'Faux and meet Lyn, the aforementioned scientist. Lyn analyzes their samples, and they get an additional sample of some Frayed Flax

fiber. However, Lyn says they can't draw any conclusion with only three samples and need more. Kinu asks if they could come with them, but Lyn refuses, saying they must stay to care for Lace, their younger sister. However, Lace says she can care for herself and thinks Lyn should go. Kinu, Shalin, and Lace must convince Lyn that Lace can take care of herself. After this, they get news that the President will begin the importation of Synthetic Fiber. Kinu says they must stop this, but Lyn isn't concerned and says they have no time. Plus, getting a meeting with the President is difficult. There's an optional side quest to convince the President not to go through with the offer, but it's not necessary to progress.

The Party travels through the mountains of Gatamut to get to Sharnse due to being denied passage through Oisynt. During the treacherous journey, they meet Cashmere when he saves them from some Fray that caught them during a snowstorm. Cashmere offers to help guide them to his village to rest and wait out the storm. When they get there, Cashmere tells them about carvings found deep in the caves of her village that tell of a Fraying thousands of years ago. However, only Cashmere understands the ancient language because it is passed down through the line of Yarn Spinners, of which she is the latest. Lyn says they heard of several similar ancient sites scattered across the lands, with carvings in the same ancient language. Cashmere offers to join so they can investigate these temples. Shalin is skeptical of checking out these temples, but Kinu says it would be worth a shot if they could learn more about the Fraying.

The group then investigates the flocks of sheep and the Flocks of people in Sharnse. Here, they meet Topper. He's trying to convince his uncle not to lead their Flock through a dangerous path, but he's too shy to stand up to him. The group decides to help and can succeed and get him to choose a different path, or if they fail, help protect the Flock. Chiffon appears once again to ask about Sharnse importing Synthetic fibers. Cashmere is appalled and protests heavily, to which Chiffon responds by telling him that she can take them to the factory where Synthetic fiber is made to prove its safety. Lyn, curious, says that they should. It might be that Synthetic fiber is the only thing that can resist the Fray. Shalin and Cashmere think Synthetic fiber is sketchy, but Lyn says it's worth seeing it to weigh their options. Kinu reluctantly agrees, wanting to give Chiffon and Synthetic Fiber the benefit of the doubt.

The group arrives in Oisynt after a tedious border crossing. They explore the factory after being invited by Chiffon. During the curated tour, there are some shady things: the workers seem sick and almost like they're being forced to look happy, certain rooms deliberately hidden and questions diverted, and not being

allowed to see where they get the liquid they refine to make the fibers. Afterward, Kinu and the others sneak in to investigate more, uncovering a temple beneath it that goes down to the planet's core. They find the secret of the synthetic fibers and how it has been damaging the Warp, a massive creature at the planet's core that is the source of all magic.

After sneaking back to their room, Lyn recalls hearing about Ray, the co-inventor of Synthetic fiber, and tells the group they should ask her to learn more about synthetic fibers. Kinu asks Chiffon to take them to her, and she agrees but says Ray is a bit washed up. They meet with Ray, and she reveals that the process of creating Synthetic fiber was found during an expedition into Oisynt's ancient temple. However, Ray reverse-engineered the process. Sylvester took the credit, and Ray didn't want to fight it. So, the factory was built on top of the temple to conceal it and take advantage of its technology. Ray and Lyn deduce how synthetic fibers work and that the other temples could contain more information about synthetic fibers and the Fraying.

Exploring the Temples

Kinu, Shalin, Lyn, Cashmere, and Topper all go on a journey through the other countries, even revisiting some of them. They discover more about the diverse cultures they meet, having to go through the process of obtaining permission to enter the temples in various ways. Each temple contains part of the story of the ancient civilization that created it, alongside traps and Fray creatures, some from ancient times. However, Satin, Sylvester's partner and second in command, appears often to thwart their attempts, trying to gain information on how to improve their Synthetic Fiber. Luckily, a mysterious figure, Organza, also starts showing up, giving the party help and distracting Satin.

Throughout these journeys, they learn more about the Warp, the ancient cultures, and the First Fraying. Cashmere learns of a way to communicate with the Warp and realizes that their magic has continued to work because it feels them trying to help and has been aiding them. However, the Warp is growing weaker, making it more difficult for it to continue giving them power.

Finally, they discover a way to create synthetic fiber without harming the Warp. Organza reveals herself to be Chiffon in disguise. She wanted to find a way to make Synthetic thread sustainably, but Sylvester assigned Satin to the job instead, so she disguised herself to help Kinu. Chiffon gets Kinu a meeting with Sylvester, but he is unimpressed, as adopting the guideline proposed by Lyn and

Ray that would protect the Warp would make costs skyrocket, hurt his profits, and reduce how much fiber he could produce.

Appalled by Sylvester's disregard, Chiffon announces she will quit and join Kinu to try to stop Sylvester. Then, with Chiffon and the others they helped, Kinu and her Party destroy the factory, preventing the creation of more Synthetic fiber. Sylvester is outraged, and in the flames of the factory, tonnes of Fray are attracted and descend upon Sylvester, devouring him and turning him into a giant monster. Then, Kinu and her Party must defeat the Ravel, the massive monster Sylvester and the Fray turned into. After a long, hard-fought battle, they succeed, ending The Second Fraying.

Characters

Protagonists

Warp and Weft follows a party of five characters: Kinu, Shalin, Lyn, Cashmere, and Topper. Though Kinu is the default player character, each one is important to the story as they all work together to end The Fraying. Mechanically, each has a role in the party composition, with different abilities reflecting their personality and character. In this section, each character will be discussed in terms of their roles in the narrative, not gameplay.

Kinu

Basic Info: 17-19, She/Her (Cis Woman)

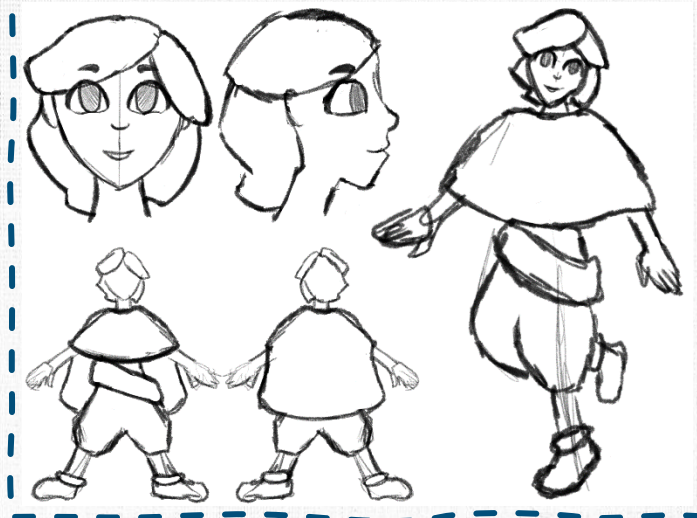
Roles: Main Player Character, Hero, Leader, Paragon.

Description: Kinu is a teen girl with short dark brown hair, medium-toned skin, and almond-shaped brown eyes. She has a moth companion named Tiny, her source of silk for making spells. Her colorful, self-made clothes are often covered in patches, not only to mend holes but to add in new experimental spells. She has a rather skinny build, but she's still surprisingly strong, probably due to all the chores she's had to do.

Background: The youngest of a large family who wants to prove herself, especially to her grandmother, Yui. Due to her age, she was rarely respected in her household and was often given the worst chores and work. Despite this, she always tried her best to be a good daughter, even if it was usually a struggle due to her energetic nature. One thing she always found happiness in was her pet moth, Tiny. Tiny was a runt of the giant Kaiga Moths raised in Rikumo. Still, despite Tiny's size, they can produce more than enough fiber for Kinu's many experimental designs, perhaps because Kinu spoils Tiny with many treats.

Personality: Bubbly and energetic but can rush into things and is inexperienced. She's desperate for approval from anyone due to lacking it from her family. A bit of a paragon, willing to do whatever it takes to save the magic. She can't help but get involved in any problem she sees, which can lead to her over-stressing herself to save everyone. She often asks for help only after she realizes she can't do something on her own because her mentality is to try to do something yourself at least once, which can come across as annoying when it seems obvious that she can't do something herself.

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Shalin

Basic Info: 45-55, She/Her (Cis Woman)

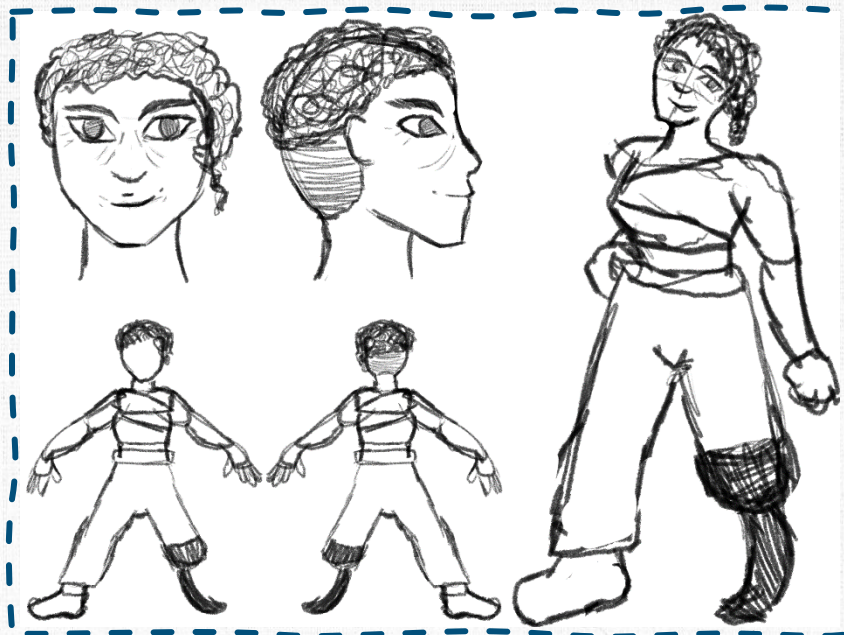
Roles: Party member, Lancer.

Description: Older woman. Tanned and toned, with scars from a hard life as well as two tattoos- one honoring her fathers and one marking her as a farmworker. Sharp Green eyes with wrinkles and a prominent nose. She lost her left foot in a farming accident and has a prosthetic. She pushes her curly hair to one side and has an undercut to help with the heat.

Background: Leader of the Workers in a part of Fressecotto. Joins Kinu after she helps her with the Landowners. She had to begin working very young due to her fathers dying in a farming accident, which made her extremely independent. She has long been an advocate for workers to get better conditions and need to pay less taxes.

Personality: Good at leading and organizing. Shalin has a soft spot for young ones but doesn't let it show. Comes off as rough around the edges and very intimidating even when she doesn't want to. Sometimes, she gets frustrated with Kinu's naivety and takes it upon herself to make the hard decisions to spare Kinu from the worry. Unfortunately, this means she often rushes into danger without talking with the others, getting hurt in the process, but she sees it as part of her duty as the oldest since she needs to protect everyone.

Image:



Lyn

Basic Info: 18-20, They/Them (Nonbinary)

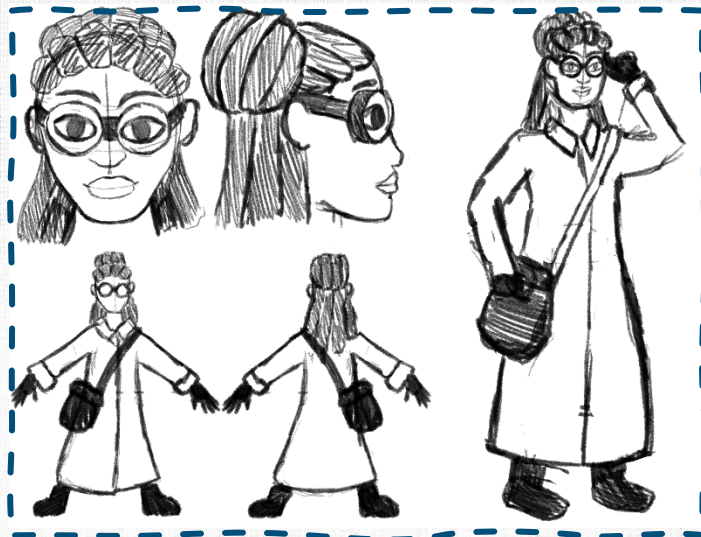
Roles: Party Member, Smart Guy.

Description: Lyn is a nonbinary young adult and a Spell-Weaving whiz. She has dark skin and is weak due to a chronic condition that they share with their sister, but they have it slightly better. She wears scientist goggles, a lab coat, and gloves at her lab. Out and about, she wears the same things because she can't be bothered to change. Sometimes, they need to wear a respirator due to their condition, and occasionally uses a wheelchair powered by magic. Has dark skin and hair in dreads that they usually pull out of their face to put into a bun.

Background: Slightly older than Kinu, but not by much. Both they and her sister have a genetic chronic condition that caused their mother to die early and their father to leave them. Since they're older and have a less severe form of the disease, they care for their sister, Lace, by working at a university laboratory. Considered a genius, she studies Spell-Weaving to find ways to make them and their sisters' condition more bearable.

Personality: Lyn is introverted and keeps to themselves. She has had to be self-reliant from a young age. Lyn hates people looking down on them due to their condition but also hates how much it impacts them. Often, Lyn has a hard time asking for help. She is extremely smart and observant. At first, Lyn can come across as blunt with their comments but slowly grows to care about everyone in the group. She appreciates Kinu's optimism and energy and her kindness to Lace. Lyn looks up to Shalin's strength and independence. She finds Topper's awkwardness embarrassing but eventually helps him come out of his shell a bit.

Image:



Cashmere

Basic Info: 32-34, He/She (Genderfluid intersex)

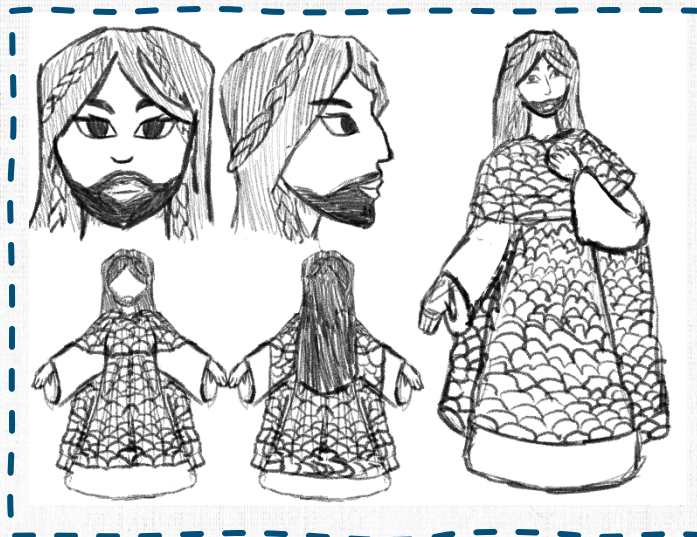
Roles: Party member, Heart

Description: Cashmere is middle-aged with golden brown skin. His long dark hair is mainly loose, with some sections braided together with thread. She has a beard and wears many layers to keep warm in the mountains, including a crocheted cloak with a spell to keep her warm. Klutz is his companion, who is notoriously clumsy for a mountain goat and is the source of most of Cashmere's fiber for Spell-Weaving. He also had a rabbit named Angora, but she could not come with him on the journey because she was a sacred rabbit.

Background: From a young age, he has been interested in the carvings found deep inside the caves of his hometown. Apprentice to her great aunt, a Keeper, she learned about the secrets of the caves, how to help people and other important lessons. Due to how the role of Keeper is passed down, he is still considered an apprentice even at 34 since Great Aunt is still alive, but he doesn't mind, as he enjoys the freedom of being able to venture outside the safety of the caves to herd the goats and help travelers.

Personality: Cashmere is a ray of sunshine, doing his best to be kind to every person she meets. However, a few things deeply anger him, mainly people who bully others or do not respect the natural world. She is very spiritual, and his upbringing taught him many subjects, including healing, ancient language, animal husbandry, and more. She attempts to use all these skills to help her friends, but unfortunately, this can seem overbearing or arrogant due to her lack of social skills. Also, when he has an opinion, he can be stubborn and refuses to let others dismiss him, as he hates the idea of being a pushover.

Image:



Topper

Basic Info: 20-23, He/Him (Trans Man)

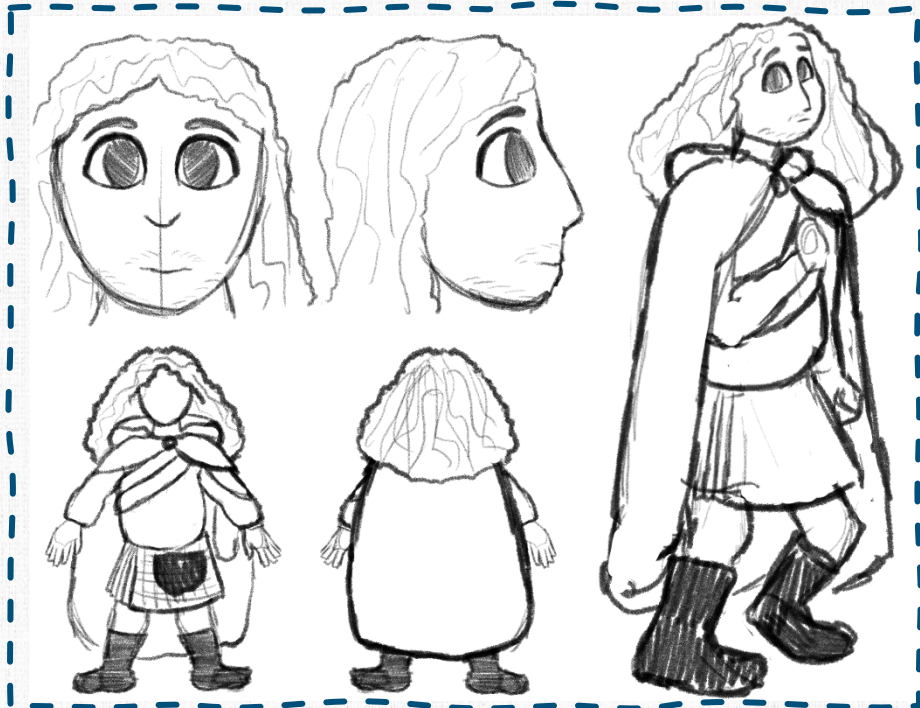
Roles: Party Member, Powerhouse

Description: Bulky teen with wild red hair and highly freckled skin. Topper has long lashes, big green eyes, a soft face, and a sparse beard. Extremely strong but doesn't have traditional abs/muscles. Sometimes unaware of his strength. He wears a wool cloak but will take it off when it gets hot, revealing a kilt and flannel. His pet sheep, Mary, still acts like a lamb despite being full grown and able to provide all the wool Topper needs for spell-weaving.

Background: His Father was his group's previous Shepherd of Men, meaning he was meant to be next in line as the eldest of several siblings. But because of his age, his uncle stepped in to lead, for which Topper was grateful. During this time, he focused mainly on being a good shepherd, growing a close bond with his flock, and even bottle-feeding a lamb who grew up to be his companion, Mary.

Personality: A bit goofy and unsure of himself. Topper has self-esteem issues due to his build. Others often see him as either lazy or dangerous. He loves to spend time with his sheep and is a great shepherd. Unfortunately, Topper is a bit of a pushover. He loves to give people big hugs but always stops if he makes someone uncomfortable.

Image:



Antagonists

The major Antagonistic faction in Warp and Weft is NeoFibra, the company behind Synthetic Fibers. Headed by Sylvester Polyines, it contains both low-level grunts who work as security and higher-level scientists and researchers, and even diplomatic representatives who spread Synthetic Fiber through getting countries to join Synthios, the coalition created to rival Tapestry and increase Sylvester's influence. Though all of these, at some point, oppose the protagonists, some may have a change of heart.

Sir Sylvester Polyines

Basic Info: 35-40, He/Him (Cis Man)

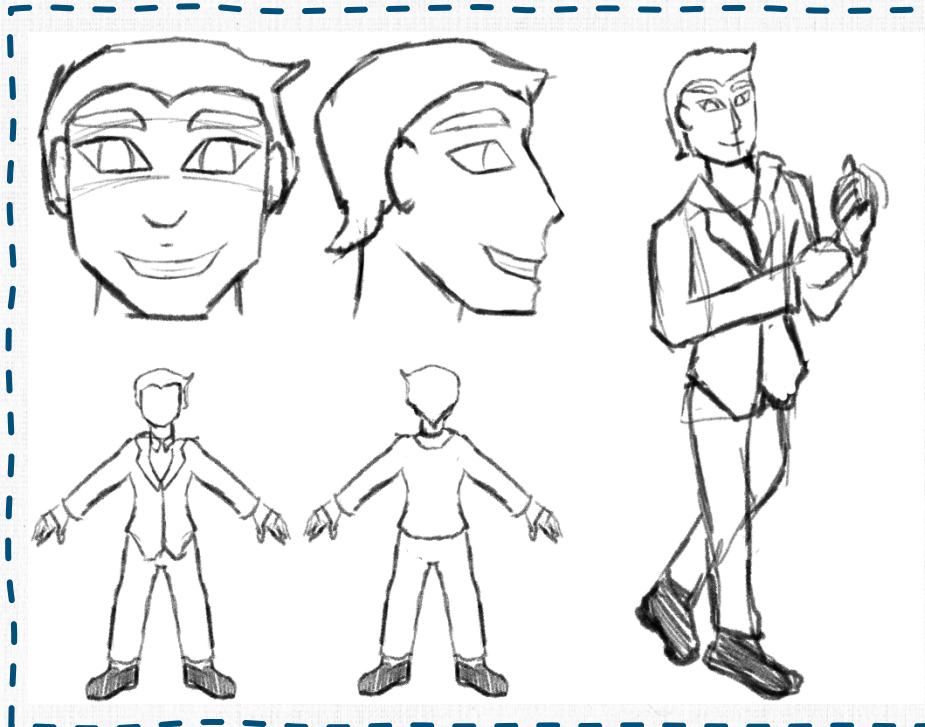
Roles: Villain

Description: Older man, conventionally attractive and suave. Sleek, blonde hair and striking blue eyes. Sylvester wears an unnaturally red suit made of synthetic fibers. Very tall. He has a strong jawline and is clean-shaven.

Background: Grew up wealthy in Oisynt but was perpetually bored as a child and wanted more. He invented synthetic magic fiber due to being unimpressed with the Hemp his country originally produced but secretly stole a large part of the formula from his ex-partner Ray. He created his company, NeoFibra, to manufacture synthetic fiber, which made him even richer. Using this wealth, he gained control of Oisynt and created the Synthios coalition to spread Synthetic Fiber and his influence.

Personality: Charming and sophisticated, gives off an air of superiority. Sylvester doesn't think he's better; he knows it. He sees himself as gracious for offering to export his synthetic fibers. He only cares for what will give him more power and wealth. Sylvester considers the unfortunate as lazy and himself as hardworking, and he has an inherent disregard for nature since he believes humanity to be above it and meant to dominate it.

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Chiffon (Organza)

Basic Info: 17-19 She/Her (Cis Woman)

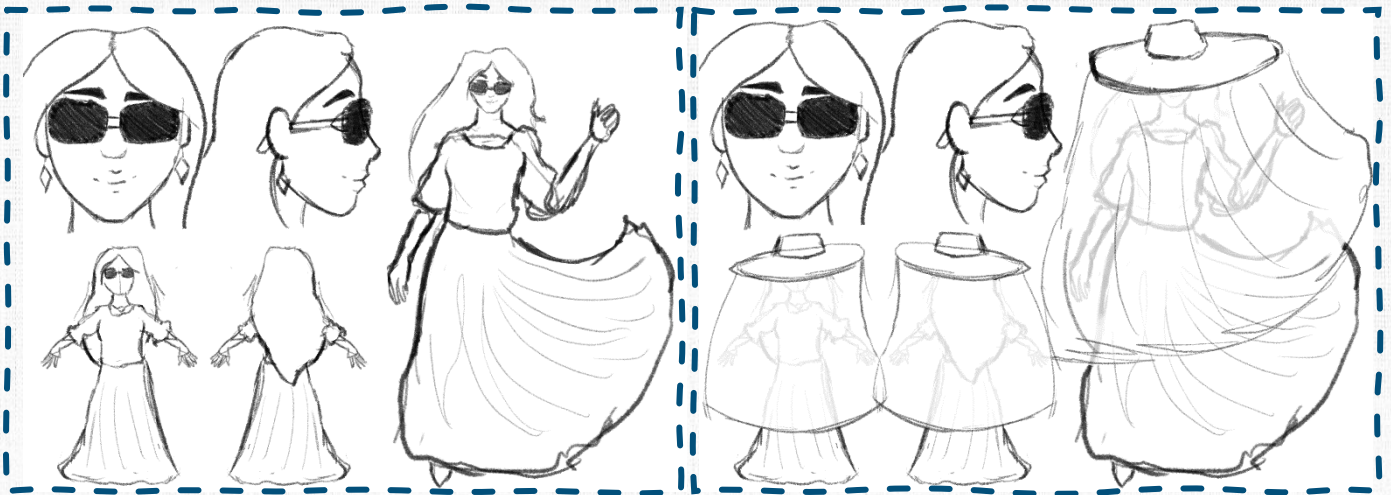
Roles: Nemesis

Description: Same age as Kinu. She dyes her hair blond and seems much paler now due to not being in the sun as much. Chiffon wears a brightly colored dress of synthetic fiber and has sunglasses to shield her eyes. When disguised, she has a large, brimmed hat with a veil that obscures her features.

Background: Kinu's childhood friend, Chiffon (Or Chiffy as Kinu used to call her), was considered a model child who was respectful, obedient, and hardworking. Due to this, Yui and the others in the village decided to sponsor her to learn at a well-known academy in Cini-Faux. There, she excelled further, even learning some with Lyn, and was scouted by NeoFibra, where she got an internship. During this time, she changed drastically from her previous self, becoming haughtier, overly confident, and growing to believe that Synthetic Fiber is the future of Spell-Weaving.

Personality: Chiffon was very proper and obedient when she was younger. Intelligent, but can sometimes be gullible due to difficulty questioning authority. Initially, she gives off an air of superiority but grows more insecure over time as she continually fails to get countries to accept synthetic fiber. This makes her bitter toward Kinu, who she sees as the main reason for her failures. However, she slowly begins to question Sylvester and Synthetic Fiber's safety, especially after she dons the persona of Organza and helps Kinu and the rest of the Party find and explore the temples.

Image:



Ray(on/a)

Basic Info: 30-32, She/Her (Trans-Woman)

Roles: Villains ex-partner

Description: Ray is a Middle-aged scientist who wears glasses and has her dyed hair in a bun held by a pencil. She often comes across as shabby or unkempt due to being far too dedicated to her research. Though her outfits are usually lazy, Ray experiments with her hair color, using it as a test for dyes. Chemical burns from her experimentation mar her beige skin, but she doesn't mind.

Background: The one who originally discovered synthetic fibers when she participated in an expedition into an ancient temple. However, she did not know about their impact until Kinu and the others showcased it. Found part of the formula for the fibers by investigating the first floors of the various Temples throughout Weft.

Personality: Extremely intelligent and unafraid to take risks scientifically. Ray used to be much more outgoing, but after Sylvester stole her formula for synthetic fibers, she's become more cynical and stand-offish. She genuinely craves someone else to talk to about her theories. Still, she is relegated to doing research in her own time as she's forced to continually work on new formulas for synthetic fibers by Sylvester, with very little compensation, perpetually exhausted from overwork, and a perfectionist. However, she does care for others, and upon hearing how synthetic fiber is damaging the Warp, she does her part to find a solution and slow down the production of synthetic fiber, even if it puts her already precarious position in the company at risk.

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Satin

Basic Info: 18-20, She/Her (Cis-Woman)

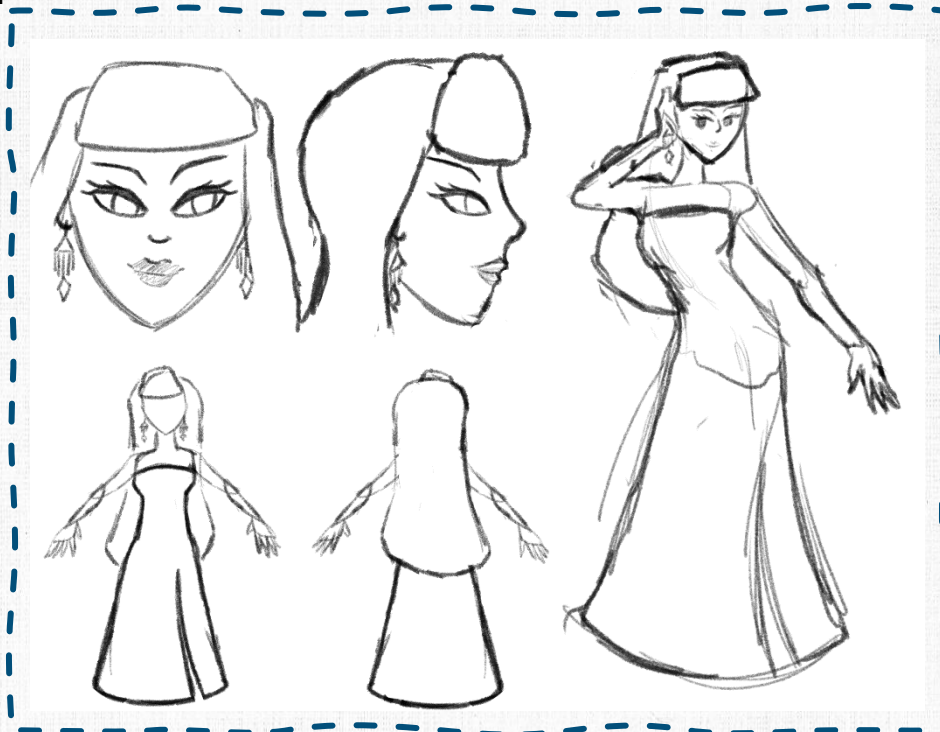
Roles: Villains' current partner, Henchman

Description: A young woman, beautiful. Long red hair, emerald eyes. She enjoys wearing beautiful dresses in unnatural colors. She had a very slim build, possibly augmented through spells in her clothes. Often wears jewelry like earrings to show off her wealth

Background: She started dating Sylvester after he became rich. The daughter of former nobility from Oisynt was used to luxury and wanted it back after her family's fortune evaporated due to mismanagement of finances. She dated Sylvester after he became rich because she wanted his money, and Sylvester wanted to use her ties to the nobility to influence politics in Oisynt. She gets rather made when asked to do anything.

Personality: Very much a spoiled brat, she will do anything to maintain her expensive lifestyle but prefers for things to be handed to her. She has a short temper and often throws tantrums when things don't go her way. She looks down on those who are poor, as she believes in a natural hierarchy, putting her and others she sees as high class at the top, with those at the bottom supporting them due to their natural superiority.

Image:



Narrative Design Brief

Warp and Weft is a top-down 2D RPG with some additional farming, crafting, and foraging mechanics, though it could also work as a 3D game. The player will control Kinu and everyone else in their Party, including temporary members who only join for certain missions. In order of acquisition, the main party members are Kinu, Shalin, Lyn, Cashmere, and Topper. Each party member, temporary or not, will have unique stats and abilities to allow them to engage in combat and extra information in the form of a small character profile in the menu. The target platform would be PC, Switch, and PlayStation.

Cut scenes, branching player dialogue, and interactions will communicate the story. Side quests and NPC dialogue will help flesh out the world for those who want to know more about that. During wilderness sections, you have optional dialogue between characters whenever the Party rests. Item descriptions will also offer some world-building information depending on the item. The dialogue will be displayed in a text box alongside talk sprites, using color and shape for emphasis. Certain actions in battle will come with a pop-in to give some extra emphasis.

Explorable areas will be divided into wilderness areas with enemies, items to gather, and routes connecting different regions, and developed areas where one can find shops, NPCs, and quests. Developed areas will have more narrative potential, with each one created to give a different look and feel depending on location, but wilderness areas will also change based off the kind of environment. Examples of the kinds of developed areas are smaller villages, industrialized cities, and the temples. Wilderness areas can be anything, but some could be forests, farmland, plains, deserts, or snowy mountaintops.

Quest Examples

Rotten Cotton

Location: Fresseccotto

Participants: Kinu, Shalin, Velvet, Chambray, Chiffon

Goal: Obtain a sample of Frayed Cotton and get the Chambray to stop demanding taxes the workers cannot provide.

Outcomes: - Shalin joins the Party, Cotton sample is obtained, and Chambray eases up on the workers.

Success – Fresseccotto does not join Synthios, which impacts how Fresseccotto appears on return visits.

Failure – Fresseccotto joins Synthios, which impacts how Fresseccotto appears on return visits.

Description: Kinu wants to research the Frayed cotton crop in Fresseccotto, but Chambray, the landowner in the place she visits, doesn't agree to give her any, and neither will any other landowners. Shalin, who is organizing a workers' strike after Chambray and other landowners have demanded taxes from them that they can't give due to the Fraying, offers to help Kinu if she helps the workers. Kinu agrees, and the two organize a demonstration during a party Chambray is holding for the landowners. They convince Chambray to ease up on the workers and give Kinu the Cotton sample. Chiffon then appears and offers Chambray and the other Landowners Synthetic Fiber if they agree to join Synthios. Kinu and Shalin try to convince Chambray otherwise, and succeeding or failing here impacts how Fresseccotto is doing when you return later.

Straight Laced

Location: Cini'Faux, New Faux City.

Participants: Kinu, Shalin, Lyn, Lace, Toille.

Goal: Convince Lyn that she can leave Lace to join the Party's journey.

Outcomes:

Success – Lyn joins the Party.

Failure – You cannot proceed without succeeding.

Description: Kinu and Shalin must convince Lyn that she can leave her sister, Lace, to come with them to help solve the mystery of the Fraying by showing that Lace can fend for herself with the help of a family friend, Toille. Help Toille find clients for Lace's lacework and show the proof to Lyn. The player can't fail this quest as they can make as many attempts as they want to convince Lyn until they succeed, and Toille will give hints and advice to the player on how to convince them. After you succeed, Lyn will join the Party, and Lace promises to send updates through a special Spell-Woven piece of lacework that allows for long-distance communication.

Wayward Shepard

Location: Sharnse

Participants: Kinu, Shalin, Lyn, Cashmere, Topper, Lain.

Goal: Convince Lain to take a less dangerous route.

Outcome: Topper joins the Party.

Success – Lain chooses a safe way for the Flock to travel.

Failure – Lain chooses a dangerous way for the Flock to travel, and the Party must help protect them against Fray.

Description: Topper's uncle and the Shepherd of their Flock, Lain, insists on traveling through a dangerous pass full of Fray. If the Party cannot convince Lain to avoid the pass, they will have a difficult escort mission where they must attempt to protect the group as they travel through the pass. To convince Lain, gather evidence that the pass is dangerous and stroke his ego by mentioning the praise he'll receive for making a wise decision in leading the Flock.

"THE COUNCIL OF ELDERS"

Written By

Rachel Webb

Rachel Webb
Street Address
City, ST Zip Code
Phone
Email

FADE IN:

INT. MEETING ROOM - DAY

In a traditional room with fancy vases, Tatami flooring, and paper lanterns and porcelain vases, several Elders from different villages have taken their seats at the fancy pillows surrounding the long, low wooden table. KINU, an average-height 17-year-old girl with short black hair and brown eyes, is wearing patchy, homemade-looking clothing fidgets and is having difficulty sitting still. She is seated behind YUI, her grandmother, the Yamaga village Elder, an 80-year-old woman with long, silver hair, wearing elegant clothing, and sitting in good posture near the head of the table. A stranger wearing sunglasses and a brightly colored dress stands in the corner of the room, out of place among the traditional elements of the room. Yui looks at the stranger with disdain.

YUI

May I know the name of our...
unannounced guest? And their sponsor?

ELDER A

She's an ambassador of sorts, from
Oisynt. (Oy-sint) You seem to have a
guest of your own, Yui.

YUI

Kinu is here as my escort and my
granddaughter. Family is allowed,
outsiders are not.

STRANGER

I'm no outsider! Though I can't fault
you for not recognizing me.

The stranger takes off her sunglasses, and Kinu gasps in recognition.

KINU

CHIFFON! It's so good to see you! I
thought you were still studying-

Yui holds a hand up in front of Kinu as she begins to stand up, causing her to freeze before sitting back down.

YUI

(Whispered)

That's enough. Remember your manners,
Kinu.

ELDER B

Ahem, well, now that everyone has been
introduced, let us move on. We must
find a cure for our Silk Moths. Do we
have any information on this disease?
There has to be something.

ELDER C

Our greatest doctors and apothecaries
have tried every medicine they can, but
nothing seems to work. Nothing in our
texts fits the symptoms. We'd try to
Spell-Weave something, but obviously,
we can't do that without their silk.

ELDER B

Well, there has to be something. Maybe
we can find a temporary alternative to
silk while we look for a cure? We can
survive a little longer if we utilize
our current stores of Silk and Spell-
Woven items.

YUI

Unfortunately, that may not be an
option.

Kinu hands Yui a sample of cloth, which is laid on the
table before her. Though once beautifully woven with colors
and embroidered with intricate designs, the fabric appears
to be disintegrating. Its colors seem dull, taking on a
reddish-black look, as if scorched. There are several
holes, which seem to be growing, with black smoke rising
from them.

YUI

This used to be part of a tent, one
with quite intricate Spell-Weaving. As
you can see, it is Fraying. The process
started a few days ago on my journey
here. But it did not just fray. Kinu?

KINU

The threads and fibers that came off the cloth turned into a kind of monster. I fought similar but smaller creatures when our moth got sick.

ELDER B

I've heard of similar happenings throughout Weft. I thought it was a rumor or at least wouldn't reach our lands. This is worse than we thought.

KINU

Wait, if more countries are involved, we should help each other! That's what the Tapestry coalition is for, right? So-

YUI

Kinu, do not speak out of turn.

KINU

Sorry, grandmother.

Kinu appears to shrink a bit, embarrassed. Elder A and Chiffon converse before Elder A turns to address the rest of the room.

ELDER A

My guest requests permission to speak.

Yui and the other Elders share a look before nodding.

CHIFFON

If I may, I have a solution. The company I work for has developed a synthetic fiber, one that is immune to the Fraying.

ELDER B

It's immune? How much would it be to import?

CHIFFON

Unfortunately, production and transportation will make exporting expensive, especially as we try to increase capacity to meet demand. It

would be about 50 Bobbins per spool of thread.

ELDER C

50 Bobbins? That's outrageous! Wool from Sharnse costs 15, and Flax and Cotton costs 5!

CHIFFON

Yes, it's expensive, but it's the only fiber to have resisted Fraying. All my Synthetic Spell-Woven items have survived my journey, which was probably five times as long as yours, Elder Yui. NeoFibra is very generous in offering to export at all, but we believe in sharing this technology with those who see value in it.

KINU

Tiny's fiber has also held up! That's how I fought off that monster earlier. If she can resist the Fraying, maybe we can replicate it instead of coughing up so much for this synthetic fiber that we don't even know works for sure!

YUI

What did I say? But Kinu is right. It's too expensive to gamble on a new, foreign fiber when there may be other options.

CHIFFON

If you wish for a discount, members of the Synthios coalition receive a 90% discount. You will have to leave Tapestry, but what does Tapestry do for Rikumo anyway?

ELDER B

Withdrawing from Tapestry could be catastrophic during a crisis like this. Plus, we still don't know the efficacy of synthetic fibers!

ELDER A

Is it really so bad? I've looked over the contract; it's fairly reasonable, and-

YUI

Oh, so you are now brokering offers on behalf of all the Elders?

ELDER A

No, but I-

YUI

Silence. Do not forget who has seniority. Chiffon, I appreciate your offer, but we still cannot accept it without further demonstration of your Synthetic fibers' ability.

CHIFFON

If you want proof, may I propose a test? Let me duel one of your silk-using fighters, if you have one whose silk still works, of course.

KINU

Permission to speak!

Yui smiles and nods.

KINU

If the other Elders will allow me, I would like to face Chiffon in a duel. As I said before, my silk still works.

CHIFFON

Really? I'd love to spar with you again! Though, I do recall that you have quite the losing streak against me.

YUI

Kinu has grown a lot. If it had not been for her, those monsters, Those Fray, would've caused far more damage to our village, and I myself would not be here in one piece. I agree to Kinu dueling Chiffon as a demonstration of this so-called synthetic fiber.

Kinu smiles, and the other chiefs all nod in agreement.

ELDER B

It is settled. Chiffon and Kinu will face each other in a weavers' duel tomorrow morning since it is getting late. I volunteer myself as the referee. Do both parties agree to the terms?

KINU

Yes!

CHIFFON

I agree. Looking forward to it, Kinu! Though I won't go easy on you.

KINU

(Genuinely positive)

I wouldn't expect you to, Chiffon. It's nice to see you again, we need to catch up!

Chiffon's smile falters, replaced by a softer, more genuine one.

CHIFFON

Perhaps, when I have time.

YUI

Alright, meeting adjourned. Kinu, follow me.

KINU

Yes Ma'am!

The Elders all file out, with Kinu trailing behind Yui. Chiffon stays back a while before leaving, looking conflicted.

FADE OUT:

THE END

Appendix A: Side characters

Warp and Weft will contain many NPCs. These are a select few to showcase how these characters will be used to create a more believable world that extends beyond our main group.

Yui

Basic Info: 70-80s, She/Her (Cis Woman)

Roles: NPC, Kinu's grandmother, and Chief of their village. Temporary party member during an escort mission.

Description: Yui is an older woman with light skin and wrinkles. Most of the time, she wears elegant traditional silk clothes. Her long hair is a bit of a gradient from white to gray at the ends. Tall, with good posture and a stern gaze. Despite her age, she exudes strength, elegance, and intelligence.

Background: As the matriarch of Kinu's family and the Chief of the Village, Yui is well respected. She often came across as distant to Kinu compared to her other grandchildren due to Kinu's unruly nature. Recently, she has started to take more notice, but in a critical manner, as Kinu approaches adulthood.

Personality: Conservative and serious. Yui is used to being respected for her opinion and can be very stubborn. She is wise from her many years and always does her best to lead her family and village to maintain order. Very rarely relaxes due to this and can seem uptight. The most she allows herself to relax is when having tea and spending time embroidering.

Lace

Basic Info: 14-16, She/Her (Cis Girl)

Roles: NPC, Lyn's younger sister.

Description: A sickly younger girl with brown hair, white streaks, and golden eyes. She has dark skin that often looks ashen due to her sickness. Lace usually wears a white nightgown because she is bedridden frequently and wears her hair in a silk bonnet or braids.

Background: She has a genetic chronic condition that she shares with her sibling Lyn but has it much worse. Despite this, she enjoys making lace from her bed because it's the one thing she can do, but Lyn refuses to let her sell it because she doesn't think Lace can handle it.

Personality: Lace can be rude sometimes, but mainly due to having little patience with people who treat her as incompetent. She appreciates Lyn taking care of her but wants to prove that she can be more independent, especially since she can sell her lacework to help support them both.

Toille

Basic Info: 14-16, She/Her (Cis Girl)

Roles: NPC, Family friend to Lyn and Lace, Temporary Party member during Straight Laced.

Description: A bright, enthusiastic girl about the same age as Lace. Toille has blonde hair, blue eyes, and a lithe build. She's tall for her age and rather lanky. Missing a tooth but has a wide grin all the same. Toille wears her hair long, only having it tied up when she has to, and it is often tangled. Because she frequently gets into fights, bruises, bandages, and even casts are not uncommon.

Background: Lace's best friend. The two met in the hospital when Lace was having surgery, and Toille was being treated for a broken bone. Trusted by Lyn to help out, she often cooks for the three of them and crashes at their place due to not having the best home life, especially after her parents had a younger son whom they dote on much more.

Personality: Somewhat of a problem child, mainly stemming from neglect and abuse in her home, Toille often acted out and got into trouble just to get attention from her parents. Having somewhat grown past that, she still gets into trouble but now does so for her own reasons as an adventurous girl who loves a little bit of danger. Toille used to run with a rough group but got out of it thanks to Lyn and Lace's influence, so she sees them as her best friends and real family.

Lain

Basic Info: 40-50, He/Him (Cis-Man)

Roles: NPC, Topper's Uncle.

Description: Older man with a big beard and short brown hair. He wears a kilt and a thick sweater. Lain has slightly tanned skin, brown eyes, and a bulky build. He has a few scars from his years of hard labor. Lain carries a memento of his brother that he often rubs for luck and wears the heirloom scarf that marks him as a Shepherd of Man.

Background: Topper's uncle. Lain took over the position of Shepherd of Man from his brother, Topper's father because Topper was too young. The death of his brother hit him hard, and combined with the new responsibilities of being the Shepherd of man, he turned to drink. He feels partially responsible for his brother's death as his brother died after saving him from a bear, and to this day, he can't stand the sight of bear imagery and believes that bears should be hunted to extinction.

Personality: Though well-meaning, he can often come across as an imbecile due to his stubborn nature and inability to take advice from others. Though he cares for Topper, he sees him as less of a man due to not stepping up when his father died, though part of this stems from his grief from the loss of his brother. Lain also has somewhat of a drinking problem and, when drunk, can be easily goaded into making poor decisions.

Appendix B: World-building

After a war a long time ago, most countries are part of a worldwide coalition called Tapestry that attempts to prevent wars through open borders and trade. However, recently, Oisynt closed its borders and began trying to create a new coalition named Synthios to spread its synthetic fibers and Sylvester's influence. Following is a list of the countries in Weft with a brief synopsis of their culture, land, and people.

Rikumo

Main Fiber(s): Silk Moths

Description: Somewhat mountainous, Rikumo stretches along the coast, with nearby islands also being part of it. Each village, town, and city is governed by an Elder, usually the oldest house leader. It has a strong culture of respecting your family, especially one's parents and grandparents, and households often have one large house and a family business or trade. Due to their long coastline, they have a prevalence of seafood in their cuisine and a temperate climate.

Characters: Kinu, Chiffon, and Yui.

Fressecotto

Main Fiber(s): Cotton, Flax, other plant fibers, and imports.

Description: One of the larger countries, landlocked, with lots of farmland. It has a system similar to serfdom, with large landowners having the most power. The Fraying is heightening tensions between landowners and workers. However, their food supply is not as affected due to foraging being encouraged and workers cultivating food crops in untaxed community gardens, with Landowners mainly eating meat from hunting or livestock like pigs and chickens.

Characters: Shalin, Velvet.

Oisynt

Main Fiber(s): (Formerly) Hemp, Synthetic Fiber.

Description: Despite being a smaller country, it is well known for its synthetic fibers that NeoFibra developed. The company has almost completely taken over the government, with the King effectively being Sylvester's puppet. They plan to expand by selling their synthetic fiber to other countries at an exorbitant rate while giving discounts to any who agree to enter their Synthios coalition, which allows them power over the nations in it.

Characters: Sylvester, Ray, Satin

Sharnse

Main Fiber(s): Sheep.

Description: Mid-sized country with large grasslands where they graze their sheep. They have the hereditary role of “Shepherds of Men” who lead large migratory groups or “Flocks.” However, there are still larger cities where many Flocks will gather for winter, and some people stay year-round. Some cities have been industrializing and gaining more power than the Shepherds and Flocks. The Fraying is impacting them rather hard as they rely on their sheep for wool and food, with sheep’s milk and cheese being an important part of their cuisine.

Characters: Topper, Lain.

Cini’Faux

Main Fiber(s): Flax, Imported fiber.

Description: A large country that is one of the more developed and has recently become more industrialized. It is more open to importing and using other types of fibers than some countries, especially to meet the increasing demands of its cities. They are known for their colleges, factories, and laboratories. It has a democratically elected president and local representatives for each city and county, though corruption is not uncommon. It also has a long coastline and many ports that it uses for trade with the Phomia and Broko’napla.

Characters: Lyn, Lace, Toille.

Gatamut

Main Fiber(s): Goats, Rabbits, Cotton.

Description: A mountainous region where people mainly herd goats for their wool but will often import wool and other fibers known for their warmth. Settlements have been carved into the mountain's rock, often formed around natural caves and crevasses. There is also a tradition of keeping Rabbits for their wool. These Rabbits are seen as sacred because their wool is known as especially high-quality fiber for spell-weaving, and those that look after them are known as Keepers, seen as spiritual leaders.

Characters: Cashmere

Falpaca

Main Fiber(s): Cotton, Alpaca.

Description: A mountainous coastal nation that uses Cotton and Alpaca wool for fiber. They are known for creating spells based on knots and chords, which are

handy due to their versatility and small size. Though ruled by an emperor, they are mainly figureheads, with most power conferred to advisors selected through exams and recommendations. It has a welcoming culture that is open to outsiders, but a growing faction has become more wary of outsiders due to fear of foreign influence.

Characters: None Currently

Phomia

Main Fiber(s): Flax-like plant

Description: Large Island nation that is more isolated and not part of Tapestry. Little is known about their culture by other countries due to their isolationism. However, it trades with Cini'Faux, especially when exporting Flax. Due to the Fraying, however, exports have stopped, souring relations between the two nations.

Characters: None Currently

Broko'napla

Main Fiber(s): Bark cloth, Coconut Husk, Pineapple leaves, and more.

Description: Less a nation and more a coalition of many Island nations that work together for their common interest. The culture on each Island differs greatly, as do the Fibers they use. Bark cloth, coconut husk, and pineapple leaves are some fibers used throughout Broko'napla. In the past, each Island was free, for the most part, to decide how it wanted to trade and interact with other nations, but the Fraying has caused there to be more focus on only helping others in the coalition.

Characters: None Currently

Silamel

Main Fiber(s): Camel, Agave.

Description: Arid from living in the rain shadow of Gatamut, Silamel uses camel and leaf fiber from an agave plant to weave spells to protect against the heat of the day and the chill of the night. They have several large cities scattered throughout its vast land, often centered around oases, rivers, and the coast, but many caravans travel from city to city.

Characters: None Currently

Inisawl

Main Fiber(s): Sinew, Animal Fur

Description: In the Icy north, many tribes hunt and fish, using the sinews and fur of their game for clothing and spell-weaving. They are known for disliking outsiders due to how they were exploited during previous wars and for their traditions. Despite their lands being grouped under a single nation, they act more as independent tribes. They communicate with each other through the use of message-broadcasting spells. Tribes on the borders are often allowed to decide foreign policy independently due to the more isolated tribes not wanting to bother and being largely unaffected.

Characters: None Currently

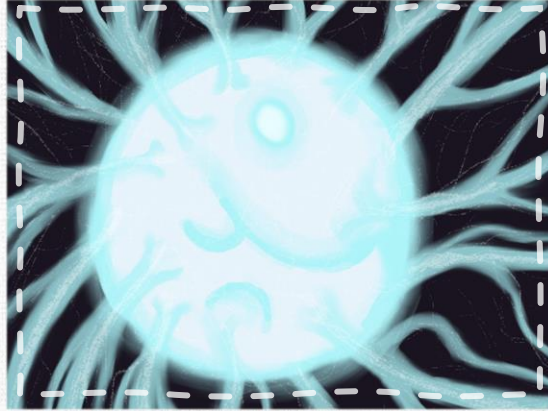
Appendix C: Magic System

The magic system in Warp and Weft is based around using fibers, all of which contain some inherent magical properties, to weave, knit, crochet, embroider, braid, or various other ways to use fiber. Using magic fibers to create a magical effect is known colloquially as Spell-Weaving, and though anyone can do it, people who specialize in it are often called Spell-Weavers. This term might differ based on culture. For instance, in Sharnse, where wool is often knitted for spells people call it Spell-Knitting. No matter how the fiber is used, there are three components to using its magical properties.

The first is pure intention. No matter the method, focusing intently on a specific effect while working with fiber will imbue it into the final product. This is generally considered the weakest form of magic, but it is vital for most spells as it guides the effect of the spell and is often used in tandem with the other techniques. This also allows for spells to be made quickly through faster fiber/thread use methods, making it the most common type to use in combat.

The second is to dye the fiber. The source of the dye will impact its effect. For instance, using a dye made from a plant with medicinal properties will allow the user to create healing weaves, or using dyes from plants that thrive in hot or cold climates will imbue heat-resistant or cold-resistant properties to the end spell. Mineral pigments will often directly imbue their properties. Strong minerals imbue strength-enhancing properties, poisonous minerals imbue poison properties, and minerals created through volcanic activity imbue fire-like properties, etc. Usually, intent magic will be needed to guide the property in the desired direction. It should also be noted that a dye's properties are somewhat influenced by the dyers' idea of its properties and that mixing pigments will imbue both properties but at an amount proportional to the ratio of the mixed pigments. In combat, threads are often dyed beforehand to be selected and used as needed during a battle.

Finally, the most powerful way of using magical fiber is through patterns. Patterns that result in specific effects are often passed down through generations and can be tied to particular cultures. New patterns are usually made through experimentation and creative use of preexisting patterns. The reason patterns affect a spell is somewhat unknown. Still, theories suggest that it could simply be a stronger form of the first method of spell-weaving, with the pattern resulting in the intention being more clearly tied into the final spell. Despite being the most complicated form of magic, it can be used in battle through pre-made Spell-Weaving, such as armor, or through simple patterns that can be memorized and created quickly on demand.



The source behind this magic is the Warp, a giant, benevolent creature living in the planet's core. Though the Warp exists physically inside the planet, it interacts with every living thing through a mesh of spiritual threads. These spirit threads, while invisible, resonate with and are drawn to other threads and fibers, giving these things a stronger connection to the Warp. Through this connection, when someone spins, dyes, weaves, or otherwise manipulates it, the Warp can sense their intention and attempts to give aid, resulting in magic.

Synthetic threads are created by extracting the Warp's blood, which is then refined and turned into thread, similar to how oil is refined into synthetic fiber in the real world. Doing this directly steals the Warps' power, making Synthetic thread more powerful. This process damages the magic in two ways: by weakening the Warp and tearing the spirit threads in the mesh from their connection to the warp, resulting in the Fraying. This Fraying also results in loose spirit fiber and frayed Spells congealing into the Fray, monsters that inherit the magic woven into the Spells they came from. If enough of these come together, a Ravel can be created, a creature that rivals the Warp in its power. Ravels are rare as they often require a host to guide them, which usually damages the host. Though there are ways to make synthetic threads without damaging the warp, it must be done much slower and more carefully.

