

Keko Chronicles

Origins

***“There shall come a child of two worlds.
Nuggles-Born, yet raised on Earth. The child
shall be the Destroyer of Masks and the Bringer
of Peace.”***





Yeslynn



DEZON KEEM Mountains

ROAD TO THE PLAINS OF TORLYSS

TORLYSS

UNIKESH LAKE: Safe Zone: UNIKESH

Welcome to Keko Chronicles!

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Keko Chronicles - Origins

“There shall come a child of two worlds. Nuggles-Born, yet raised on Earth. The child shall be the Destroyer of Masks and the Bringer of Peace.”

Haunted by the prophecy of the Nuggles-Born, the evil Madame Ponqui and her Hound Army race across Nuggles searching for the Mask of Unwanted Sorrows. Convinced that the Mask’s corrupting power will assure her of victory, Ponqui will stop at nothing to discover the item’s whereabouts.

Lord Quiggs, once a keeper of the Mask, is busy recruiting his own allies, seeking to thwart Madame Ponqui and her Hounds. He has journeyed to Earth in his krystal-powered, dimension-hopping vehicle known as the P.T.A.W.M.T. (Portal to Another World Machine Thingy) looking for 13 year-old Samantha Keko and her younger brother Daniel. He brings with him a mysterious journal written by Samantha and Daniel’s father.

Certain that one of the Keko children is, indeed, the child spoken of in the prophecy, Quiggs convinces Samantha and Daniel to leave their foster home and accompany him back to Nuggles. Their mission: Destroy the Mask of Unwanted Sorrows before Madame Ponqui can get her hands on it and, hopefully, in the process, be reunited with their parents.

And so the Keko Chronicles begin...



Keko Chronicles - Locations

Safe Zone (Origins): Throughout Nuggles there are "Safe Zones," zones where creatures and individuals are unable to physically harm one another. Most of Nuggles believes these Zones to be pockets of strange, residual energy from lost technologies. Somehow, this energy affects the brain so that all violent intentions and instincts are immediately shut down before anyone or anything can act upon them. Most Safe Zones are small and unstable. Some drift randomly across Nuggles' surface. The largest stable Safe Zone in Nuggles is in the country of Yeslynn and contains the city of Paradise.



Unsafe Zone (Origins): Several Safe Zones throughout Nuggles have been corrupted, possibly intentionally. The strange, residual energy from lost technologies that usually keep violence from occurring within a Safe Zone, somehow now causes the violent intentions of creatures and individuals to be magnified. These corrupted Safe Zones are called "Unsafe Zones" and should be avoided at all cost.



Keko Chronicles - Locations

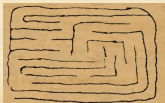
Kekos' Foster Home (Origins): This Foster Home is one of several that Samantha and Daniel Keko have been in over the past decade. Located just outside Boston, this is where Lord Quiggs first meets the Keko children and convinces them to travel with him to Nuggles.



Pagley's Docking Bay (Origins): In a small, stable Safe Zone in northwest yeslynn, in the foothills of the Dezarkeem Mountains, Pagley O'Fuzzinstuff has tried to build a quiet life for himself away from his homeland Galuria. He parks his Hover Boat in his Docking Bay and uses it to safely transport people across the more dangerous sections of the country of yeslynn. For a price, of course.

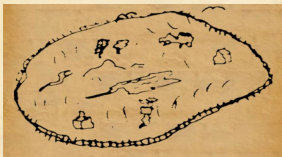


Maze of Torlyss (Origins): The Maze of Torlyss is an underground labyrinth in the Plains of Torlyss. Rumored to contain great riches, travelers have risked their lives to find their way in and out of the Maze. Most of them end up dead at the claws of the Thraxis dwelling deep within the labyrinth. Quiggs and the Keko children take refuge in the Maze to hide from Deffilwyne the Hunter and a small squad of Madame Ponqui's Hound Army.

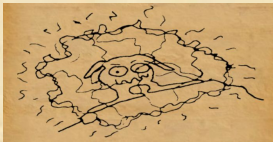


Keko Chronicles - Locations

Deffilwyne's Holding (Origins): Deffilwyne the Hunter purchased a large portion of land not far outside of the Safe Zone city of Paradise. He fenced the area in and populated it with rare and exotic creatures from all over Nuggles so that everyone could come and admire them. After his mysterious death, Deffilwyne's son, also named Deffilwyne inherited everything. Now, instead of being a place to observe rare and exotic creatures, Deffilwyne's Holding has become a place where people can hunt rare and exotic creatures. For a steep fee and at their own risk.



Plains of Torlyss (Origins): The Plains of Torlyss separate the Safe Zone City of Paradise and the Dezarkeem Mountains. The inhabitants of Torlyss are known for their skills in constructing swords, shields, and armor. Skills that they developed protecting themselves from the Shibbers that migrate through the Plains every summer and winter, and the Thraxxis that make the Plains their home.



Keko Chronicles - Locations

Crackling Canyon (Origins): Crackling Canyon is located in the northwest section of the country of Yeslynn in the Dezarkeem Mountains. Difficult to get to due to the Draggyns that dwell in the mountains, this canyon has a strange, amplifying effect on Krystals.



Dezarkeem Mountains (Origins): The Dezarkeem Mountains form much of Yeslynn's northern border separating Yeslynn from the beautiful Leethra Sea. These jagged and rugged peaks are by no means among the tallest mountains in Nuggles. However, they are noteworthy due to the large number of Draggyns that dwell within this mountain range, especially in the areas surrounding Crackling Canyon. A small, stable Safe Zone can be found in the Dezarkeem Foothills where travelers can stock up on supplies before venturing into the Mountains.



Keko Chronicles - Characters



Samantha Keko (Origins): On the morning of her thirteenth birthday, Samantha and her younger brother, Daniel, are visited by a mysterious stranger calling himself Lord Quiggs. Quiggs, using a journal written by Samantha and Daniel's father, convinces Samantha and Daniel to travel with him to the world of Nuggles to help stop Madame Ponqui and her Hound Army.

Samantha uses the entries in her father's journal to help answer her many questions. What happened to her parents? What is this incredible world of Nuggles? And, perhaps most importantly, is Samantha the Nuggles-Born spoken of in the prophecies?

Keko Chronicles - Characters

Lord Quiggs (Origins): Lord Quiggs and Madame Ponqui were both among the twelve individuals originally chosen to keep the corrupting power of the Mask of Unwanted Sorrows out of the wrong hands. When Ponqui betrayed the group, Quiggs had the Mask hidden away and began forming a coalition to stand against Madame Ponqui and those that chose to follow her. Now, centuries later, both sides in the conflict have grown stronger. As Madame Ponqui's Hound Army begins to position itself for the conquest of Nuggles, Lord Quiggs has turned his attention to the ancient prophecies about the Nuggles-Born, the Earth child born on Nuggles but raised on Earth that could destroy the Mask and bring peace.



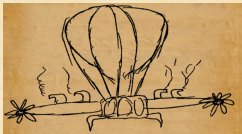
Convinced that either Samantha or Daniel Keko is that Nuggles-Born savior, Quiggs has traveled to Earth in his krystal-powered, interdimensional vehicle known as the P.T.A.W.M.T. (Portal to Another World Machine Thingy). Bringing with him a journal written by Samantha and Daniel's father, Lord Quiggs has convinced the Keko children to join him on his quest to find the Mask of Unwanted Sorrows and stop Madame Ponqui once and for all.

Keko Chronicles - Characters

Pagley O'Fuzzinstuff (Origins): Pagley O'Fuzzinstuff is from the Nuggles nation of Galuria. Like most Galurians, profit is a big motivator in Pagley's life. Having left his homeland nearly a decade ago, Pagley has tried to make a life for himself in a small, stable Safe Zone in the northwestern part of the country of yeslynn, in the foothills of the Dezarkeem Mountains.



He is more than willing to safely transport individuals throughout the region in his Hover Boat, should they be willing to pay a fair price. Pagley often comes across as gruff and uncaring and avoids talking about his life back in Galuria at all costs. After crossing the Plains of Torlyss, Lord Quiggs hires Pagley to take himself, and Samantha and Daniel Keko from the Dezarkeem Mountains to the Island nation of Jo-Jo off the northern coast of yeslynn.



Keko Chronicles - Characters

Madame Ponqui (Origins): Madame Ponqui and Lord Quiggs were both among the twelve individuals originally chosen to keep the corrupting power of the Mask of Unwanted Sorrows out of the wrong hands. Convinced that the Mask would enable her to unite all of Nuggles, Madame Ponqui betrayed the group, desiring to claim the Mask as her own.



After Lord Quiggs managed to have the Mask hidden away, Ponqui began forming a Hound Army to do her bidding. Throughout the centuries, Madame Ponqui has come close to discovering the Mask's whereabouts, never to have it fall into her hands. Now, hearing that Lord Quiggs has brought two Earth children to Nuggles, Ponqui operates with a dangerous sense of urgency, fearing that the Prophecy of the Nuggles-Born may be true after all.



Keko Chronicles - Characters

General Fydo (Origins): General Fydo is the leader of Madame Ponqui's Hound Army. A fierce, strategic genius, Fydo's loyalty to Ponqui is absolute and unwavering. Willing to do anything to advance Ponqui's cause, Fydo's troops have been expertly trained.



The Hound Army is feared throughout all of Nuggles. General Fydo knows that Madame Ponqui will be successful in her search for the Mask of Unwanted Sorrows and knows that he will secure a place at her side when she conquers the world.



Keko Chronicles - Characters

Deffilwyne the Hunter (Origins): Deffilwyne the Hunter shares the same name as his late father, who died under suspicious circumstances. While the elder Deffilwyne was revered as a great man -- someone who earned a fortune hunting rare and exotic creatures all over Nuggles -- the younger Deffilwyne has a reputation of being a spoiled scoundrel. What his father created Deffilwyne's Holding to be a sanctuary where travelers could come and view some of Nuggles' most remarkable animals, the younger Deffilwyne has transformed it into a thrill seeker's playground where people pay excessive fees to hunt all sorts of creatures.



Madame Ponqui has recruited Deffilwyne, offering him money and glory to hunt down Lord Quiggs and the two Keko children. While Deffilwyne considers hunting children and old men beneath him, he has taken the job, partly for the money, partly because he thinks it will be fun. And partly because Ponqui claims to know the truth about Deffilwyne's father's death.



Keko Chronicles - Creatures

Hound (Origins): Hounds are native to the southern nation of Raabia but live throughout Nuggles. Hounds are humanoid canines, often vicious in nature. For nearly one hundred years, Madame Ponqui has used their pack mentality and militaristic tendencies to form a massive Hound Army that is both feared and respected. There appears to be some sort of caste system among the Hounds. There are Hounds that specialize in menial labor and the pulling of machinery that are treated as secondary citizens among the Hound community. These Hounds tend to move around on all fours and communicate primarily with growls and barks, even though they appear just as humanoid as the members of the Hound upper class. The upper class Hounds walk upright and speak as well as any human.



Krakkyn (Origins): Krakkyns are monstrous water dwelling creatures known to tear apart any and all vehicles that disturb their territory. They can be found in oceans and lakes, as well as some deep rivers. A few species of Krakkyn can wander onto the land for short periods of time to find food. Krakkyns appear to be partially mechanic in nature, similar to Shibbers. Perhaps remnants from some long forgotten age where the lines between life and technology was a little more blurred. Krakkyns use their many tentacles to drag prey into its cavernous, toothy mouth. It is unclear if the nourishment they seek is from the individuals they swallow up or the actual vehicles that the Krakkyns consume. An interesting fact about the different species of Krakkyn throughout Nuggles is that they sometimes seem to target specific types of Transportation.



Keko Chronicles - Creatures

Thraxis (Origins): The Thraxis is potentially a very dangerous beast. This toothy, four-legged creature feeds off Krystal energy from any source. Transportations have been known to have their power completely drained from traveling too close to a Thraxis. On the flip side, depriving a Thraxis of Krystal energy can weaken it to the point where it is no threat at all. When they find a good food source, Thraxis will always remain in one location until the Krystal energy sources dry up. At that point they will begin searching for a new home. This is perhaps, when the Thraxis is at its most dangerous. A traveling Thraxis may be weak, but they are hungry and often wander into populated settlements that are utilizing large amounts of Krystal energy. During the Summer and Winter, in certain locations like the Plains of Torlyss, you may see an increase in Thraxis activity as they often seek to drain energy from packs of Shibbers during their migration. Witnessing a battle between hungry Thraxis and Shibbers protected by their Queen is a site to behold.



Shibber (Origins): Shibbers are a migratory species of slender, metallic wormlike creatures that travel in large groups led by a Shibber Queen. The Queen is much larger than the typical Shibber and has actual legs, whereas the non-Queen Shibbers are legless. These non-Queens either slither like snakes or "dive" forward for short distances. New Shibbers appear to grow out of the back and belly of a Shibber Queen, falling off the Queen when they reach maturity. These creatures appear to be some sort of life/technology hybrid. They are aggressive in nature, especially during their twice a year migration. They travel from East to West during the Summer and from West to East during the Winter.



Keko Chronicles - Creatures

Draggyn (Origins): These winged beasts are very similar to the legendary dragons of Earth. Draggyns of Nuggles do not actually "breathe fire" as the Earth dragon. Rather, they spew a yellowish, toxic gas that is highly flammable, igniting almost instantly when it comes into contact with the Nuggles atmosphere. Draggyns are very dangerous and come in many shapes, sizes, and colors. They are found in all Nuggles' nations except for the far northern nation of Waggut-Zee. While Draggyns tend not to share territory with other Draggyns, large numbers of these creatures have been known to co-exist in areas where abnormally rich or powerful Krystal deposits have been found, like near Crackling Canyon in the Dezarkeem Mountains.



Cha-Os (Origins): These unpredictable creatures are primarily native to the nations of yeslynn, Galuria, and Grumm, although some rare species have been spotted in other areas as well. The Keko Journal describes them as looking "like slugs made of sparkling, multi-colored Jell-O." Cha-Os seem to thrive in drier climates away from large bodies of water. They range in size. The Minor Cha-Os, being the smallest Cha-Os, is roughly the size of an adult human fist. The largest is the Total Cha-Os which can be as large as an average Earth dairy cow. Most species of Cha-Os remain nearly stationary at all times making them easy to avoid, but, if they feel threatened, they are capable of quickly fleeing an area. Coming into contact with a Cha-Os can cause a large variety of effects. Sometimes, a Cha-Os can heal an individual or improve one's cognitive abilities. Other times, contact can cause disorientation, injury, paralysis, or even death. Thrill-seeking teens sometimes dare one another to play the ill advised game "Chase the Cha-Os" where, on a dare, young people will go out looking for Cha-Os creatures and sometimes actually touch the creatures. This has led to serious injury and death and, at least in the nations of yeslynn and Grumm, "Chase the Cha-Os" is now against the law.



Keko Chronicles Origins

Lord Quiggs travels to earth in the P.T.A.W.M.T to get Samantha and Daniel Keko using the Keko Journal to convince them to accompany him to Nuggles to try and stop Madame Ponqui and her Hound Army.

The P.T.A.W.M.T. arrives in Nuggles, in the nation of Yeslynn, in the Plains of Torlyss. Quiggs intends to get the Kekos to the Safe Zone city of Paradise about a six day's drive to the East.

Madame Ponqui, aware of Lord Quiggs' plan, has recruited Deffilwyne the Hunter to track down Quiggs and the Keko children afraid that one of the Keko kids may be the Nuggles-Born mentioned in the prophecies.

On the Plains of Torlyss, Lord Quiggs, Samantha, and Daniel find themselves in the middle of a migrating pack of Shibbers led by their Queen. The Shibbers disable the P.T.A.W.M.T. and prepare to take out Quiggs and the Kekos, until a hungry Thraxxis arrives seeking to drain the Shibbers' energy. Lord Quiggs and the Kekos use the Thraxxis distraction to flee, continuing on foot across the Plains of Torlyss towards the nearest stable Safe Zone which is days away to the north.

Deffilwyne, accompanied by two of Ponqui's Soldier Hounds, Moo and Tankk, pursue the heroes from the air in Deffilwyne's Air Ship. The slow moving Quiggs, Samantha, and Daniel try to lose them through a slippery Whoopsi Daisy meadow. Deffilwyne the Hunter and his Hound companions are not deterred and they continue to gain on Lord Quiggs and the Kekos, finally landing the Air Ship and continuing to track them on foot.

In a last act of desperation to lose Deffilwyne and the Hounds, Lord Quiggs and the Kekos take refuge in the dangerous Maze of Torlyss, an underground labyrinth that is also the home of a very large, very terrifying, well fed Thraxxis.

Within the Maze's winding corridors, Deffilwyne and the Hounds, Quiggs and the Kekos, and the Maze Thraxxis all converge. Deffilwyne and the Hounds are forced to retreat, unequipped to deal with the Maze Thraxxis. Quiggs, Samantha, and Daniel escape the Maze and eventually arrive at a Nuggles Safe Zone in the Dezarkeem foothills where they recruit the Galurian pilot, Pagley O'Fuzzinstuff. For a price, Pagley agrees to escort Lord Quiggs and the Kekos safely over the Dezarkeem Mountains to the Island nation of Jo-Jo in his Hover Boat.

Elsewhere, Madame Ponqui has General Fydo maneuver his Hound Army troops toward the nation of Galuria, looking to secure the trade routes entering and exiting that profitable nation, while she tries to track down a crazed inventor who claims to have once held the Mask of Unwanted Sorrows in his hands.



Bowden Games

<http://kekochronicles.com/>