

1. Intro

We meet our main characters—a cursed girl, Lily, and a disillusioned knight, Ryker, are going on a pilgrimage. We also meet our world, an oasis protected by a golden dome.

The knight reminisces about his past, then receives a notice that a fellow knight has died. He was on duty at the barrier, protecting hunting crews that work outside. The crew will now be stranded.

The girl is excited about her upcoming coming-of-age. She will meet her favorite goddess, and will finally wish away her curse.

2. Inciting Incident

Ryker is feeling useless and out of his prime, and sees the trapped work crew as a potential way to reclaim his past glory. He is fully aware that this is selfish, and hates himself for it.

Ryker breaks the rules, and takes the children's caravan dangerously close to the barrier so that he can help the work crew. It'll be fine—what's the worst that could happen?

3. Immediate Reaction

The cursed girl feels a pull to the knight's energy, and feeds it. The opening expands beyond expectations, and monsters emerge to grab the knight.

4. Reaction

The cursed girl, seeing what she had done, runs through the closing portal to save the knight.

5. Action

The cursed girl recreates the feel of the pull, which allows her to keep the monsters at bay.

6. Consequence

The girl feels the energy leaving her, so she has to get the knight to safety as quickly as possible.

7. Pressure

A long hike back to the barrier.

8. Pinch

The way is closed, but the cursed girl feels a surge of energy from the other side. The goddess has returned, and is a beacon to safety.

9. Push

The goddess saves the knight, and awakens the girl.

10. New World

The girl is no longer cursed, but has a touch of the divine in her.

11. Fun and Games

The girl has power, and begins to learn how to wield it with control.

12. Old Contrast

She needs to join a salvage team to progress further. They are now intimidated by her.

13. Build Up

The girl and the salvage team venture outside the barrier.

14. Midpoint

The girl receives a message from an old one.

15. Reversal

The system is an abstraction of the source. There are many ways to power.

16. Consequence

The girl refuses to kill to gain strength

17. Trials

The girl attempts to build her own domain from scratch.

18. Dedication

The girl manages to access the source and gain power apart from the system.

19. Calm Before The Storm

The girl decides to use the source to achieve her final goal

20. Pinch

The old one didn't reveal the full truth, and uses the girls power to enter the world anew

21. Darkest Point

The old one is coming, and is headed for the barrier.

22. Power Within

The girl will not let the old one take her world, and will not betray her ideals.

23. Action

The girl speaks with the monsters, and enlists their help.

24. Convergence

The monsters, the girl, and the knight join forces.

25. Battle

The trio battles the old one.

26. Climax

With the old one defeated, the monsters and humanity join in an uneasy truce.

27. Resolution

The walls come down, the girl's domain comes to life.