***The Story of the Theif***

***Exploration:***

Rolan can encounter a theif guild obsessed to something that looks like a ring. Some of them will tell you about a mansion and a path where it is located… If you manage to go there and explore, you will see a opened gate that is closed before, it leads to a mansion.

***Side Story:***

The mansion has a history, it tells a story of a theif that enters it, he is from a theif guild assigned to steal a ring or amulet, same to the theif guidl Rolan encounters.

In the beginning, theres a note that can be found at the entrance of the mansion, that note acts as "key item" it triggers flashback whenever Rolan steps to a room or check point. If the player know what he is doing, Rolan must follow the path where the theif went, or else Rolan will be lost and fall to a prison cell. *Basically a memory game*, yet it challenge the player because the area looks spooky (this side quest requires scary - not like castlevania, but something like silent hill I guess).

The theif enters the abandoned mansion in the flashback, looking for something. The mansion looks new, still lit with lamps yet there is no people living here or anyone inside it. And when the player progresses it starting to get spooky like the lights are turning off and there random laughing child or woman, this makes the place different to the flashback Rolan is seeing when he progresses.

In the end, the thief stops in a room where he will see a note revealing that abandon mansion is the product of something he is going to steal. In the end, he was eaten by a monster.

The monster appears in front of Rolan and tries to eat him. Rolan fights it.

After beating the monster. The mansion turned into an old broken place. And a ring gem appeared in front of Rolan to keep. That ring gem, can be something that can give Rolan Drain ability or something dark. The monster also will give a great amount of money.

If you went back to the theif guild, it will ask you something if you have the ring, they will say it is a curse like "you must not have that ring because it’s a curse, surrender it to us so you will be safe." (scaring you, but if you value the ring, you will not think about that.). If you sell it to them they will pay you same money you get from the monster. It's up to you if you sell it or not.