**Intro**

**Summoner:** Wake up. I don’t have all day.  
**Player:** What...? Where am I?  
**Summoner:** Ah, finally. You’re awake.  
**Player:** Seriously, where *am* I?  
**Summoner:** You died. In your original world. So …. I bought your soul.  
**Player:** You *bought* my soul?!  
**Summoner:** You don’t need to understand the details.  
**Player:** Huh?  
**Summoner:** Long story short—I am *Eternos*, a divine being. I’m creating warriors. Strong ones.  
**Player:** Warriors?  
**Summoner:** I’ve gifted you the potential to grow stronger. You won’t start strong... but you *can* become powerful. If you work for it.  
**Player:** Why do you need strong beings?  
**Summoner:** Because divine beings can’t fight mortals directly. That’s where *you* come in. You’ll fight my battles.  
**Player:** So ... I have the power to grow stronger?  
**Summoner:** Yes. The more you do something, the better you get. Think of it like levelling up your skills.  
**Player:** I see.  
**Summoner:** Don’t think your special. You’re not the only one I’ve chosen. Many others walk this path. If you slack off, I’ll pit one of them against you. Or you against them.  
**Player:** Wait—*to the death*?  
**Summoner:** Of course. I have no use for weaklings. So, work hard... or be prepared to meet your demise.

**Player:** I guess I have no choice but to work hard.  
**Summoner:** Good. I’ve already assigned a guide for you in the new world. She’s also the owner of the house you’ll be living in. From now on, she’ll guide your journey.  
**Player:** Wait... do I have to pay rent?  
**Summoner:** No. But you *will* carry out any task she assigns you.  
**Player:** So ... like washing dishes?  
**Summoner:** *Moving on.* Every time you level up, you’ll receive stat allocation points. Use them wisely.  
**Player:** This really *is* like a game...  
**Summoner:** You have 100 days to prepare before I send you into your first battle. Fail to prepare... and you already know what happens next.

**TRANSITION**

**Claire:** You must be the new one. What’s your name?  
**Player:** I’m [Player.Name].  
**Claire:** Nice to meet you. I’m Claire — your guide, and also the owner of your new home.  
**Player:** So… what exactly am I supposed to do?  
**Claire:** For now, focus on getting stronger. The two people who came before you both failed the first stage.  
The first was a girl who wasted time. She died on day 164 after Eternos sent someone to hunt her down.  
The second was a man who rushed things. He learned fire magic by day 9, ran straight to Eternos, and got himself killed in the challenge.  
**Player:** So, I can’t slack off… or be reckless.  
**Claire:** Exactly. You can attempt Eternos challenge anytime at the *Temple of Time.*  
But don’t wait past day 100. He might make your opponent stronger… and if you wait too long, he’ll send someone to eliminate you.

**Player:** Can you tell me more about my situation?  
**Claire:** Eternos is a divine being. Why he creates warriors… even I don’t fully know.  
He says it’s to fight his battles, but that’s all I’ve ever been told.  
The *Temple of Time* is where his devotees worship him. In this world, Eternos is treated like a god — and each world is allowed only one chosen warrior at a time.  
**Player:** So, I’m *the* chosen warrior here?  
**Claire:** Yes. But remember, other worlds have their own chosen too.  
As for the temple’s devotees… they’re unpredictable. It’s best not to interact with them too much.  
**Player:** Unpredictable how?  
**Claire:** Some might try to worship you. Others might see you as a sacrifice.  
**Player:** So basically… they’re lunatics.  
**Claire:** Kind of. Some are polite, calm, and respectful.  
And some… are just completely crazy.

**Player:** Can you tell me about my powers?  
**Claire:** You have the ability to grow stronger over time — everything you do can become a skill.  
For example, if you keep doing push-ups, that action becomes a registered skill. The more you train it, the stronger it gets… and so do you.  
You’ll also level up as a whole. Every time you do, you’ll receive 10 stat allocation points. You can use those to improve your attributes.  
**Player:** So, I can choose how I grow?  
**Claire:** Exactly. Raise your Strength high enough, and you might unlock new physical skills. Do the same with Intelligence or Agility — each stat opens new paths depending on how far you push it.

**Player:** Now tell me about this house.  
**Claire:** Well, I’m the owner. Right now, it’s a bit… minimal. I haven’t had the time — or money — to build or furnish any new rooms. But if you help me gather the funds, we can expand and upgrade the place together.  
**Player:** What rooms are available right now?  
**Claire:** Your bedroom, my bedroom, the bathroom… and a small garden out back.  
**Player:** No kitchen?  
**Claire:** Not yet. If you bring in enough money, we can build one. I usually eat at work anyway — I work at the local tavern.  
You could work there too, but with your current stats? Yeah… you’re not exactly worth hiring just yet. I’d suggest raising your stats first.

**Player:** Any suggestions for me?  
**Claire:** Take on Eternos’ challenge after day 90, but *before* day 100. That’s your best window.  
Create a few slime dungeons and grind there to level up your stats. You’ll need the strength.  
You can also look for small jobs around town — Rabonia. It’s part of the Kingdom of Coxanne.  
Just… don’t stir up trouble. The guards here aren’t exactly known for their patience.