ENV4 Storyline Script: The Path to Limbo

**The Castle & The Key to the Beyond**

**Location:** Entrance to the Castle

\*BLACK SCREEN WITH TEXT\*  
“Daemon stands before the towering gates. Daemon sees a stone gargoyle that comes to life, its glowing red eyes looking at him.”

Dialogue: Gargoyle

"Another mortal stands before me. What is it that you desire?"

Dialogue: Daemon

Choices

1. I seek the truth of Limbo.
2. Let me pass. I have no time for riddles.
3. I am searching for my grandfather.

Dialogue: Gargoyle

Replies to Daemon’s choices

1. "Truth is a burden few can bear. Prove your resolve."
2. "Then time shall be your prison"
3. “His fate is sealed”

\*BLACK SCREEN WITH TEXT\*  
“The gates remain sealed. Daemon must retrieve the sacred relic to proceed.”

**The Artifact’s True Purpose**

Location: Entrance to the Castle

\*BLACK SCREEN WITH TEXT\*

“Daemon stands in the castle’s inner sanctum, the sacred artifact in hand. The room is dimly lit by ancient torches, their flames flickering as if disturbed by an unseen force.”

Dialogue

Gargoyle: "You hold the key, but do you understand its weight? This is no mere object. It is the seal that binds the worlds."

Daemon:

1. “I don’t care about legends. I just need to open the gate.”
2. “I already came this far, I won’t turn back now.”

Gargoyle: “Then you have chosen your fate. Speak the words, and the path shall open”

\*BLACK SCREEN WITH TEXT\*  
“The gates of the castle have been opened”

Gargoyle: “The gate to Limbo has been opened. Your soul is now bound to its fate.”

**Arrival in Limbo & Unexpected Encounters**

Location: Limbo

\*BLACK SCREEN WITH TEXT\*

“The air is heavy. Towering ruins stretch infinitely in all directions, their architecture warped as if reality itself is bending.”

Dialogue

Daemon: \*Daemon grips his head, disoriented. His vision blurs before focusing on a faint figure standing nearby, a cloaked individual appears before him. \*

Daemon:

1. Who are you?
2. Where am I?

Lost Traveler:

1. “One of many who walked this path before you.”
2. “A place between Life and Death”

\*BLACK SCREEN WITH TEXT\*  
“As the conversation unfolds, the mist shifts, revealing distant, shadowy figures wandering aimlessly.”

Lost Traveler:

"You should not linger here, mortal”

\*BLACK SCREEN WITH TEXT\*

“Daemon is now drawn deeper into Limbo and the journey ahead remains uncertain.”

Situational Dialogue:  
If the player tries to enter the gates without the sacred relic.

Gargoyle: Stand down, mortal. You do not possess the relic needed to pass through this gate.