**PLOT**

1. The group of 5 characters come across a kingdom: **Lavish Celestial Terrace**, meet the Fairy - NPC who give the tutorial task: go find a normal hot pot (because she likes it), and the hot pot is at the village below. After the player give it to her, a group of the evil king's soldiers appear, destroy the market of villagers nearby. Player kill all of them. Then more soldiers arrive and they kidnap Doonggeuni - the dog of one of the 5 main characters. Then the fairy start explain the situation of the kingdom, reveals that the group maybe are the heroes in her prophecy: a group of 5 person will gather 4 legendary objects of the kingdom: (a magic **book: Arcane Tome of Eldrathil (Magic Book)**; a **spear: Youth's Echo**; a lantern that has a magical aura that keeps everything around it become healthy: **Glowroach Aegis**; the **thunder of Zeus: Aegisstorm**) and defeat the evil king, brings back the peace for the kingdom. After hearing that prophecy, the evil king had kept two of them (the spear and the thunder) in his castle to prevent the prophecy. The Fairy told them to go forward and find those 4 objects.

2. 5 characters get into the castle and meet a mimic gate - which will lead to the evil king place. The mimic gate ask at first was very defensive, never open for strangers and attempt to call the guards, asked who are they, and then realize that the group wants to defeat the evil king. Then it somewhat supported the group, stated that the king treat everyone and itself very bad. If the group is able to find those 4 legendary objects, it will open for them.

3. The magical book is guarded by a Kitsune, who wants to protect it from the evil king and wait for the heroes in prophecy to come. If the player gets to her before getting other 3 objects, she will refuse to give them the book. Else she will give it to them and wish them good luck.

4. The lantern lays underground of the castle, guarded by a cute green dragon, who wants to protect all of the creatures hiding down there (they're escaped prisoners of the evil king) by the aura of the lantern. If the lantern is taken away, they will all be dead. At first the dragon refuse to give the player the lantern, but after hearing the purpose is to defeat the evil king and bring back peace, it accept. After the lantern is taken, all of the creature underground are dead.

5. On the way to find the spear in the castle, they found Doonggeuni - the dog of one of the 5 main characters in the cell and rescue him.

6. When the player had found all 4 objects, the gate open itself, leads the player to the evil king place.

7. After defeated the evil king, all 5 characters celebrates.

The end.

**1.**

Zane: Hey guys, look at this! A fairy! Maybe she can grant us wishes!

Owen: Enough with your wishes, Zane. Let's see what it wants.

**(Introduction)**

Fairy: Oh, hello there! You seem like a group of capable adventurers.

My name is Iris, and I am the guardian fairy of this kingdom. Welcome!

Before you embark on your journey, would you be so kind as to help me with a small task?

**(Task Assignment)**

Iris: **You see, I have a particular fondness for a good hot pot, and there's one in the village below that I've been craving.**

Would you mind fetching it for me? It's a perfect opportunity for you to get acquainted with the area.

*(After getting the hot pot and returning to the fairy)*

Iris: Ah, wonderful! You've brought me the hot pot! I appreciate it.

Now, let me tell you about…

*(The evil king's soldiers come, destroying the market and attacking villagers. After defeating the soldiers. More of them coming and taken Doonggeuni.)*

**(Evil King's Soldiers confront the group)**

Evil King's Soldier 1: Look at these intruders! They're the ones who defeated our comrades.

Evil King's Soldier 2: You won't get away with this! We'll make you pay for what you've done!

Evil King's Soldier 3: And because you've defeated our brothers, we're gonna take that little dog of yours as a punishment!

(Doonggeuni's Kidnapping)

Gavin: Doonggeuni!!!!!

We're not letting them get away with this.

Iris: Thank you for saving the village! But, oh no! They've taken Gavin's dog!

**(Revelation of the Prophecy)**

Listen carefully, heroes. There's a prophecy.

You might be the ones to save this kingdom, and especially Doonggeuni.

Gavin: Tell us more, Fairy!

Wait… How did you know my name…?

Iris: It’s doesn’t matter.

Lavish Celestial Terrace, or LCT for short, was a haven of peace...

...until the malevolent reign of the evil king cast a dark shadow over its beauty.

You five may be the heroes foretold in an ancient prophecy.

A group destined to gather four legendary objects and defeat the evil king.

**You must find them: a magic book, a spear, a healing lantern, and the thunder of Zeus.**

**(Evil King's Two Objects)**

Iris: The evil king has taken two of these legendary objects to ensure the prophecy doesn't come true.

**(Urging the Players Forward)**

The fate of this kingdom rests on your shoulders. We believe in you.

Go forth, find the legendary objects, and bring peace back to our land. The future is in your hands, brave adventurers!

*(The group sets off towards the castle, determined to save Doonggeuni and fulfill the prophecy.)*

**2.**

**(Introduction)**

Mimic Gate: Stop! Who’s there?

This gate doesn't open for just anyone, you know. State your business!

**(Defensive Interaction)**

Strangers! Guards, guards! We have intruders!

Kyle: No no!!! We're here to take down the evil king who's causing chaos in the kingdom!

**(Gate's Change in Attitude, Revelation about Evil King)**

Mimic Gate: The evil king, you say? Well, that changes things.

You know, he treats everyone, including me, terribly. Always slamming and banging. It's quite annoying.

Finn: (Whispering to the group) Perhaps we've found an ally in an unexpected place.

**(Condition for Support)**

Mimic Gate: If you're truly here to rid us of that dreadful king, then perhaps I can assist you.

Find the four legendary objects, and I'll open the way to his chamber.

**(Gate's Sympathy)**

Gavin: We appreciate your help. By the way, have you seen a dog? They kidnapped him!

Mimic Gate: A Pomeranian, you say?

Oh, the poor thing! Yes, I spotted him being taken deeper into the castle. I'm sorry I couldn't intervene.

**(Positive Response)**

Now, go on, heroes. Save this kingdom from its misery. I'll support you on your quest. The evil king deserves to be dethroned.

**3.**

Kitsune Dialogue:

**(Introduction)**

Ahi: Welcome, travelers. I am Ahi, the guardian of the magical book you seek.

I have been expecting you.

Zane: You were expecting us? How did you know?

Ahi: The winds carry whispers of destiny. I've been waiting for the heroes foretold in the ancient prophecy.

**(Player's Quest)**

Owen: We're here to retrieve the magical book and defeat the evil king. Can you help us?

Ahi: Indeed, I can.

But the book will only reveal itself to those who have proven their worth.

You must demonstrate your courage and resolve before I entrust it to you.

**(If Players Don't Have Other Objects)**

Ahi: If you seek the book, you must first prove your dedication.

Acquiring the other legendary objects: the lantern, the spear, and the thunder of Zeus.

Good luck!

**(If Players Have Other Objects)**

Finn: We've already got the lantern, the legendary spear and the thunder.

We need the book to complete our quest.

Ahi: Ah, impressive. Your determination speaks volumes.

**(After Obtaining Other Objects, Well Wishes)**

Ahi: You've done well to gather the legendary objects. I sense bravery and unity among you.

The magical book is yours, heroes. Go forth, and may the winds of destiny guide you to victory.

Kyle: Yay! We got the book! Let’s go and defeat that evil king!

Gavin: Thanks, Ahi! We won't let you down.

**4.**

Green Dragon Dialogue:

**(Introduction)**

Green Dragon: Welcome, brave travelers, to the depths below the castle.

I am Verdantia, guardian of the magical lantern. What brings you to my sanctuary?

Finn: We seek the magical aura to defeat the evil king and bring peace to this kingdom.

Verdantia: I sense your intentions are noble.

But know this – the aura I guard sustains the life of many creatures down here.

Removing it will bring consequences.

**(Player's Pledge)**

Kyle: We understand, Verdantia. We're not here to harm anyone.

We just want to bring an end to the suffering above.

Verdantia: Your words are reassuring.

But you must promise to use the lantern's aura wisely and for the greater good.

**(Understanding the Stakes)**

Zane: What will happen if we take the lantern's aura?

Verdantia: Without the aura's magical influence, the creatures here will wither away.

It's a delicate balance, and I can't bear to see harm befall them.

**(Player's Pledge Acknowledged)**

Gavin: We promise, Verdantia. Our goal is to restore balance, not disrupt it.

Owen: We’ll make sure it serves its purpose and brings an end to the evil king's reign.

Verdantia: Very well. If you're true to your word, you may take the lantern's aura. May it bring light to the darkness above.

**5.**

Rescuing Doonggeuni Dialogue:

**(Unlocking the Cell)**

Gavin: Doonggeuni! Are you okay?

Those villains! They've imprisoned Doonggeuni!

Oh, my sweet boy! I was so worried about you.

They better not have hurt a single hair on your fluffy little head!

Finn: Stay calm, Gavin.

Doonggeuni: (Barks happily)

Kyle: Aww, look at Doonggeuni! He's so happy to see us.

Owen: You're safe now, buddy. No one messes with our group and gets away with it!

Doonggeuni: Woof! Woof!

**6.**

Mimic Gate Dialogue (Revelation of the Four Legendary Objects):

**(After Collecting the Four Legendary Objects)**

Mimic Gate: Ah, it seems you've managed to gather the four legendary objects. Impressive, indeed. The winds of change are upon us.

Your determination has not gone unnoticed. The time has come for me to fulfill my part of the bargain. The gate to the evil king's lair shall open.