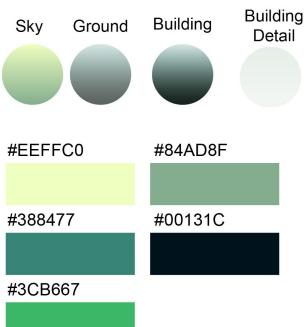
#### Denial

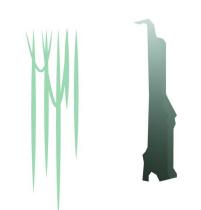




Location: Peaceful ruins

Land: Smooth

Objects: Old remains of buildings, vines, plants, fog, trees, rocks





Foreground

Building

Shadow

# Sky Ground (Ramp) Building Building Shadow (inner) (outer)

Foreground

## Anger



Ground

Location: Recently destroyed city / Battlegrounds

Land: Uneven / rough

Objects: Destroyed buildings, fire, weapons, debris

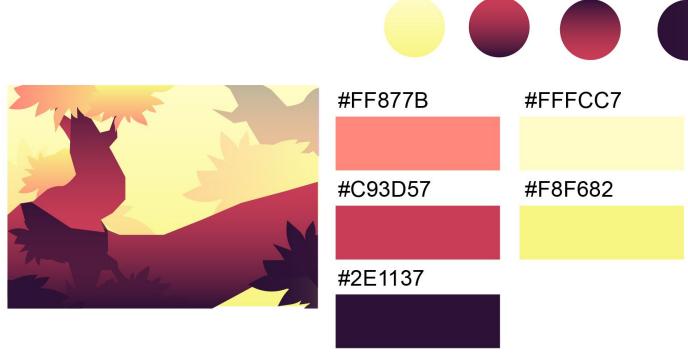




Fire

Fire

### Bargaining



Sky

Ground

Branch

Location: Branches of tree / tree tops

Land: Winding / bending

Objects: Branches, moss, leaves



Foreground

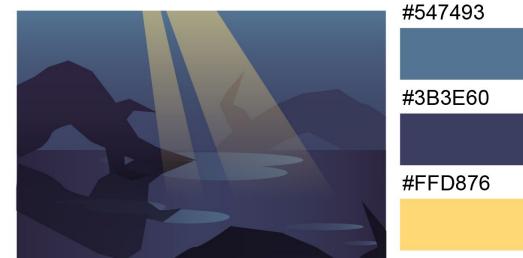
Objects

Leaves

Shadow

#### Depression



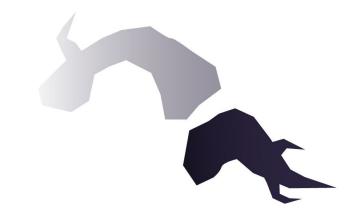


#547493 #2D2540 #3B3E60 #151221

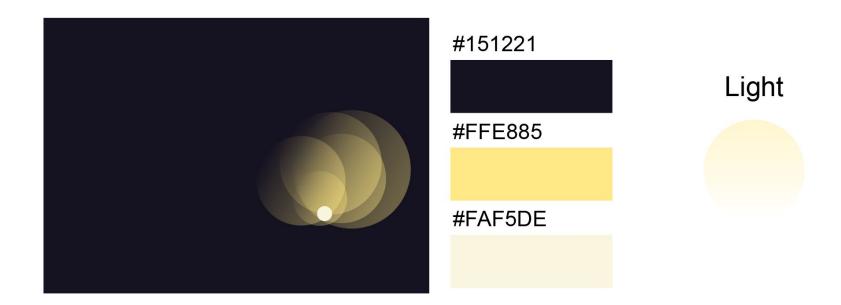
Location: Dead forest floor / The depths

Land: Smooth, wet

Objects: Roots, fallen branches, light shafts, scarce use of objects



### Acceptance



Location: Core of Lumen Land: Absolute Nothing

Objects: The last light of Lumen