ENV4 Storyline Continuation

**The Path to Limbo**

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

Upon arriving at the ancient castle, the protagonist faces a critical challenge: they must locate a legendary artifact an enchanted spell or a sacred password needed to activate a mystical orb within the castle’s depths. This orb serves as a gateway to **Limbo**, a realm between life and death. However, the artifact is well-guarded, and without it, the path forward remains sealed.

**Finding Clues & Overcoming Obstacles**

Before obtaining the key item, the protagonist must navigate the overworld and face opposition from low-level hostile entities. These foes include NPCs stationed at various camps near the castle. Some of these NPCs hold valuable clues about the item's whereabouts, but the item itself is in the possession of a specific NPC located in another camp.

To uncover the artifact’s whereabouts, the protagonist must interact with theNPCs, some of whom are hostile. The search unfolds through:

* **Investigative Exploration** – Speaking to camp members, deciphering old texts, and piecing together fragments of forgotten lore.
* **Combat Trials** – Low-level enemies patrol the camps, determined to protect the secret. Some must be defeated to progress.
* **Strategic Choices** – The NPC who holds the artifact can either be persuaded to part with it or challenged in battle.

Upon obtaining the key item, the NPC will issue a warning—implying the dangers that lie ahead and the significance of what the protagonist is about to do.

**The Artifact’s True Purpose**

This artifact is no ordinary key—it is a sacred relic forged by an ancient order whose sole purpose is to protect the balance between the **Overworld and the Underworld**. Only those who prove themselves worthy may enter Limbo, ensuring that the fragile boundary between realms is never breached by the unworthy.

With the artifact in hand, the protagonist returns to the castle, where they dictate the sacred words into the orb. The castle trembles as the gate to Limbo opens, engulfing the protagonist in an ethereal force, pulling them into the unknown.

**Arrival in Limbo & Unexpected Encounters**

As the protagonist awakens in the eerie, dreamlike landscape of Limbo, they are no longer alone. A mysterious **lost traveler** wanders nearby, dazed and confused, seemingly trapped in this in-between realm. This side character may hold fragments of forgotten truths—or serve as a warning of what awaits deeper within.

Meanwhile, another significant side character lurks beyond Limbo, waiting in a different environment yet to be reached.

With their journey into Limbo just beginning, the protagonist must now face the trials that determine their fate.

**Creatures Underworld**

Imps, Serpents, Souls, and Demons

**Creatures Overworld**

Slimes, NPCs, Animals (Wolves, Spiders, Snakes, Boars)

**Mini Bosses in Limbo (Catholic Inspired)**

Lucifer **(Pride)**

Mammon **(Greed)**

Asmodeus **(Lust)**

Leviathan **(Envy)**

Beelzebub **(Gluttony)**

Satan **(Wrath)**

Belphegor **(Sloth)**

**Event Numbers**