

Narrator

- Will explain a bit of Hildegard's life: more of a loner who enjoys magic and learning the dark rune. She, just like many in her family, is more of an outcast. She has just finished running her last errands, talking to the few friends she has, and wishes to go explore the island of Bliksem more.
 - The narrator will also introduce Noir, the guardian spirit that has been with the family for generations, teaching them and helping them understand runes—mostly the darkness rune.
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Start of Her Journey

- Hildegard will start by cleaning up her house and taking the last things into her backpack while chatting with Noir (a friendly chat introducing both characters to the player).
 - She will then practice the rune as a final preparation before she sets out, and Noir will test her (tutorial for the player explaining the darkness rune, etc.).
 - After that is done, she will leave and say her goodbyes to the forest around her.
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Evernight Curse

- It will skip forward 2 days into the future, where Hildegard is hiding below a tree from the thunderstorm. Bliksem, as she knows, has many of these storms—especially as you go closer to the middle of the island. She wants to explore closer to the eye of the storm since Noir has told her many stories of old ancient runes that were left there for hundreds of years, with people too scared to go there. Her grandparents made a journey there but left it mostly untouched.
 - After the storm settles, she walks deeper into the forest and hears trees moving behind her, almost as if they are alive.
 - She becomes alarmed, and Noir also seems stressed, pressuring her to move quickly.
 - As they keep moving, she eventually trips over a large tree branch she swears wasn't there before. When she finally gets back up, a massive decaying tree stands before her, ready to attack. (Noir will explain the curse a bit during the fight and guide her on how to defeat the creature.)
 - After the fight is done, and she rests a distance away from the creature, Noir gives his knowledge about the tree and what caused this. (He will not confess he is what remains of the god of darkness, but he will explain the real story of the curse.)
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Bliksem's Secret

- Noir explains to her that in the ruins there is a secret chamber guarded by a soldier of Bliksem—the guardian of lightning—and that behind it is a weapon they need to fight back.
- After some back and forth between the two friends and companions, since Hildegard knows Noir is hiding secrets, she still chooses to trust him and sets out.
- This will take another 2 days, and she eventually sees the ruins.
- The brute and dark architecture of Bliksem—the barbaric culture left behind—is shown.
- As they step foot into the temple and fight the soldier of Bliksem, who seems weak from his slumber of a thousand years, Noir will open the secret chamber and they will find the Sword of Bliksem.
- As they want to leave the chamber, Hildegard begins to feel sick and falls into a slumber. As the scene cuts away, there is a dialogue of Noir—afraid of his curse returning—speaking about how he is the god of darkness but is too afraid to tell Hildegard. Noir takes care of the weakened Hildegard, and that will be the end of the chapter.