

SOLUNE

Part 1:	2
Part 1.1: Isolated	2
♪ Isolated ♪	2
♪ Memories ♪	3
♪ Eyes to the Unknown ♪	3
Part 1.2: Memories	3
♪ Isolated ♪	3
♪ Memories ♪	4
♪ Isolated ♪	5
Part 1.3: Free	5
♪ Horizon ♪	5
1. Woods	6
♪ Woods, Battle ♪	6
♪ Monsters at Night ♪	6
2. Cave	6
♪ Cave, Battle ♪	6
♪ Monsters at Night ♪	7
3. Beach	7
♪ Beach ♪	7
♪ Monsters at Night ♪	7
4. Mountains	8
♪ A World Divided ♪	8
♪ Monsters at Night ♪	8
Part 1.4: The Light in the Darkness	8
♪ Falling ♪	8
♪ Pure Light ♪	8
Part 1.5: The Truth	10
♪ The Truth (Sometimes it Hurts) ♪	11
Part 1.6: Shadows on the Path	11
Part 2:	15
Part 2.1: Lost	15
Part 2.2:	17

SOLUNE

This story takes place after UNDERTALE, an indie game made by Toby Fox

♪ Horizon (Epic Opening Remix) ♪

Long ago, the barrier between men and monsters collapsed.

The wall between worlds was no more.

But the war never left their minds — memories of hatred ran rampant.

Humans and monsters clashed, red flooding the earth.

Light and dark collided, birthing a fear that clouded every eye.

Love was eclipsed by hate. Light, eclipsed by shadow. Peace, eclipsed by violence.

The stars fled in terror from the midnight below.

The sun hid its face behind the moon.

Warmth became but a memory.

And both men and monsters wondered...

Would the light ever shine upon the broken earth again?

STORY:

Part 1:

Part 1.1: Isolated

♪ Isolated ♪

Elysia wakes up, her vision blurry, she has been kidnapped, again, she thinks. She looks around, she is in a dark, dusty, room, like an underground prison cell. *Wait*, she thinks, *underground*? She sees a light in a small window and glances out it hopefully, she sees that she's on a sort of mountain, *the opposite of underground*, she thinks, relieved. Elysia screams "Help me!" She

hears no other noise except for her own, raspy breathing, and the sound of wind whispering swiftly through the cold, metal bars of her isolated prison cell.

♪ Memories ♪

Elysia is at her house, in her backyard, swinging half-heartedly on a green swing. Her mom has just told her terrible news, she has to say goodbye to her best friend because the government has decided to split the humans and monsters once again. She looks up sadly at her mom's face, only to see two images, flickering, at once; both her mom and a pure black humanoid with empty, black eyes. Her mom's voice returns again, suddenly clear. She says "I hope that whatever happens from here on, you will know that I'll always be by your side. *YOU WILL NEVER BALANCE THE WORLD AGAIN! YOU WILL ONLY DELAY THE INEVITABLE!*

♪ Eyes to the Unknown ♪

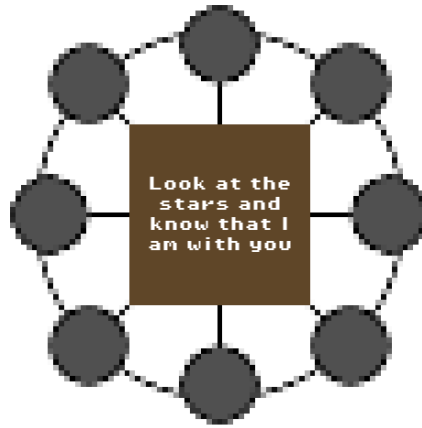
Elysia wakes up with a start, she struggles to breathe, her lungs feel tight and she hurts all over her body, she opens her eyes, everything is white and black around her. Her eyes adjust, she is in a bright room now, with a dark screen looming over her, like a computer. Elysia is sitting on a reclining chair. The room around her seems like it hasn't been used in a long time; dust caking on the furniture with not as much as one fingerprint. Elysia looks up, she sees that a fluorescent light, only one, is lighting up the entire room. She lays her hand on the chair, she doesn't feel it. She looks at the palm of her hand, it looks wrong, in fact, nothing seems right around her. She reaches out, not with just her hand, but also with her soul, laying her hand on the unknown, touching something warm, she closes her eyes, knowing that if she opens them again, she'll see something real.

Part 1.2: Memories

♪ Isolated ♪

As Elysia opens her eyes, the world changes around her. She is back in the dark metal room, but this time, she's not alone, the dark humanoid she saw in her dream is standing, motionless, staring at Elysia's face with blank, black eyes.

Elysia blinks, the figure is gone. As Elysia feels around, she can now feel the cold stone floor and the wind coming through the window. *This is real, at least I think* she decides. There is now a wooden board on one of the walls and a series of buttons around it. In this pattern:



The text on the strange wooden board says “Look at the stars and know that I am with you,” *Interesting*, Elisia thinks, *I wonder what it means?* The window catches her eye, it’s way brighter than before. As she walks slowly, an intoxicating smell overcomes her senses, *sulfur* she decides, she needs to get out as soon as possible. When Elysia looks out the window, she sees the moon, it seems way larger than before. It brings her back to a long time ago.

♪ Memories ♪

Elysia is in her backyard again, this time, she is care-free, laying on the soft grass with her mother by her side. She’s looking up into the vast universe above, millions of stars forming different shapes and patterns. Her mom is explaining the different phases of the moon, “they are new moon, waxing crescent, first quarter, waxing gibbous, full moon, waning gibbous, third quarter, and waning crescent” but Elysia barley hears her, she’s already learned this a thousand times. Her mom has explained before, insisting that it will help her in the future, but Elysia just sits there, taking joy in the natural beauty, wondering, will this joy ever go away? Then **BANG!** A loud sound emits from miles away, piercing Elysia’s ears, interrupting her thoughts, her mom’s voice trails off, also wondering what the sound could be. Screaming comes from everywhere, there are hundreds of strange figures standing outside a cave.

♪ Isolated ♪

Elysia is lost in memory, replaying the scene over and over. This was the time that the monsters came from the underground. *The moon is a quarter moon*, she decides. There is a metal plaque showing the phases of the moon on one of the walls, but this is incorrect, she notices, there is one phase of the moon repeated throughout even though no phase repeats. She connects the dots, there are eight buttons around the wooden board, eight phases of the moon, the moon that is shining outside is the one that's repeated. She presses the buttons in the same spots that the third quarter moon is repeating. The door with the cold metal bars opens. Elysia is free.

Part 1.3: Free

♪ Horizon ♪

The light blinds Elysia. She looks around, she *is* at the top of a mountain. The height is overwhelming. The building that she spent her first day in is exactly as she thought, a small, metal and stone building, with a small window showing the stunning view. Under the metal building, there is darkness. Elysia runs swiftly towards the building, down in the pit of darkness below her, she sees light, it's a volcano, with smoldering, red lava, invoking her senses with sulfur yet again. She coughs, and crawls away. Laying on the stone floor, Elysia is free, but still feels like her soul is caged. She sits up, regaining her senses, and starts trekking down the mountain. The faint scent of evergreen fills Elysia's nostrils, there is a deep wood in front of her, a cave to the left, a beach to the right, and behind her, the mountains tower over everything else. A truly perfect scene.

The player decides where to go, the goal of this section is to move on with the story and find shelter

1. Woods

♪ Woods, Battle ♪

As soon as Elysia steps foot into the woods, a monster jumps out at her; a frog-like monster, called Froggit. The battle is ended when the player either defeats the monster or when they complement it. Once the battle ends, Elysia keeps on prowling through the woods, taking out or sparring three more monsters at most.

♪ Monsters at Night ♪

(It's midnight now) There's a house in the distance. Mindless monsters are surrounding Elysia, trying to snuff out her light, she runs for her life towards this mysterious house, the woods slowing her down, scratching her up, with lights in the house all on, she sees a flicker of movement inside—too fast to tell if it was friendly or not. Elysia comes up to the door, she smells bark and sap even near the door. She has no choice, she opens the door, hoping that she could survive another night.

2. Cave

♪ Cave, Battle ♪

The cave is dusty, with a chill, she remembers that this is exactly like the cave to the underground that many humans have been lost to. *There's not really anything special about this cave*, Elysia decides. Walking out, Elysia is attacked, she enters a battle with a monster called Gorach the only way to end the battle is to stand still three times, this monster's attack style is crushing the heart, but when the white attack things blink, Elysia's soul can go through. His lines are: (If you check), "GORACH grunts... but it's kinda rhythmic?" and "GORACH seems soothed by silence." (If you stand still). After the battle ends, there is a chest with a sword in it, she picks it up, even though a part of her hopes she never has to use it Elysia decides that it probably won't be safe to spend the night there in the cave.

♪ Monsters at Night ♪

(It's midnight now) There's a house in the distance. Mindless monsters are surrounding Elysia, trying to snuff out her light, she still feels Gorach's rumbling steps. She runs for her life towards this mysterious house, the cave echoing her footsteps with lights in the house all on, she sees a flicker of movement inside—too fast to tell if it was friendly or not. Elysia comes up to the door, she has no choice, she opens the door, hoping that she could survive another night.

3. Beach

♪ Beach ♪

As Elysia stares out into the vast ocean, she is taken back from the surreal beauty, just like the perfect beach everyone always imagines, she snaps out of it, this beach, as perfect as it is, seems dangerous, wrong. Elysia decides not to try the beach. There is a symbol in the sand, Elysia's hands shaking at the sight of it, almost like she's seen it before: a sun and a moon combined, half dark, half light. This symbol burns into her mind.

♪ Monsters at Night ♪

(It's midnight now) There's a house in the distance, she sees it from the beach. Crazy, mindless monsters are surrounding Elysia, she runs for her life towards this mysterious house, the sand slowing her down, with lights all on, she sees a flicker of movement inside—too fast to tell if it was friendly or not. Elysia comes up to the door, she notices the symbol she saw earlier, the sun and moon, engraved on the wooden door. She stops for a moment, when she sees the symbol again "Sol... une," she whispers. Sun and moon, the name echoes in her mind like it's part of something greater. Her feet are still sandy from the beach. She has no choice, she opens the door, hoping that she could survive another night.

4. Mountains

♪ A World Divided ♪

Walking back the way she came, Elysia goes around the building, not wanting to even lay her eyes on it again. There is a huge scar in the world, right in front of her, this crevice continues forever it seems, there is no way across. It's the crack separating the earth, keeping humans and monsters apart.

♪ Monsters at Night ♪

(The moon is full, the night is clear, it's midnight). There's a house in the distance, it's right there. Monsters are surrounding Elysia, she runs for her life towards this mysterious house, with lights all on, shining like a lighthouse, she sees a flicker of movement inside—too fast to tell if it was friendly or not. Elysia comes up to the door, she has no choice, she opens the door, hoping that she could survive another night.

Part 1.4: The Light in the Darkness

♪ Falling ♪

As the door opens, Elysia falls—through pitch black darkness, with no solid thing anywhere. She stops moving, frozen in time. A voice booms from all around her:

“YOU WILL NEVER RETURN TO THE PLACE YOU BELONG. YOU WILL NEVER BELONG, ANYWHERE, LITTLE CHILD!”

♪ Pure Light ♪

A quiet voice wakes Elysia.
“Are you okay, little one?”

The words put Elysia on high alert. She sits up quickly and backs away from the figure.

“Don’t be afraid, child. I am TORIAL, the caretaker of this island—the guardian of light.”

Before Elysia can process what that means, the goat-looking woman—Torial—gently takes her hand and leads her into a hallway. As they walk, Elysia catches a glimpse of a strange book titled “The Balance of Light and Darkness,” and outside a window, a garden of glowing plants.

“Light can thrive even here, deep in the heart of darkness,” Torial says softly.

“How did you get here, little one?”

Elysia explains.

“I am only here to help you, child. I only want the best for you,” Torial says lovingly.

“How about a slice of butterscotch-cinnamon pie?”

As much as Elysia doesn’t trust this new soul yet, her stomach answers before she can. She hesitates, then picks up a slice. It seems almost too perfect. Still, the warm smell is irresistible. She sits down at the table, drawn in by the comforting aroma—like visiting her grandma on Thanksgiving.

She takes a bite. It’s the first thing she’s tasted in what feels like ages—something that isn’t sulfur or fear.

Then, she notices him.

Another presence at the table.
A mysterious figure, cloaked in a hood.

“Who are you?” she asks.

The figure opens his mouth like he’s about to answer... then closes it again, saying nothing.

“Oh, he’s Sorrel, my son,” Torial says, smiling. “He won’t answer if you talk to him.”

“Yes, I will,” Sorrel says.

Torial looks like she’s seen a ghost.
“What? You can talk?”

“Yes,” Sorrel replies, his voice calm but firm.
“I’ve been waiting for this day. For you.”

Part 1.5: The Truth

Elysia feels like this kid is something important, like he is the one that will help her home.

“For me?” Elysia asks

“For you”

Torial looks back and forth between them, surprised.
“This moment came to me in a dream. I knew the second I saw you, my child, when you showed up at my door all those years ago. I took you in, not because of my feeling that you were meant for something more, but because as soon as I saw you, I loved you. And I still do today. I hope that whatever happens—whatever you choose, that you will know that you can always come home, and I will be by your side, my child”

This took everyone by surprise. Elysia looked into Torial’s eyes, she saw pain, she saw love, wanting to keep all humans safe but knowing that there was only one way to go on, she had to leave her child. In the dim moonlight, Torial looked like a ghost, like she was fading.

“Listen, little one, the world is broken, the humans are too powerful, you need to balance the scale. You need to stop the king of shadow from taking over everything, you need to save the world. On that note, it’s time for bed, sleep well!”

As you would expect, Elysia did not sleep well. She had several fitful dreams, none of which made any sense. One dream that stood out the most was a long dream in which Elysia was standing in a void of darkness, with not as much as one soul anywhere, except for her. Other dreams include blurry faces of souls she hadn't met yet, but knowing that they all mean something.

The next morning, the table sat in silence as Torial fed them breakfast. One thing was bothering Elysia, when Torial seemed like a ghost the day before; her whole body almost transparent.

♪ The Truth (Sometimes it Hurts) ♪

"I know what you're thinking," Torial says, reading Elysia's mind. "Yes, I am not fully alive, I am a memory, a ghost, you may say. I will fade away soon, you will be alone. You must travel with Sorrel, you must stop the king of shadow, remember, my soul will be with you always, the shadow king's plan must be stopped" Torial is fading now.

"Please don't leave me! You have so much left to teach me!" Sorrel says desperately.

Torial smiles, "I've taught you all I've learned. In life, there's always something new to learn, a new secret to discover," She looks straight at Elysia's eyes, then back to Sorrel "I love you," Then a long pause, her grip on reality fading with her, her voice a mere echo, her body glowing, she says "M y c h i l d," Her voice returns again, suddenly clear. "Never forget-

Torial is gone, at least the memory of her.

Sorrel looks heart broken. "I guess the truth sometimes hurts."

Part 1.6: Shadows on the Path

"Come on. I need to show you something..." Sorrel said suddenly, his voice

low. Without waiting, he turned and walked ahead. Elysia hesitated only a moment before following.

“So... what are we doing?” she asked, trying to keep pace.

“Walking.”

“Um... okay?”

“You need to learn how things work around here,” Sorrel said, his voice strangely hollow. “Torial taught me everything she knew. Or at least... the memory of her did.”

He shook his head, his footsteps echoing faintly against the purple stone walls. Around them, the corridor stretched endlessly, bathed in dim violet light. The sound of dripping water echoed somewhere far off. The air smelled faintly of dust and something older — something forgotten.

“I always hoped...” Sorrel said quietly. “Hoped the world would be okay again. That there would still be hope.”

Elysia stayed silent, sensing how fragile his words were.

As they walked, she heard it — faint footsteps behind her. She turned sharply. Nothing. Only the empty purple hallway stretching back into shadow. Heart pounding, she hurried to catch up with Sorrel, but again — there it was. Soft footsteps, following. Stalking.

Elysia thought of the figure she had seen — that pure mass of darkness. The way it seemed to live in the cracks between light. She shivered. Darkness is everywhere...

“We’re here,” Sorrel said, breaking her thoughts.

Before them stood six stone pillars rising from the floor. They were rough, cracked with age, yet arranged in a deliberate circle. The air around them felt heavier.

"This is a puzzle," Sorrel explained. "You'll find these all across this broken world. Some will help you. Some... won't." His voice was flat, almost robotic. "Sometimes there are clues. Sometimes there aren't. Always read carefully before you act."

He pointed to a worn stone tablet.
"Many have traveled here — some full of Light, some full of Darkness. Neither will walk the middle path."

"Do you understand?" Sorrel asked, his eyes distant.

Elysia studied the pillars carefully. The hint was clear: avoid the middle. She stepped carefully, following the outer stones.

With a low groan, a heavy purple door at the end of the hall swung open.

"Good job," Sorrel said mechanically. "On to the next room."

They entered a new chamber. In the center stood a wooden dummy, stitched together with scraps of cloth. It leaned slightly to one side, as if tired of standing.

"You'll need to learn how to battle," Sorrel said, a flicker of old cheer in his voice. "When you enter a BATTLE, you can FIGHT, ACT, use an ITEM, or show MERCY. Your choices decide everything."

He smiled, but it didn't reach his eyes.
"Try FIGHTing the dummy."

Elysia hesitated, then attacked. The dummy's HP dropped instantly.

"With a real monster, that would usually end the BATTLE," Sorrel said. "But violence isn't always the way. You can ACT, too — speak to them, understand them. Try it."

Elysia spoke to the dummy, feeling a little silly. Of course, it didn't respond — but somehow, it still felt right.

Sorrel's voice warmed a little. "Good. You can always end a BATTLE peacefully if you're clever."

But again, his smile faltered. That hollow look returned to his face — like someone pulling a mask back on.

"Finally," he said, "you can use ITEMS to help you, or show MERCY to SPARE an opponent. Try SPAREing the dummy now."

Elysia nodded and did as he said. The battle ended peacefully.

There was a heavy silence afterward. Sorrel stood still, the forced brightness gone from his face again.

"...Are you okay?" Elysia asked carefully.

"Well," Sorrel said bitterly, "as okay as you can be when you find out your life's a lie."

"I'm sorry," she whispered.

"It's fine," he said, shrugging emptily. But the look in his eyes said otherwise.

There was a long pause. The purple hallway stretched out in front of them, quiet, uncertain.

Finally, Elysia took a breath.
"I... I think the world needs me. Would you come with me?"

Sorrel looked at her for a long moment.
Then he nodded — just once.

Part 2:

Part 2.1: Lost

"Some days are harder than others," Sorrel says, days later. "Sometimes the grief is overwhelming. Sometimes it feels like it's just a memory. Sometimes... it feels like they're still here."

"The truth is... I've lost someone too," Elysia replies quietly, tears in her eyes. "My mom. She was my whole world. Everything I know came from her."

They sit in silence for a long while, letting the weight of it all hang in the air. There's no rush—just two people trying to figure out what to do next.

Sorrel has been teaching Elysia how things work in the underground. He tells her there's still an entrance to it—left behind after the merge, forgotten by the world. It lies just beyond a long hallway in his basement, through a place no one dares go: the Forgotten Hollow. Even Sorrel has never been there.

"When will we leave?" Elysia asks.

Sorrel hesitates. "It's hard to leave this place. I spent most of my life here. And it's where Mom—" His voice falters. He blinks hard. "But I guess... we'll go tonight. I'll pack up."

He pauses again, quieter this time. "Okay. I'm ready."

"Okay," Elysia says. "Let's go."

"First," Sorrel adds, "you need to read Mom's notes on the Forgotten Hollow."

They rummage through Toriel's desk drawers. The notes are scattered—papers about monsters, maps, scraps of old memories. Sorrel finally pulls one out, labeled:

FORGOTTEN HOLLOW

Dangerous place. Never go.

“Well. That’s... not very helpful,” Elysia says, shaking her head.

Sorrel finds another:

HOTLAND

Dangerous place. Never go.

“I don’t think anything will be helpful,” he mutters.

Then he picks up one more, older and partially faded:

ISLAND OF LIGHT

Light. Light is good. Darkness is good. Shadow is...
(The rest is impossible to read.)

“I’ll keep this one,” Sorrel says. He sets the page aside and lifts something else from the desk. “Here. It’s Mom’s recipe.”

(Old Butterscotch-Cinnamon Pie was added to your Key Items.)

“Thanks... I guess,” Elysia says, accepting the gift.

“We better get going,” Sorrel says, but his eyes betray him—haunted, distant, aching to hold onto the past.

Elysia meets his gaze. “I know I can’t fix your pain. But I’m here. If you ever want to talk... I’m here. I feel it too.”

Sorrel stares at the floor.

“I can’t...” he whispers. “I can’t go on without her.”

Elysia says nothing. She doesn’t have to.

He pauses, taking in a breath, “I guess I just have to accept it. Let’s just go.”

They start walking. Neither of them speaks. The hallway stretches long and silent—until Elysia hears it again: footsteps echoing behind them.

“Did you hear that?” she asks.

“We’re being watched,” Sorrel says.

“By who?”

He pauses.

“...The shadows themselves.”

Part 2.2: HOPE

They run. Realizing that they’re not alone. The shadows form into monsters. Within an instant, they’re surrounded. Each monster is misshapen. One of them has one very large eye, only that eye, while another has none, though Elysia suspects that it can still see her perfectly well. Each monster is pure black, like the absence of light itself.

“What do we do?” Sorrel asks, panic in his voice.

“I don’t know! You’ve been in here way longer!” Elysia answers.

Elysia’s breath catches in her throat. There’s nowhere to run. The shadows lean in. The warmth seems to be sucked from the room. Just then, a blinding light fills the room, Elysia’s emotions turn from sadness and fear to hope and DETERMINATION. A figure appears, waves its hand across all the monsters, the darkness fades away. The monsters blink, as if waking up. The one-eyed beast blinks, and when it opens its eye again, it has two. The eyeless one trembles, then turns and flees, no longer blind. They scurry away, the figure turns around, it’s Torial.

“Mom!” Sorrel says.

Torial fades again, the light goes away, everything is dark again. The hallway is quiet again. Too quiet.

“She was there, right there!” Sorrel says, pointing where the ghost was.

“I know. She saved us, Sorrel. She’s with us,” Elysia says, tears in her eyes.

Sorrel looks like he couldn’t be more heartbroken

“I can’t do this, I just can’t,” He says sadly.

In front of them lies a door. The door out of the Ruins. A simple double door, purple wood, with scratches on it as if a monster was desperately trying to escape.

Sorrel wipes away his tears.

They open the door, walking into the unknown.