Fade in, a frozen sea, large chunks of ice float atop the water. The sail wafts uselessly in the light breeze. The sound of oars sloshing in the water fills the air, along with a deep strong voice.

“STROKE! STROKE! STROKE!”

A masked man and his blonde friend are sitting opposite each other, rowing the oars.

“So, we’re really doing this huh?” The golden haired boy speaks.

His masked friend looks over and nods and goes back to rowing.

Kris

“I never thought we’d leave Alexander. This huge expanse of white is pretty for what it is, but I miss the warmth.”

The masked man remains silent.

Kris

“Nervous huh? I’m pretty nervous too, I guess that’s why I’m talking so much. You’ve never seen me like this, have you? Ever since we were kids I’ve been the stoic one, but now my hands can’t stop shaking.”

The masked man remains silent.

…

Kris

“Oium seems like a peaceful enough place, I wonder why we’re moving in? The provisionary sentence seems a little harsh, don’t you think?”

…

Kris

“Sorry, I’m rambling I know.”

…

Kris

“Hey \_\_\_\_, are you… okay? I know leaving home is hard, I know it takes a lot out of you. Just**… I’m here for you.**”

Fade out.

-

Fade in, on the shore of a snowy beach.

Kris

“They said that Griesburke is just through those woods up ahead! I can’t wait to finally get some rest.”

Player control initiates. As they make their way through the forest, ominous music plays, in front of the camera, out of character view, blood-red corruption is shown on some of the trees. Flayed bodies hanging from hooks and other grotesqueries are visible only to the player.

Through the forest, the player makes their way to the town of Griesburke.