History

The druids, keepers of the relics, were so affected by the leaking hatred of the relics that their keeper, Wynston Griffith, committed a massacre that claimed half of the lives of the druids still remaining in Aldurnia. A few isolated, lesser events later, the few that remained drew the connection between the relics and the recent tragedies and worked to develop techniques to prevent hatred consuming them. Eventually, they decided that the best way to protect the relics was to split them up among themselves and disperse them throughout the land. In this way, the leakage would not be as concentrated and they would not be tempted, or able, to kill one another…..

Prologue

The main character first encounters the last keeper as a petty thief trying to steal from her. After the main character dispatches her guards, the keeper Trina, decides to take pity on them and trains them to be her bodyguard, unaware that they have magic in their blood. The relic, leaking hatred affects the main character quickly because they are unaware of the relic’s effects which causes them to go berserk and slaughter Trina and her guards before making off with the relic. Trina was able to actively fight against the relic’s corruption through meditation.

The story so far

The story begins the next day, when the main character is woken up by vigorous pounding on the door. Exhausted from the previous day, and believing to that they woke up in the middle of a dream, they are dazed and confused when Lucius, the Head of the Guard, a grizzled veteran from the First Velandran War 20 years ago, roughly yanks him to foyer where a contingent of guards waits to hear the news their commander brings-- “The Keeper is dead and the Relic stolen.” The guards, many of them only a few years past adulthood, are dumbfounded. He continues -- “And this man, her supposed bodyguard, was found asleep while on duty.” He shoves the main character to his knees in front of the soldiers, whose gazes have turned from disbelief to outrage. A magistrate, who normally deals with desertion trials, listens to both side of the argument and decides that although the main character’s actions were irresponsible, he is not to blame for the Keeper’s death. As the magistrate walks away, Lucius whispers in the main character’s ear in an almost bestial way -- “If you ever set foot in here again, there won’t be a magistrate to protect you” before they are unceremoniously thrown out of the Keeper’s Manor. (Anyone you talk to at this point should either talk about a rumor of the Keeper’s death, the theft of the relics or a spectral thief).

    The main character, after leaving the manor in distress, seeks solace in a tavern in the run down outskirts of the city. While trying to understand the strange occurrences of the day, he overhears an old man asking about a young woman named Trina. The main character is suspicious of the man and decides to listen in on his conversation to see if he can figure out what the man wants, and if it might have to do with Trina’s death.

The old man, being rather perceptive, notices the main character’s interest in the conversation and suddenly directs his questions to him. The main character, taken by surprise, lets it slip that he once worked for her. The old man asks if he may be taken to her. The main character is reluctant, and asks why. The old man elusively explains that he needs to speak with her concerning a matter of utmost importance.

The main character:

a)      Replies that Trina is dead.

b)      Replies that he no longer works for Trina, but can take the man to where she resides.

**A path:** The old man looks bewildered at the main character for a moment and then demands that he go speak with him outside. Still suspicious, the main character obliges and the two move into the alleyway outside the tavern. The old man furiously demands the main character explain what happened, but since the main character does not know, he says so, which only infuriates the old man more. The old man commands that the main character take him to the Keeper’s Manor so that he can ensure he is telling the truth and oversee the fate of Trina’s belongings (the relic). The main character is reluctant, but feels that since the old man’s surprised reaction was genuine, he may be able to uncover the mystery or help avenge Trina’s death.

**B path: Without exchanging many words afterwards, the main character leads the old man to the Keeper’s Manor. Night has fallen now and only the Night Watch remains awake.**

**The main character and the old man find the front gate locked and with the guards on high alert, they are forced to find a different entrance - (I was thinking the sewer or maybe just climbing over the wall someplace else.) The main character is impressed by the old man’s ability to keep up with him. As they enter the castle, the main character notices it is darker than it should be at this time of the watch. The main character looks out the window to see Lucius along with a priest and several guardsmen circled around a tombstone and disturbed ground. From here, it is obvious the name inscribed on the stone.**

Consequence A: **The main character turns to the old man. He is more deeply troubled now than when he first learned of her death, as though he hadn’t completely trusted him or perhaps did not want to believe the news. By this time, the crowd around the grave had dispersed and the old man, for the first time in what felt like an eternity, speaks. “I must go pay my respects to the late Keeper” he says in a hushed whisper and walks across the foyer to open the door leading to the place where she was laid, until suddenly the door swings open and the weary guards sans their commander, enter the room to head to the barracks in order to rest for the coming day. The  main character scarcely has time to hide behind the curtains before hearing a shout coming from the other room. Quickly, the main character bolted into the nearest room in order to evade detection from the guards that they assume are following them and the old man. The main character hardly steps through the door before the memories flood his mind. (Backstory memory), the day he met Trina, being selected as her personal bodyguard and today’s disgrace.  The old man stands in the middle of the room alone.**

***I think this would be great as one of the “shown” parts! Do like three short slides or something. - Brittany***

Consequence B: **The main character turns to the old man. The main character feels as though the man’s gaze could incinerate him on the spot. He says not a word before** running **straight into Trina’s bedroom. The main character follows suit.**

**[The state of the room is too much for the old man. The window that once overlooked the capital city of Aldurnia is smashed and miniscule fragments of glass are strewn across the floor. The bed, whose sheets have been removed, show the dark splotches of blood stains and gashes which mar the luster of the mahogany posts. On the other side of the room, the sight is not much better. The chest of drawers that once adorned the room looked more like firewood than furniture. Its smashed mirror that Trina used everyday to brush her hair, reflected back the sorry state of the room like a kaleidoscope. The box, which once housed the Relic of Righteous Action (?), is of course empty.] “What happened here?” The old man says, finally finding his voice again. The main character explains the events of the previous day in great detail. The old man nods his head and walks over to the empty chest. “The Relic is missing as well.” he says matter-of-factly. The main character is surprised at the old man’s authority on the Relics and asks the old man where he obtained such knowledge. “I suppose you deserve to know the truth.”**

**Script for game play: this I imagine will be a scene that we see, so the bracketed description won’t be shown, but will indicate how the scene should be constructed for our lovely artist**

**Llewellyn: “What happened here?”**

**Main character: “A lot, apparently.”**

**Llewellyn: “The Relic is missing as well.”**

**Main character: “How do you know about the Relic?”**

**Llewellyn: “I suppose you deserve to know the truth.”**

**“As you may have guessed, I am no ordinary man. I am a druid, one of the last in Aldurnia.” The main character recoils slightly but the old man pays no mind and continues. “My name is Llewellyn Coed and....” Thud! A shadowy figure jumps through the broken window and lands on the main character (or maybe Llewellyn, something to that effect). It leaps to its feet and regains its composure so quickly, the main character scarcely has time to draw a sword. “There is no need for that. I have no interest in quarrelling with you.” the specter says. The main character doesn’t loosen their grip a bit on their sword. “What are you doing here?” The main character demands. “ I suppose I could ask the same to you. If I’m not mistaken, this place is forbidden to disgraced bodyguards and decrepit old men as well.” Her words are as sharp as daggers. “Listen, we don’t have much time left. Any minute now, the guards will find us unless we leave now.” The main character ponders her words before agreeing. “As much as I don’t trust you, it would be foolish to betray each other now.”**

**Script for game play:**

**Llewellyn: “As you may have guessed, I am no ordinary man. I am a druid, one of the last in Aldurnia. My name is Llewellyn Coed.”**

***Slide animation: figure jumps in through window and lands on main character, startling both characters.***

**Rusine: “There’s no need for that. I’m not interested in quarrelling with either of you.”**

**Main Character: “What are you doing here?”**

**Rusine: “I could ask you the same. If I’m not mistaken, this place is forbidden to disgraced bodyguards and decrepit old men as well. We don’t have time to talk over tea though, any minute the guards will be making their rounds here.”**

**Main Character: “I don’t trust you but it’d be foolish to betray each other now.”**

**The trio sneak around the Keeper’s Manor until they find the exit. “There’s something I must do before I go.” Llewellyn says abruptly. The downtrodden look in his eyes tells the main character everything.**

**This paragraph would be good for a little slide animation too**

**Llewellyn: “There’s something I must do before I go.”**

**Choice A: I’ll come with you.**

**Consequence A. (If you pissed him off earlier) “No. This is something I must do *myself*. “ he says before walking toward the place where they buried Trina. “Who put vinegar in his drink?” the thief says absentmindedly. Her expression softens a bit before continuing. “I guess I should introduce myself now that we’re not sneaking for own lives. My name is Rusine, the Phantom Thief, at your service. (I’m not sure how much of (if any) of her backstory should be revealed.) Suddenly, the main character hears Lucius’s familiar growl. “What have we got here? The Phantom Thief *and* a dead man walking? Talk about a bargain.” He charges at the main character with sword drawn, intending not to allow the main character to leave alive. (Boss Fight! Rusine and MC vs. Lucius and 2 soldiers).**

**Llewellyn: “No this is something I must do myself.”**

***Show animation of Llewellyn walking out of scene***

**Rusine: “Who put vinegar in his drink? I don’t feel like waiting around with these guards on our tails. Guess I should introduce myself now that we’ve got some time. I’m Rusine, the Phantom Thief.**

**Main Character: “Yeah real graceful, there. I wish you were a phantom so my foot didn’t hurt so bad.”**

**Rusine: “Sorry, wasn’t expecting a person in my landing zone. But I’m all for useful apologies, so I’m at your service.**

***Slide animation of guard approaching***

**Guard: “What have we got here? The Phantom Thief *and* a dead man walking? Talk about a bargain.”**

**Consequence B. (If you told him what happened) “Of course. It seemed like she meant a lot to you as well.” The main character and Llewellyn solemnly trudge up the hill where they buried Trina as the thief disappears into the night. As they stood in front of the grave, Llewellyn mutters something under his breath disapprovingly. “Fools. They didn’t even know how to give her a proper funeral(?).” He turns to the main character and says, “ Do you see what name they gave her? Trina, that’s it. Druids traditionally have two names. Their first is given by their parents in hopes that they adopt the qualities the name embodies.” He pauses, as if readying himself for was is to come. “The second name is only given after death, in order to summarize the life they led. By denying her this, they imply that her life had no significance, which I cannot allow.” “Tradition states that the last person to be in their presence has the right to summarize their life, which I assume to be you. Tell me, what was she like and what would justly summarize her legacy?”**

**Llewellyn: “Of course. It seemed like she meant a lot to you as well.”**

***Animated slides of Rusine leaving and Llewellyn/MC heading out to Trina’s grave***

**Llewellyn: “Mortal fools. They don’t even know how to give her a proper funeral.**

**Choice A: She was a wise and caring leader, who did what she thought was for the good of her people.**

**Choice B: She protected the past as well as led her people to the future.**

**(The choice is irrelevent.) “I see, then the most appropriate choice for her would be Meredith, a name that means Great Protector.”**

**Llewellyn takes his staff and carves the newly christened name into the tombstone.**

**“That’s enough.  Trespassing is one thing but desecrating a grave is going too far.” A guard says with Lucius and others materializing behind him. “First, you get her killed and now you’re defacing her grave? What next, are you going to dig her up? Regardless, this is the end of the line for you.” (Boss Fight! Llewellyn and MC vs. The Head of the Guard and 3 soldiers).**

**Choice B: I’ll leave you in peace**

**“I understand.” Llewellyn says, leaving the main character and the thief alone in front of the gates to the Keeper’s Manor.“I guess I should introduce myself now that we’re not sneaking for own lives. My name is Rusine, the Phantom Thief, at your service. (I’m not sure how much of (if any) of her backstory should be revealed.) Suddenly, the main character hears Lucius’s familiar growl. “What have we got here? The Phantom Thief *and* a dead man walking? Talk about a bargain.” He charges at the main character with sword drawn, intending not to allow the main character to leave alive. (Boss Fight! Rusine and MC vs. Lucius and 2 soldiers).**

**(Note for all fights, the win condition is defeating Lucius.)**

**With the fall of their commander, the remaining guards retreat, allowing the main character to exit the Keeper’s Manor.**

**The next day.**

**The main character wakes to the sounds of shouting in the streets. An angry mob has gathered in the plaza facing the Keeper’s Manor. They can scarcely make out the chants of “We want Trina.” and watch as the inexperienced guards struggle to hold back the surging crowd. Without their leader, they are helpless as the commoners and peasants slowly march up the courtyard of the Keeper’s Manor and begin to breach the door. At this point, the guards realize their predicament and aggressively lunge at the crowd . A melee breaks out and guards quickly retreat back into the Manor to regroup. Finally, the crowd starts to subside and the leaders are quickly picked out of the crowd. (Descriptions of two alchemists since I think the alchemists are the more populist faction.) “For too long, the Relics have been hoarded by those with power and kept away from the people they were made to protect. They have been used as leverage against us, not unlike a chain around a wolfhound’s neck. We were powerless to resist and lead to places we did not want to go.” The alchemist paused. “But now is the time to end the cycle. With Trina’s death comes an opportunity to take the Relics and the power for ourselves. Although no single alchemist can wield the Relics, together we can bring about glory that Aldernia has not seen since before the Great War..” The crowd is whipped into a frenzy. It is obvious that they believe that whoever wields the Relics, holds the power of the kingdom.**

**“That’s enough out of you.” The words cut through the excitement and revelry of the crowd like an icy wind. “You are nothing more than mere children in history’s sight. Long before the first alchemist brewed his first draught, sorcerers were compiling spells and building upon the knowledge passed down from the druids.”**

**“Don’t be naive. It is the alchemists that are protecting the nature and the old tradition of magics from being polluted by greedy people like you. The power of the relics should be used to serve we people. And no one other than we alchemists can better represent the right of we people.”**

**Upon hearing people dispute, the main character realized that Meredith/Trina’s death must have something to do with such a chaos. Trying to figure out what is going on, the main character planned to find Rusine and Llewellyn first, who had disappeared since last night’s fight against Lucius, and tell them what was happening among the people. He went to the town, following the crowds and hoping that he could possibly gather some information.**

**\*The player may choose to undergo one or several of the following options.**

**Choice A: Go to the bazaar of the town to see if he can meet Llewellyn or Rusine. (Meet Lucretia) (After the fight against Lucius, Rusine was supposed to be in the team and could join future battles. However, in order for the main character to encounter Lucretia, we need to give him a rationale to go to the bazaar, namely, Rusine was lost and he wanted to find her.)**

**The main character thus decided to go to the bazaar, a crowded place, where he thought he would have a higher chance to meet either Llewellyn or Rusine. Seeing a girl lurking and sneaking like a ghost behind a booth, he believed her to be Rusine trying to steal some goods from the booth owner. Thereby, the main character tried to stop “Rusine”, but “Rusine” found out his intention and managed to run away. At the moment when he was about to lose the sight of “Rusine”, the main character shouted to her that “Please stop! I have really important issues to talk to you about the relics.”**

**Suddenly, “Rusine” stopped running and turned back to the main character with a distrustful yet ecstatic look. After seeing her face, the main character realized that he had stopped the wrong person and tried to apologize. However, the girl seemed to be over-excited. She grabbed the main character by his collar and said, “Tell me everything you know about the relics or risk your life.” Although the main character explained that he had mistaken her for another lady and knew very little about the relics, the girl did not buy any of his words and decided that she would not let him go until she get whatever she wants.**

**Choice B: Go to a bistro to inquire about what is happening in town. (Meet Enguerrand, the Knight.)**

**The main character tried to find out more about the “protest” happened in front of the Keeper’s Manor and proposed that a bistro would be a better place for gathering information. He went to a bistro, chatted with the barman, led the topic towards the news happened in the Keeper’s Manor, and tried to appear as less intentionally as possible. However, before he got any useful information, his conversation with the barman was disrupted by a ruckus. A group of young mercenaries entered the bistro and quarreled loudly. From their conversation, the main character learned that, in the wee hours, several natural disasters just struck the land of Aldurnia, including a deadly avalanche happened in a snow mountain close to the north border line. The avalanche was so severe that it buried an entire town at the foot of that snow mountain, which happened to be the hometown of those poor mercenaries. Those desperate young men quarreled about what caused so many natural disasters in such a short period and what they should do next. While most of them decided to go back to their hometown to check what on earth was happening, either with the delusion that the bad news they heard were merely rumors, or with the hope that they might do something to save their families. However, a man named Enguerrand argued that it would be too late for them to do anything in their hometown and the wiser choice would be staying in the town and waiting for further information, even though his friends judged him as emotionless for he had never taken “going back home” as an alternative option for a single second.**

**After Enguerrand and his friends parted on bad terms, leaving Enguerrand sitting in the bistro alone, the main character approached Enguerrand and tried to strike up a conversation. At this point, the main character persuaded Enguerrand to join his team to search for the relics that can hopefully restore the natural order of Aldurnia.**

**Choice C: Feel that he was injured heavily due to last night’s fight and decide to go to a clinic first. (Meet Leo)**

**Though feeling obligated to figure out what was going on about the relics, the main character concluded that, without a proper treatment, he would die before he could uncover the truth. Therefore, he put aside his plan to find Llewellyn and/or Trina first but went to see a doctor with little hesitation.**

**Given that the main character had been serving as Trina’s bodyguard and hardly had any income, he couldn’t afford a prestigious hospital but went to a small clinic. However, the clinic seemed to be much busier than usual. The main character had been waiting for several hours and did not get his number called. When he finally got to see the doctor, a voice disrupted him--”My graceful gentleman, would you mind my cutting in line? Or I am afraid that the world is going to lose a lovely lady like me because of her serious injury.” The main character turned around and surprisingly found out that the comer is Rusine. Rusine was as surprised as the main character was.**

**While being diagnosed by the doctor, the main character and Rusine exchanged information about what they knew so far after they parted last night and discussed the possible effects of the relics. Suddenly, they heard someone saying that “how dared you come to a place like this?” They found that it was the priest they saw at Trina’s funeral. Seeing the presence of the priest, the main character and Rusine were afraid that Lucius had already tracked down their whereabouts. However, at the moment they were about to run away again, they heard the doctor reply to the priest--”no, papa, I am not going back home with you. Being a priest is not what I want.”**

**“So you would rather waste your whole life in such a shabby clinic with those...filthy people?” the priest shouted angrily.**

**“They are not filthy people.” the doctor responded calmly, “they are my patients and I am dedicated to help them. As you see, papa, the natural order has been unbalanced and more and more people are going to suffer from this. Something must be wrong with the relics and I am going to restore that.”**

**“Alright. Let’s wait and see what you can accomplish with those… your patients.” the priest replied sarcastically and walked away.**

**\*at this point, Lucretia, Enguerrand, and Leo should all be able to join the team.**

**Encounter with Darcy:**

**As Lucretia and the main character walked on the street, Lucretia heard a piece of music whose melody was similar to what was often played in her circus, although it sounded far more terrible. Out of curiosity and nostalgia, she decided to figure out who was playing.**

**Encounter with Nopeitni (Court Jester):**

**Darcy, the terrible harp player, claimed that a thief had stolen his wallet, so he had to busk in the street to cover his travelling expense (while showed his disgust to the entire world). Rusine claimed to be the best thief in Aldurnia and, in the other hand, no one could solve a theft better than she could.  In the end, they found out that it was Nopeitni who stole Darcy’s wallet because Nopeitni thought it would be “funny” to see a playboy with no penny.**

**Encounter with Alluriana (Noble)**

**The team burst into a debate about whether they should bring Nopeitni to the police. Rusine and Lucretia definitely would like to avoid any connection with the police, while Enguerrand argued that they should better solve the matter in a “legitimate” way. Darcy, after a “throughout” consideration, thought the wisest choice would be to blackmail the court he served in, which later turned out to be under Alluriana’s governance.**

**“So…you are a court jester? What would the court you serve in think of you if they know you have degraded yourself into such a…profession? What would those noble ‘somebody’ react if they acknowledge such a scandal of their court jester?” Darcy asked Nopeitni with a sneer, “I assume they must consider it proper to maintain their reputation at the expense of a little—I mean more than a little—hush money.”**

**“Ha! You must be joking!” Nopeitni giggled, as if he heard something really funny “You can try as you like. But I bet they will only kick you out because they are not going to waste any time on me since they cannot appreciate my humor—they will not pay for something they don’t value. However—” Nopeitni made a pause and twinkled his eyes, “Maybe they will invite you to be their new court jester because you make good jokes and play good music, dude.”**

**“Are you laughing at my performance?” Darcy seemed to be pissed off.**

**“I am glad that you know it.”**

**“Are you looking for a fight? Try me.”**

**“I am glad that you say it.”**

**\*Hence a battle between Darcy and Nopeitni started.**

**Choice A: The main character chose to help Darcy against Nopeitni.**

**Choice B: The main character chose to help Nopeitni against Darcy.**

**(\*The main character was meant to mediate between Darcy and Nopeitni)**

**“Ummm. Utterly uninteresting.” After the battle, Nopeitni said in a sarcastical way, “here are your stuffs.” Nopeitni threw out Darcy’s wallet, a doll, a hat, a toy knife, a diamond ring, and a box (which later turned out to contain the first relics) from his pocket. Who knows how many things Nopeitni had “collected” from Darcy and other people for fun.**

**“Now I am ashamed to claim myself as a thief.” Rusine murmured.**

**“Don’t be naïve to think that our business was done simply by returning what belongs to me to me.” Said Darcy.**

**Unable to solve the conflict between Darcy and Nopeitni, the team decided that should ask the court Nopeitni served in to mediate.**

**Therefore, they came to Alluriana’s province.**

**Alluriana warmly welcomed the team after they explained their encounter with Nopeitni and their journey. As she acknowledged that Nopeitni was a former member in the court under her governance, she offered to compensate Darcy, while begged the team to kindly “do her a tiny favor”. Knowing that the team had been searching for the relics in the hope of “restoring the unbalanced power in Aldurnia to bring peace back to people” according to the main character, Alluriana asked if the team could go to check what was happening in the south of the province, where the existence of a monster with devastating strength was detected. Alluriana said that monster had been awakened by the unstable power of the nature and was threatening the lives of the residents. Enguerrand’s altruistic nature made him quickly say “yes” to Alluriana’s request and Leo volunteered to help. Rusine and Lucretia, though appeared less enthusiastic, agreed to go together. However, Darcy, arguing that he was the victim of the theft, insisted that he should stay in Alluriana’s palace. (Technically, Darcy would not join the next battle with the monster. But we could make him do so if we let Alluriana use her Silver Tongue. )**

**After defeating the monster, the monster’s dead body vanished as it turned into a puff of smoke, with only a piece of shiny stuff left. Though didn’t know what it was, the team decide to bring it to the palace to examine it.**

**As Alluriana and the team returned to the palace to examine the shiny piece from the monster, a quarrel between Darcy and Nopeitni exploded again. In a chaos, Darcy pushed Nopeitni over and all the stuffs Nopeitni “collected” fell out from his pocket. Surprisingly, they found that the box began to resonate with the shiny piece. They opened the box and find a similar piece. In the end, the team came to the conclusion that those were the pieces of the relics.**

**With the large amount of compensation money paid by Alluriana, Darcy decided to continue his loafing around the world, while the main character took the relics with other member to search for the rest of the relics.**

**The team left Alluriana’s province and continued their journey for the relics. However, they made no progress for several months. The team endured an internal strife. Enguerrand proposed maybe it would be better if they ask the government for help since they were not making any progress. Rusine argued that she would probably take what she “deserved” and quit as she missed her daughter and saw little hope to make any more profit out from what she was searching for. Leo, on the other hand, expressed that he was tired of fighting against enemies, as his main objective was to save lives rather than involve in endless killing. Lucretia was silent as she ever was.**

**At that night, the team parted on bad terms. When the main character went to bed and fell asleep, he dreamed of quarreling with his team as they did during the day. The dream was so real that he even couldn’t tell if it was a dream or he simply went back in time. Feeling more and more impatient and agitated, the main character heard a voice say to him:**

**“See. Selfish, ignorant, short-sighted, and contemptible. That’s the kind of people you are working with. And that’s the kind of people you are trying to protect.”**

**“But don’t worry. I will satisfy all of your desires, just if you accomplish an easy mission for me—kill one person from your team and I will award you the last piece of the relics.”**

**At this point, the main character felt his mind was split into two halves: one was filled by a sense of hatred and overwhelmed by a burning desire to kill and to destroy, while the other half was softened by his tender memory about their friendship. Recalling the scenes that they were companying each other and fighting together for several months, the main character suddenly decided that if he couldn’t control his devil half and must kill “one person from his team”, he would kill himself.**

**(A battle between the main character and his double began. After he defeated his double, he got the third relic.)**

**After the main character obtained the last relic, he felt his blood boiling, which was due to the hatred and overwhelming power that the relics leaked, and heard that same strange voice saying — “You, my cursed child, I thereby sincerely congratulate you for finally reuniting the pieces of relics. As a pay-off, I will show your past and guide your future.”**

**Trying to figure out who was speaking, the main character found himself trapped and could do nothing but watch what was being instilled into his mind. Reviewing the past scenes reappearing in his mind, he realized that he was the one who had killed Trina/Meredith and led to the theft of the relics. Could not bear such a trauma, he woke up from the dream with an agitated mood and saw the last piece of relics hung in the half sky of the room and shining.**

**The main character felt a sense of disgust and hatred intuitively when he saw the relic, however, he was captivated by a mystery force to grab the relic without any consideration. At the very moment he touched the relic, he felt his blood boiling vigorously more than ever. Again, he heard that strange voice continued saying—“the ultimate magic of the relics will lead you to power as well as to destruction.  Now, not solely your own fate is depending upon you. It is time to choose the destiny for your beings.”**

**The next morning, the main character told the team that he got the third relic from his dream, while omitting the part that he was forced to “kill a team member”.**

**(Now the main character had to choose what to do with the relics.)**

**Option One: give the relics to the Alchemists.**

**Referring to the main character’s dream, the team inferred that the relics would bring hatred instead of peace and it would be dangerous if they were going to keep those relics with them. While discussing how they should store and “purify” the relics, Lucretia suddenly said: “Let me keep the relics. I am not afraid if they are dangerous or anything.”**

**Lucretia told the  team about  her past and deemed that she would try to save Meghan by any means possible, no matter whether the relics could revive someone or that was just rumors.**

**\*In this case, Lucretia would take the relics back to the Alchemists to try to save her friend.**

**Option Two: give the relics to the Magicians.**

**Referring to the main character’s dream, the team inferred that the relics would bring hatred instead of peace and they are unable to deal with the relics with their own power. Therefore, they decided to seek help from the Magicians, the most powerful and authoritative group in the society they could possibly approach.**

**Will the Magicians properly keep the relics and bring the society back into order, or will they only use the relics to concentrate their power in the society? No one knew, but the team had to make a choice.**

**\*In this case, the team would give the relics to the Magicians.**

**Option Three: destroy the relics.**

**Recollecting all those terrible memories, the main character felt that the relics, rather than served to protect people as what they were claimed to be, indeed evoked hatred and led to Trina/Meredith’s tragedy. In this point, the main character decided to destroy the relics with his own hands, as a means to pay off his guilt and prevent other people from being harmed by the dark side of the relics one day.**

**\*In this case, the main character chose to destroy the relics.**