

Player character (Alex):

30 year old man/woman (player chooses at the start of the game). Bit of a loner but aspirations for greatness, just lacks the discipline and motivation to actually pursue it. Doesn't pay that much attention to their hygiene but cares deeply what other people think of them. Lived their whole life in the little town the game takes place in and has little interest in big cities. Likes to make up theories that explain life's mysteries and believes in otherworldly things. This is partly at fault as to why people shun them. The other part's the hygiene.

Daniel:

Got lost in the woods one year ago and was kidnapped by one of the creatures, kept captive ever since. Was sold to another creature to be kept as a slave, doing renovations in the main city and running errands for whoever asks for it. Desperate to escape, looking for any opportunity to do so. Likes trains and makes train sounds when distressed and mostly communicates with the creatures through sounds, as they do not understand human language. 11 years old.

Jonathan:

14 year old boy who went missing a couple years ago and can now be found working as a sort of a cook in a feeding area where the creatures come to eat. He prepares meals from earth worms, dirt, roots, stones and meat from deceased other creatures every day. He suffers from nightmares and tremors. Cannot remember who he used to be on the surface, barely even remembers where he's originally from. Has almost forgotten his native language and seems eerily happy to be where he is.

Rose:

This girl went missing three years ago when she was 14, now 17 years old. Managed to keep hidden for this whole time and the creatures do not know that she is around. She slept in the old small rooms as the creatures never go there anymore but could not climb out of the cave due to the lack of equipment. Numerous failed attempts at escaping has led to multiple different injuries and broken bones, leaving the poor girl with a limp and a broken spirit. She does not like to talk about how she has to survive underground. It has been very traumatizing as she had grown accustomed to the level of comfort of her home town.

Anna:

Went missing four years ago, this 16 year old girl is currently living with one of the friendly creatures, exchanging stories and experiences for shelter and food. Other times the stories are made up as there hasn't been enough of interesting events in her small home town to fill up four years. Quite happy about her situation after hearing about the other humans that are living underground in this civilization of creatures, but misses home and wants to escape. However, she has tried it before and the repercussions were so severe she has not tried it again.

Friendly creature 1:

This creature is housing the 16 year old girl in their home and it is decorated with relics old and new from the surface, such as trash that people have thrown out and random pieces of metal and loose tires. There also is some very old things, indicating that possibly these creatures have been around for much, much longer than the current generations of humans. This creature can speak some sentences of English after learning it from the girl, but makes mistakes often and cannot pronounce some words due to the physical structure of their vocal chords. Very interested in humans and keen on helping them out in any way possible but refuses to help anyone get back to the surface. Mentions of other children and even adults who have lived underground and gives the impression that this has been going on for hundreds of years.

Friendly creature 2:

There is another creature that is willing to help the player but this one lives in the main city. This one, much like the first, collects memorabilia and has a bigger and more valuable collection but lacks the stories the

other one has and gives the player a chance to bring another human to live with them in exchange for a reward of some sort. This creature speaks very poor English and is hard to understand but can write quite well, having learned from multiple books they have in their collection. Therefore, the preferred means of communication is written. Has little regard for its own world and is much more interested in the human side of thing and gives the player information about the sacred temple and the dark rituals.

Evil creature:

This servant of the high priest is loyal to them in every way possible. They are in charge of bringing in new subjects and discarding of the old ones as well as protecting the sacred temple and dealing with any intruders in the big city. Not much resembling a personality can be found and gives the impression of a mindless servant, almost like they were controlled by the high priest themselves.

High priest:

The overseer in the sacred temple that is located in the big city. Believes fully in the god of Earth and worships it through rituals and sacrifices and believes he is the chosen prophet of this god. Also believes that the god talks to them, commanding them to experiment on humans, rewire their brains so they do their bidding and discard their old identity. Has gone through hundreds of people over a thousand years, their average lifetime, and found that some people simply cannot handle these experiments. This has led to them releasing some of the children they've found but not before making sure they remember nothing of what's happened. However, these memories can return during deep sleep but fortunately only manifests in night terrors which cannot be recalled once the person wakes up again. Not fully, at least.