

--Game Design Document--

Project Title

The Epic of Lumina

Elevator Pitch

I'm developing a turn-based action role-playing game (ARPG) with a similar style to the Paper Mario series. Featuring much the same mechanics as its inspiration, the game will function with similar over-world puzzle mechanics and a more complicated battle system that emphasizes planning and adaption rather than maximizing damage.

Concept

Overview

- **Genre:** Turn-based ARPG
- **Target audience:**
 - **Age:** 14-30 (Lenient)
 - **Gender:** Male/Female
- **Platforms & system requirements:**
 - PC
 - Possible Switch implementation in the future

Theme and Setting

The *Epic of Lumina* is a tale told as a bedtime story from an unnamed narrator to their two children. The epic itself takes place on the continent of **Noxus**, a lone landmass in the sea divided into four regions. Each of these regions (sans one) houses a different race pivotal to the plot. The player takes control of protagonists **Agrias** and **Marie** as they embark on their seemingly simple quest that evolves into a fight for the fate of the land.

The Continent of Noxus



Discovered many centuries before the start of the story, **Noxus** is home to several races, each with its own culture, traditions, and values. Through various clashes and conflicts, the land was divided up into regions and now maintains a steady (albeit with uneasy undertones) peacetime throughout the continent.

Lumina

Home to the human race, **Lumina** is the most prosperous region in **Noxus**. Featuring a diverse landscape comprised of dense yet spacious forests, grassy plains dotted with rocky spires, and mountain ranges with snowy peaks, it's no wonder **Lumina** is considered the central hub of **Noxus**. Those living there enjoy lives of plenty with an abundance of farmland, bountiful mines, and deep forests. The towns are bustling centers of activity. On any day of the week, rain or shine, the marketplaces of Lumina are alive with color and merchants from all over **Noxus**, peddling their wares in the shade of stilted tarps and the two-story buildings that line the cobblestone streets. Truly, the human race is blessed with the land of **Lumina**.

Despite its large scale, there are hardly ever any internal conflicts in the region due to the structure and consistency of its monarchy. Atop the **Bottomless Cavern** sits the castle of the Royal Family who exert gentle, yet firm control over Lumina with little to no opposition. At the time of the story, this monarchy is being tested by an unforeseen problem. What happens when the king chooses a successor unwilling to ascend to the throne? Worse yet, what if the king refuses to choose another?

Ferox

This solitary landmass off the coast of central **Noxus** is dubbed **Ferox** by all but its inhabitants, the **Imperians**. Originally created for a sinister purpose, the **Imperians** are an insect-like race that values strength over all else. The region of **Ferox** embodies this ideology through its brutal terrain, a land barren of resources to all but those willing to fight the mutated monsters of the deep jungles. Through the ever-present struggle for survival, the **Imperians** managed to endure and now live in the hollowed-out core of the **Great Tree**, a titanic evergreen in the center of the region that houses many of the different sub-races in its branches.

Ferox's government is a monarchy much like **Lumina**, with the monarch cycling between the different sub-races. However, unlike **Lumina**, **Ferox** is often subject to civil strife due to interspecies conflict. Most stem from vendettas or prior pecking orders, but some arise seemingly out of nowhere. At the time of the story, there is one such uprising occurring, one more promising (and likewise threatening) to the societal and governmental structure of the region.

As mentioned earlier, the land of **Ferox** is unforgiving in its nature. Whatever landmass isn't covered by suffocating rainforest is rocky, flat, and barren, void of plant life. It is in these desert regions that bandits often roam, robbing ignorant travelers of their supplies and lives. It is also in this region that the base of the uprising is located.

The Ephemeral Plateau

The **Ephemeral Plateau** is regarded by many as the region that simply exists, present in the minds of everyone, but never significant in inter-regional affairs. Obscured by the dunes of enchanted sand, the plateau's main claim to fame lies hidden; the city of **Nova Lumina**, a Las Vegas-styled, futuristic city inhabited by **Spirits** and various societal rejects from the other regions. The city's prominent gangs, brutal fighting rings, and rigged casinos make it abundantly clear that the law is merely a footnote in how the city is run. Despite obvious dangers, **Nova Lumina** is always a pit-stop for those crossing the desert. If you have money, you'll be just fine. If you don't, there will always be some roving **Spirit** looking for someone to serve as a test subject for whatever magic they weave.

The plateau, being an inherently semi-anarchist region, has a similar ideology to **Ferox** in that power is everything. However, in this region, it's magic that trumps might. The leader of the **Spirits** is a role constantly open to challengers. The only problem for any who might consider the idea is that **Luce**, the first **Spirit** ever to exist, is unmatched in his knowledge of magic (and all too keen to give a demonstration of his power). At the time of the story, **Luce** is taking a step back from his leadership duties. For what reason? Who's to say?

As far as deserts go, the **Ephemeral Plateau** is relatively standard. Large, hilly dunes surround the base of the plateau as the residual magic from the subterranean ruins forms everlasting sandstorms, unusual desert fauna, sandstone valleys, and rogue elementals. The plateau itself is characteristically flat, resulting in **Nova Lumina**'s splendor being visible from anywhere on the surface.

The Hallowed Ground

The **Hallowed Ground** is a region isolated from the rest of **Noxus**; it is secluded behind the **Ephemeral Plateau** and harbors nothing but ruins of the **Departed**, a dense, cursed fog, and the twisted forms of explorers and monsters alike. Many of the pale buildings remain unexplored, their secrets laid to rest by the same event that gave the **Departed** their name. Pivotal to the story, this region is where the plot thickens. It is here that the *Epic of Lumina* really becomes true to its namesake.

The cursed fog that lingers over the region is a deterrent to all; a source of bedtime stories to dissuade eager explorers-to-be. If one is brave enough, they'd find that the **Hallowed Ground** is a collection of ruins located above a corrupted ravine. Through ancient magic, the structural integrity of the ravine deteriorated, resulting in many nigh-bottomless sinkholes and fault lines in the surface. Beneath the shattered crust lies a series of underground tunnels that connect to the *real* ruins of the **Departed**; an underlying series of laboratories and facilities untouched for millennia, forming labyrinths that extend all the way under the **Ephemeral Plateau**.

Humans

Brief Overview

The humans of **Noxus** reside in **Lumina**, often referred to as the nexus of the land. As a race, they are just humans (I'm sure you can picture that).

Culture

With an identity focused on trade and marketing, Lumina's culture reflects the multiracial backgrounds of its inhabitants. The most important holiday in the Luminan calendar is "Harvest Week."

> Harvest Week

Aptly named for its occurrence during harvest season, **Harvest Week** is a time of festivity and goodwill as the region of **Lumina** celebrates its prosperity. With plays, music, stories, and various activities akin to a fair, the celebrations last long into the night, as gas lanterns are lit, lining the cobblestone streets with orbs of light.

Imperians

Brief Overview

The **Imperians** are a race of insectoids mainly located in **Ferox**, a brutal land that gave rise to the power-central culture of the race. There are various species of Imperians, differing in size and shape. Their differences led them to settle in separate regions of the land, resulting in very few regions where multiple species reside. This has led to various internal conflicts over lands and other squabbles, but none have ever led to severe internal or even external conflict. However, with the actions of **Luce** in the story, this is about to change.

Culture

Living in rough conditions has led to the development of a culture centered on strength over all else. Since only very few Imperians have magic powers, young **Imperians** are often taught to wield weapons or to strategize. These teachings extend to every **Imperian**, as each one has a chance to be chosen as one of the Four Generals of **Ferox**.

> Inter-species Variation

While all **Imperians** bear some resemblance to insects, this likeness varies. Some look very much like their lesser counterparts whereas others are more akin to humanoids. Often, **Imperians** will be created with vestigial limbs. It is common practice to remove them at an early age, and some **Imperians** even burn or consume them as a way of showing maturity and strength.

> The Four Generals

Regarded as the peak icons of the race, the generals are representatives from four different sub-races that are chosen through the **Day of Promotion**. They cover any role the current monarch requires of them, be it diplomat, tactician, bodyguard, or advisor. As such, they undergo the most intensive training in order to serve to their utmost. Like all Imperians, they live together in the **Great Tree**, forming close bonds with each other through their shared training and service.

> Day of Promotion

As a special day that occurs only when one of the generals leaves the service, the **Day of Promotion** is of utmost importance to all **Imperians** regardless of age. For the young, it is a day in which they might be chosen for the role of highest honor. For the adults, it is a day of reverence and celebration to a new era of leadership.

The day begins before the first light, as the elders of each sub-race gather and hide the prior general's weapon. Unique to each of the four, these weapons are handed down as legacy from general to general. Legend has it that by hiding the weapon, only the true heir to the position will be able to find it, be it through active searching or by pure chance.

Of course, this isn't *really* a legend. In actuality, the four weapons (Norori, Suori, Austri, and

Vestri) were made from the strongest **moonblooms** the **Departed** could find, and as such, had the power to attract **moonblooms** of similar disposition. This results in sub-races and personalities claiming the roles previously occupied by a similar **Imperian**.

Whether it is regarded as legend or not, the practice of hiding the weapon has functioned without error for centuries. Time and time again, new generals have arisen to their task from seemingly out of nowhere with evident success.

After the weapon is found and the general is inaugurated by the current monarch, the day finishes with traditional **Imperian** celebrations: music (percussion-heavy), duels, and storytellings.

> The Story of Moonblooms and the Mad General

A constant during any **Imperian**'s life is the telling of the story of the **Mad General**, a cautionary tale of the origin of the **Imperian** culture's violent interdiction on insanity.

The story goes that in a generation long since passed, the generals consisted of four species: a butterfly, a locust, a spider, and a beetle. They rose to their respective positions around the same time, and as such, became close friends. Whether it was in their line of work or wandering the **Great Tree**, they were always talking, always joking, always trying to make each other smile. They were more than friends; they were family.

The beetle was the quietest of the four. Chosen last, he wielded the axe Norori. He had a **moonbloom** poking from his head like an extra horn and often scratched its base when he was nervous. Plagued by nightmares, he was often very sleep-deprived and subject to intrusive thoughts; things that he rarely shared with others for fear of repercussions. However, this problem wouldn't stay hidden for long.

On a diplomatic mission to settle uneasy relations with a secluded but well-known tribe, the beetle lost control of himself, killing several innocents. Faced with no other option aside from a civil war, the remaining generals took it upon themselves to find and kill their friend.

To this day, this account provides the basis for the **Imperian** culture of intolerance of insanity. Upon any sign of **moonbloom** instability, the afflicted **Imperian** is banished from the realm, forced to endure their insanity in the unforgiving wild. It is a cruel practice but regarded by every **Imperian** as a necessary evil to prevent random acts of violence that could lead to unnecessary deaths or even inter-regional wars.

Spirits

Brief Overview

Being descendants (or rather, fragments) of the **Departed** themselves, **Spirits** often have great magical strength paired with a big ego. Most consider themselves above the other races, and those who don't are too busy with their experiments to care in the first place. Despite having a large region of **Noxus** to themselves (a moderately small population), they are all located in the nexus of the **Ephemeral Plateau**, the Vegas of **Noxus: Nova Lumina**.

Nova Lumina

Giant multicolored spotlights roam the clouds above towering steel skyscrapers. With windows filled with a spectrum of lights, they look like walls of checkered patterns. Some are homes to **Spirits** and visitors alike, others are grand casinos sporting 24/7 operation, elaborate designs, and gambling machines (absolutely 100% unrigged completely totally). The black concrete streets are lined with neon signs advertising all sorts of products, stores, opportunities, and dojos. It always seems to be raining.

This is the city of **Nova Lumina**, a digital paradise to all. The **Imperians** may shun it for its lack of green space, but when they're actually there, they don't seem to complain. Here in **Nova Lumina**, the law is just a suggestion. Traveling alone practically ensures that you are to get roughed up or shaken down. However, if you know your way around, you'll find that anything you desire is but a haggle away.

> Luce's Tower

Somewhere off the coast of the **Ephemeral Plateau** stands a cold obsidian obelisk rising from the depths of the turbulent sea, subject to the same storm that rages eternally over **Nova Lumina**.

Lit by enchanted purple flames and lined with red banners and carpets, the black floors of the tower scale higher than many think possible, capped off with a glass dome perched above the clouds. It is here that the most powerful **Spirit** of all, **Luce**, conducts his experiments into the limits of magic. It is also here that he "stores" his prisoners, those he deems potentially threatening (and in that sense, useful).

Guardians

The sole sub-race of Spirits, Guardians are the unfortunate few Spirits who lack magic potential. Oftentimes, these Spirits will up and disappear, but those remaining take on the form of Guardians, a being of immense physical (rather than magical) strength with glowing forms of artificial flesh, usually encased in armor.

Cain and **Abel** are the two notable Guardians in the story, being artificially made from humans by **Luce's** hand.

Departed

Brief Overview

True to their name, the **Departed** are long gone, their legacy remaining through stories and the **Hallowed Ground**. Being creatures of magic (much like **Imperians**), they come in geometric, angular forms that vary in appearance. Very rarely is there a **Departed** that cannot wield magic as it is a trait ingrained in their very existence.

Having left their homeworld due to negligence and senseless destruction, the **Departed** arrived on **Noxus**, viewing it as a second chance. They ultimately botched this second chance, letting themselves experiment and create without a second thought, culminating in their eventual demise.

Prelude

Long before the story begins, a meteor crashes into what is present-day **Noxus**. This meteor contains the remnants of the **Departed**, a race that fled their unsalvageable home planet in hopes of finding a more hospitable one.

Due to them being the sole survivors of their species, the **Departed** immediately set about using their new surroundings to conceive a method of eternal life, through any means necessary. Together in tandem with the first **humans** (most notably, the **First King** himself), they devise a ritual to reform a deceased **Departed** using their soul, similar **Humans**, and a wellspring of stored magic. However, this plan does not work, leading the researchers to conclude that a third component is needed, an artificial vessel that would serve as a temporary vessel for the soul during the ritual's process.

Deep in the **Ancient Laboratory**, the **Departed** play god, creating a race from the insects beneath them: the **Imperians**. Created with magic, the **Imperians** existed purely as ingredients for the ritual of reincarnation. However, the **Departed** didn't stop there. They were not satisfied with a simple vessel; they wanted to make a full-fledged species to rule over with an iron fist. As such, they (along with the first **humans** as well) began to investigate a mysterious plant that grew in the present day **Hallowed Grounds**: the **moonbloom**.

The **moonbloom** is a plant true to its name with an albino appearance. It grows like any other vine, twisting around supports and bursting into bloom in the light of a full moon. What made this plant so special was its true nature. Behind the unassuming front of a simple blooming vine was that the **moonbloom** was inherently parasitic. Preferring dead creatures to living ones, the vine would grow on them, piloting the corpse. The researchers saw this and set about repurposing the plant to animate the hollow **Imperian** shells. After arduous trials, they managed to develop a strain of the vine capable of imparting an autonomous "personality" to the vessels.

In order to do this, the vine would be a part of the vessel itself, disguised as a limb or appendage. The **moonbloom** would absorb the primal directives given by the **Imperian's** insect mind, converting them into specifically constructed hormones and signals to give the vessel a more developed demeanor (but in the minds of the **Departed**, a demeanor *far below theirs*).

However, one overlooked trait emerged in the experimentation process. As noted in a discarded lab report (one of the few discouraging the continuation of the experiments), the **moonbloom** would eventually bloom on its own after decades of acting as hormonal middle-man. During this time (which would fall on the **Aeon Equinox**, the day where all the planets in the galaxy are in syzygy), the **Imperians** would fall victim to their lesser natures, vulnerable to feral outbursts and (most importantly) mind control. Despite the realization that a **Departed** had more than enough magic ability to accelerate this process on their own (thereby essentially creating a powerful slave), the experiments continued.

At long last, the **Aeon Equinox** arrived, providing its astral power to the ritual. However, the negligence and hubris of the **Departed** spelled the very thing they made the ritual to prevent against. With the **Imperians** gone mad under the lax control of the flowering **moonblooms**, the ritual went awry, rejecting the soul of the **Departed** and spawning an all-powerful monster that destroyed the **Hallowed Ground**, then tore itself apart in its insanity.

Ever since that day, the **Hallowed Ground** was filled with a dense, impenetrable magic fog; the remnants of a grandiose spell gone wrong. With the grand and misled legacy of the **Departed** now just a bedtime fable of the perils of vanity and avarice, the epic of Lumina finally begins.

Plot

Introduction

The game opens up on a view of a dark house on a hill, illuminated solely by the light of the stars. Through disembodied dialogue, the narrator is revealed to be an unnamed mother telling a bedtime story to two unnamed children (presumably very close, by how they talk to each other). The children, mischievous as little children are, request the parent to tell them the *Epic of Lumina*, for they know its length will keep them up for a while, and that the mother holds the fable close to her heart.

Acknowledging the intent behind the choice with parental omniscience, she concedes to the children and begins the epic.

Chapter 1 : The Fool

Following a cinematic camera pan across the map of **Noxus**, the game opens in the throne room of the castle of **Lumina**. There, **Agrias**, The **King**, **Luce**, **Elizabeth**, **Abel**, and (eventually) **Marie** gather. The **Imperian** is discussing with the **King** how he might be able to acquire the **Mandala** (an old artifact) to bring back to **Ferox** at the behest of the **Queen**. Due to **Luce's** acknowledgment that the **Mandala** is missing its required charges, the **King** relinquishes the relic on the condition that **Agrias** take **Marie** along with him on his mission to find the charges. The two depart the castle, none too pleased with the arrangement.

Their quest first brings them to a mineshaft below the castle in the **Bottomless Cavern**. Soon after arrival, **Agrias** saves **Marie** from falling to her death, and the two reconcile and become friends. **Marie** reveals her fatal secret behind her quiet manner, and **Agrias** tells **Marie** the reasons for his stand-offishness. With their bond restored through shared tragedy, the duo conquers the ancient mineshaft, recovering the elements of fire and ice. After defeating the animated mining machinery, the pair discovers a stone carving depicting a truth regarding the **Departed** contrary to popular belief. **Marie** shrugs it off, but **Agrias** is unsettled by the depiction of an **Imperian** in a cage (as according to current beliefs, they didn't exist at the same time as the **Departed**).

Chapter 2 : The World and the Moon

When leaving the mineshaft, **Marie** and **Agrias** encounter **Elizabeth**. She initially puts up a front of sympathy in order to take the **Mandala** off their hands, but after **Marie** calls her out, she scoffs and calls to **Aleon**, who appears in his dramatic way. The four face off against each other. **Marie** and **Agrias** emerge victorious, and **Elizabeth** runs away.

Returning to the castle, the **King** (as per **Luce's** advice) directs the pair to **Ferox** to obtain the wind element. After crossing the plains and sea of **Noxus**, the **Queen** regrettably informs them how the Crystal Key to the **Castle in the Sky** was stolen by the ongoing insurgency. **Agrias'** face darkens at the mention of it, and he immediately volunteers (regardless of **Marie's** opinion) to help quell the rebellion. While the **Imperian** forces draw the attention of the main rebel army, **Marie** and **Agrias** sneak into the fortress and confront

the leader directly. A brief stand-off and exchange reveal that **Agrias** and the leader (**Zeke**, under his moniker Scorpio) are familiar with each other but not to the point where they hesitate in combat. After **Zeke** is defeated, he starts to explain the truth of his intentions. Before he can get anywhere, however, **Luce** arrives with the **Queen** and knocks him out. **Agrias** casts off **Zeke's** words and takes the Crystal Key while **Marie** hangs back.

The duo then conquers the **Castle in the Sky**, acquiring the wind element (but not its pair, the electric element). They head back to the **Royal Castle**, where **Luce** apologizes, saying that the electric element is located in **Nova Lumina's Power Factory**, an abandoned (yet functioning) generator lost somewhere in the desert. After arriving at **Nova Lumina** (and fighting **Elizabeth** and **Aleon** again), they find a guide to the factory and barrel through it, collecting the final element.

In triumph, the pair returns to the castle, only to be met with shocking news: the **Queen of Ferox** has gone missing in their absence, with only a ransom note left behind demanding the **Mandala**.

Chapter 3 : The Tower

In a panic, **Agrias** (with **Marie** trailing behind) returns to **Ferox**. After discussing with the remaining generals what to do, **Marie** takes **Agrias** aside and tells him of her theory. She wasn't sure at first, but the ransom note demanding the **Mandala** convinced her: **Luce** had something to do with the disappearance. Everything was puppeteered by the spirit, and now he has the **Queen** in his prison. To what ends, **Marie** doesn't know. But that is enough for **Agrias**, and the pair head off to the prison, hiding their intents from the **Royal Family** so they would not be stopped.

Somewhere in **Nova Lumina**, **Aleon** is drawing fortunes willy-nilly. He recalls the duo, reminiscing on how much fun their fights were. He lays down the next tarot card. A familiar upright image of a tower struck by lightning catches the neon lights of **Nova Lumina**. Hand frozen in midair, **Aleon** stares at the card. He closes his eyes, flips the card over, and runs off to warn **Elizabeth**.

Ascending the obsidian tower, **Marie** and **Agrias** are stunned by what they find. There, in a cage of enchanted chains, floats a **Departed**. Revealing their name to be **Cirinis**, the duo rescues them and continues up the tower despite **Cirinis'** warnings.

Upon reaching the topmost floor of the prison, the trio finds **Luce** and **Cain** waiting for them. When **Luce** disregards **Agrias'** demands for the **Queen**, the two pairs fight, while **Cirinis** hides out of sight. Whether the duo wins or not, **Luce** grows tired of battle and informs them of his plans. Before anyone can say anything, the spirit snaps his fingers. **Agrias** suddenly doubles over, clutching his horn. **Marie** steps back as he stands back up again, and with eyes dim, levels Vestri at her. **Cain's** composure wavers slightly. A possessed **Agrias** then fights **Marie** until **Aleon** and **Elizabeth** intervene, giving **Cirinis** enough time to knock out **Agrias** and teleport everyone to safety.

Chapter 4 : The Three of Swords

After recovering in the castle of the **Royal Family** (and reconciling with **Elizabeth**), **Marie** requests that the **King** hold a council with **Ferox** to discuss the next step. After a heated argument over **Luce's** possession of **Agrias** and the unknown threat therein, **Cirinis** speaks up, claiming that there lies an explanation to all of this in the **Hallowed Ground**. With the **Departed** as their guard (more specifically, against **Agrias**), the **King** sends the duo to seek out said explanation.

After clearing their way through the desert, **Nova Lumina**, and the **Hallowed Ground**, **Cirinis** gets separated from the group in the entrance to the **Ancient Laboratories**. Their entrance sealed off, **Marie** and **Agrias** (still visibly shaken) head down into the lab. Fighting through waves of mutated experiments, the duo uncovers the truth of the **Imperian** race through scattered digital logs made by the **Departed**. With the dark truth of the **Aeon Equinox** revealed, the pair is silent, each lost in thought. After reaching the main chamber and listening to the final, horrifying log, **Agrias** falls to his knees, unable to control his emotions. **Marie** stands guard over him as they are approached by four albino **moonbloom** replicas of the current generals (**Agrias** included). The anti-**Agrias** levels an overgrown spear at **Marie**, and they fight.

After the last replica dissolves into dust, **Agrias** puts his head in his hands. **Marie** smiles ruefully at him, telling him that no matter what he is, does, or did, she'd always forgive him. **Marie** embraces **Agrias**, who breaks down in tears.

Chapter 5 : Death

Finding an alternate route out of the laboratory, **Marie** and **Agrias** meet up with **Cirinis**, who was beside themselves with worry. The trio returns and informs the group of the **Aeon Equinox**, and how **Luce** and Cain intend to use its power over the **Imperian** moonblooms to seize **Noxus**. At the mention of his brother, **Abel** turns away. The group decides to face the spirit on the day of the ritual, believing it to be the day which he'd be most preoccupied, but unfortunately also the strongest.

The day arrives with a timely storm. The group of **Marie**, **Agrias**, **Elizabeth**, **Aleon**, **Claudius**, **Benedict**, the **King**, **Abel**, and the rest of the human/spirit cast ascend the mountain to its glowing spire where the nexus of the storm spirals. On the way, they fight empowered monsters and hordes of feral **Imperians**, along with the three other generals, much to **Agrias'** despair. The general himself is only slightly affected, but with **Cirinis'** precautions, retains control.

When they encounter **Cain** at the spire's entrance, **Abel** steps forward. He refuses to fight his brother, and after a heart-to-heart, **Cain** loosens his grip on his axe and joins the group in fending off the wave of monsters. **Marie** and **Agrias** continue to the spire, casting glances back at their friends as they go.

At the spire's center, **Luce** awaits, surrounded by a glowing ritual circle. With the body of the **Queen** in the center of the circle, **Luce** reveals that he was missing one component of the ritual all this time, and now that **Marie** was here, he had it. Snatching her in a flash, he explains how her condition was vital to **Luce's** ascension to an almighty **Departed**. With

the same magical cancer flowing through her veins as the one in the **Elder Departed**, **Luce** would reform as a practical god. However, before he can execute his sinister plan, **Agrias** frees Marie from him, standing tall for the first time since the laboratory. Absolutely seething from this interruption, **Luce** holds no punches in the ensuing battle.

With their combined strength and partnership, **Marie** and **Agrias** dispatch the "supreme" spirit, only for the ritual to complete. In a blinding flash, the same all-powerful monster that destroyed the **Departed** appears. Exhausted from the prior battle, hope seems lost for the duo. Lightning flashes, illuminating the mountainside and their friends. The sight of them not giving up fills **Marie** and **Agrias** with renowned strength, and they turn to face their greatest adversary. As they raise their weapons, the **Mandala** begins to glow.

After an arduous battle, the **Mandala** seals the monster away then shatters into a multitude of pieces that scatter to the wind. The storm clears, the sounds of battle fade away, and the sun begins to rise.

Chapter 6 : The Wheel of Fortune

A year later, **Marie** ascends to the throne, free of any disease due to **Cirinis'** research. The celebration covers the entirety of **Castle Town**, with all the cast together and happy. The game concludes on a night scene of **Marie** and **Agrias** on a hillside, staring at the mountain spire ringed with clouds. The stars light up into constellations as the camera pans the duo out of view, and the credits roll.

Epilogue : Ace of Wands

The mother concludes her story. As the camera pans in, the two children are revealed to be a young girl and a small Imperian beetle. Desperate for more time awake, they ask if the epic really happened. The mother only smiles and casts a glance at the stars, where the same constellations are visible, along with a new constellation: A lance and a fan, pointing towards the moon.

Agrias ★

"I don't care that I'm not that smart OR strong... As long as I can protect my friends, I will be happy."



Backstory

Agrias is an Imperian butterfly who led an unassuming life marred by the ruined reputation of his family. His father was initially very respected for his nationalism and strength, and he cared much for his sole child. However, with the reign of the new monarch, the **Queen of the Wasps**, he grew dissatisfied, and initiated an uprising with a plethora of other unsatisfied Imperians.

Agrias and his mother were not a part of this uprising and (regrettably) stayed in the **Great Tree**. They weren't put into prison, as the Queen held sympathy for their plight. However, this "mercy" led Agrias to grow up isolated from others, constantly shunned and berated over the actions of his father. When the **Day of Promotion** came, Agrias took no part in it, rather choosing to waste the day away in the mountains where he often slept after training. Of course, when he arrived at the grove, what should be waiting there in the stump of a tree but Vestri, the lance of the prior general.

After an awkward inauguration (which Agrias was completely unwilling to comply with), he realized that this was his opportunity. With the honor and power that came with his position, he would right the reputation of both his mother and himself, and would end the rebellion his father caused.

Personality

In order to build an aura of respect and authority, Agrias is initially cold and chivalrous to an insensitive degree. He is very judgemental and critical of the smallest things, and often unwilling to admit that he is wrong. He knows a lot about the land of **Noxus** and its people, but isn't very good at connecting the dots. Because of this, he often gets put on the spot, and becomes quite flustered at suddenly being the center of attention.

However, beneath this negative demeanor lies a shy and self-conscious Imperian who wants others to look past his facade; to understand his intentions and to be willing to get to know him on a more personal level. Having had close to no-one to confide in all his life, when Marie arrives with her nonchalant outlook on life, it begins to rub off on Agrias. His character arc focuses on the perils of constantly looking ahead, always making sacrifices in the present in the hopes that the future will be better. Through his travels with Marie, he also learns to understand the truth that the past does not define oneself; that one is more than their actions and memories, and that by sacrificing the present, you don't get to enjoy the future.

Notable Relationships

Agrias - Marie:

Initially, this relationship is painful to watch. Agrias criticizes Marie's unkempt behavior (as she doesn't want to go on the mission she deems pointless), saying that a princess should be able to make personal sacrifices for others. Marie disregards his words until the point where Agrias remarks how she'd be a bad leader. Marie, through a calm smile, informs

Agrias that was indeed her goal, then proceeds to fall to her death (see Story). Agrias gets over himself and rescues her, and having nearly escaped a grim demise, the two agree to start over. From this point on, Agrias is no longer cold towards Marie (but instead becoming shy), and Marie warms up to Agrias, becoming her boisterous self, gradually easing Agrias out of his shell.

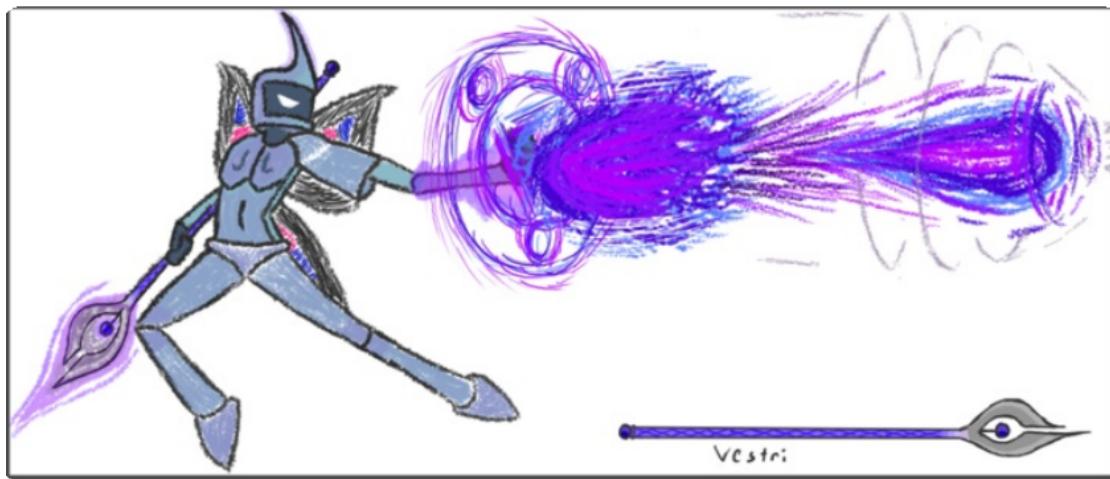
Eventually, Marie rubs off on Agrias enough to the point where he stops taking everything so personally and seriously. The duo forge an unbreakable bond through the struggles they endure, and come out better for it.

Appearance

Agrias is a tall Imperian of thin build. Being an insect, his limbs are visibly segmented, with tapers in width in the middle of his arms and legs. As a butterfly, his wings are quite large, with a vibrant color pattern of dark gray, vibrant purple, and dark blue. He has only four limbs, as the other pair was vestigial and therefore cut off soon after creation. His carapace armor is a sea-blue with a gradient into a subtle periwinkle on his helmet and boots. His moonbloom manifests itself as a horn emerging from the front of his head from in-between his eyes. He has monocular vision, but often chooses to face his subject directly.

Abilities

Agrias is initially average in terms of abilities. He wields Vestri to the best of his ability, but later on in the story gains access to Fire, Lightning, and Dark magic.



Zeke

"Doin' right is hard. Sometimes it takes a lil' elbow grease, and sometimes you'll be completely in th' wrong, but if no-one'll do it, well... That's what I'm here for."



Backstory

Zeke is father to Agrias, and as such, most of his important backstory is part of Agrias'. He chose to start the uprising due to the queen's negligence of the ongoing **Imperian** study into **moonblooms**, taking it upon himself to finish the job and save his people. However, this led to him concluding that the way to save his race was to manually remove each and every **moonbloom**, leading to many feral Imperians, sans the ones who were mentally strong enough.

In the end, he becomes a prisoner in Luce's prison, and is eventually saved.

Personality

Headstrong and brash, Zeke (often called by his preferred rebel moniker "Scorpio") is a forthright and critical Imperian with little tolerance for signs of weakness and cowardice. While he does lighten up on this trait a little throughout the story, it does remain a key aspect of his character.

He does display aspects of being a good father near the end of his relationship with Agrias, being willing to hear him out and offering advice. However, it is also clear in his discussions with Marie that he feels he has little to no idea what he is doing. Marie laughs this off, saying that whatever he is doing is clearly working.

While doing "right" is practically etched into Zeke's forehead, he sometimes is misguided in his approach. While he is great at breaking the bystander effect, voluntarily taking difficult tasks upon himself, he often doesn't understand the reasoning on why an issue is so difficult in the first place. After his rescue from Luce's prison, he learns to take things a little more slowly, understanding the context before rushing ahead.

Notable Relationships

Zeke - Agrias:

What is initially a cold hatred between the two (Agrias hating Zeke for leaving him and his mother, and Zeke hating Agrias for becoming a general under a queen he despises) becomes an awkward attempt at Zeke trying to rekindle a father-son bond. After his rescue, he feels indebted to Agrias, and attempts to right his prior wrongdoings. While Agrias no longer regards him with hatred, he still feels some contempt for his father, and it takes Marie acting as a common ground between the two for them to finally reconcile.

Zeke - Marie:

Prior to his rescue from Luce's prison, Zeke regards Marie with more respect than he does his own son. Viewing her as overly brash (an ironic observation), he seeks to test her resolve by beating the stuffing out of her. After his change of heart, Zeke takes a different approach to their relationship (much to Marie's relief).

Due to the absence of Agrias' mother, Zeke confides in Marie over his parenting issues, resulting in an unusual form of respect. Marie's odd maturity and sense of humor preside over their conversations, resulting in Zeke reacting in much a similar flustered manner as Agrias.

Appearance

Zeke is an Imperian scorpion with a full set of 4 pairs of limbs and a stinger. Of above-average height, his build is quite stocky. His upper limbs are attached to his shoulder blades and extend into large, square fists. His arms form into pronged claws, while his lower limbs have opposable thumbs and conjoined fingers (like Agrias). His legs aren't as built as the rest of his body, and have a reverse joint near his feet.

He wears a sort of Imperian fighting shirt, tightly woven from spider silk with a diamond-buckle over his right chest.

Abilities

Being the icon of a wrestler, Zeke cannot use magic, but instead focuses on using his raw strength to throw, punch, and all-in-all break his enemies. He often pulls rocks from the ground to use as projectiles, but favors up-close fighting.

Marie ☆

"Life's as good as you make it, right?

...So I'm doin' the best I can."



Backstory

Born from the marriage of the King and Queen (real names unknown), Marie is the 2nd child of the family. She is younger than her sister Elizabeth and the oldest of the triplets (Benedict and Cladius are her brothers). Marie's mother died during childbirth, a tragedy that affected the King the most (but is also a reason why Elizabeth hates Marie). Because Marie is so similar to her deceased mother in both temperament and looks, the King begins to view her as the guaranteed heir to the throne. He ignores Marie's complaints and thus seals her fate.

Since birth, Marie was completely normal. Everything in her life was fine up until her 15th birthday when she suffered a fit and passed out in a coma for several days. The King requested Luce's help to heal Marie. After a brief visit from the Spirit, Luce diagnosed Marie with **Hexitis**, a rare form of magical cancer present only in one other creature in the history of **Noxus**; the elder **Departed**. It had been a disease that had remained dormant for some years but would kill Marie a month short of her 18th birthday.

Marie's father, the King, is in denial about Marie's impending death and continues planning a future where Marie will be queen. Marie also keeps her diagnosis a secret, but she changes her behavior, pretending to be an unfriendly and emotionally detached person, in order to minimize her siblings' attachment to her and protect them from suffering.

Personality

Marie is a 17-year-old teenager. She is an elegant but apparently cold princess with a biting wit and powerful snaketongue. She demonstrates maturity beyond her years but has a carefree and boisterous nature when she is around people she trusts. Much like Agrias, she pretends to be cold and unapproachable to achieve a certain goal. Specifically, she wants to alienate those who seek to become her friends as she feels that due to her condition (and imminent death) any relationship she enters would only result in despair for her friends. Knowing that her time is limited, she'd rather isolate herself from everyone around her so that when she does die, her passing won't be marked with sadness.

Despite being the one who diagnosed her with her fate, she has an unusual kinship with **Luce**, bonding with the Spirit over discussions of time and life.

Notable Relationships

Marie - Agrias (See Agrias)

Marie - King:

Due to the King's denial of Marie's condition, she becomes distant from him. Her father's inability to accept her fate strikes Marie as weak. After all, she has accepted her fate. Why can't he? As a consequence, she doesn't have much respect for him. Through her time with Agrias and Abel, she eventually understands that different people respond to tragedy differently, and she apologizes to her father, who responds in kind.

Marie - Elizabeth:

Although Elizabeth is the first-born in the family, she knows that it is Marie who is her father's favorite because Marie is so much like the King's wife who died during childbirth. Elizabeth is jealous of Marie and regards her as her rival. It is later revealed that through Aleon (Elizabeth's sidekick), Elizabeth found out about Marie's disease and imminent death. Rather than just sympathizing with her younger sister, Elizabeth becomes furious that Marie didn't trust her with this information. Over time, Elizabeth begins to understand Marie's motivations for not revealing her secret. There is a rapprochement between the two sisters, and Elizabeth joins the others in the final fight on the **Aeon Equinox**.

Appearance

Of below-average height, Marie has an elegant, thin frame befitting her role as heir to the throne. She has coffee-toned hair that falls halfway down her back that she typically lets flow free. Her eyes are dark-brown/black and are of average size. She favors wearing an orange shirt with large, long sleeves that make nice swishing noises. In addition to this, she sports a medium-sized black skirt and long stockings, as well as wooden clogs. She wears her mother's ruby necklace and has a large metal hair ornament with vibrant colors of red and yellow.

Abilities

Much like the Four Generals, the heirs of Lumina all have their own weapons, given to them at birth from the large armory. Marie's weapon is one befitting her elegance; the golden fan, Aureus.

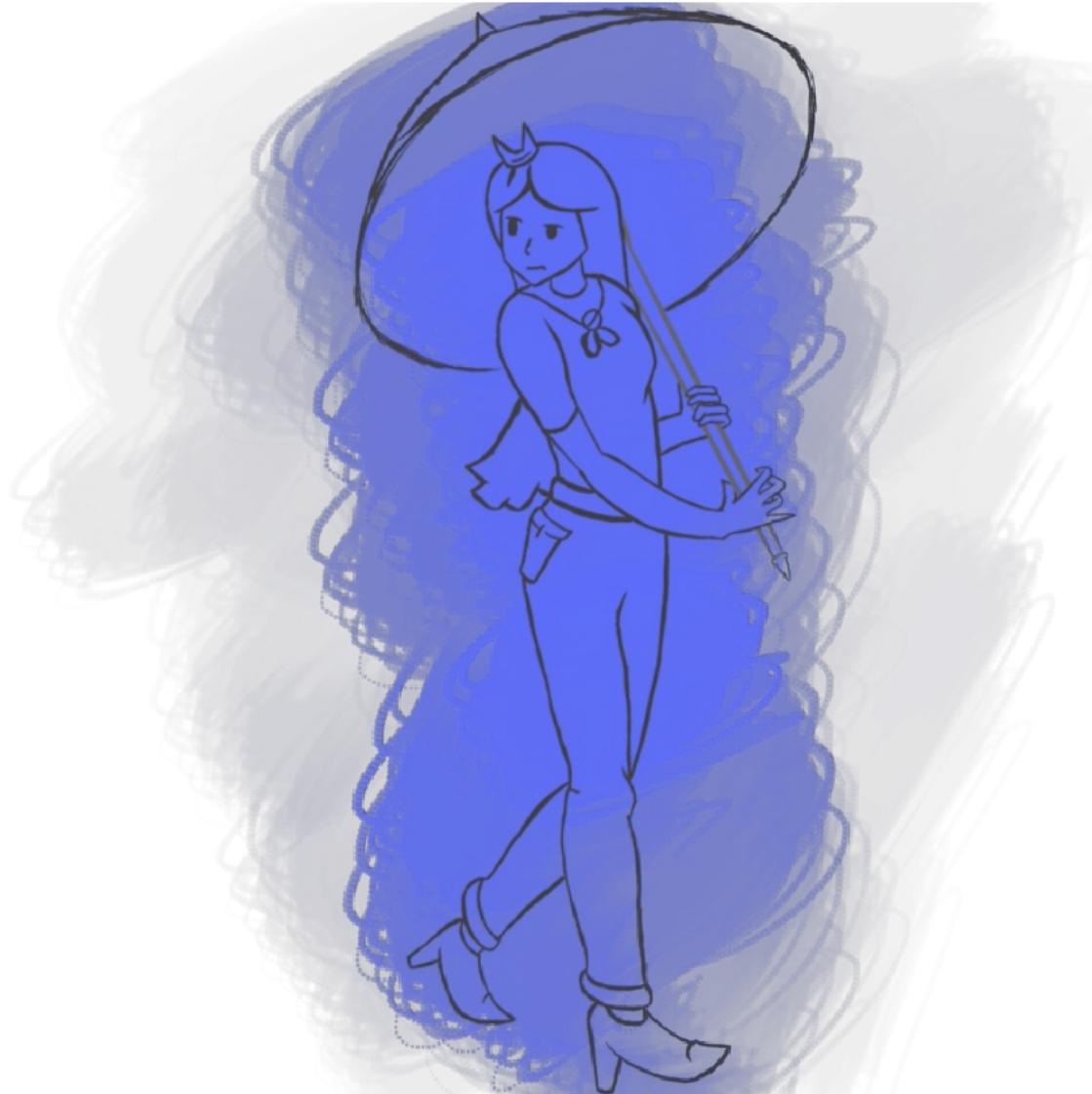
Aureus is a magic fan made completely of metal, tipped with steel blades. It can be used as a normal fan but excels in combat. It can be thrown hard like a knife or gently like a paper plane. Either way, when it is thrown, it magically reappears in Marie's hand.

Just like Agrias, Marie doesn't have any magic potential initially but learns Ice, Wind, and Light magic throughout the story.



Elizabeth

"Just you wait, sister. It may take time, but I WILL prove myself to you. Count on that."



Backstory

The eldest child of the heirs of Lumina, Elizabeth has been working all her life to become queen. Now with Marie, Benedict, and Claudius in the picture, she becomes all the more competitive, alienating her family in hopes that she'll finally get the recognition from her father that she has sought for all these years.

Personality

Elizabeth comes off as a stuck-up, entitled princess because well, she is. While she does work hard, she believes herself entitled to more than she deserves. When she sees Marie getting all the recognition despite doing seemingly nothing, it only infuriates her more.

Despite being the oldest sister, Elizabeth doesn't really interact with her siblings much. Besides Marie, she maintains a relatively distant relationship with her younger brothers, well aware of the fact that the King doesn't view them as suitable heirs to the throne.

Eventually, Elizabeth realizes that all this time she was in the wrong, not Marie. She apologizes to her sister, and their relationship devolves from hatred into a mild sibling rivalry.

Notable Relationships

Elizabeth - Marie:

See Marie

Elizabeth - Aleon:

It's not really clear how these two meet, and it makes even less sense how they get along. Elizabeth treats Aleon like a servant, and Aleon (who couldn't possibly care less) goes along with it. Over the course of the story, Aleon slowly influences Elizabeth to hate her sister less, reminding her that they're family, for which she should be grateful.

Appearance

Elizabeth is a moderately tall girl with long black hair (with streaks of dyed white). She wears it free, like Marie. Unlike her sister, however, she chooses to wear only a small crown-shaped ornament. Her choice of clothing is also different, electing a more postmodern elegant approach with dark-blue pants and a gray shirt. She also wears high heels and a small knotted string around her neck.

Abilities

Elizabeth fights with a weapon befitting her presumed elegance: an umbrella. Much like Marie's fan, Elizabeth's umbrella is much more than meets the eye, as it has a sharp tip allowing it to be used like a rapier.

While she initially can't use magic, she eventually does learn a bit of dark magic thanks to Aleon, and she uses it to amplify her inherent talent of mind games and trickery.

Aleon

"Yeah sure, life may be a hee-larious joke all things considered, but there are some unexpected hands now and then. Suppose that's worth livin' for, isn't it?"



Backstory

Not much is known about Aleon's backstory due to his tendency to keep secrets, exaggerate, and generally lie. What is known for certain is that he runs a profitable casino in **Nova Lumina** and has an aptitude for magic, much like other spirits.

Personality

Aleon takes a very carefree approach to life, putting very little stock in anything. Nihilism is his defining characteristic. Viewing life as a joke, he finds it hard to do anything meaningful, choosing to stick to what is immediately entertaining: making a profit and fighting.

Things change after he meets Elizabeth and subsequently falls in love with her, finally giving him a reason to care about living.

Notable Relationships

Aleon - Elizabeth:

See Elizabeth

Appearance

With his ruby-red eyes and large black cloak, Aleon has a rather ominous appearance. The irony doesn't escape him that this contradicts his happy-go-lucky and fatalistic personality.

Abilities

Being born from a deck of stacked cards (or so he claims), Aleon doesn't use traditional magic but rather fights with a deck of Tarot cards. He uses them to batter his enemies, as well as cast vicious spells based on the fate of his target. His most powerful card is also his most rare: The Tower XVI, capable of cracking the sky with a single, deafening strike of lightning.

Abel

*"No matter what happens, no matter what changes, family is still family.
...Think I get that now, at least."*



Backstory

Long ago, **Cain** and **Abel** were brothers. Abel was the younger of the two, yet he was still regarded by many as more mature than his brother. Whereas **Cain** was rash and loud, **Abel** was thoughtful and quiet, often getting **Cain** out of serious situations. Because of this, the two formed a sibling bond with a subtle rivalry between the two. They would compete with each other in every aspect, but not to the point of toxicity.

When the duo was training in the hidden grove on **Abel's** 18th birthday (**Cain** was 19), they were approached by a spirit. The spirit offered them a bargain: they would be able to endlessly hone their strength as Guardians in exchange for servitude. **Cain**, in his rash way, immediately accepted, leaving **Abel** behind. The spirit handed **Abel** a card, telling him to visit **Nova Lumina** when he made his decision. The spirit teleported away, not before whispering to **Abel**: "Make the right choice". Struck by the implications of the message and the fact that **Cain** was now in the hands of some foreign spirit, **Abel** stood in the grove, lost in thought.

The next day, **Abel's** mother and father woke up to find the brothers' beds empty, with a neatly folded note on the floor in front of them.

The spirit (who could only be **Luce**) then separated them from their bodies, placing them in a magical stasis as he fashioned Guardian forms for the duo.

Many years later, **Luce** would finally come to confess his true plans to the pair: to help him in taking over the world. **Cain**, fully enraptured by **Luce** and intoxicated by the idea of gaining more power, was all for it. **Abel**, on the other hand, saw through **Luce's** words and, being unable to convince his brother, took his leave.

He crossed the desert to the region of **Lumina**, then became an instructor/advisor to the heirs of Lumina through an unparalleled display of his combat prowess. He has remained in Lumina ever since, waiting for his brother, well aware of what he'll have to do when they meet.

Personality

Abel is strict, serious, and disciplined. He is a "no-nonsense" kind of guy. He seems unapproachable, distant, and somewhat overbearing.

When he is not tutoring or guarding the heirs, **Abel** is king of the black market-fighting ring in **Lumina**. While there, he takes on a more lighthearted, gruff, and challenging demeanor, taking much excitement from combat. When **Marie** and **Agrias** arrive at the fighting ring, he treats **Marie** much differently from how he treats her at court, regarding her as a possible combatant rather than a stuck-up princess.

Notable Relationships

Abel - Cain:

A relationship now soured, **Abel** is prepared to kill his brother if it means stopping **Luce** and his attempt at taking over the world. However, through discussions with **Marie**, he learns that his brother can still be saved.

Abel - Marie:

What is initially a relationship of mutual dislike becomes one of sympathetic understanding and good-natured banter. All it took to get over the initial hurdle of the student-mentor relationship was **Marie** proving to **Abel** that they are true equals, just not through the lens of combat, which is often how **Abel** judges people. **Abel** is aware of **Marie's** condition; as such, he treats her gently even if Marie makes fun of him for it.

Abel - Agrias:

At the start of the story, **Abel** views **Agrias** as a stuck-up prick, warning him to tolerate **Marie**. They don't interact much, but through **Agrias'** actions, **Abel** realizes that his initial judgment was incorrect, eventually giving **Agrias** his seal of approval (through a thorough beatdown in the black-market ring).

Appearance

Abel is a tall, well-built Guardian with red-orange semi-transparent flesh and dark maroon armor. His eyes are solid orange with red rims that taper like an apostrophe. He wields the lance dubbed "Radiant Valor", a gift from **Luce**. In order to distance himself from his past master, he tied two red ribbons to the lance, one at the head and one at the base.

Abilities

Abel is a master of lance combat. He uses some martial arts and throws in combat but focuses mainly on direct stabs and thrusts with his lance. Due to his spiritual origin as a human, he possesses the ability to use some magic, that being Fire and Light.

Cain

*"Everyone gets a second chance,
right? Can I cash mine in now, or..?"*



Backstory

Cain's backstory is identical to **Abel's**, with very few differences. The key factor separating the two is their desire for power: **Abel** wants his power to be justified, to be wielded with reason, whereas **Cain** wants power just for the sake of it.

Personality

What once was an eager child now has turned into a silent, cold servant. **Cain** rarely expresses opinions of his own, and he keeps his thoughts to himself. The only time he really comes alive is during combat. Because of his silence, pinning down his character traits is difficult for most characters in the story. **Agris** views him as stoic; **Marie** thinks of him as a sad, lost sibling to **Abel**, and **Abel** refuses to acknowledge him as his brother.

Despite this iron wall, **Cain** does eventually open up to his brother after seeing that he doesn't want to fight. It is through this mercy that **Cain** returns to his kinder (and more childlike) demeanor, revealing how little has changed over the last few centuries.

Notable Relationships

Cain - Abel:

This relationship is an optional side-quest in the main story. Since **Abel** believes that he can save his brother, **Cain** doesn't end up killing **Abel**. **Cain's** relationship with **Abel** becomes oddly reversed, with **Abel** acting as the older sibling to **Cain** (much like how they functioned when they were younger).

Cain - Luce:

While **Luce** regards **Cain** as a servant, he does attempt to reach out to him in a less formal, personal manner. **Cain** doesn't acknowledge this often, but throughout the story, a small bond begins to develop between the two.

Appearance

With a towering build and horned skull helmet, **Cain** looks strong, menacing, and confident. Unlike **Abel**, his color scheme is focused on shades of purple, with eyes of mauve and neon pink borders. He dutifully wields **Luce's** gift, a thorned axe dubbed "Unholy Might".

Abilities

Cain is purely focused on strength. As such, he lacks **Abel's** mastery of combat but still excels all the same. His attacks focus more on brute strength than proper weapon placement and involve a whole lot more throwing. Like **Abel**, **Cain** has some aptitude for magic (but much less than his brother). In contrast to his brother, **Cain** uses Ice and Dark magic.

Luce

"It seems that in the end, the villain is always doomed to fail. Perhaps someday I'll be back, starting life on the right foot this time."



Backstory

Luce is the first spirit ever created. He is the product of the split form of the elder **Departed**, and therefore spent much time with the race before their downfall, a fate he was spared from.

Ever since then, he has kept secret much about the truth to the **Imperians** and Marie's condition, hoping to use them both in order to achieve his own goals (which he believes to be the best for the world). He enlisted the help of two eager humans, **Cain** and **Abel**, turning them into Guardians as to have eternally loyal servants. **Abel** wised up to Luce's snaketongue upon him revealing his true motives, but **Cain** stayed in his service.

The fall of the **Departed** left him without equals. Although he would never admit this to anyone, he feels alone, abandoned, and he wants nothing more than to bring the **Departed** back. To that end, he is willing to sacrifice anyone, including **Marie**, the Imperian Queen, and himself.

Personality

Luce is an egotistical spirit with little respect for anything he considers below him. With centuries of knowledge behind him, he finds it difficult to have meaningful conversations with anyone except for Marie (even with her, he is guarded). He believes in his superiority, and as such, has spent the last few centuries preparing for his takeover of **Noxus**. He does this not only because he thinks of himself as superior but because doing this would open the door for the possibility that the **Departed** would return. This idea is flawed, and it is a sign of **Luce's** hubris.

Luce refuses to acknowledge that he might be wrong in his theories and that the knowledge imparted to him by his creators is in some sense flawed. As such, he doesn't consider the moral wrongdoings of controlling an entire species (as he views them as barely sentient), and also sees nothing wrong with "the end justifies the means". This leads to his eventual downfall; he will meet the same fate that befell the **Departed**, something that he recognizes in his final moments.

Notable Relationships

Luce - Cain:

Deep inside **Luce**, there is a feeling of loneliness. Feeling that emotional weakness is the worst sort of weakness, **Luce** never heeds his lonely thoughts, ignoring them in place of solely focusing on his life-long goal. However, while he does engage with **Cain** in serious, business-like discussion, he sometimes sneaks in good-natured jabs at the Guardian in hopes of deepening their relationship without making it explicitly obvious. The effort he goes to is rather pointless, however, as **Cain** probably has no awareness of **Luce's** attempts in the first place.

Luce - Marie:

Marie's maturity beyond her years is something that interests **Luce**. How can it be that someone so young whose life is so short can go on with life despite knowing that it will end so soon? Even after it is revealed that **Luce** intends to take over the world, he seems more merciful towards **Marie**, something that manifests in-game as **Luce** targeting **Marie** less often during combat.

Appearance

Luce is a ruby-red spirit formed of a ghostly torso and two arms. He wears a piece from a mural in the **Hallowed Ground** on his head, giving him the appearance of wearing a crown. Other than that, his design is rather simple.

Abilities

Befitting the main antagonist of the story, Luce is the most powerful Spirit ever to exist. With a magic aptitude rivaling that of the **Departed**, he uses a combination of light and dark magic to dispose of enemies he judges to be weak. When faced with a real adversary, he uses his signature wraith lightning (his own special form of lightning magic) and various forms of grand magic (the strongest spells available) to lay waste to the battlefield.

Cirinis

"I cannot place you humans. I need to allocate more memory in order to even understand your motives.

...Which I do not mean to imply is a bad thing."



Backstory

Cirinis is the sole survivor of the **Departed**. Instead of choosing to fall fighting the rogue monster from the failed ritual, Cirinis hid away in a magical sleep for many centuries until they were discovered by **Luce** and imprisoned in a weakened state.

Personality

Cirinis is a toned-down (and cowardly) version of the **Departed**. They believe that they are superior to most everyone in **Noxus**, but they have been humbled by their time in Luce's prison. After being rescued, they develop into a curious individual, lost in the new world. They enjoy their time in Lumina, but often lose themselves in nostalgia for their deceased friends.

Notable Relationships

Cirinis - Luce:

Luce regards Cirinis as a coward, believing that they should have died with the rest of the **Departed**. Cirinis doesn't say much on this topic, and it is implied that some part of them agrees with Luce. The relationship doesn't develop between the two.

Cirinis - Marie:

Cirinis bonds with Marie over their sympathy for her condition. Most of their relationship is Marie explaining her approach to accepting her death as Cirinis attempts to understand. They offer to research more on the small chance they would find a curse, but Marie refuses their offer, saying that she didn't want people to waste time on a lost cause. Their relationship eventually develops into Cirinis sharing some of their own knowledge with Marie regarding their appreciation of life. They remark that you never know what you have until you lose it, a statement that gives Marie pause.

Cirinis - Agrias:

During this relationship, Cirinis deals with his predisposition against Imperians conflicting with the fact that they were just rescued by one. Agrias shows him that appearances are often deceiving, and Cirinis learns that baselessly judging someone often removes their best traits.

Appearance

Cirinis is a **Departed** with a tapered diamond head and cross-shaped eye. Their body is a flattened diamond connected to a triangle that links to their pyramidal legs. Their arms are triangular prisms that taper near the joints.

Abilities

Being a **Departed**, Cirinis uses all forms of magic. They sometimes attempt physical combat, but often end up hurting themselves more than their enemy. As such, they focus on more supportive magic, rather than going on the offensive themselves.

Overworld

Outline

Taking inspiration from the Paper Mario series, the main flow of gameplay for *The Epic of Lumina* alternates between overworld exploration with interactable objects and turn-based combat.

Overworld

The overworld is where most of the game occurs. In the overworld, the player moves around as a party of two characters, with one in the lead and one trailing behind them. This order can be swapped, allowing for characters to utilize their unique overworld spells and attacks. In addition to this, the player can interact with NPCs and objects around the world to initiate dialogue or cutscenes.

The overworld is laid out like a standard metroidvania-style game; many areas will be accessible at once to the player, but they will have to figure out themselves which ones they have the tools to access.

Abilities : Puzzle Elements

Both Marie and Agrias have their own unique abilities in the overworld.

Marie:

The heir of Lumina can throw her fan as a projectile, hitting switches or buttons. The quirk about this is that the fan only exists as long as it is visible, meaning that the player either needs a way to keep it in view, or a pulled-back camera that offers a large field of view.

Marie also learns ice magic, allowing her to spawn a block of ice in midair that falls to the ground. This block can be slid around to weigh down buttons. However, if the block spawns without something immediately underneath it, it will break. This means that it is not always possible to use the block of ice, as it would require a raised elevation to not break.

The ice block breaking is not always a bad thing though. The shattering of ice has the ability to freeze things, be it water, enemies, or lava (granted it just makes a platform in the lava; it doesn't actually freeze it). By freezing things, they can be rendered as movable platforms and can be used for similar purposes to the original block. However, they may not stay frozen forever.

The final required element Marie can use is wind magic. For this overworld ability, she spawns a small tornado in front of her. This tornado lasts for a while and can affect several different things:

- Marie's fans will fly upward when caught in the tornado, elevating them on the Y axis.
- medium-sized objects (like Marie's ice block) will float up to the top of the tornado, acting as a floating platform.
- the duo can fly inside the tornado (being elevated to the top of it), but they cannot move while inside.

Agrias:

With Vestri in hand, Agrias' basic overworld ability is the power to cut things, be it grass, ropes, or otherwise. This is mainly used to access areas/cut nature elements for loot, but can also be used to hit switches or cut suspending cables.

In contrast to Marie, Agrias learns fire magic. This element manifests as an overworld ability through an advancing pillar of spiraling flame. About as tall as Agrias, this pillar spawns and moves slowly forward, burning anything in its path. It cannot be used to hit switches and is therefore relegated to thawing, boiling, and burning away obstacles.

Later on in the story, Agrias gains access to lightning magic. This grants him the ability to fire bolts of lightning in combat and in the overworld. After briefly charging Vestri, he points the lance in the direction he is facing and fires a full-screen momentary bolt of lightning. This lightning, upon contact with anything, explodes into an electric outburst, activating switches and powering any nearby machinery. It serves a similar function to Marie's fan, but has a few vital differences:

- Unlike Marie's fan, bolts can go through porous surfaces, like a wire mesh.
- Whereas Marie's fans travel slowly, bolts are instantaneous, providing no time to perform anything in between the launch of the projectile and the activation of the target.
- bolts are slower to throw than fans

Combat

Flow

Taking after *Paper Mario*, combat in *tEoL* is turn-based, meaning both parties take alternating turns in combat.

On player phase, each actor is presented with a wheel of options to choose in battle (see below), selects one, targets the viable enemies (each move targets different groups), then performs the associated action command (a small skill-check that affects the outcome of the move). Different actions cost either HP (for physical attacks) or AP (for magical attacks). If a move has an element attributed to it, it builds what is called "Mandala Charges" of that element.

Quick Aside > Actions

The current list of actions is as follows:

- Attack (opens a menu of physical attacks)
- Magic (opens a menu of magic attacks)
- Bag (opens the item inventory for use)
- Act (opens an act menu with several options):
 - Guard (automatically take reduced damage during enemy phase)
 - Analyze (view information on the enemy)
 - Swap (swaps the positions of the party members)
 - Misc (an option that gains an effect depending on the fight)

Quick Aside > Mandala

The Mandala is a story component that is a relic of the **Departed**, capable of storing massive amounts of magical energy. This manifests in-game as a HUD icon that fills with colored flames, each representing an element type. The player has the option to utilize element charges they have built during combat as powerful attacks, provided they have the right combinations. The main focus of combat against strong enemies is to build the right amount of charges to exploit the enemy's weakness to the utmost extent with the most powerful Mandala spell available. Intricacy in combat comes from the difficulties of managing this meter and the party at the same time.

Once the party has finished their actions, the enemy party attacks. During this phase, the only action the player has is a small action command to block enemy attacks. Depending on how accurate they are with their timing, they are rewarded with either a small damage reduction or a "Faultless" damage reduction (reduces all incoming damage to 1, but is a frame-tight input).

Combat ends when either party loses all their HP. If the player wins, they are awarded with a victory screen dictating overall combat performance (based on damage taken/recovered and

number of successful blocks and action commands), experience gained, and loot acquired.

Leveling Up

Experience gained from combat is automatically used to level up the party once it reaches a certain threshold. However, grinding for experience is not as profitable, as experience gain slows down exponentially as levels increase, requiring the higher levels of experience gained from stronger enemies.

If the party does level up, they are offered a choice between three options. They can either increase their Max HP, Max AP, or roll a slot machine for a new Ability.

Abilities

Abilities are equippable objects that grant the equipped member new actions in combat. Some are locked to Marie, whereas some are locked to Agrias. Each can only use abilities of their own elements.

These abilities can be found through exploration, crafting, or by leveling up. Leveling up grants a chance at rare abilities, and some can only be found through this slot-machine system. The more abilities are obtained, the less appears on the slot machine, allowing for completionists of the game to get all the abilities in the game without having to gamble.

Relics

Potentially unimplemented in the Demo video, Relics are optional items that can be equipped through a sort of block puzzle mechanic.

Each Relic has their own pattern associated with them. By finding Pattern Boards around the overworld or through side-quests, the party can slot Relics into them for special effects. These effects influence combat and sometimes the overworld.

Examples:

Broken Tiara (Exclusive to Marie) - always get first strike during combat, start combat with Focus (next ability has a x2 multiplier), ATK+2 and DEF+2 and Regen (6 HP per turn) for 10 turns.

Butterfly Pin (Exclusive to Agrias) - survive a fatal attack with 1 HP remaining as long as Marie is alive (and at above 1 HP), but she cannot recover HP from items, statuses, or abilities.

War Paint - Recover 5 HP and 5 AP at the start of combat.

Jeweler's Loupe - Analyze reduces ATK and DEF of target by 1 for rest of battle.

Crystal Rook - Swapping party positions on the first turn of combat grants Focus to both allies.