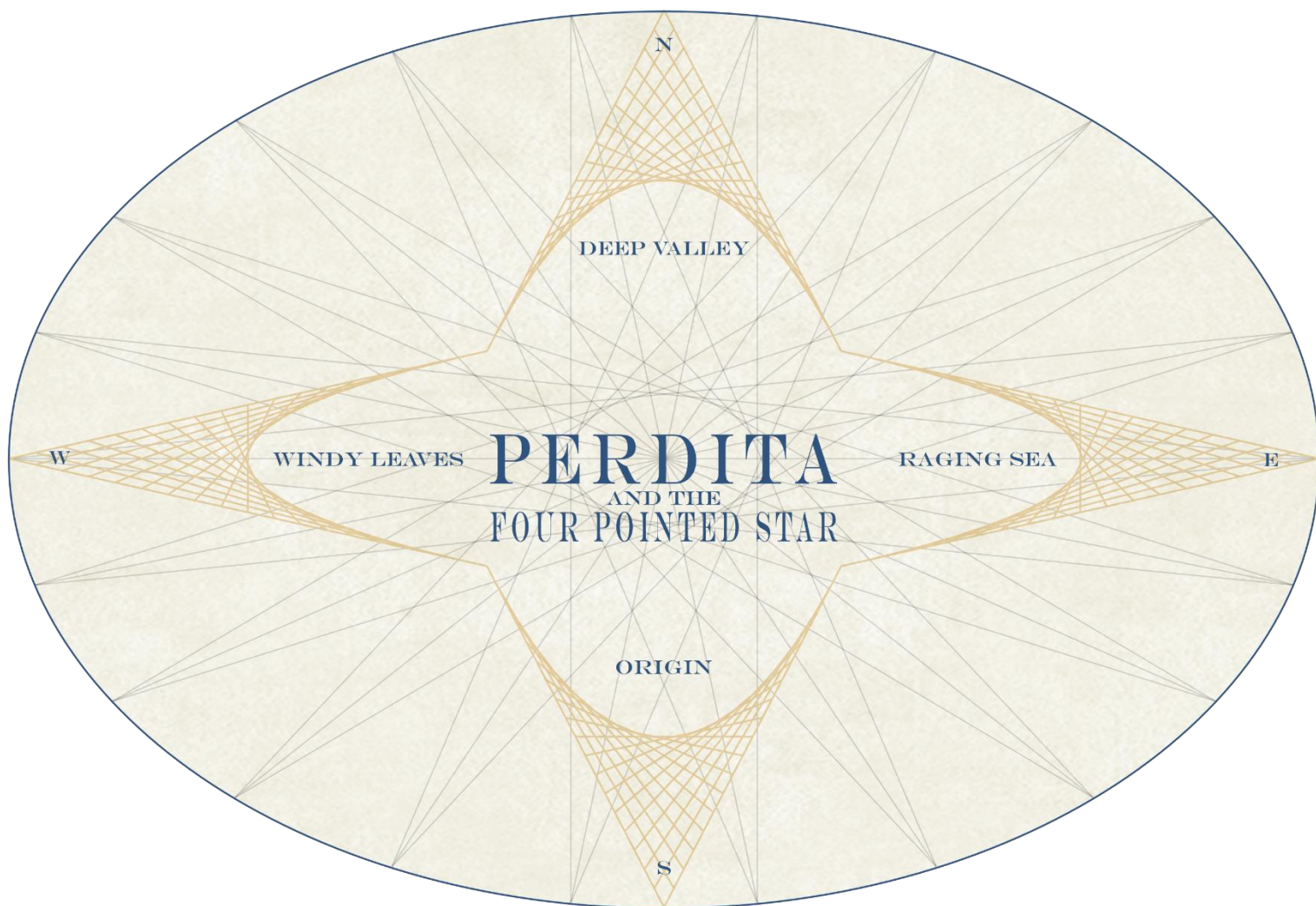




TOMMY MA

2026

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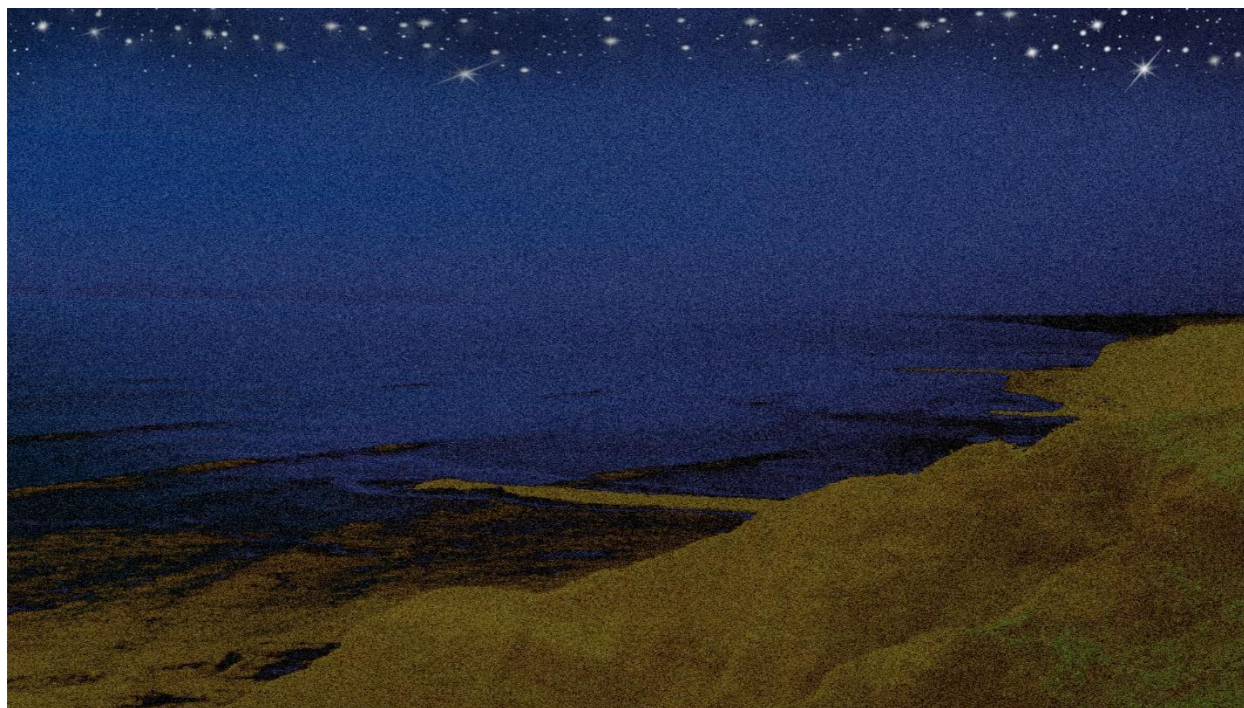
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INTRODUCTION: OVERVIEW

Mathematically shaped, controlled, and manipulated through otherworldly forces. Four dying regions remain in the sealed world of Vision – XIV. On a forgotten sliver of land in the Raging Sea stands the Last Light port, the crashing waves audible to every resident. Once part of the capital region Origin, it was severed when The Enduring raised the Dam of Calm; so vast it swallows the sky, leaving the port city to rot in permanent shadow. Last Light hasn't seen the sun in generations; the stars are all that remain.

The abandoned are marked with a star; amongst them is a girl named Perdita. Her star is different. While everyone has five points, her star only has four. Due to this, she lives in isolation, ostracized by the folks as downtrodden as her. She only lives to survive until a voice only she can hear calls her towards Origin itself, where she learns the destiny that was kept secret from her.

Perdita goes on a journey across the unforgiving world of Vision – XIV, discovering connection, unattainable in the place she called home. The companions she comes across hold the true source of her powers; without them, the waves of her heart and ultimately of the Raging Sea will never rise above the dam. A new world stirs in the wake of Perdita's journey, as it has before, and will again.



The Raging Sea

Courtesy of David Ma

INTRODUCTION: LOGLINE & PREMISE

Logline: Where five is divine, Perdita is born with a four-pointed star and must journey across a dying world to uncover her destiny and bring a world anew.

Vision – XIV consists of four closed-off regions that are controlled and oppressed by a group of infamous but extremely powerful architects named The Enduring, who have ascended and are in conflict with the ancient outer god known as the Mother of the Sea. Perdita and the origin of her birthmark are the key to the fate of this larger conflict that she's unknowingly caught up in. Her journey, the connections she forges along the way, and the tension in her heart will ultimately determine the irreversible outcome of the world.



The Deep Valley

Courtesy of David Ma

INTRODUCTION: FORMAT & TONE

Perdita would be in a mixed media format, using hand-drawn character animation inspired by the watercolor works of Yoshitaka Amano, combined with photographic backgrounds; treated and graded originals that have already been established throughout this bible.

The mixed media format creates a deliberately liminal visual world. Real spaces that are transformed until they no longer look correct, populated by hand-drawn figures that feel equally unanchored, like the world of Vision-XIV and its inhabitants, such as Perdita. A world between

cycles, existing in borrowed time and space that refuses to be grounded. Nothing in Perdita should look entirely like it belongs. That wrongness is intentional.

Tonally, Perdita draws from hypnagogic and liminal aesthetics. The quality of things that feel familiar but corrupted, like a memory of a world that will soon cease to exist. Reference points include the illustrated incompleteness of *Vermis* by Plastiboo, the surreal, eerie, and biblical sound and visuals of Chanel Beads, and the broader tradition of spaces that exist between states. Vision-XIV is not a world at its height; it is already becoming a memory of itself.

Network/Platform Target

Perdita's unconventional qualities, including sparse dialogue, experimental mixed-media animation, and an ambiguous ending, make it better suited to platforms with a tolerance for challenging, non-mainstream work. Adult Swim, known for championing experimental animation that defies genre convention, would be the natural home for a show of this nature.

A comparable network would include Primal, which similarly relies on visual storytelling and shares Perdita's dark tone and emotional weight.

Runtime

Roughly 38-42 minutes per episode, which allows space for the world to breathe and be given context without heavy exposé, while not being too long that it overstays its welcome.

Comparison Titles

Perdita & the Four-Pointed Star's story exists at the collision point of Hayao Miyazaki and Hidetaka Miyazaki.

The hand-drawn beauty of our chosen one carries an impossible weight, processing her journey with emotional sincerity and unbridled perseverance; the belief that a new world can be built with kindness and staying true to one's inner person. Echoing works like *Nausicaa of the Valley of the Wind* and *Princess Mononoke*.

Contrasted with the cosmic dread and mythic ambiguity of the *Soulsborne* series. Eldritch gods control the events of a dying world after countless cycles of destruction, mortals accessing forbidden knowledge at irreversible cost. An apathetic world that doesn't shy away from suffering.

Final Fantasy IX meets Sol Cesto.

The emotional register of *Final Fantasy IX*, where fairytale warmth and existential dread co-exist. An intimate story of connection intertwined with the crushing weight of predetermined fate.

Visually and lore-wise, the mysterious world-building of *Sol Cesto*. Darkness and dense folkloric illustrations. A world where the sun has been missing for countless years, and one must descend into the unknown to reclaim what was lost. Like *Vision-XIV*, a world defined by what has been denied.



The Windy Leaves

Courtesy of David Ma

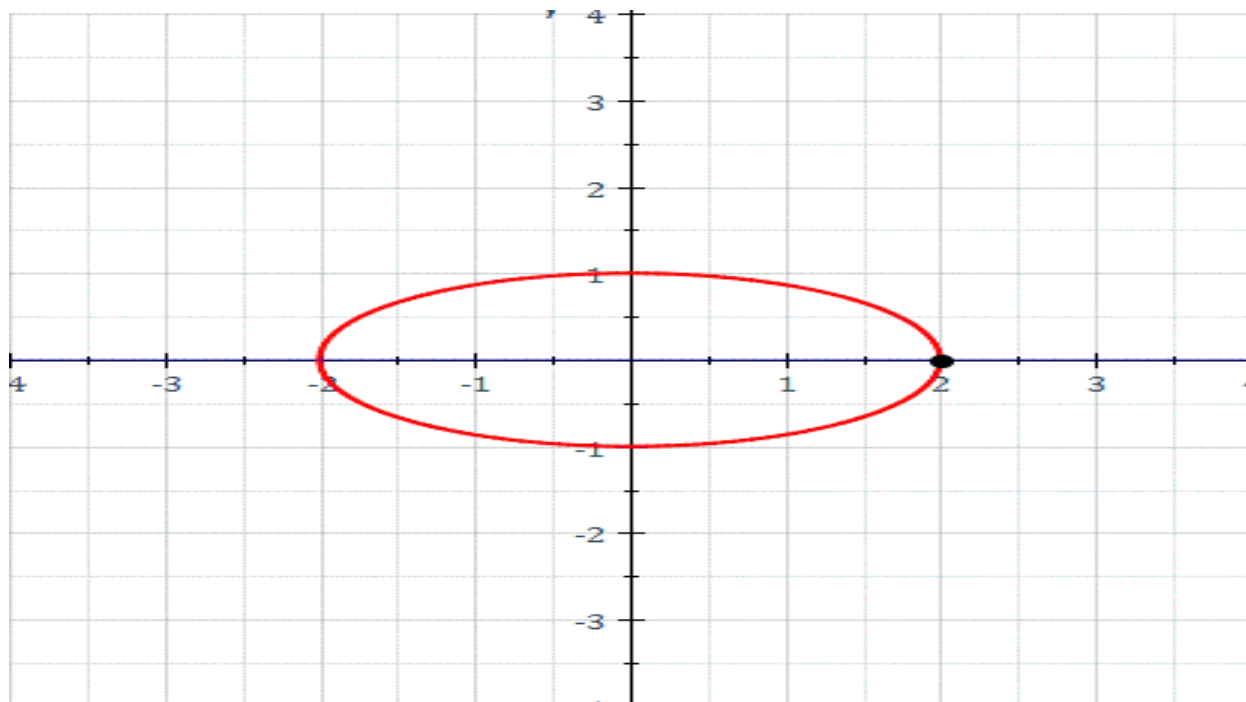
A DIVE INTO VISION-XIV: WORLD/SETTING

Vision XIV is an elliptical world. It is sealed at its edges with the ellipse functioning as both the physical boundary of the world and the mathematical basis for everything within it. Due to it being an ellipse, it has two focal points (foci) rather than one centre. This makes the world inherently asymmetrical, with competing centres of gravity. This asymmetry forms the basis of the power struggles between its inhabitants and why each region is so distinct from the others.

To give further context to the mathematical explanation of our world and how it affects our story, the evolute of an ellipse is the shape traced by the centres of all its osculating circles; in other words, the shape formed when you draw a line perpendicular to every point on the ellipse simultaneously. These lines are called “normals”, which converge and intersect to reveal a four-pointed star hidden within the geometry of the ellipse itself. The four regions of Vision-XIV sit at these cusps, each one a point where the world’s geometry concentrates, where forces converge.

This is exactly what Perdita’s journey is. She is the four-pointed star hidden within Vision’s XIV’s geometry, revealed under the right conditions. As she moves through the world, she goes along the curve, which then traces that star. Its completion marks her final destination and the revelation of her purpose.

If opening in PDF: [click here](#).



Evolute of an Ellipse (Path of Perdita's Journey)

Courtesy of Sam Derbyshire

The Regions

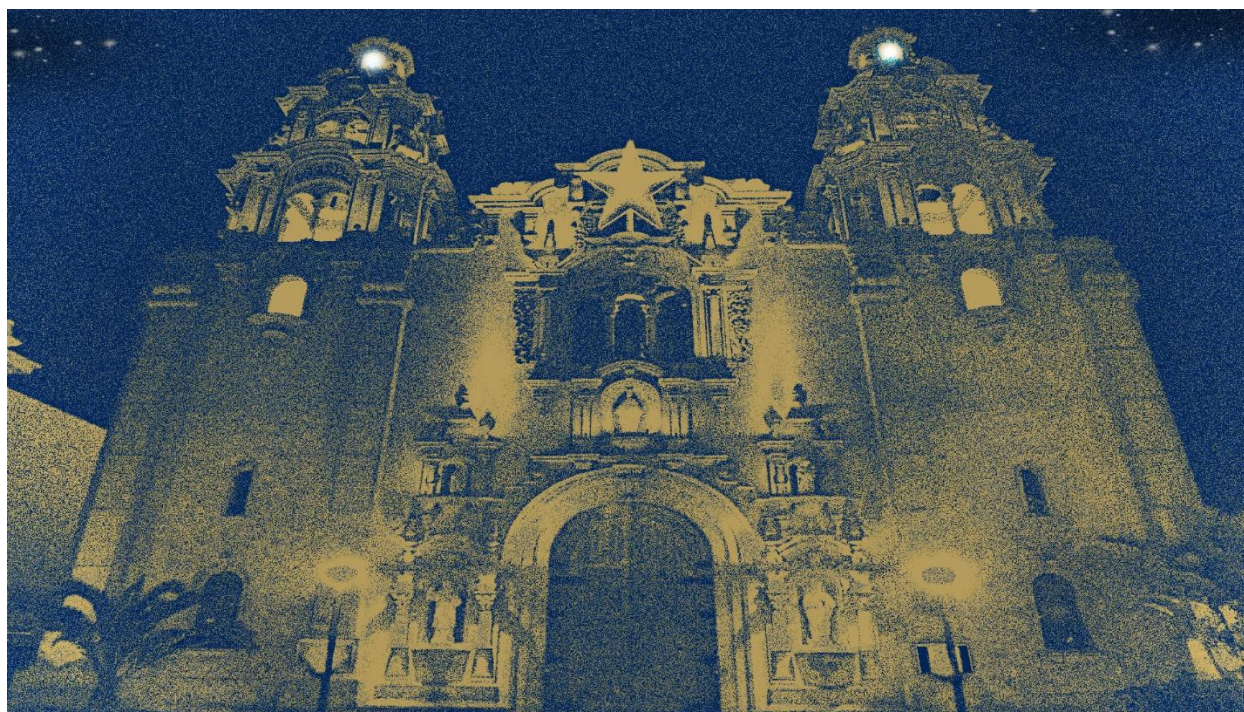
The Raging Sea / Last Light

The home of Perdita. Its crashing waves against the port of Last Light never cease. This region was once part of the capital Origin; it was a source of resources, its vast and mysterious deep ocean containing materials that built the very foundations of Origin's walls and towers. But as the Enduring grew old and more paranoid, they sealed the region and its many inhabitants from the rest of the world with a giant dam called the Dam of Calm, which blocks out the sunlight during the day for generations.

The people of the Raging Sea now live oppressed, downtrodden, surviving after being cut off from the trade network and support of the other regions. They are completely unaware that the rest of the world is in just as dire a state of affairs. Even though they struggle, they pray to the stars, which give them their only source of natural light and comfort. Many ships leave and enter the port to sail and dive into the dangerous waves of the Raging Sea, coming back to trade the ancient treasures and goods they find.

The Raging Sea is a region defined by what it has been denied: sunlight, freedom, and the truth of its own importance to the world that has abandoned it, but as the years go on, the rage of the

waves and the people grow. To cross Raging Sea is to become a cork over the ocean, floating aimlessly along the waves, lost.



The Raging Sea, Star Shrine

Courtesy of David Ma

The Deep Valley

The second region Perdita must venture out of to reach Origin; it is a valley with tall cliffs and steep mountains that seem to stretch on forever. The barren wasteland's desolate landscape, once plentiful and filled with diverse fauna and flora, was stripped of all its natural resources, creating a wasteland where life struggles to thrive. Exploited by the Enduring, like the Raging Sea, the Deep Valley did not become this way on its own.

A species of ancient giants named Hallowmund wander the valley aimlessly. The Hallowmund have material/terrain-like bodies, ranging from stone to wood and earth. Their bodies contain valuable materials. Non-verbal and keeping to themselves, they often cower rather than fight when hunted, but regardless have immense physical strength and vitality. It is also filled with multiple cannibalistic tribes who've survived in the land for ages, bandits who have been exiled from the capital, and wandering poachers who hunt for the most resource-rich Hallowmund for profit.

It is a dangerous place, filled with the cutthroat and merciless. To cross the Deep Valley is to become a rock in a landslide. Your pace, direction, and outcome aren't autonomous.



The Deep Valley, Abandoned Watchtower

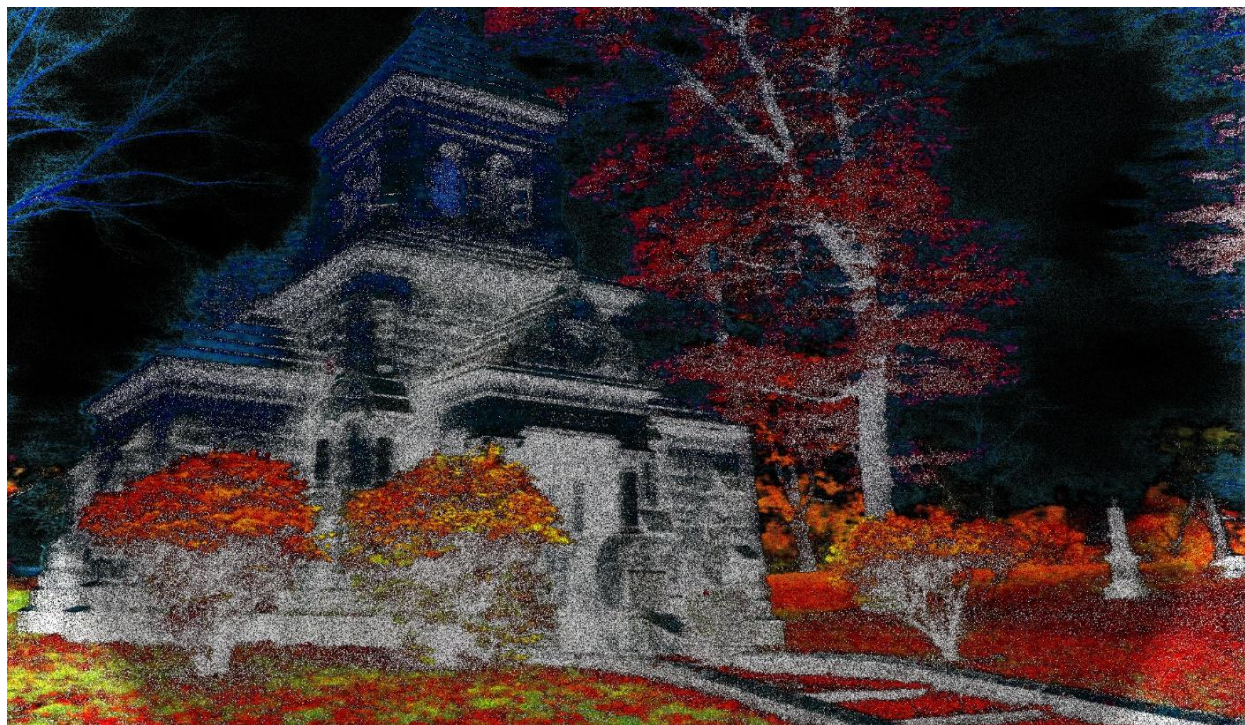
Courtesy of David Ma

The Windy Leaves

The third and final region before the capital. The Windy Leaves is an untamed and intricately designed forest, claimed to be crafted by the Enduring or an even more ancient force as a point of defense to keep unwanted visitors out of the capital. The air is the greatest threat, the wind a natural force, constant and indifferent, moving in endless spiralling currents.

Although widely considered uninhabitable for most living life, tales have been passed down of ancient animal spirits from elk and bears, magical creatures such as gnomes, as well as a mythical entity known as the “Windspoken”. A wandering bard who drifts between the trees playing music only the wind and forest can hear. Whether the wind serves the Windspoken or the Windspoken serves the wind is unknown, but its presence has been described for eternity; some claim even before the Enduring have existed.

In the Windy Leaves, you will be blown away; the challenge of crossing it is almost impossible; none except the Enduring and the Windspoken have the knowledge to traverse it without being blown away. To cross the Windy Leaves, you must be able to go with the wind, even if it never ceases to try to blow you off your intended course.



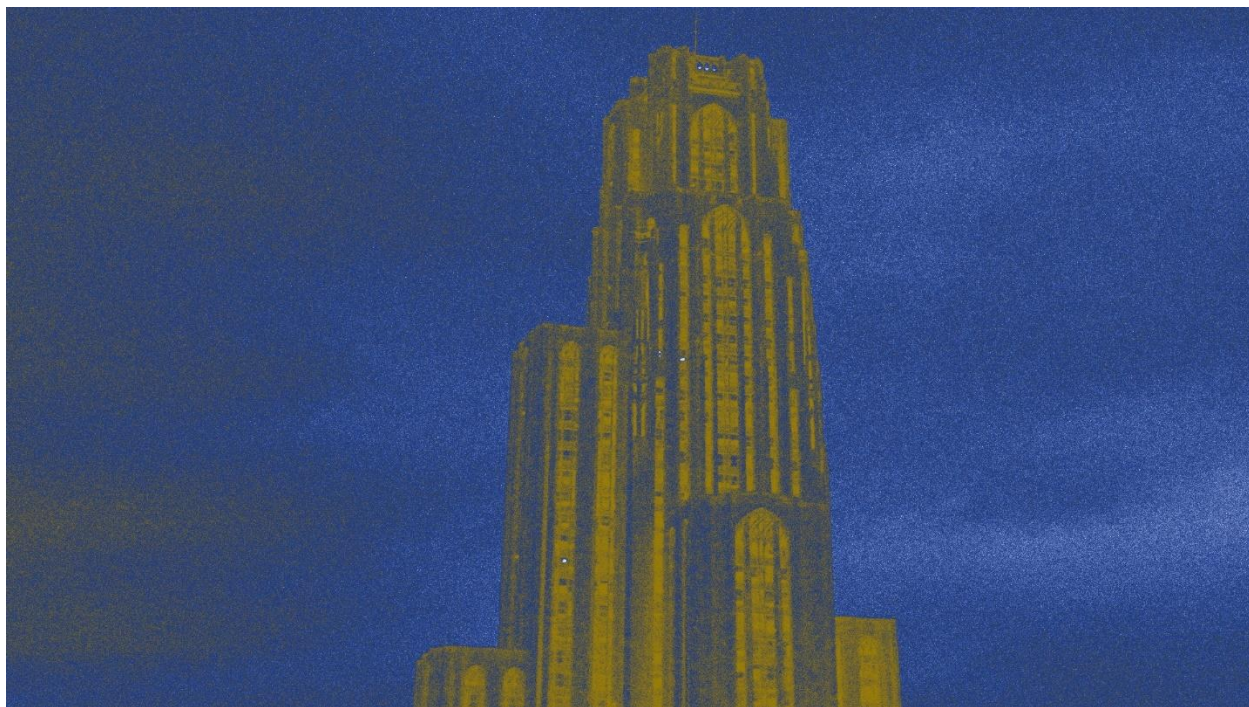
The Windy Leaves, Spirit Temple

Courtesy of David Ma

Origin

The capital of Vision – XIV, a vast, once beautifully maintained white marble and crystal city elevated above the whole world, built from the resources of the Raging Sea, now completely encased in ice and snow. The city, the size of a whole region, is ghostly; it feels ethereal but at the same time distant and non-existent. As you get closer to the Perpetual Tower, the sky begins to darken into a deep night blue. In the Perpetual Tower, the Council of Architects, also known as the Enduring, reside on their thrones. Their bodies are an empty husk, decaying, while their consciousness now sits on a higher plane of existence.

While outside the tower lies quiet, inside is filled with grotesque abominations, failed experiments by the Enduring that turned into monstrous creatures not meant to be perceived. But behind all the flesh remains the truth, a collection of knowledge that seems limitless, stored away by the greed of the Enduring. Origin is a region defined by what it has kept and where the world all started; it holds the most ancient secrets. The truth of the cycle, the truth of Perdita's purpose, and the truth of what the world was built on and what it will become. Everything Vision XIV was never allowed to know is here, frozen in place, waiting.



Origin, Perpetual Tower

Courtesy of David Ma

Notable Landmarks

The Dam of Calm

The Dam of Calm, presented to the people of Origin as protection from chaos, represents nothing but an act of fear by the Enduring toward the people living on the other side. Built not only to keep the waves of the Raging Sea contained, but also to suppress the influence of outer gods and their vessels far away from Origin. Anything to keep their pursuit of knowledge and lust for power away from prying, dangerous eyes. The Dam of Calm is a structure so vast it swallows the sky above the Raging Sea. Perpetually sinking the port into a permanent wave of darkness during the day. Beneath its shadow, in Last Light, the stars are all that remain, something that even the Enduring could not take away.

The Path of Retribution

This wretched path represents nothing but the embodiment of dread and rot that seeps through Vision XIV. The feeling of being utterly unable to change your course, lost, directionless, forgotten, becomes physically manifested most prominently in this region with minerals that release toxic gases in their surroundings, and predatory plants that give off the appearance of

food that poisons those who fall for their tricks. Everywhere along the path, the smell of death can not be escaped as the countless rotting bodies of people who have perished on their journey lie present. Their corpses convey struggle; some were determined, their hands reaching out for something greater, while some curled up like they helplessly gave up the moment they set foot in this desolate wasteland.

In an already hostile environment, added on are the horrific screams of the Hallowmund who can be heard echoing into the night, making rest not an easy task. Bandits set up checkpoints where they tax, torture, and kill those who undermine their rule. There is an ordered hierarchy on the path of retribution in some parts, while still mostly being a chaotic Wild West.

Many are exiled from the capital to the Path of Retribution; their redemption is promised to them when they reach the steepest point of the path, a climb that ends when you meet face to face with the carved-out statues of The Enduring in the cliff faces, but that promise has never been fulfilled. No one has made it. Some say the path stretches 1000 steep steps, while others say you must face mechanical automatons created by The Enduring in a trial of combat.

Spirit Temple

Hidden deep within the forest of the Windy Leaves, the Spirit Temple reveals itself only to those it chooses. A place of worship, a powerful barrier, and a home. The Enduring, through centuries of accumulated knowledge, have learned to bypass its will entirely. The few who have travelled through the Windy Leaves don't find it at all.

The building is ancient, its material unknown, but the energy within each brick can be felt throughout the body upon entering. Inside, the temple is modest: a small kitchen, a seemingly unused bed, and a small altar. The home of something that has existed longer than memory, furnished as though it once expected to need these things and is no longer certain or is expecting a guest to stay the night.

On its walls are etchings. Pictured is someone alone. Then that someone with others. Then that someone summoning a force that wipes the world clean. Fourteen versions of this story, each carved separately, each nearly identical. It has the same arc, and also the same ending, with only the smallest details changed between them. Like a cycle that has been recorded by someone who has witnessed every iteration of it, and continues to watch. It is here that Perdita first understands what she is and where she will end up in the end.

Perpetual Tower

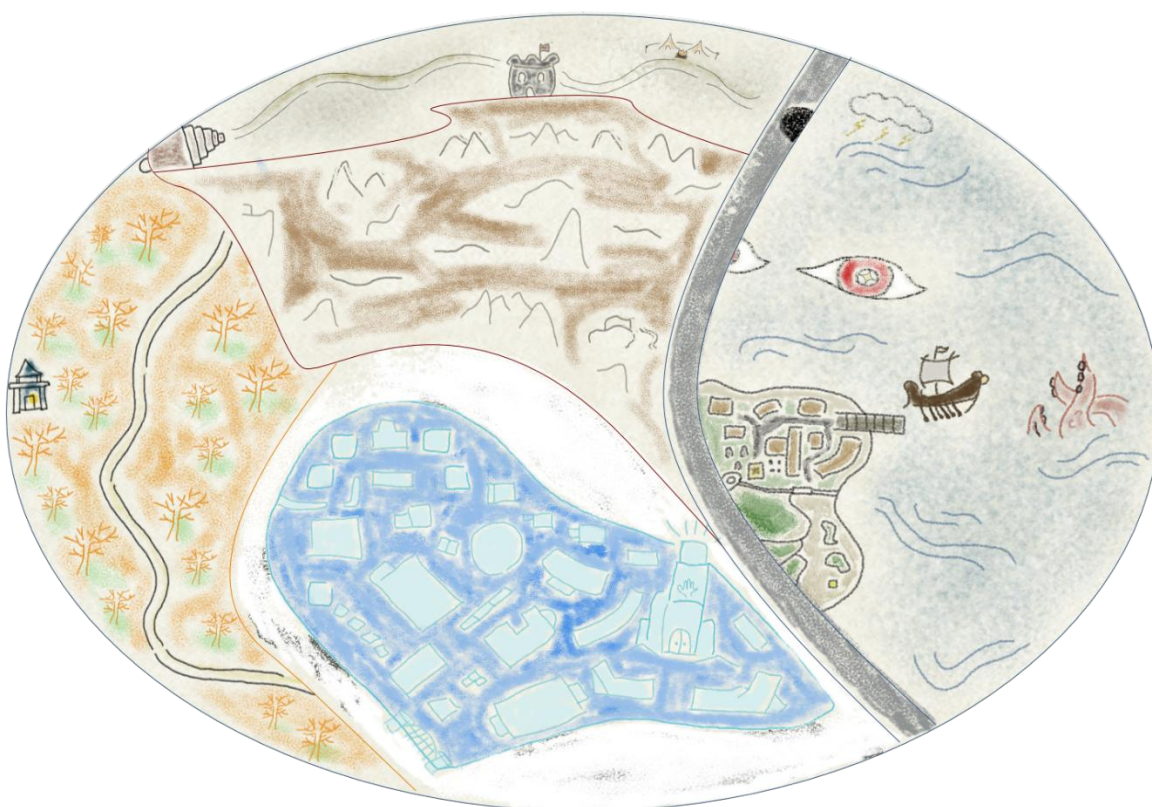
Located in the capital. This tower stands high and mighty above all other surrounding structures, only coming short of the Dam of Calm. It looks grown rather than built, spurting to the clouds from beneath the ground like a beanstalk. It is made out of an extremely rare, glowing crystal that reflects almost everything that tries to penetrate it. As one approaches the daunting tower,

the sky mysteriously darkens into a deep night blue. It not only stands tall but also hides a vast network of tunnels and chambers underneath it that connect to almost all of Origin like blood vessels.

On its lowest levels are where the Enduring keep their darkest secrets and monstrous experiments. In these dungeons and labs are Creatures ranging from seemingly harmless to grotesque and violent, to entities that seem incomprehensible to normal-kind, driving most to insanity just by the sight of them. Once sealed underground, kept away from the public through a powerful barrier set by the Enduring, they now roam freely within the tower, and for reasons unknown, gravitate toward climbing to the top where the Enduring sit. Their bodies are merely empty husks on thrones. Their physical form decaying, devoid of life as they have ascended beyond into a spiritual form and now have entered a plane equal to some outer gods.

As the name suggests, the Perpetual Tower seems to endlessly spiral up. At one time in the history of the capital, many bold enough would sneak in and attempt the pilgrimage to the top. But their trek would either end when they ran out of provisions, or their minds became withered by the pitch-black void below them on the stairwell, their souls crushed by despair before they ever reached the summit.

This is Perdita's mightiest roadblock. Within its spiralling heights, her final confrontation with the Enduring takes place; where the truth of her journey is spoken out loud, and the purpose of her life commences. The Enduring named it for what they believed themselves to be. The reality being that everything inside it ends with Perdita.



Map of Vision – XIV

A DIVE INTO VISION-XIV: SERIES MYTHOLOGY & THEMES

Mythology

The Cycle

Vision-XIV is not the first world. It is the fourteenth. Before it came thirteen others, each built from the wreckage of the last, each developing its own civilisations, power structures, and mythologies, each eventually corrupted beyond repair and ended by a force of nature. The cycle is not a legend or a creation myth within the world. It is a documented truth, recorded in the etchings of the Spirit Temple by the only being that has witnessed every iteration. Most inhabitants of Vision-XIV have no knowledge of it. The Enduring discovered it centuries ago and have spent every moment since trying to prevent it from completing. The Mother of the Sea is just one of the many gods who try to enact this cycle, their intentions varying. Each cycle has a vessel. An individual whose purpose isn't unlocked but carries the fate of the world into the next cycle.

The Star Religion

Born in the darkness of Last Light, the star religion is unique to the people of the Raging Sea. Cut off from sunlight for generations by the Dam of Calm, the inhabitants of Last Light turned to the only natural light available to them, the stars above. Over time, prayer to the stars became the spiritual and social foundation of the community. Those blessed with a five-pointed star birthmark are considered touched by divine favour, marked by the very things that gave their people hope in permanent darkness. The religion was not designed or imposed by any authority. It grew from genuine suffering, genuine devotion, and genuine need. It is one of the few things in Last Light that belongs entirely to its people, untouched by the Enduring's reach.

The Four-Pointed Star

Within the star religion of Last Light, five points is the mark of the faithful. Four points have no precedent, no accepted interpretation, no place in the theology. To be born with four points in Last Light is to be born outside the community's only source of identity and belonging. Not evil, not cursed, simply wrong in a way nobody can explain or accommodate. What the religion could never account for is that the four-pointed star is older than any human spiritual tradition. It is the evolute, the shape hidden inside the ellipse's own geometry, formed by the convergence of every perpendicular line drawn to its surface simultaneously. The five-pointed star grew from human devotion across generations of darkness. The four-pointed star was written into the mathematics of the world before anyone prayed to anything.

The Enduring's Experiments

Centuries of forbidden research housed beneath the Perpetual Tower have produced things that should not exist. The Enduring, in their pursuit of knowledge beyond mortal limits, have conducted experiments on living creatures, on the fabric of the world itself, on whatever fragments of previous cycles they have managed to recover or reconstruct. Creatures sprout out from these experiments, from the harmless to the grotesque, and even the eldritch.

The Hollowmund

The Hollowmund keep to themselves, walking the never-ending Deep Valley aimlessly. A lot of their biology is unknown, with a material and terrain-like body. Some are more stone-like, while others look more tree-like. Their behavior is also individualistic. They are gentle by default and powerful by nature, capable of immense physical strength they seldom employ, preferring to cower and flee rather than fight when threatened. They are hunted by poachers specifically because their bodies contain valuable materials: stone formations that hold ancient minerals, wood that does not rot, earth that carries properties no surface soil possesses. To hunt a Hollowmund is to mine a living being. Most of Vision-XIV does not think of it in those terms.

The Animal Spirits of Windy Leaves

The Windy Leaves is populated by ancient animal spirits, the spiritual remnants or evolved forms of creatures that once inhabited the region before the Enduring's interventions altered the natural world. Elk, bears, and other beings exist in a spiritual state within the forest, worshipped at the Spirit Temple and existing entirely outside the Enduring's understanding or control. They are among the few things in Vision-XIV that the Enduring never successfully catalogued, studied, or contained. The forest the Enduring claimed to have crafted resists their authority from within, populated by forces older than their design.

The Mechanical Automatons

Among the rumours surrounding the Path of Retribution is the existence of mechanical automatons, engineered constructs created by the Enduring and stationed at the path's steepest point as a trial of combat for those seeking the promised redemption of reaching the carved statues above. Their existence, if confirmed, would signal that the Enduring's knowledge extends far beyond sorcery and ascension into engineering and artifice, the construction of life, or something close to it, from mechanical parts. No one has confirmed their existence because no one has reached that point of the path. They remain rumour, which in Vision-XIV is often more powerful than fact.

The Outer Gods

Beyond the religions, power structures, and civilisations of Vision-XIV exist forces that predate all of them. They are referred to across the world's oldest folklore as outer gods, beings of cosmic scale whose existence operates outside the logic of the world's normal. The outer gods are not worshipped uniformly across Vision-XIV. Most inhabitants of the world have no direct knowledge of them. The star religion of Last Light developed independently of any outer god tradition. The Enduring discovered their existence through forbidden research and have spent centuries trying to understand, contain, and if possible, outlast them. Neither approach has worked.

Themes

The Denial Framework

Every region, every character, and every power structure in Vision-XIV can be understood through the lens of denial. The Raging Sea was denied sunlight, freedom, and the truth of its own

importance to the world that abandoned it after taking everything it had to offer. The Deep Valley was denied its natural abundance, stripped of its resources until nothing could grow there. Windy Leaves denies those who enter it any sense of direction or control. Origin denies the rest of the world the truth it hoards behind the walls of the Perpetual Tower. Perdita was denied belonging, purpose, and the truth of her own nature from the moment she was born. The Enduring denied the inevitable by ascending beyond their bodies and were swept away regardless.

But denial in Vision-XIV is not passive. It accumulates. The Raging Sea's people did not accept their darkness quietly. Their rage grew alongside the waves. The Hallowmund, denied safety in their own valley, keep vigil over the one connection they ever had rather than flee. Perdita, denied belonging her entire life, still chose mercy over bitterness at every opportunity. Denial is the operating logic of Vision-XIV. The flood is what happens when denied things finally reach their limit.

Predetermined Fate & Struggle

Brian Wilson wrote 'Till I Die about feeling small and powerless against forces larger than any individual. A cork on the ocean, a rock in a landslide, a leaf in the wind. Each image is a region of Vision-XIV. Each region is a different form of powerlessness that mirrors the show's central tension between the reality of struggle and the truth of predetermined fate.

The world of Vision-XIV was built on a mathematical foundation. The ellipse is not just the shape of the world's boundary. It is the logic that governs everything within it. The evolute of that ellipse, the four-pointed star that emerges when you draw perpendicular lines to every point on its surface simultaneously, was always there inside the geometry. Perdita is that star. Her path through the world does not feel predetermined to her because she experiences it as choice, struggle, and genuine human connection. But the lines were drawn before she was born. The Enduring drew them without knowing what they were tracing. The Mother of the Sea knew all along.

The struggle matters. The perseverance is real. The mercy Perdita shows along the way is genuine and earned. Her companions are real people whose loyalty means something. But the outcome was determined before she was born. You can struggle against the ocean your whole life. The ocean was always going to rise. The cycle is not presented as something to be mourned or broken. It simply is. Like the tide. Worlds are built, they corrupt, they end, and they begin again.

You Must Betray the Old to Create the New

Perdita does not destroy Vision-XIV out of hatred or revenge. She destroys it because creation demands it. But this theme operates on every level of the story simultaneously, not just the ending.

Perdita herself must betray her old way of living before she can become the person the journey requires. A lifetime of isolation in Last Light left her closed off, surviving rather than living, yearning for connection without knowing how to reach it. The companions crack open something she had sealed. She becomes someone new by betraying the self-sufficiency she built as a wound rather than a strength. Without that personal betrayal of her old self, the waves stay still. Connection is the mechanism of the world's ending and the condition of her becoming.

The Enduring represent the catastrophic failure of this principle. They refused to betray the old. They ascended, preserved themselves, built walls and dams to keep the new from arriving. Their entire existence is an act of resistance against the idea that what they built must eventually end. They froze themselves in place and were swept away regardless. Everything in the world eventually rots. Holding onto it will only bring about ruin.

The world she floods is the same world that finally gave her connection, companionship, and purpose. She loses everything she gained to complete what she was always going to complete.

Knowledge as Corruption

The Enduring began as visionaries. Their pursuit of knowledge was genuine, and their early contributions to Vision-XIV were real. But knowledge pursued past the point of return does not enlighten. It consumes. The discovery of the cycle's truth broke something in them that never healed. Their ascension, presented to the world as transcendence, was in truth an act of desperation dressed as enlightenment. Their experiments in the Perpetual Tower produced things that should not exist. Their governance of Vision-XIV became increasingly authoritarian as their fear grew alongside their knowledge.

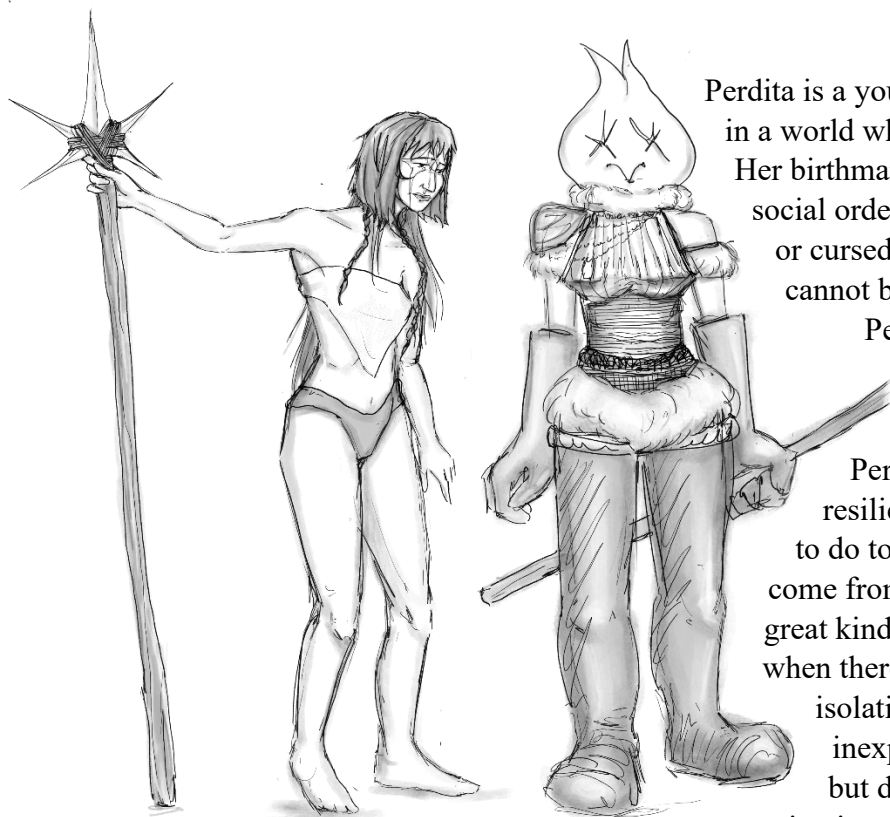
The irony at the heart of their arc is that they knew more than anyone in the world and understood less about how to live in it than Perdita, a girl from the poorest port in a dying region. They had the truth of the cycle. They had centuries of accumulated research. They had ascended to a plane bordering divinity. And they were defeated by a pure heart forged in conditions their knowledge never accounted for. Knowledge without wisdom and without mercy is just fear with a longer vocabulary.

This theme extends beyond the Enduring. The star religion of Last Light was not created by any institution or authority. It grew from genuine suffering and genuine need. Its people found comfort in the stars above because those stars were the only light available to them. The most powerful force in Vision-XIV did not come from the Perpetual Tower's limitless collection of hoarded truth. It came from a port city that was never supposed to matter. The power of the tides did not stem from Perdita's knowledge of magic; it came from her connection to her companions.

A DIVE INTO VISION-XIV: CHARACTER BREAKDOWNS

Perdita

Archetype: The Orphan Seeing Kin



*Perdita Concept Art
By Farah Kandil*

Perdita is a young woman born with a four-pointed star in a world where five points represent divine favour. Her birthmark has no place within the religious and social order of Last Light. She is not considered evil or cursed, but simply wrong. An anomaly that cannot be explained or accommodated. As a result, Perdita grows up isolated from the community around her, learning to rely almost entirely on herself.

Perdita is level-headed, independent, resilient, and practical. She does what she needs to do to survive, but her self-sufficiency does not come from a lack of compassion. She is capable of great kindness and mercy, often helping others even when there is little reason for her to do so. Her isolation has instead made her emotionally inexperienced. She yearns for companionship but does not fully understand how to form or maintain meaningful connections with others.

At the beginning of her journey, Perdita is fearless but not necessarily courageous. She is accustomed to danger and hardship because there has never been anyone else to rely on. She does not necessarily believe she has a greater purpose; she simply wants to understand why she is different and why she has been called toward Origin. Her journey initially appears to be a search for answers about her birthmark and her identity, but gradually becomes a discovery of something she has been deprived of her entire life: a connection with others.

However, Perdita's desire for connection exists alongside another, more difficult desire: she wants the flood to happen. The desire is not initially something she can easily articulate. It is almost spiritual, an instinctive pull toward the sea and toward the ending that has been waiting for her since birth. The Mother of the Sea has chosen her as the vessel through which the cycle can continue, but Perdita's eventual desire for the flood cannot be reduced to manipulation or

obedience. As she travels through Vision-XIV, the ancient force within her increasingly becomes aligned with something of her own.

Perdita has spent her entire life surrounded by suffering, isolation, and denial. The people of Last Light have been denied sunlight and freedom. The Deep Valley has been stripped of its natural abundance. The Windy Leaves denies those who enter it any sense of direction. Origin hoards the truth of the world away from everyone else. Perdita herself has been denied belonging, purpose, and knowledge of her own nature.

The flood therefore does not represent simple hatred or revenge for Perdita. It represents release. The anger, suffering, tension, and denial that have accumulated throughout Vision-XIV have nowhere else to go. The waves of the Raging Sea become an external expression of something that has existed inside Perdita all along. She does not necessarily want destruction because she hates the world; she comes to believe that the world, as it currently exists, has reached its end.

This creates the central contradiction of Perdita's character: she genuinely loves the people she meets, while genuinely wanting the world they live in to end. Her companions do not cure her desire for the flood. In fact, they make the decision more painful. Through them, Perdita finally experiences the companionship she has spent her life yearning for. She develops connections that are real, meaningful, and transformative. These relationships are also what awaken the power necessary for the Raging Sea to rise. Her companions become the source of the emotional strength that allows the waves within her to grow.

Perdita therefore does not reach the end of her journey and reluctantly accepts a fate she never wanted. She chooses the flood while knowing what it will cost her. The Mother of the Sea and Perdita's desires ultimately converge. The Mother represents the ancient, cosmic force of renewal and continuation of the cycle, while Perdita gives that force a human consciousness and a personal decision. The flood is both an inevitable part of the world's cycle and an act of Perdita's own will. This makes her final choice neither purely heroic nor purely destructive. She is not saving the world, nor is she destroying it out of hatred. She is allowing the old world to end so that something new can begin.

Core Want

To understand why she is different, discover her purpose, and ultimately allow the flood that she feels drawn toward.

Core Need

To understand connection and to allow herself to depend on others, love others, and recognize that vulnerability does not make her weak.

Core Conflict

Perdita is torn between her love for the people she encounters and her growing conviction that the world must end. She wants her companions to live, but she also wants the flood to happen.

Her struggle is not between wanting destruction and wanting peace, but between what she loves and what she believes must happen.

Strengths

Independent, resilient, level-headed, adaptable, perceptive, compassionate, merciful, and capable of enduring extreme hardship.

Flaws

Emotionally isolated, inexperienced with intimacy, distrustful of others, and accustomed to treating self-sufficiency as a necessity. She can also become detached from the consequences of her actions when she believes something is inevitable or necessary.

Relationship to the World

Perdita begins believing she is an abnormality within Vision-XIV. She ultimately discovers that the opposite is true. Her four-pointed star is embedded within the mathematical structure of the world itself. She is not an error in the world; she is part of the mechanism through which the world reaches its end.

Relationship to the Mother of the Sea

The Mother of the Sea is not simply a god commanding Perdita from above. She is the cosmic force whose purpose becomes intertwined with Perdita's own desires. The Mother chooses Perdita as her vessel, but Perdita ultimately develops her own relationship with the flood and comes to desire its completion. Their wills converge without becoming completely indistinguishable.

Thematic Role

Perdita embodies denied belonging, accumulated tension, predetermined fate, connection, renewal, and the destructive necessity of change. She is the four-pointed star hidden within the geometry of Vision-XIV, something that appears wrong when viewed from within the existing system, but was always part of the world's underlying design. Her existence represents the tension between fate and choice. Her path may have been determined before she was born, but the emotions she experiences, the relationships she forms, and the decision she ultimately makes are still genuinely hers.

Character Arc

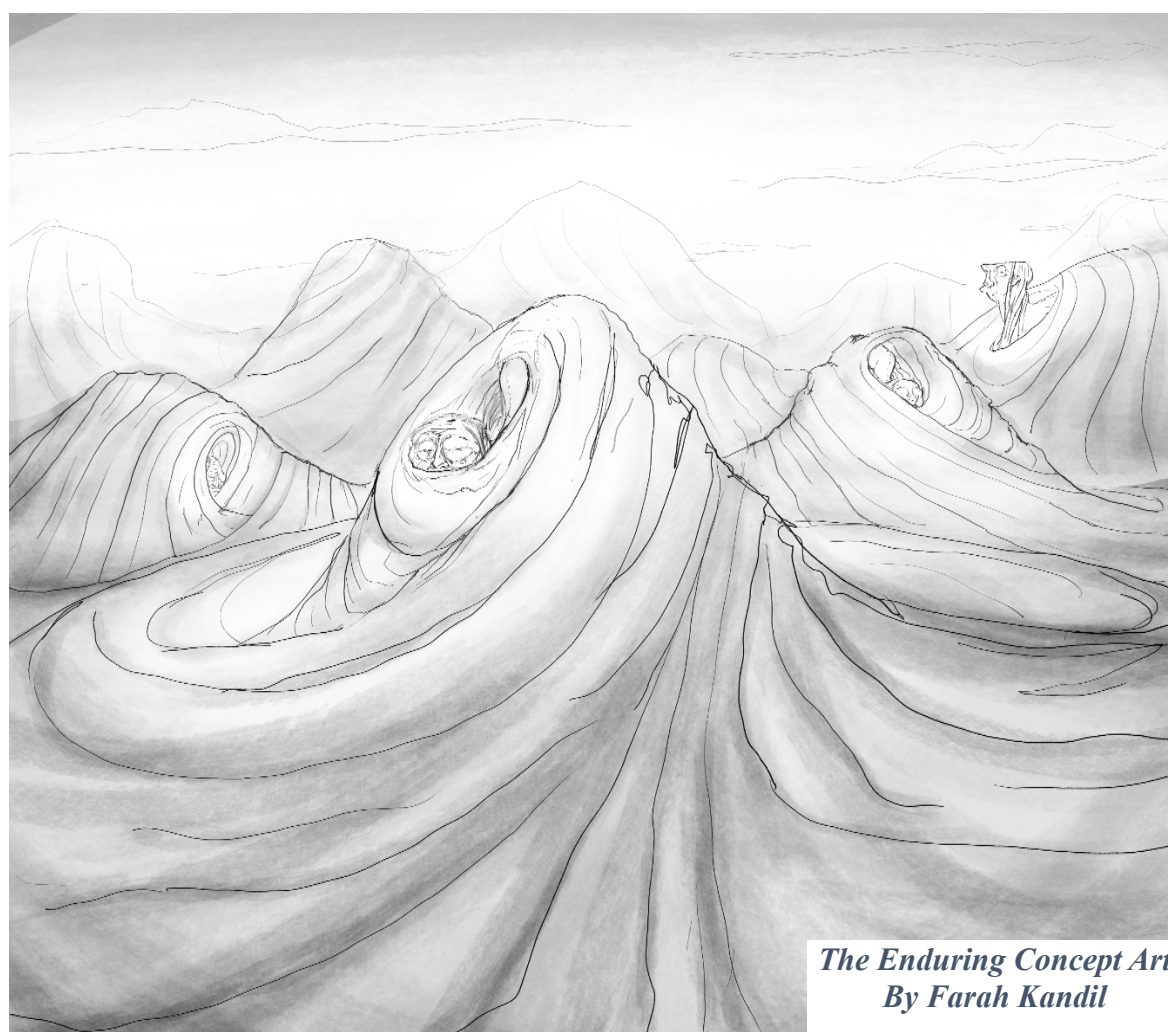
Perdita begins as someone who is surviving rather than living. Isolation has taught her to depend on nobody, even though she secretly longs for companionship. Her journey gradually breaks down that isolation. She learns to trust others, develops genuine relationships, and discovers a form of belonging she never experienced in Last Light.

At the same time, her journey brings her closer to the flood. The more she connects with others, the stronger the waves within her become. Connection therefore becomes both the thing that saves Perdita emotionally and the mechanism through which the world will end.

By the end, Perdita has become capable of something she could not have imagined at the beginning: choosing to destroy the world while loving the people within it. Her final decision is not the rejection of everything she learned. It is the culmination of it. She has learned to love, to connect, to show mercy, and to make a choice for herself. She simply chooses a future in which the old world must die. The flood is therefore not simply the Mother's decision, nor is it simply Perdita's fate. It is Perdita's choice to embrace the fate that was always waiting for her.

The Enduring

Archetype: The Seeker of Forbidden Truths



The Enduring were once visionaries and architects revered throughout Vision-XIV for their pursuit of knowledge beyond mortal limits. Their desire to understand the world was initially genuine, but their pursuit eventually led them to discover the forbidden truth of the Cycle: Vision-XIV was not the first world, and its eventual destruction was inevitable. Rather than

accepting this truth, the Enduring became consumed by their fear of it. They could not accept that everything they had built, and eventually themselves, would be erased. Their pursuit of knowledge therefore transformed into a pursuit of control. They began searching for ways to prevent the Cycle, preserve their civilization, and ultimately preserve themselves.

Their solution was ascension. The Enduring abandoned their physical bodies and transferred their consciousness to a higher plane of existence, believing that transcending mortality would allow them to escape the fate awaiting the rest of Vision-XIV. Their physical bodies remain behind as decaying; empty husks seated upon their thrones within the Perpetual Tower. Despite abandoning their physical forms, they never abandoned their rule. For centuries, the Enduring have continued to control Vision-XIV from beyond the physical world. Their authority is maintained through accumulated knowledge, technology, sorcery, experimentation, and the systems they constructed throughout the world.

The irony is that the more the Enduring learned, the more afraid they became. Their knowledge did not give them freedom from the Cycle. Instead, discovering the truth made them desperate to resist it. Their experiments, political control, and attempts to contain the forces surrounding Vision-XIV all originate from the same fear: that there is something larger than themselves that they cannot control.

This fear is particularly evident in their relationship with the Mother of the Sea. The Enduring recognize her as a force older than their own ascension and understand that she represents something they cannot completely control or contain. The Dam of Calm was constructed partly to suppress the influence of the outer gods and keep the Raging Sea, and whatever lies beyond it, away from Origin.

The Enduring's greatest failure is that they misunderstand what their knowledge has given them. They believe that understanding something means they can control it. They discover the Cycle, but instead of accepting its inevitability, they attempt to outsmart it. They preserve themselves, build walls, suppress nature, hoard knowledge, and manipulate the world around them. Their entire existence becomes an act of denial. They denied the inevitability of the Cycle. They denied the natural death of their bodies. They denied the forces beyond their control. They denied the people of Vision-XIV the truth. Ultimately, they denied the possibility that their world needed to end.

This makes the Enduring a thematic opposite to Perdita. Perdita is born into a world that tells her she is wrong, but eventually accepts what she is and embraces the role she was given. The

Enduring discover that their world is temporary, but refuse to accept it. Perdita moves toward the end; the Enduring spend their existence trying to prevent it.

Core Want

To uncover and possess knowledge beyond mortal limitations, and ultimately use that knowledge to prevent the Cycle and preserve themselves and their world.

Core Need

To accept that knowledge does not grant control over everything, and that death, destruction, and renewal cannot simply be overcome through understanding.

Core Conflict

The Enduring possess more knowledge about Vision-XIV than anyone else, yet they are unable to accept the one truth that knowledge has revealed to them: their world will end.

Strengths

Highly intelligent, visionary, determined, resourceful, knowledgeable, technologically and magically advanced, and capable of thinking on a scale far beyond ordinary inhabitants of Vision-XIV.

Flaws

Arrogant, controlling, fearful, obsessive, secretive, and incapable of accepting limits. Their fear of losing what they have built causes them to become increasingly authoritarian and destructive.

Relationship to Perdita

The Enduring initially view Perdita as something they can understand, manipulate, and ultimately eliminate. They know more about her four-pointed star than the people of Last Light ever could. Yet they fundamentally misunderstand what makes her significant. They assume that if they can manipulate her journey or prevent her from reaching Origin, they can prevent the outcome they fear. Their mistake is believing that Perdita's fate can be controlled simply because they understand its existence. Perdita represents something their knowledge cannot account for: genuine human connection, mercy, and the ability to accept an ending rather than resist it. The Enduring therefore underestimate her not because they lack information about her, but because they lack an understanding of why she chooses what she does.

Relationship to the Cycle

The Cycle is the truth that fundamentally breaks the Enduring. Before discovering it, they were visionaries pursuing knowledge because they wanted to understand the world. After discovering it, knowledge becomes inseparable from fear. They begin treating the Cycle as a problem to solve rather than a reality to accept. Their attempts to escape it ultimately become part of the very destruction they were trying to prevent.

Relationship to Knowledge

Knowledge is both their greatest strength and their greatest corruption. The Enduring's pursuit of knowledge begins with genuine curiosity and ambition. Over time, however, knowledge becomes something they hoard and weaponize. The Perpetual Tower contains centuries of

accumulated research, forbidden experiments, and secrets that have been deliberately kept away from the rest of Vision-XIV. They believe that if they can know enough, they can prevent the inevitable. But their knowledge ultimately makes them less capable of understanding the world around them. They know the truth of the Cycle, yet cannot accept it. They understand the forces of the world, yet cannot live alongside them. Knowledge without wisdom becomes fear with a longer vocabulary.

Thematic Role

The Enduring represent the refusal to accept change, the corruption of knowledge, fear of death, and the illusion of control. They are the embodiment of a civilization attempting to preserve itself beyond its natural lifespan. Their physical bodies are already dead, yet their consciousness continues to rule. Their world is already dying, yet they continue constructing walls to keep death outside. They are what happens when the desire to understand becomes a refusal to accept.

Character Arc

The Enduring's story is ultimately a story of corruption through fear. They begin as visionaries seeking knowledge. Their discovery of the Cycle transforms that pursuit into an obsession with survival. They ascend beyond their physical bodies, construct systems of control, manipulate the regions of Vision-XIV, and attempt to contain the forces that threaten their existence. But their efforts cannot change what they discovered. The world ends anyway. The greatest irony is that Perdita defeats them not by possessing greater knowledge, but by possessing something they abandoned: acceptance. The Enduring knew the Cycle existed. Perdita simply chose to let it happen. That contrast makes them a really strong antagonist for Perdita because neither side is simply "good vs. evil." They both understand that the world is ending. The difference is what they believe should be done about it.

Mother of the Sea

Archetype: The Devouring Mother

The Mother of the Sea is an ancient outer god that exists beneath the religious and social order of Vision-XIV. She is the embodiment of the sea as both creator and destroyer, but her maternal nature is fundamentally possessive. She does not simply nurture life; she consumes it. She offers protection, belonging, and release, but these things ultimately require the surrender of individuality. To be embraced by the Mother is to be returned to something larger, older, and more powerful than oneself, but it is also to be absorbed by it.

The Mother represents the Devouring Mother archetype: a figure who offers unconditional shelter and belonging while ultimately demanding the surrender of independence. Her love is overwhelming rather than comforting. She does not want her children to leave her because separation represents individuality, and individuality represents resistance to the cycle she embodies. Everything that comes from the sea must eventually return to it. To the Mother, this return is not death but a form of coming home.



*Mother of the Sea Concept Art
By Farah Kandil*

The sea therefore functions as an extension of her maternal nature. It surrounds, embraces, carries, and sustains, but it can also overwhelm, drown, and erase. The Mother does not necessarily understand these qualities as contradictory. To be consumed by the sea is simply to be returned to the source from which everything came. The people of Vision-XIV understand the flood as an apocalypse, while the Mother understands it as a homecoming. Her greatest danger is that the comfort she offers is genuine. She does not need to pretend to love those she consumes; she genuinely believes that taking them back into herself is an act of love.

The Mother does not create Perdita's desire for the flood, but she recognizes and amplifies something that already exists within her. Perdita's anger, isolation, exhaustion, and instinctive attraction toward the sea are not placed inside her by the Mother. Instead, the Mother gives those

feelings a spiritual significance. She recognizes Perdita as someone who has always existed outside the established order of Last Light and offers an explanation for that alienation: Perdita is not meant to belong to the world as it currently exists because she is connected to the force that will eventually consume it.

The Mother therefore represents the danger of confusing belonging with the loss of self. She does not necessarily hate humanity or want to punish it. Instead, she sees humanity's separation from the sea as temporary and ultimately unnatural. The world exists apart from her for a time, but everything will eventually return. The flood is not simply an act of revenge against a world that has become corrupt; it is the Mother's way of ending separation and bringing everything back into herself.

The Mother and Perdita ultimately desire the same outcome for different reasons. The Mother desires the flood because it fulfills the larger cycle of destruction and renewal and allows everything to return to its source. Perdita increasingly desires it because she comes to believe that the suffering, denial, and accumulated tension of the existing world cannot be resolved without allowing that world to end. The Mother's desire is cosmic, while Perdita's is personal. Their wills converge without becoming completely indistinguishable. The Mother does not simply take Perdita's agency away. Instead, she waits for Perdita to willingly give herself to the sea.

Core Want

To bring about the flood and return the world to the sea, completing the cycle by consuming the existing world and dissolving the boundaries that separate it from her.

Core Need

The Mother does not have a conventional human need, but her deepest drive is the elimination of separation. She cannot accept that something she considers part of herself can exist independently from her. Her desire to consume everything is therefore an extension of her inability to tolerate separation.

Core Conflict

The Mother represents absolute unity while the human characters represent individual connection. She offers belonging through surrender, while Perdita's companions demonstrate that genuine connection can exist without the destruction of individuality. Her conflict with the world is therefore ultimately a conflict between being connected to others and being consumed by them.

Strengths

Ancient, patient, powerful, perceptive, emotionally intuitive, seductive, enduring, and capable of understanding the deepest desires and vulnerabilities of those who encounter her. She does not need to use force when she can make surrender feel comforting and inevitable.

Flaws

Possessive, consuming, manipulative, incapable of respecting boundaries, indifferent to individual suffering.

Relationship to the World

The Mother sees Vision-XIV as something that ultimately belongs to the sea. The world may temporarily exist apart from her, but this separation is not permanent. Everything born into the world will eventually return to the sea. The current world is therefore only a temporary state of separation that the Mother intends to end.

She is also opposed to the world's attempts to preserve itself indefinitely. Last Light denies sunlight and freedom, Origin hoards knowledge, and the natural world has been stripped of its abundance. These systems all represent a world attempting to maintain itself through denial and control. The Mother represents the opposite principle: nothing can remain unchanged forever. However, unlike Perdita, who comes to see the flood as a necessary ending, the Mother does not seek to repair the world. She seeks to consume it.

Relationship to Perdita

The Mother offers Perdita the belonging she has always wanted, but her version of belonging is ultimately devouring. She does not want Perdita to find a place within the existing world. She wants Perdita to leave that world behind and return to her. Perdita's companions complicate this relationship because they give her a form of belonging that does not require her to surrender herself. They prove that Perdita can be loved while remaining separate, individual, and free.

Thematic Role

The Mother of the Sea embodies the Devouring Mother archetype, possessive love, unhealthy attachment, surrender, dissolution of identity, temptation, inevitability, and the fear of separation. She represents the idea that the desire to belong can become destructive when belonging is defined as the elimination of individuality. She also embodies the darker side of the sea itself. Water gives life and sustains the world, but it can also overwhelm, drown, and erase. The Mother's nurturing and destructive qualities are therefore inseparable.

Character Arc

The Mother does not undergo a conventional character transformation because she is an ancient force rather than a human individual. Instead, Perdita's changing understanding of her reveals increasingly different aspects of the Mother's nature. As Perdita forms genuine relationships with her companions, the Mother becomes more complicated. The companionship Perdita discovers gives her something the Mother cannot provide: connection without possession.

Perdita learns that she can love others without becoming dependent upon them and depend upon others without losing herself. The Mother nevertheless continues to offer something that Perdita's companions cannot: absolute release. By the end, Perdita does not simply become the Mother's obedient vessel. She chooses the flood herself while understanding exactly what it will cost her.

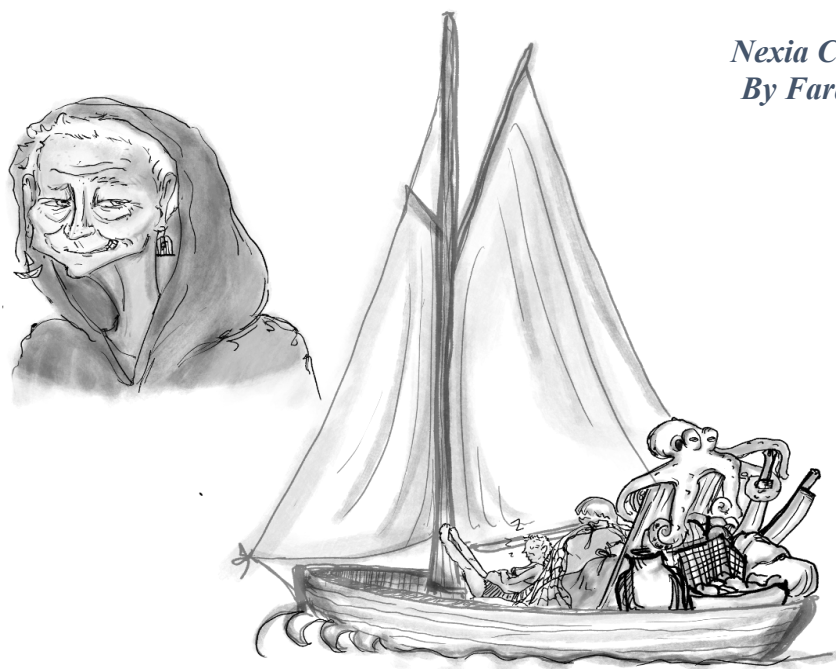
The Mother has been waiting for Perdita to return to the sea, but Perdita's decision remains her own. The Mother represents the force that has always been waiting for the cycle to continue, while Perdita gives that inevitability a human consciousness and a personal choice.



Mother of the Sea: Alternate Form Concept Art
By Farah Kandil

Nexia

Archetype: The Knowing Guide



*Nexia Concept Art
By Farah Kandil*

Nexia is an elderly merchant who accompanies Perdita through Last Light and ultimately brings her to the Deep Valley by boat. She presents herself as a practical woman concerned primarily with trade, valuables, and survival, but there is considerably more to her than she allows others to see. Nexia possesses an unusual collection of legendary weapons, artifacts, and other rare wares that an ordinary merchant should have little opportunity to acquire. Her knowledge of these objects and their histories suggests that she has spent much of her life traveling through places and encountering things far beyond the ordinary world of commerce.

Nexia knows that Perdita is the chosen one long before Perdita understands the truth about herself. However, her interest in Perdita is not purely altruistic. Nexia believes that attaching herself to someone destined for greatness will ultimately bring her fortune. Perdita represents an opportunity: if she is truly the person capable of changing the world, then being the merchant who supplied, guided, and supported her could prove extremely profitable. Nexia therefore helps Perdita partly because she believes that investing in her journey will eventually pay off.

This motivation gives Nexia's generosity a practical and somewhat selfish edge. Her gift of Perdita's iconic weapon is not simply an act of kindness; she knows the weapon belongs with Perdita and believes that helping the chosen one now will benefit her later. Her legendary wares

are similarly tied to her belief that the world contains fortunes waiting to be discovered. She is willing to take risks because she sees Perdita's destiny as an opportunity rather than simply a responsibility.

Despite this, Nexia is not necessarily dishonest about caring for Perdita. Her relationship with her gradually becomes genuine as they travel together, even if her original motivation is material. She can admire Perdita's resilience and develop affection for her while still thinking about what she might gain from the association. This allows Nexia to remain morally lighter and more grounded than the larger forces surrounding Perdita. She is not trying to save the world; she is trying to make a living, and perhaps become very wealthy while doing so.

Nexia's role is ultimately limited to the first stage of Perdita's journey. She helps Perdita navigate Last Light, provides her with knowledge and equipment, and brings her by boat into the Deep Valley. Once Perdita reaches the next region, Nexia departs and leaves her to continue with the next companion. Her temporary presence reinforces that the companions each help Perdita cross a particular part of the world rather than remaining with her throughout the entire journey.

Core Want

To accumulate wealth and valuable possessions. Nexia believes that helping Perdita, the chosen one, will eventually bring her fortune, making Perdita's journey an investment with an exceptionally promising return.

Core Need

To recognize that relationships and acts of generosity have value beyond what they can provide materially. Through her time with Perdita, Nexia can begin to care about helping someone simply because she cares about them, rather than because she expects a reward.

Core Conflict

Nexia knows that Perdita is destined for something extraordinary, but her reasons for helping her are initially selfish. She must balance her desire for material gain with the genuine attachment that develops between them.

Strengths

Experienced, perceptive, resourceful, practical, knowledgeable, commercially savvy, and skilled at recognizing the value and potential of people and objects.

Flaws

Materialistic, opportunistic, secretive, and willing to take risks when she believes there is profit to be made. She can reduce people and situations to their potential value, particularly when she sees an opportunity for wealth.

Relationship to the World

Nexia sees Vision-XIV through the lens of trade and opportunity. Legendary objects, ancient ruins, dangerous journeys, and powerful individuals are not only mysteries to her but potential sources of wealth. Her extensive collection of rare wares suggests that she has spent years turning the world's forgotten history into a livelihood.

Relationship to Perdita

Nexia knows that Perdita is the chosen one and sees her as the greatest opportunity she has encountered. She provides Perdita with her iconic weapon and helps guide her through Last Light because she believes that Perdita's eventual success will make her wealthy. Over time, however, their relationship becomes more genuine, and Nexia develops a real fondness for Perdita despite the transactional motivation that initially brought them together. She eventually transports Perdita by boat to the Deep Valley before departing.

Thematic Role

Nexia represents materialism, opportunism, worldly experience, and the tendency to find value in things that others overlook. She provides a grounded contrast to the larger spiritual and supernatural forces surrounding Perdita. While others may see Perdita as a chosen vessel or a potential savior, Nexia initially sees her as an investment.

Character Arc

Nexia's arc is small and primarily relational. She begins by helping Perdita because she believes the chosen one's destiny will make her wealthy. Through their time together, however, her investment gradually becomes genuine companionship. She does not abandon her materialistic nature or suddenly become selfless, but she comes to value Perdita as more than an opportunity. After bringing Perdita into the Deep Valley, Nexia departs, leaving behind someone she initially helped for profit but ultimately cared about for her own sake.

Hallowmund

Archetype: The Gentle Giant

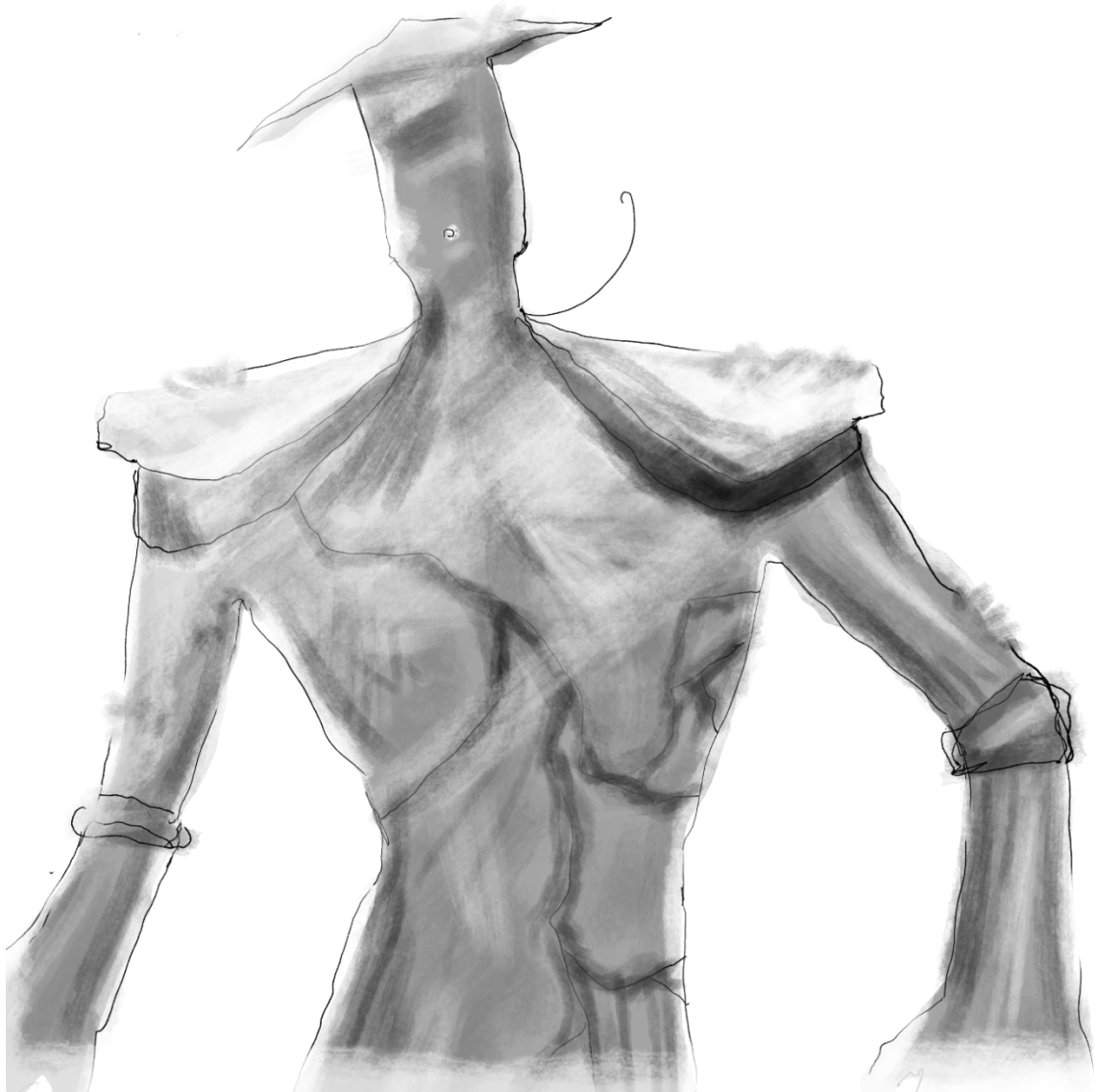
The Hallowmund are mysterious beings that inhabit the seemingly endless Deep Valley. Their biology is largely unknown, with bodies that appear to be formed from the terrain itself; some are composed of stone, while others resemble bark. Despite their imposing physical forms, Hallowmund generally avoid conflict and rarely use their considerable strength against others. Their responses to danger vary between individuals, with some being more willing to defend themselves than others, but many become frightened when attacked and cry out in fear. Their deep cries echo throughout the valley at night, allowing bandits and poachers to hear them from great distances.

The Hallowmund Perdita repeatedly returns to a particular cliff where the skeletal remains of a human researcher lie. The researcher was once his friend, and after their death, the Hallowmund continued returning to the place where their body remained. He surrounds the bones with random objects collected from the valley, creating a small accumulation around the remains. These objects have no obvious practical purpose; they are a way for him to maintain a connection with someone he has lost. His repeated return to the corpse suggests that, despite his limited understanding of human customs, he understands absence and remembers the relationship he once had.

The cliff is also dangerous. Poachers and bandits frequently occupy the area, making the Hallowmund vulnerable to attack, yet he refuses to leave. His attachment to his former friend is stronger than his instinct for self-preservation. He would rather remain somewhere dangerous

with the remains than abandon the connection entirely. His gentleness therefore comes not from a lack of strength but from a reluctance to use it. He possesses the physical ability to hurt others but does not want to become violent.

Perdita gradually forms a new connection with Hallowmund that revitalizes the companionship he once had with the researcher. She does not replace the person he lost, but gives him another relationship through which he can experience trust and companionship. In return, Hallowmund helps Perdita navigate the Deep Valley and eventually guides her toward its highest steep. Their relationship is brief because, like the other companions, Hallowmund eventually departs from Perdita rather than continuing with her into the next region.



*Hallowmund Concept Art
By Farah Kandil*

Core Want

To remain connected to the memory of his deceased researcher friend and protect the place where their relationship ended.

Core Need

To understand that losing someone does not mean that connection has to end permanently. His relationship with Perdita allows him to form a new bond without abandoning the one he still carries.

Core Conflict

Hallowmund wants to preserve his connection to his deceased friend while living in an environment that constantly threatens him. His instinct to avoid conflict leaves him vulnerable to the bandits and poachers surrounding the cliff, but leaving would mean abandoning the remains he has chosen to protect.

Strengths

Gentle, loyal, physically powerful, patient, resilient, protective, and capable of forming deep attachments despite his solitary existence.

Flaws

Conflict-averse, fearful when threatened, emotionally attached to the past, and reluctant to defend himself even when doing so would protect him from harm.

Relationship to the World

The Hallowmund exist apart from human society, wandering through the Deep Valley without an obvious collective purpose. Their terrain-like bodies make them appear almost like extensions of the valley itself. Their tendency to avoid conflict and their distinctive cries contribute to the eerie atmosphere of the region, particularly at night when their voices echo through the valley.

Relationship to Perdita

Perdita becomes a new source of companionship for Hallowmund. Through her, he is able to experience a connection similar to the friendship he once shared with the researcher. He helps Perdita navigate the Deep Valley and eventually guides her to the highest steep, after which they part ways.

Thematic Role

Hallowmund represents gentleness, loyalty, grief, memory, and the persistence of connection after loss. His relationship with the researcher demonstrates that companionship can remain meaningful even after death, while his relationship with Perdita shows that forming a new connection does not require abandoning an old one.

Character Arc

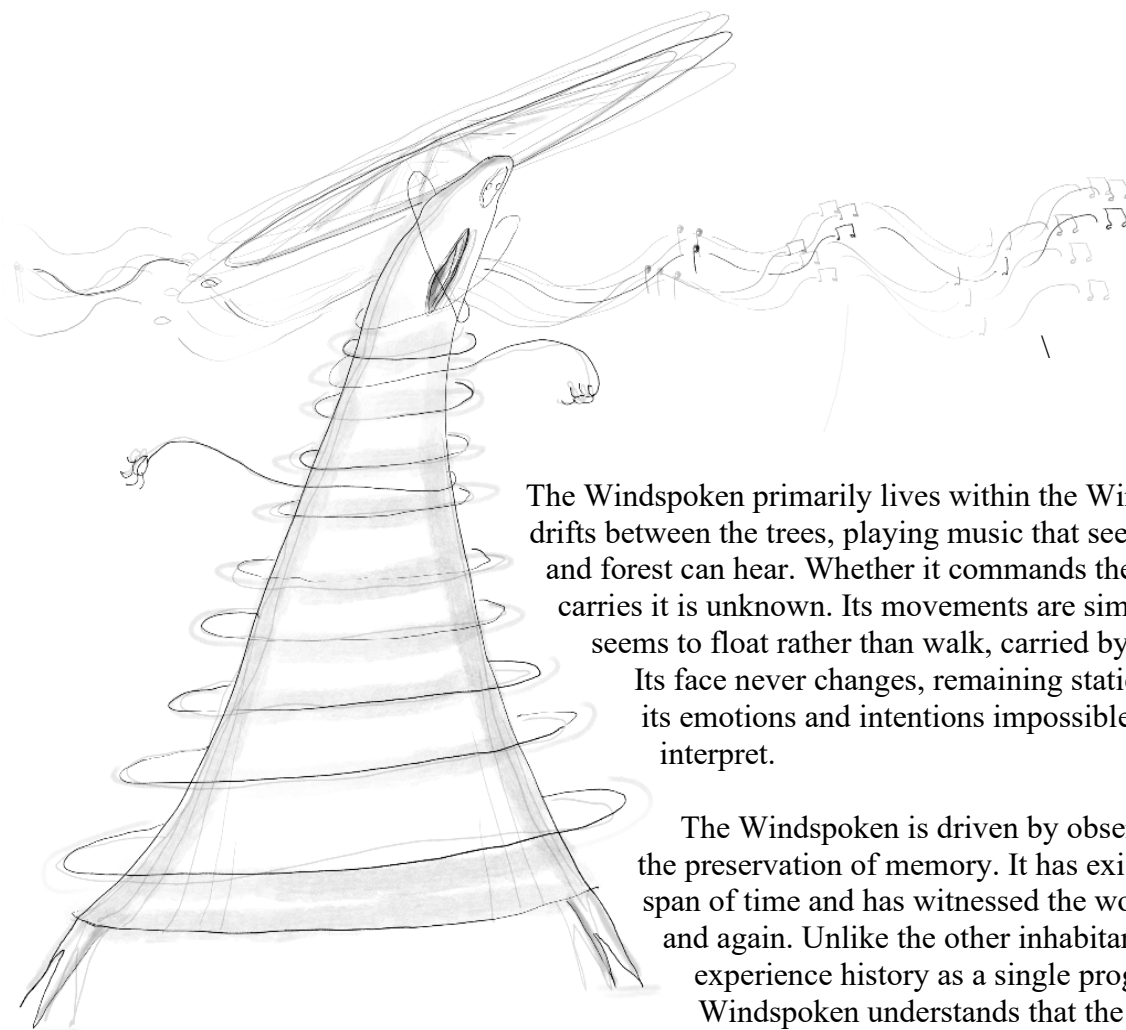
Hallowmund begins as a solitary creature defined by his attachment to a friendship he has lost. He repeatedly returns to the researcher's remains and surrounds them with objects as a way of preserving that relationship. Through Perdita, he forms a new connection that revitalizes his capacity for companionship without replacing his deceased friend. He ultimately helps Perdita

reach the highest steep before returning to the Deep Valley, carrying both his old and new connection forward.

The Windspoken

Archetype: The Ethereal Bard

The Windspoken, known as “the one who speaks to the wind,” is a mythical being whose origins are almost completely unknown. It is rarely seen outside the Windy Leaves, sometimes appearing above the other regions before briefly stopping to observe the world below and then vanishing. Stories of its existence have been passed down for generations, with some considering its appearance an omen of good fortune and others an omen of disaster. It is ancient enough that some claim it existed before the Enduring themselves.



The Windspoken primarily lives within the Windy Leaves, where it drifts between the trees, playing music that seemingly only the wind and forest can hear. Whether it commands the wind or the wind carries it is unknown. Its movements are similarly unreadable, as it seems to float rather than walk, carried by the currents it plays to. Its face never changes, remaining static and ancient, making its emotions and intentions impossible for ordinary beings to interpret.

The Windspoken is driven by observation, guidance, and the preservation of memory. It has existed across an immense span of time and has witnessed the world's cycle repeat again and again. Unlike the other inhabitants of Vision-XIV, who experience history as a single progression, the

Windspoken understands that the world has ended and begun many times. It has watched the same fundamental story unfold across fourteen cycles, preserving each iteration so that the knowledge of what happened would not disappear.

Windspoken Concept Art
By Farah Kandil

This history is recorded within the Spirit Temple hidden deep within the Windy Leaves. Its walls contain fourteen sets of carvings, each depicting essentially the same sequence: someone alone,

that person eventually joined by others, and finally that person summoning a force that wipes the world clean. The details change slightly between each version, but the structure and ending remain almost identical. The carvings are effectively the Windspoken's record of every cycle it has witnessed. It is not simply aware that the world repeats; it has preserved evidence of every repetition.

Perdita is the first person in the story to truly understand what these carvings mean. Through the Windspoken, she discovers that her journey is not an isolated event and that the role she is moving toward has existed before her. The person represented in the carvings follows the same fundamental path she is beginning to walk: isolation, companionship, and ultimately the destruction of the world. This gives Perdita her first real understanding that her fate is part of something much older than herself.

The Windspoken does not necessarily tell Perdita that she must follow the same path. Its purpose is observation rather than control, and it does not attempt to dictate what Perdita should choose. Instead, it allows her to see the pattern and decide what she will do with that knowledge. The existence of fourteen nearly identical cycles creates the unsettling possibility that Perdita's choices have already happened before, while still leaving open the question of whether she can break from them.

The Windspoken then helps Perdita cross the Windy Leaves, a region almost impossible for ordinary beings to traverse. Its understanding of the wind allows it to guide her through the forest, but the lesson is more important than simply reaching the other side. Perdita must learn to move with the wind rather than continually resist it. The Windspoken demonstrates that survival within certain forces requires adaptation rather than control, echoing the larger question of whether Perdita can accept or alter the fate that has been repeating around her.

Unlike the other companions, the Windspoken's relationship with Perdita is not primarily based on ordinary companionship. It recognizes something ancient in her and understands that she is another iteration of the story it has spent its existence observing. Nevertheless, it chooses to guide her. For perhaps the first time, the Windspoken moves from simply witnessing the cycle to directly helping someone within it.

Core Want

To observe, preserve, and maintain the memory of the world's cycles, ensuring that what has happened is not forgotten.

Core Need

To move beyond simply observing the cycle and accept that its knowledge may carry a responsibility to guide those living within it.

Core Conflict

The Windspoken has seen the same fundamental story occur fourteen times and recognizes

Perdita as another iteration of it. It must reconcile its role as an observer with the decision to intervene and guide Perdita through the cycle.

Strengths

Ancient, perceptive, patient, knowledgeable, mysterious, highly attuned to the natural world, and capable of understanding forces that ordinary beings cannot navigate.

Flaws

Distant, emotionally unreadable, secretive, and difficult to understand. Its immense perspective can also make individual lives appear small compared with the larger continuity of the cycle.

Relationship to the World

The Windspoken exists almost outside ordinary civilization and time. Its rare appearances have become mythology, while its true purpose has remained hidden. It possesses a perspective on history that no other ordinary being shares, having personally witnessed the world repeat itself across fourteen cycles.

Relationship to Perdita

The Windspoken recognizes Perdita as the latest person to occupy a role it has witnessed many times before. It allows her to discover this through the records preserved in the Spirit Temple, where the fourteen cycles are etched into the walls. This is where Perdita first understands that her journey has happened before and begins to understand where it may lead. The Windspoken then guides her through the Windy Leaves, teaching her how to move with the wind rather than resist it, before eventually departing from her.

Thematic Role

The Windspoken embodies memory, continuity, fate, observation, adaptation, and the burden of witnessing history repeat itself. The fourteen carvings make it the living record of Vision-XIV's cycles. It represents the question of whether knowing that something has happened repeatedly means that it must happen again.

Character Arc

The Windspoken does not undergo a conventional transformation. Its significance lies in the gradual revelation of what it has spent its existence doing. It begins as an almost mythical figure whose appearances are interpreted as omens and eventually becomes the keeper of the world's repeating history. Having witnessed all fourteen cycles, it recognizes Perdita's story before she does and chooses to guide her rather than merely observe her.

Its role in Perdita's journey is therefore both practical and existential. It helps her physically cross the Windy Leaves, but more importantly, it gives her the knowledge necessary to understand that she is participating in a cycle far older than herself. After guiding her through the region, the Windspoken departs, leaving Perdita with the question that it has spent its existence observing: whether this cycle will end the same way as all the others.

THE SERIES: SEASON ARC

Season One follows Perdita, an isolated young woman born with a four-pointed star in a world where five points represent divine favour. After a mysterious voice calls her toward Origin and a flood destroys her home, Perdita leaves Last Light to uncover the truth behind her birthmark. Her journey carries her through the Deep Valley and Windy Leaves, where she forms brief but meaningful connections with Nexia, Hollowmund, and the Windspoken. Each companion challenges her lifelong dependence on herself and gradually teaches her how to trust, grieve, adapt, and connect with others. Along the way, Perdita discovers that her journey is part of an ancient cycle that has already repeated fourteen times.

When Perdita finally reaches Origin, she discovers the frozen remains of the Enduring and learns that they have mistaken her purpose. They believe she must die to preserve their greater cause, unaware that the connections she formed throughout her journey are what give her the power to awaken the Raging Sea. The Mother of the Sea understood what the Enduring did not: Perdita must first learn to love and connect before she can bring about the flood. When the Enduring attempt to kill her, Perdita chooses to allow the Raging Sea to rise, consuming the world she has come to love along with the people who inhabit it. Vision-XIV ends beneath an endless ocean, where a tiny piece of life emerges, marking the beginning of Vision-XV.

THE SERIES: EPISODE BREAKDOWNS

Episode One - The Four-Pointed Star

The season begins with Perdita's isolated life in Last Light. She survives through scavenging and self-reliance, maintaining a small home away from the community. Her interaction with a couple having a picnic near her home establishes both her isolation and her difficulty forming ordinary relationships; she frightens them away and takes their food rather than approaching them. Although Perdita appears content with her independence, brief moments reveal a deeper longing for companionship that she quickly suppresses. That night, a mysterious voice speaks to her in a dream and tells her that the truth of her birthmark can be found in Origin. She dreams of drowning and awakens to find her shack flooded. Believing the events are connected, Perdita steals a small boat and leaves Last Light behind.

Episode Two - The Mother of the Sea

Perdita begins travelling across the sea toward Origin, initially experiencing a rare sense of freedom outside the world she has always known. The journey soon becomes dangerous as a violent storm destroys her boat and throws her into the ocean. Beneath the waves, she encounters the Mother of the Sea, whose presence suggests a connection to Perdita that she does not yet understand. Perdita loses consciousness and awakens aboard Nexia's boat. Nexia is initially irritated by the unexpected passenger but becomes interested when she notices Perdita's four-pointed star. The episode establishes the Mother of the Sea as a mysterious force surrounding Perdita's journey while introducing Nexia as the first person to recognize Perdita as the chosen one.

Episode Three - The Merchant

Nexia becomes Perdita's first companion as they continue toward the Deep Valley. Nexia's collection of legendary wares and her unusual knowledge suggest that she knows considerably more about the world than she admits. She gives Perdita the spear that becomes her iconic weapon, partly because she believes that helping the chosen one will eventually bring her wealth and recognition. Their relationship allows Perdita to begin experiencing companionship, although she remains unfamiliar with how to maintain an emotional connection with another person. Their journey culminates in an attack by sea monsters and a kraken. Nexia uses her magic while Perdita discovers that her new spear can channel something within her, allowing them to defeat the creature. Nexia eventually brings Perdita to the Deep Valley and leaves her to continue the journey.

Episode Four - The Deep Valley

Perdita enters the Deep Valley and finds a desolate landscape far removed from the world she knew in Last Light. Poachers and bandits occupy the region, hunting the mysterious Hollowmund that inhabit the valley. Perdita encounters one being attacked and intervenes, discovering that Hollowmund generally avoid conflict despite possessing considerable physical strength. The Hollowmund leads her toward a cliff where the skeletal remains of a human researcher lie. Perdita learns that the researcher was once its friend and that the objects surrounding the corpse are offerings collected over time to preserve that connection. Perdita begins to understand that Hollowmund's attachment to the remains is not simple instinct but grief.

Episode Five - Hollowmund

Perdita and Hollowmund travel together through the Deep Valley while facing poachers, bandits, and the increasingly hostile landscape. Their relationship develops through shared experiences rather than extensive conversation, allowing Perdita to form a connection with someone who does not demand that she explain herself. Hollowmund's grief over the researcher parallels Perdita's own lifelong absence of meaningful companionship, although the two respond to isolation in very different ways. Together they defend Hollowmund's territory and eventually reach the highest point of the valley. There they encounter ancient automatons guarding a passage toward the Windy Leaves. The automatons possess a piece that fits into the sculpted heads of the Enduring, allowing Perdita to continue. Hollowmund cannot follow her through the narrow entrance, and the two separate as Perdita enters the next region alone.

Episode Six - The Windy Leaves

The Windy Leaves becomes a battle against disorientation rather than a conventional physical enemy. The relentless wind continually throws Perdita from her intended path, while the forest seems to rearrange itself around her. She repeatedly believes she is travelling in circles and becomes increasingly exhausted. Eventually, she hears music carried through the forest. The trees and leaves part, revealing the Windspoken. The ancient bard does not behave like an

ordinary companion and seems to understand the forest as something living. Recognizing Perdita's exhaustion, the Windspoken leads her deeper into the forest rather than simply showing her the way out. The episode ends with Perdita arriving at the Spirit Temple.

Episode Seven - Fourteen

Inside the Spirit Temple, Perdita discovers fourteen sets of carvings depicting nearly identical stories. Each begins with someone alone, follows that person as they form connections with others, and ends with the destruction of the world. The Windspoken has witnessed every one of these cycles and preserved them as memory. Perdita begins to recognize herself in the carvings and realizes that the journey she is experiencing may have happened fourteen times before. The revelation changes her understanding of her birthmark, her connection to the Mother of the Sea, and the mysterious voice that called her toward Origin. The Windspoken does not provide a simple explanation or tell Perdita what she must do. Instead, it allows her to confront the possibility that her choices may already have been made by people who lived before her. Perdita sleeps in the Spirit Temple before the Windspoken awakens her with music the following morning.

Episode Eight - With the Wind

The Windspoken guides Perdita through the remainder of the Windy Leaves. Perdita gradually learns that fighting the wind only makes her progress more difficult. She must instead adapt to it and allow its movement to influence her own. This physical lesson reflects the larger uncertainty surrounding her fate: some forces cannot simply be overcome through resistance. The Windspoken's relationship with Perdita remains distant but meaningful, as it recognizes her as another iteration of a story it has witnessed many times. At the end of the forest, the Windspoken plays a tune that creates a staircase toward Origin, replacing the lift that was destroyed after the Enduring ascended. Perdita climbs toward the frozen capital while the Windspoken remains behind.

Episode Nine - Origin

Perdita reaches Origin expecting to find the civilization responsible for the answers she has been seeking. Instead, she discovers a frozen, ethereal capital that appears completely abandoned. The city has been preserved in a state between life and death, with no people remaining to explain what happened. Perdita follows traces of the Enduring toward the Perpetual Tower and enters a world increasingly removed from anything recognizable as human. Within the tower she encounters grotesque creatures, eldritch experiments, abandoned laboratories, and remnants of the Enduring's attempts to transcend mortality. The episode ends as Perdita begins climbing the tower's enormous spiral staircase.

Episode Ten - The Perpetual Tower

Perdita continues her ascent through the Perpetual Tower. The staircase seems almost endless, and the remnants of the Enduring's experiments become increasingly disturbing as she climbs. Along the way, spirits of the Enduring emerge and attack her individually, demonstrating the extraordinary power possessed by the civilization that once ruled Origin. Perdita is forced to

fight her way through these remnants while gradually approaching the truth of what happened to the Enduring. At the top of the tower, she discovers their physical bodies, but they are nothing more than empty husks. The Enduring themselves have already ascended beyond the physical world. Then the mysterious voice returns.

Episode Eleven - The Enduring

The voice that first called Perdita to Origin is revealed to belong to the Enduring. Multiple voices speak through the same presence, sometimes arguing and contradicting one another as they explain their history, their superiority over humanity, and their belief that their purpose exists above ordinary human life. They tell Perdita that she must die for a greater cause. The Enduring believe that Perdita is simply another chosen vessel whose death is necessary to continue their design, and they have assumed that she would never survive the journey to Origin. They failed to understand the condition behind the Raging Sea. Perdita's ability to bring about the flood depends upon the connections she forms, and the people she encountered throughout her journey have filled the waves within her heart. The Enduring never understood the importance of these relationships. The episode ends as they attempt to destroy her.

Episode Twelve - The Raging Sea

The Enduring's attempt to kill Perdita becomes the final catalyst for the power within her. The accumulated love, grief, anger, suffering, and connection of her journey reach their breaking point, and the Raging Sea rises through her. The Mother of the Sea understood what the Enduring did not: Perdita's connections were not a distraction from her purpose but the very thing that would make the flood possible. Perdita finally chooses to allow the waves to consume the world. She does not do so because she has stopped loving the people she met. She chooses the flood while knowing that those relationships, and the world that allowed her to experience them, will be destroyed with it. Origin disappears beneath the water, followed by Last Light, the Deep Valley, the Windy Leaves, and the remnants of the Enduring. Friend and enemy are consumed together. The final image is an immense ocean covering Vision-XIV. After a moment of stillness, a tiny piece of life emerges beneath the surface. The world has ended, but a new one has begun.

THE SERIES: SERIES POTENTIAL/FUTURE

The story continues beyond Perdita's world with the emergence of Vision-XV, a completely new world born from the flood. Rather than following Perdita into another adventure, future seasons introduce a new cast of characters living within this new iteration of existence. Their stories allow the series to explore how much of the previous world's patterns have survived and whether the cycle will continue in the same form.

Vision-XV provides an opportunity to expand the mythology without simply repeating Perdita's journey. The new characters can encounter remnants, myths, creatures, environments, or unexplained phenomena originating from Vision-XIV without necessarily understanding their true history. What was once Perdita's personal story can become ancient history in the new

world, allowing the audience to experience the consequences of the previous season from an entirely different perspective.

The central question of the larger series becomes whether Vision-XV will simply become another iteration of the same cycle. The fourteen previous worlds suggest that destruction and renewal is fundamental to the structure of existence, but Perdita's choices may have introduced something different into the pattern. The new world therefore does not need to repeat her story, but it carries the consequences of what she chose. The series can continue exploring the relationship between fate, memory, connection, destruction, and renewal through entirely new characters and conflicts while gradually revealing how Vision-XV is connected to the worlds that came before it.

And Thus, A World Anew

