

[SPOILERS AHEAD]

ACT I:

[The finished chapters' plot summaries will be written later. Work in progress.]

#### ACT I, CHAPTER 4: THE FORGIVING SAINT

With new information obtained from the temple, Carlo deduces that the artifact was not inflicted by a Curse, but was inhabited by a demon. Now, the demon has funneled into Sophia, and since it is very strong, the sudden shock sends her into a coma. The knowledge about saving the artifact was put there by acolytes who wished to release the demon - it was a trap, and was put there afterwards to trap unsuspecting people into releasing these types of demons. Once the demon is transferred out of an inanimate object and into an animate one, it can only be transferred between animate beings who were also possessed by a demon. There are very few of these types of demons left, and the only ones in proximity are in Sophia and in Hermann. The tacticians know Hermann will die from the demon soon, and has isolated himself deep within a tomb to die there; thus, they plan to transfer Sophia's demon into Hermann.

Both past and present armies venture down into the dangerous maze of tombs and crypts of Jaune Temple, outside of the Blood Rebellion's orders, and without Hilatia knowing. Additionally, Heraldin was broken before and it worked just like an ordinary axe with minor changes, but now that Josef gained new skills from the Scarlet Scale, it works a bit better now. Also, there are times when Rivia is confronted with fire, and she freaks out, but does not explain why. She forces herself to press on for Sophia, but is paralyzed at the sight of fire and pleads to take alternative routes. Eventually, with the help of the present guiding the past using clues obtained from the tombs, the armies manage to get to Hermann and explain to him what's going on, and he agrees to let both demons into him, as he is about to die today, and once someone dies, the demons within them die, too (Hermann tried his entire life to find a cure to eradicate the demons, but he realized the only way to truly destroy them is to have the host die while being possessed; therefore, he chooses to die today as it is getting worse soon, and if he continues to live, the demon will take over him. For years, he has been using his will to hold the demon off, in the hopes of living.) It is also revealed, from the tombs, that Sophia went on to aid people around the continent as the Forgiving Saint. She had no children.

Sophia awakens, and Josef and Rivia explain to her their plan. She is the only one who has the skills to do the transfer. However, she refuses to let a commoner die just so she can live on. Instead, she transfers Hermann's demon inside of her. Josef pleads with her to not die, wanting to tell her that she will become the Forgiving Saint and inspire many in their times of need, including himself. But Sophia says that nothing good will come from her knowing her future; this is what she chose. She believes that just because one good Fate is not realized, it does not mean the alternative is bad. Perhaps, it may be just as good, as Hermann's fate is not known yet. She gives a powerful speech to Rivia and Josef about how one must choose their own destiny and go against fate. When Sophia succumbs to the agony of having two demons inside of her, Josef is at a loss, but Rivia, who is also shaken to her core, tells him that they have to press on, as this is what Sophia would have wanted. Rivia's words inspire her army, and they view her more as a heroine now.

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EXCERPT:

Josef: But Sophia, you're not supposed to die! You're supposed to become-

Sophia: I am sorry, but please, I wish not to know.

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## ACT I, CHAPTER 5: THE TWO HOUSES

Markus meets with Lord Kaguya, the leader of House Arita. Kaguya is fair yet cold and serious, much like Kogyo. He is a strong and determined prince who wants to do what's best for his people. He is under pressure to sacrifice what he wants for his people, who have been shamed by others for being the forbidden seekers of knowledge. Appearance-wise, he has long green hair tied in a bun on top, and wears a yukata-like robe, and make-up, as is traditional for all nobles of Clo.

Unlike Kogyo, he does not dwell on 'beauty' and is far more concerned with wanting to appear to have morals all the time. Kaguya speaks his mind and is kind at heart, and does not just put up a formal act. House Arita split off from House Gita long ago, and their philosophies are at odds with one another. On the condition that Arita will be eradicated, Gita has joined the Blood Rebellion, also called the Triadic Rebellion. Arita is too small to be recognized and is not favored by the Triadic Rebellion. As such, to survive, Arita is forced to aid Vanot, who promises their independence after the war (this is a lie).

Kaguya first meets Josef as an enemy. Josef is annoyed that Kaguya is holier-than-thou and thinks it's all a sham. However, in the coming chapters, he begins to admire Kaguya more when he sees that he cares for the commoners of Clo more than himself. (Note that Clo's commoners are all technically nobles, though their society of nobles have a strict hierarchy based on how 'close' they are to the gods.)

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Tarkla is still at war with Vanot, but Tarkla's royals secretly cut deals with Vanot for their own personal interests. Sonin has conspired with Cavone to kidnap Rivia.

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Rivia finds it hard to cope with Sophia's death. She is not used to being alone, as Sophia and her parents have always cared for her. Additionally, Rivia's army comes across the vague prophecy that says that Rivia would save Myonkos from the Curse. But despite inspiring an army, Rivia is out of her element, as it is all coming too fast for her. During Act I, she begins to turn more and more towards Devin, forcibly wishing that he would be there for her more often, though she does not explicitly say, as she feels it's shameful. Devin was drawn towards Rivia's independence, as she shared his mindset and enjoyed what he enjoyed, but now that she is losing it, he is less drawn towards her, and begins to spend more of his time with others in the army. Devin can't get Rivia to do the exciting things she was eager to try out before, as Rivia wants someone to guide her through them now. Rivia feels betrayed when Devin ignores her, and the two get into an argument. Devin tells her that she can't control him like this, and Rivia tells him that he's supposed to be a prince. Devin admits he doesn't care about princely duties and only wants to do whatever he wants. Rivia reminds Devin that his 'bare minimum' mindset caused a devastating event in the past, and Devin gets angry.

Despite liking him deep down, Rivia turns away from Devin. When she encounters Cavone during a time when both are trapped and need one another to escape, Cavone treats her as a real princess, and Rivia becomes attracted to this deep down. The two escape and part ways, and Rivia is ashamed to actually miss him.

Rivia also wants to treat Josef like someone she is guiding and mentoring, though it never comes off this way and they're more like equals. Josef also isn't someone who's emotionally caring and reliable. Thus, Josef is not someone Rivia can turn to for 24/7 support. Rivia wants and wishes for Devin to care for her, even if he doesn't.

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Josef learns Rivia was backstabbed by a traitor. It's heavily implied that it's either Julian, an adviser from Clo who joined the past army after defeating Aruna, or one of Devin's mercenary friends. Now, both armies seek to find out who the traitor is by journeying to places in the future that would reveal clues on what transpired in the past.

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Josef is revealed to not be the intended wielder of the Fire Emblem, and the Blood Rebellion loses faith in him. Still, as they do not know who the true wielder of the Fire Emblem is, they are forced to continue to use him.

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Through prophets who join the party, the past is able to communicate with the present in limited ways. This allows for support conversations between the two worlds. Additionally, in later battles, the two sides may cross over, though the details for this are not currently planned out.

The prophets still require the Fire Emblem to establish these links. Josef must grant permission to them for the link to work. Thus, while both Rivia and the prophets and communicate with the present, Josef is like the 'admin' and is also given admin privileges that typical 'users' do not have. Also, Josef and Rivia do not need prophets as an intermediary to communicate, while every other pair does require a prophet as a third party linker.

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In some chapter around this point, the player is introduced to the units that fit the Cain and Abel archetype, except one is in the past while the other is in the present.

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EXCERPT:

Josef: "Thank you for your service." They never really meant it. They're just using me as a tool. Why am I even do this for them, anyways? Why do I gotta do this for these ungrateful pricks?

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ACT I, CHAPTER 7

The Blood Rebellion regroups with one of their factions in Bereverant. Josef meets a group of Blood Rebellion soldiers who are destined by prophets to be heroes. One of them, Laviere, is foretold to stop the strongest legion of Cursed Beasts (though not the entire Curse itself, as that's deemed impossible). Laviere is smug and arrogant, though on the surface to others, he's friendly and welcoming. He has the power to choose who to outcast by exaggerating their flaws and social inadequacies, framing them as antagonistic. He passes all these off as jokes, and when someone calls him out on it, he charismatically frames them as being disruptors of fun and peace. He is not the only one like this; there are several 'heroes' who are variations of him, all who flaunt what they have in different ways, some more subtle than others. Other heroes are genuinely humble, or just neutral. Laviere believes, like Soloman, that one must fight with courage to be at the top. If he doesn't, others will take his place. Thus, he has no remorse in kicking others while they're down, and believes this 'courage' is what allows him to be rewarded with fame and respect.

Laviere has blonde curls and dresses fashionably. He is beloved by almost all of the public, including the Blood Rebellion and Gesiri, who don't see how he is subtly mocking Josef and others. This continues forever and his arrogance is not exposed to the public. Also, some interpret his prophecy as 'stopping the Curse' and Laverre considers this a possibility.

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EXCERPT:

Laviere: Hey, Josef, buddy!

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Laviere: I thought you'd look more... hero-like.

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FOURTH LAST CHAPTER OF ACT I:

Josef fights Kaguya, while Rivia fights a Vanot general. While Josef's army wins and forces Kaguya to escape, Rivia's army loses. Rivia is captured by Revecca. Devin, who missed part of the battle due to his carefree nature that caused him to arrive too late (during the battle, he is blockaded away from Rivia's army, and his side has to try to get to her), tries to save Rivia, but is hit by a powerful spell; everyone disperses away from this gigantic flame, and Devin is presumed to have died.

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THIRD LAST CHAPTER OF ACT I: A FALLEN LORD

Both Kaguya and Rivia are defeated. While in Cavone's captivity, Rivia learns that Cavone knew there was a traitor, due to information from her father. Cavone vows not to hurt Rivia on her father's orders.

Hilatia takes over as the main lord of the past. The player still has a third person control over Rivia to explore the Vanot castle.

It is suggested that Devin truly is dead. Rivia thinks she falls in love with Cavone and the two become intimate. Rivia helps him ease the pain of the voices, and Cavone is able to provide for her in a way Devin could not- by being for her at her every whim, just as her parents had. Cavone treats Rivia as a

princess, as long as Rivia does not disagree with him and have her own independent goals that Cavone does not approve of. Subconsciously, Cavone sees Rivia as victory over Devin, as her confusion over the death of Devin makes her turn towards him, and he enjoys using her willingness to his advantage, though he is unaware of this and believes the love is real. Rivia is miserable and has forsaken her dreams. Josef loses contact with her.

Kaguya escapes from the battlefield and becomes a wanted person. Josef stumbles upon him near death, but because he now respects Kaguya, he takes him back to his living space in secret and tends to his wounds. Kaguya reluctantly accepts Josef's care. Josef says he's doing this because the Blood Rebellion doesn't respect him anymore, and Kaguya doesn't seem like such a bad guy. He asks Kaguya why he aids Markus, and Kaguya explains the history of Arita and Gita.

As Kaguya tells his House's story, Josef pieces together how Arita came to be: in the timeline where Sophia became the Forgiving Saint, Arita never existed. Josef learns that saving Hermann altered fate drastically; Hermann's descendant, a commoner, marries into Clo, which causes Clo to split off into 2 Houses: Gita, which favored Clo nobles to 'become like the gods', and Arita, which believed that humans were better than the gods as humans had more autonomy to decide to become more selfless. Arita's philosophy was based on Hermann's writings. Hermann, like Sophia, believed that humans should be granted freedom away from Batova's Fate.

Clo was originally a selfish, hedonistic House. Gita and Arita both inherit these aspects of Clo's nature. Both also favor independence and do not wish for Clo to merge with the other Kingdoms and lose its identity. However, Gita is obsessed with craving knowledge and experiences that only Clo nobles are capable of having. These thoughts and experiences mirror ones that were felt by the Gods. These same experiences were ones that caused the Gods to go mad with power. Thus, all the other Kingdoms believe that Clo is too dangerous to trifle with forbidden magic, and as such, all Kingdoms have agreed to not tamper with this power. Throughout Act I, Kogyo slowly shows how much he craves this forbidden magic. He does not care for ruling over anyone; rather, he only wants to know the truths about the universe that are deemed to dangerous for him to have. Deep inside, he hates how others have decided what he can and can't have; he believes they are jealous that they do not have the capacity to experience the forbidden magic. But through his innate self-control, the calm Kogyo is able to prolong his desires. He seeks to lead Gita on a different path where Clo continues to worship the Gods and is treated as the House that is rightfully closest to Batova, yet keeps their magic on a leash.

On the other hand, Arita claims they still respect the Gods, but reject many of their teachings and experiences. Gita believes Arita to be blasphemous and disrespectful, as Clo is the House that is closest to the Gods and should maintain their heritage. The Arita philosophy is that everyone should have independence to do what they want, but frame it so that helping others is seen as freedom and choice, and not servitude/brainwashing. Arita believes that one must carve a fictional escapism for oneself to survive against all the contradictory and impossible-to-reconcile views of what this world is- how does one reconcile say, obsessing an innocuous and meaningless plant growing competition with the fact that war and torture exist just around the corner? The Merciless Hunger always lingers, and all individuals can do is to try to ignore it through various means.

Arita followers say things such as, "This moment of peace... it is nice." It is very simple, in that although knowledge, power, and other pleasures are great, too, the act of helping others gives the greatest pleasure of all. Gita chastises Arita for such a childish and stupidly simple way of thinking. Arita decides

that if one forgives and makes oneself dominant in sacrificing to others, then one will always win, and that pleasant feeling of winning is always guaranteed. Competition may not always result in one winning those pleasures, but if one takes pleasure in seeing others happy, despite how they see in oneself, then one can be happy, too.

As Josef learns more about Arita's (and thus Kaguya's) beliefs, he realizes this is a philosophy he is both disgusted by yet inclined towards. He disagrees with how people are encouraged to be selfless, but respects Arita's goal of releasing the people from the bonds of Fate. Both him and Kaguya disagree with the common belief of, "If it happens, it's supposed to help you avoid bad or sinful fates."

Josef also tells Kaguya about his father. His father was a brave and honest man, but too honest for his own good to not become a thief. Instead, he worked as a miner. Josef's mom immediately left after his birth because his father was too poor and she didn't want to be tied to him with a family. She married a well-off baker instead, abandoning Josef and never reaching out to know him. Josef wonders, even if his father was a rich king, if he could stand to live with such a vile person, and thinks he's better off without her.

After several weeks of recovery, Kaguya leaves while Josef is sleeping, and Josef wonders if he'll see him again. The two do not become intimate yet; they only respect one another despite fighting on the opposing side.

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EXCERPTS:

Kaguya: Ugh... [He rolls over and cocoons himself in the blankets]

Josef: [sitting down nearby] Still can't get up from bed?

Kaguya: This is not the way a noble should behave.

Josef: You're still sick, man. Just give it a couple of days. I can make you some soup.

Kaguya: ...

Josef: Geez, just drop the act already.

Kaguya: ... Soup would be nice.

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Josef: Yeah, ever since my dad died, I didn't really have a place to go. I worked in the temples for 2 or so years, just as a cook. Klifa let me stay there for free. Not cause I was the best cook she could find or anything, it was just cause she was nice.

Kaguya: [politely drinking the bowl of soup] This soup... it's okay.

Josef: Just okay? You kidding me? I'd like to see you cook up your own!

Kaguya: I know a million ways to dice and broil a Cactoon leek. I never had to deal with something as trivial as this.

Josef: You know, you're really startin' to piss me off here. I gave you all this hospitality, and this is how you repay me? I'm starting to think you nobles really are all the same after all.

Kaguya: I apologize. I didn't know you would get so offended.

Josef: Ugh. Yeah, well, just learn faster, alright?

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Kaguya: So why do you still scam people if you want to be a hero?

Josef: The world's an unfair place. Just because I'm keeping myself on top doesn't mean I can't also be a hero to the people.

Kaguya: Do you just want to be a hero so others can praise you?

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Josef: What if your sacrifice is meaningless? What if it doesn't do anything?

Kaguya: It is the intention behind it that counts. I do it for myself.

Josef: That's a paradox. That's totally unnatural. It's completely sick and stupid.

Kaguya: No one's forcing you to do that. That's just what the extremists believe. But even the extremists don't force their way of thinking onto others. Each individual is free to choose how they view life, but to ensure this freedom, Arita must exist somewhere in the middle.

Josef: You want me to feel happy that those sadistic murderers of the people I care about are happy and have things they don't deserve?

Kaguya: It's not the ultimate moral goal- it is not what is right in life. There is never a right or wrong. There is only what will consequently occur to you when you change your way of thinking. And so, if you partake in this belief, you may be happy. It does not hurt to try.

Josef: Sounds like it's a way of corrupting your mind. It's like how some captives come to love their captors. They don't have a choice, so they have to make the best of a sick situation.

Kaguya: Yes.

Josef: Doesn't that seem wrong to you?

Kaguya: As I said, there is no right or wrong. Only what the individual feels. If there is to be sacrifice, then I feel good if I am the one who sacrifices. It is my choice. If I am to be the loser, then I might as well take pleasure in it.

Josef: I'll never submit myself to this sickness. I'll always keep fighting so I'll be on top.

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## SECOND LAST CHAPTER OF ACT I

After a year, the past army is able to re-vitalize and heads out to take Rivia back from Cavone. Cavone has not married Rivia yet, as there is much controversy in having a Vanot prince marry a princess from

Tarkla. In secret, Rivia has just had a daughter, but this infant is kidnapped by a mysterious being, and this sends both Rivia and Cavone into total despair.

Rivia is housed within the main Vanot castle. King Javier has left it to attend an important meeting, and in the present, Emperor Soloman has done the same. In the present, the player fights against Fegalis. In the past, the player fights against Abraham, a high ranking Vanot general who is also a Vanot nationalist. The player controls Hlatia, who can use magic speak to Rivia (her link to Josef is beginning to re-appear again), as a Lord. Fegalis dies, though Abraham does not. After the battle, the voices in Cavone's head intensify, and he is incapacitated; he encloses himself in his chambers, unable to function. Devin is revealed to be alive and saves Rivia, who goes with him now that Cavone is lost in illness.

After the battle, Kaguya (who was fighting the Blood Rebellion elsewhere and whom the player does not fight on the battlefield) is injured again, and Josef finds him. He nurses Kaguya back to health, but after a few days, the two are discovered by the Blood Rebellion. Kogyo arrests Josef as a traitor. Meanwhile, as Josef is being arrested, his Fire Emblem is stolen and has gone missing. Kogyo accuses Kaguya, who has disappeared, of stealing it.

However, soon there is much evidence to suggest that the traitor who killed Rivia is actually Julian, who is working with Kogyo. The Clo noble could not resist the Fire Emblem anymore and within the past year, had secretly plotted to betray the Blood Rebellion. The night after Rivia was saved, Anna and her partner Victoria had betrayed Josef's army and had taken the Fire Emblem. Just as they are about to sell it, Anna does not go through with the plan, as she has fallen in love with Yuma, but Victoria only cares about power and riches so she hands the Fire Emblem to Kogyo, hoping to also get a position of power once Kogyo made Clo strong again.

Kogyo seeks unlimited knowledge. He takes pleasure in marveling and wondering at beauty. Knowledge gives many possibilities, many possible 'works of art' for him to create and marvel at. However, he hides this temptation within him. His sister Glia shares the same passion. Together, the siblings betray the Blood Rebellion. When Victoria wants to be with Kogyo just for power and gold, Glia chastises her, calling her unclean and unable to understand Kogyo's true passion. Glia says Victoria will never be able to be on the same level as them.

Kogyo seeks the greatest knowledge of Clo, which was sealed away and forbidden by the other Houses: to become like the dragon gods, to experience their sensations in the Timeless Realm. These dragons are not the same as the dragon gods, but are merely figures crafted to resemble their image. Clo nobles could once transform into dragons, but when they did, they were driven mad, unable to handle the sudden change, and wrought destruction. Kogyo arrogantly believes he can handle it. He seeks to gather all the knowledge in the world for himself, not allowing others to share it, so he can create beautiful works of art that no one else can rival.

Using the Fire Emblem, Kogyo talks with Julian, and both are finally unable to resist what they have dreamed of. As dragons, they would experience sensations that no human can ever know, and to know truths about how the universe work that no humans can understand. Before, the Blood Rebellion aimed to ally with Bereverant to gain allies in defeating Vanot. The present day Bereverant prince and his many siblings (of all ages) were very happy and willing to help out. But just as they align with the Blood Rebellion, Kogyo and Julian destroy the present Bereverant bloodline by killing their ancestors, as they were in obstacle keeping him from unleashing the forbidden knowledge.



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EXCERPTS:

Kogyo: Who are you, again?

Victoria: I'm the one who brought you the Fire Emblem.

Kogyo: Ah, yes.

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#### LAST CHAPTER OF ACT I: THE SIN OF KNOWLEDGE

Kogyo aids Julian in planting the seeds to create an army that would be powerful enough to combat both Vanot and the Blood Rebellion, as both seek to keep Clo from harnessing forbidden magic. After growing in secret for hundreds of years, this army emerges from hiding and Kogyo commands it. Meanwhile, Julian only has to fight against Rivia's army, not Vanot, so he does not require as much power. At this point in time, Clo is also still very powerful (Vanot has not oppressed it yet).

The entire Blood Rebellion is devastated by the loss of the jovial Bereverant family. Anna steals the Fire Emblem back from Kogyo and hands it to Josef. With intense anger, Rivia fights against Julian, and Josef fights against Kogyo. Despite being traumatized from her imprisonment, Rivia bravely presses on against Julian. Both Clo nobles transform into powerful dragons. Glia has not had time yet to learn the rituals to turn into a dragon, so she fights as a mage. Kaguya is a playable unit, though only as a mage and not as a dragon. With the help of Markus, who joins the party as a Lord halfway, the two traitors are defeated.

After a pivotal revelation, Josef, using clues in the present, learns that Cavone was trying to save Rivia from the traitor who aimed to sacrifice Rivia in some mysterious ritual, which is heavily evidenced to give the traitor Avadi's power and immortality. Markus also learns he's the descendant of Cavone and Rivia. The traitor had tricked Rivia's army into heading into the location of the ritual, and Cavone was trying to stop the traitor, choosing his love over his desire to wage war against the other kingdoms once he learns Hilatia's true intentions. Now that this traitor, Julian, was presumed to be found, Josef wonders if Cavone would change, though the prince is currently lost in his illness.

[SPOILERS AHEAD]

ACT II:

Julian claims that he has no interest in what happens with Rivia, but he is not believed and is jailed. Hilatia's army has suffered devastating losses, and must recuperate in hiding. For a year, the army avoids direct battles.

After Rivia has her mind broken as Cavone's captive, she loses her independence and goes into the deep end, fully needing someone to rely on. Devin, feeling guilty that he wasn't there for Rivia and believing that he was one of the main causes for her being kidnapped, does his best to try to comfort her. Rivia becomes reliant on Devin and does not want him to leave her. They become intimate, but both do not truly love one another- Devin only pities her and wants to assuage his guilt, while Rivia is emotionally broken. Months later, Rivia has a child. But by this point, Rivia and Devin have drifted away, unable to

handle the pressure of being with one another. Neither feel fit to raise a child. Their child, Iris, is protected in secret and is taken away from the battlefield.

Rivia continues to fight against Vanot but cannot get in touch with Cavone as he has secluded himself from the world due to the pains of the voices in his head. She aims to also find her kidnapped child, and suspects it may have ties to strange acolytes that Josef is fighting in the future.

King Javier, plagued by the Curse, continues to fight against Rivia, impeding her from heading into the Holy Altar, which Hilatia claims has the power to stop the Curse and rid Javier of his mad desire to conquer Myonkos. Additionally, Cursed Beasts, led by an enigmatic Witch who is somehow harnessing Avadi's power, also fight against her army. Emperor Soloman fights against the present. Mysterious armies, led by a godly figure whom they do not reveal, attack Josef and Markus. This army is led by a figure called Sidney, a young and soft spoken yet capable figure. Sideny is not without his faults as, at times, the young man is too kind and trusting of others; it is only his sect's advisers who prevent him from being taken advantage of. He looks like a typical Fire Emblem lord. This religious army seems to have appeared once it learned of Josef's true plan with the Fire Emblem- to save Rivia. The sect is driven by belief and does not seek any diplomatic negotiations with Josef. Because Markus sees Sidney's good nature, he tries to get Sidney to switch sides, but Sidney refuses, saying that his side is the right one, but he cannot tell Markus why. He only has to stop the prince before it's too late.

New evidence in the future shows the real traitor does not fit the description of Julian. Thus, Josef aims to look for the real one. Josef realizes he and Markus share the same goal- to save Rivia, their ancestor. Markus thinks that by joining forces with Josef, he can be better than his father. He leads an army of Vanot dissidents away from his father, and joins Josef in fighting Emperor Soloman.

Hilatia acts shady and is suggested to have been infected with the Curse. Josef highly suspects Hilatia, but has no evidence to prove that she's the traitor. The past thinks the traitor is still Julian, so they are caught off guard. They don't believe Josef or Markus, as the only evidence they had came from dreams that the two both had about the traitor. The past is convinced that the mysterious armies in the present are somehow tied to the Witch, who somehow is not seen in the present.

After a battle, there is actually an opening to head straight into the Holy Altar. However, Hilatia tells Rivia that they can't go in there yet. This is suspicious as she gives a strange reason for avoiding it.

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As Act II progresses, Rivia and Devin personally mature. Before, Devin avoided responsibilities because he could not stand the pressure of being a Lord. Now, he learns to confront his fears. Rivia also learns to stand back up on her own two feet.

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It is revealed that Josef was not the first who used the Fire Emblem. Several heroes before (led to it by a haunting voice, the one Josef had heard too) have tampered with the past and failed, and made the present worse. But for now, nothing detailed is revealed about this.

Within the Fire Emblem exists a being called the 'dragon wisp' who cannot speak, yet is somehow behind linking the past and the present. It is shy and hard to get a hold of, but over time, it drops substantial clues about the Fire Emblem's history.

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During the journey, the armies travel to Clo, a picture-esque land resembling a painting with all sorts of colors.

Kaguya and Josef become closer, as Josef is able to accept Kaguya's self and not make the lord worry about being a good ruler for his people or not. Josef admires Kaguya's self-righteousness, which he finds rare in nobles. But Kaguya does not want to be with Josef at first because he fears that if he marries someone from Tarkla, Clo would lose its independence. He has to choose his Kingdom over his love. Later, when Josef finds this out, he reassures Kaguya that he won't take over Clo.

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Midway through Act II, Josef learns Hilatia was the real traitor. Hilatia was fighting against Vanot as Vanot had control over the lands that they needed to walk through to get to the Holy Altar, where Rivia would be sacrificed once she found her true soulmate. It is believed that she is aiming to sacrifice Rivia so she can take over the Witch's power. In the present, Hilatia has ascended to become a demi-goddesses, so it is hypothesized that she succeeded. The present Hilatia aims to extract the life force from thousands of nobles to gain power to enact another ritual that would enhance her powers, as somehow she is getting weaker. It is suggested that Hilatia is now behind the Curse that will maintain her power, just like how the Witch used the Curse for the same purpose (though the true purpose of the Curse is not yet confirmed). The present day Hilatia is also able to cut Josef off from communicating with the past by casting a spell on the dragon wisp. The two armies now do not fight simultaneously; there are separate chapters in which the armies fight alone, as in traditional Fire Emblem games. Hilatia is still a usable unit in the past.

To save Rivia, Josef gives the Fire Emblem to Markus so he can attempt to communicate with Cavone in the past- he is the only one who can stop Hilatia. But the cult who worships Hilatia has infiltrated the Blood Rebellion; they claim Josef is a traitor who is working with Markus, claiming his split with his father is a bluff. The cult aims to stop Josef from reaching Cavone. Josef now fights against the Blood Rebellion to allow Markus's Vanot army to take over strategic locations which would give safe passage into the Holy Altar. As Cavone is still incapacitated, Josef and Markus aim to head into an ancient and abandoned Vanot castle. It houses Cavone's holy lance, which contains an artifact that will allow Markus to bypass Cavone's schizoprenic-like voices and speak to his ancestor. This castle was build by Cavone as a new place for him to rule with Rivia once he becomes king; now, Cavone has also secluded himself in this castle. The present defeats Hilatia's cult, which claims this artifact will allow Markus to crush the Blood Rebellion, and obtain the artifact. Markus nearly sacrifices his life to obtain Cavone's holy lance, which only he is capable of using. With it, they persuade Cavone to turn against Vanot and rescue Rivia.

Cavone and Abraham secede from Vanot with a dissident army more loyal to Cavone than Javier, and now Markus is able to communicate with Cavone with the Fire Emblem to aid him in defeating King Javier, who has received word of Cavone's disobedience. The player now has control over Cavone's army. King Sonin, after learning about his wife's plan to sacrifice Rivia, joins as a unit, too. He is unable to fight, but is able to cast buffs and spells. In the present, Emperor Soloman has detected where Markus is, and fights his own son. The two armies succeed in killing the Vanot kings, and they proceed to head towards the Holy Altar, where Hilatia now reigns as a demi-goddess.

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## SECOND LAST CHAPTER OF ACT II:

At last, Rivia and Devin grow stronger as individuals, and their relationship finally grows strong, too. Both say they are ready to try becoming parents. The two confess their love for one another, and Hilatia learns of this. Now, she is finally able to enact the final part of her plan.

The player controls Rivia's army to defeat the final obstacles towards Hilatia's destination, and the army enters the Holy Altar. Once it does, Hilatia and her priestesses secretly knock Rivia unconscious and kidnap her. Rivia's army does not know what happened to Rivia, Hilatia, and the priestesses. However, Hilatia hesitates in bringing Rivia into the sacrificial chamber, and this hesitation is enough to let Cavone take advantage of an opening to break into the Holy Altar. Hilatia then rushes to bring Rivia into the chamber.

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## LAST CHAPTER OF ACT II:

Inside the Holy Altar, the two descendants of dragons fight against a blood-lusted yet still motherly Hilatia. Sidney also appears as a strong, hard-to-defeat side boss; he wants the fighting to stop so he can speak to Josef and Markus, but his Order forbids him from doing this, and neither Josef nor Markus want to risk trusting him, either.

In the past, Cavone fights against Hilatia's army; Devin and Hilatia are bosses. There are two groups of enemies in the past: one consists of the player's units led by Devin, and the other, in a different location, consists of Hilatia and her loyal priestesses (including Leiah). Sonin leads half of the army against Hilatia, while Cavone leads his half against Devin. Cavone is unable to convince the opposing army that Hilatia is the traitor, as they do not believe him and attack him on sight before he can present any evidence.

At the end of the chapter, Cavone is unable to reach Rivia as Hilatia's army has entrapped him. Sometime during Act II, Sonin had picked up implications from a prophet that he would die soon. Knowing that Cavone won't get to Rivia in time, Sonin realizes what the prophet meant, and heads into the sacrificial Altar to rescue an unconscious Rivia from the ritual's Sacred Fires. He pushes Rivia out of the way, and is forced to use his body as a shield against the Fires. Rivia wakes up only to watch as her father, whom everyone thought of as cowardly, burn to death in front of her.

Meanwhile, Sidney heads towards Hilatia but Markus blocks his way; but after gathering new intel, Carlo tells Josef that Sidney may have valuable information. However, Josef does not want to listen to Sidney; he is impatient to prove himself to be a hero, as the Blood Rebellion and Myonkos do not think of him as one. Using a spell unique to Heraldin, Josef strikes down Hilatia, but somehow, this inadvertently causes the Curse to grow stronger. Carlo alerts Josef that something is wrong. Soon, they learn the truth from clues they pieced together: in the past, Hilatia was able to completely resist her infection with the Curse, and in actuality, she was trying to save the land from the dark forces by sacrificing Rivia. The detailed reasons for why Rivia had to be sacrificed is explained in the section below, 'The Witch's Story'; Sonin was responsible for the Curse by not sacrificing Rivia as a child, and thus, Hilatia sought to amend for his sins by raising Rivia to be a sacrifice, in accordance to Batova's Laws. Rivia could only be sacrificed once she found her true love. The demi-goddess Hilatia was also using her powers to keep the Curse from

growing stronger, but she was growing weaker; thus, she needed to sustain her power by sacrificing nobles.

The actual perpetrator of the present-day dystopia was Cavone, who had used the Fire Emblem to tamper with the past to save Rivia. The present timeline is an abnormal one created by Cavone's sins. In the original timeline that followed Batova's fate, Rivia was sacrificed, and the Curse had been sealed away. But after Cavone learns of her death, he uses the Fire Emblem to go back in time and send messages to the past Cavone that makes him hear voices. How he possessed the Fire Emblem is explained in the section below, 'The Truth about Cavone and Hilatia'. The Cavone in the first timeline was already insane, but this made him even worse. The future Cavone's voice led Cavone to enact a sequence of altered events that, unknown to him at the time, would save Rivia, as these are key to collecting ingredients for a spell that would allow him or Sonin to enter the sacrificial chamber, which is protected by a barrier. An example of a sequence that led to saving Rivia: Save the village from the Curse -> Use the blood of its rare pegasi as ingredients which construct the bypassing spell

Cavone had no idea the voices were from his future self until after Rivia is saved; once fate changes, Cavone is able to absorb all the memories from his future self, and this provides an explanation to him about all that transpired. Afterwards, the future Cavone is unable to speak to the past Cavone anymore, as fate has now embarked on a different path and the future Cavone does not exist anymore on the same 'wavelength' as the new Cavone, though they share the same memories. Now that Rivia is alive and Devin is gone, Cavone decides to frame Hilatia as the villain. He kills Hilatia's mortal self, thus saving Rivia from her 'evil mother'. He then tells Rivia that Hilatia wanted to sacrifice her to obtain absolute power. He also reveals that the lullaby her mother sang to her since she was a child was what triggered the ritual.

Rivia believes she owes Cavone her life now. Cavone tells Rivia that the only way to stop their two kingdoms from going to war is through marriage; her love for him is the only reason he will call off the war. Rivia reluctantly agrees. Tarkla, the last Kingdom resisting the new empire, joins with Vanot, and the war ends. But Rivia does not know that the Curse will continue to plague the land, and helplessly watches as it descends into darkness. Cavone would also become more and more controlling, and after Rivia tries to escape from him, he locks her away, and marries her in secret. He keeps their marriage hidden because the people would question why he had locked a princess up. Rivia dies isolated from the world, being around only Cavone and their daughter, Rivia's third child- not even the servants were allowed to talk to her, as Cavone believed that she would conspire with them to escape. Josef's ancestor- Rivia's second child- is hidden away from Cavone.

Josef did not know Hilatia was the one guiding him the whole time, trying to steer him in the right direction even when he went against her. Instead, he was given false evidence that Hilatia successfully killed Rivia, which is why she disappeared. This was a cover-up used as backup by Cavone, in case anyone ever managed to use the Fire Emblem to try to sacrifice Rivia.

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THE WITCH'S STORY:

[The whole story is revealed when the player pieces together various clues found throughout the story. It is not given in one comprehensive fashion like some other revelations in the story. Pivotal parts are given in main story cutscenes.]

Long before Rivia's time, the kingdoms were tasked with protecting the land from dark, vile magic conjured by Avadi. But a curse befell the land after a Witch and her daughter were thrown away by a prince who chose his kingdom over his love. The Witch was a disfigured and exiled noble of a minor House from the Tarkla Kingdom, which cast her out when she was 12, due to a prophecy that a disfigured noble (with half of their face appearing as if 'melted by fire') would bring doom to the land. She was meant to be killed, but her nanny lied to the kingdom and spared her. Later, using magic to disguise herself with the face and skin of her 'normal' twin sister, the Witch met the prince of the Tarkla Kingdom, and the two had a child. Afterwards, however, the prince learned of her true identity, began to fear her, and abandoned her to marry her twin. Months later, on orders from the king, he hunted the Witch down to stop her from fulfilling the prophecy, but could not bring himself to kill her. In the prince's mind, she was said to be so weak and cut off from the royal magic that she could not do harm to anyone if she did not live amongst the royals. He wanted to believe that she was not the person the prophecy foretold, and told her to take their child away and never set foot in the kingdom again. A few days later, in the wilderness, the Witch woke up to find a bloody mess where her child was- presumably, she was eaten by creatures who feast on human infants. With all of her hope in life gone, a dark power hidden inside of herself that no one had known about was unleashed, and with it, she was able to summon the Fire Emblem from one of her nightmares. No one else had ever been gifted with such powerful, innate magic- the Witch was the first one strong enough to do this.

With the Fire Emblem, she was able to speak to Avadi, though she could not unleash him fully, and learned of the Tarkla's sinful history of abandoning or killing disfigured nobles whose hearts were considered too dark to be gifted with the dragon's blessings- the main cause was due to a prophecy that one day, a disfigured child would grow up to bring a terrible curse upon the land. Using the Fire Emblem, the Witch delved into dark magic and against all expectations, became so powerful that she managed to bring a curse upon the land to fulfill the prophecy; then, by directly channeling the will of Avadi, she became unkillable by any means known to those residing in her time period, though her soul was confined into one location due to Avadi being trapped in an artifact within the old Tarkla castle. Also, although she unlocks the Fire Emblem's ability to alter time, she herself is unable to use it to alter time, as she had been exposed to the dragon's dark magic for far too long in the artifact that 'did not know time', and had now lost the concept of mortal time.

To save the realm, the Tarkla Kingdom realized it would have to sacrifice one of its direct descendants, under the age of 12 (the age of the Witch when she was cast away), of the royal bloodline every 30 years to stave off the curse. This way, the family would know the pain of abandoning a child, which is a pain that the Witch's family lacked. This was in retaliation for all the disfigured children that were killed; now, the healthy children would have to suffer, too (there were only a few disfigured children throughout history, so Tarkla believed they needed to sacrifice them to stave off the prophecy.) The curse became a secret that only the highest nobles knew about, and they raised children in secret so that the public did not have to know. The prince had married the Witch's 'normal' twin sister and had two children, and now he had to choose which one to give up. For hundreds of years, the kingdom had been doing their duty.

Centuries later, King Sonin, Rivia's father, is only able to have one daughter before the next time of sacrifice. Unable to let her go, he lets his land fall into ruin while hiding away with his daughter. The Four Kingdoms go to war after several of its nobles are driven mad by desires for conquest and power; Vanot, the strongest kingdom, takes the lead. Hilatia is unable to go along with this any longer and pleads for a solution with the Barren, devout and esoteric followers of Batova who sacrifice more for Him than any other in Myonkos. The Barren reveal that the only way to undo the King's sin is to sacrifice Rivia after she has found her soulmate, and to do so before she is 21 (the age of the Witch when she was abandoned by the prince). If she dies before this happens, or grows too old, the land will be cursed for eternity. No other child can work, as this is no ordinary sacrifice; it's required to repay the very specific debt that Sonin incurred.

Batova and the other dragons gods are dead, so only the Barren are left to interpret his laws and preach them. The Barren believe humans cannot be granted too much free will, else their selfishness will destroy the world, just as the dragons had destroyed theirs.

Hilatia does not want to give her daughter Rivia up, but soon realizes it's the only way. Rivia grows up to be incredibly stubborn and selfish- too selfish to willingly sacrifice any part of herself, as she has been spoiled by her father, and also by her mother, who wished that she'd have a good life before her death. The queen tries to find suitors for her daughter, hiding her true intentions away from her husband, but Rivia grows agitated by her relentless pushing and runs away.

The Holy Altar was where the Witch and her lover were married. The Witch's Lair is where they promised to live the rest of their lives together, and is also the location of the Kingdom's old palace before it was taken over by the Witch. Though they have the chance to get to the Holy Altar earlier, Hilatia uses magic to learn that Rivia has not found her soulmate yet, and thus they cannot enter or else the sacrifice would not work. It is only once Rivia and Devin truly fall in love that Hilatia goes through with her plan.

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#### THE TRUTH ABOUT CAVONE AND HILATIA:

Cavone falls in love with Rivia after taking her captive. After Rivia's death, Cavone becomes distraught. Avadi learns of this and lures him to the Witch's Lair, where he is given the Fire Emblem. Avadi had calculated that Cavone would be the perfect wielder of it, as his actions would be drastic enough to enact a powerful enough Curse that would drive the humans to crave dominance over others so much that they turn to Avadi for more power, eventually ushering in his return. Cavone learns that the Fire Emblem can revert events in time by tampering with the memories of the dragon gods' ghosts (it is said that the world is their 'dream', though this is not expanded upon further and is left mysterious). He believes that he has to become a good person now and give up his conquest to save the one he loves. Cavone tampers with the past to save Rivia, though since he is only able to communicate with his old self during this time period of the past, he does not have the power to prevent her second child from being born- the Fire Emblem can only tamper with certain events, and its powers are limited.

In the original timeline, King Javier is still killed because he opposes rescuing Rivia. Cavone's new castle is plagued by the Curse after a series of events, and Cavone takes over his uncle's castle as King.

In secret, while Rivia is still weak and dazed from watching her father die, Cavone kills Devin. He then tries to kill Hilatia, but unbeknownst to him, she detaches her soul into the only escape there is: a torturous realm, separate from Avadi's but similar to it, and much, much worse; Hilatia's human form is not used to the disfigurement bestowed upon her by her new form. Using the last of her forbidden magic, which she offers to Batova's ghost whose powers are amplified in the Holy Altar, Hilatia destroys her mortal form to become a demigoddess, but one who is constantly in pain. Hilatia is the only one able to do this as she had devoted her life to 'purifying her loyalty to Batova' and thus, had prepared her whole life to meet all the conditions for this worst case scenario ritual. She tries to take the role of Rivia as the offering, but the effect is not the same. For hundreds of years, she tries to guide heroes into reverting what Cavone has done while using her powers to stave off the worst effects of the Curse. Over time, she is driven mad from being tortured by living in this foreign dimension, and becomes hellbent on killing Rivia, believing it was her brief hesitation to kill her daughter that led to the demise of the world.

After Cavone uses the Fire Emblem to alter fate, Hilatia's followers (led by Leiah) steal the Fire Emblem from him, intending to use the artifact against its creator. But their ensuing battles with Cavone's army cause them to lose the Fire Emblem, and only once in a while are they able to retrieve it again. When they do, they send their chosen one- a descendant of Leiah, Hilatia's most devout follower- to alter the past by speaking with Leiah. However, they are never able to succeed, and only end up making things worse. Sidney, the current chosen one, is the grandson of the mysterious mage thief who gave Josef the Fire Emblem. The mage thief was one also of the 'chosen ones' who was supposed to alter the past; however, he failed in his endeavors, and became disillusioned with his destiny. He left the order and became a thief. Hilatia's cult does not attempt to convince Josef and Markus to join them because their prophets foresaw that this would 'doom the entire order', and though Josef asks further for why, it is too late; as he is being explained the reason, Markus meets with Sidney, who begins to tell Markus the truth.

Sidney is the one who was truly supposed to wield the Fire Emblem. He is also seen as a heir to a restored Tarkla kingdom, as his ancestor Leiah's House, though fragile, was inherently second-in-line to take the Tarkla throne if Tarkla ever fell. Due to the importance of the cult's activities, this truth was kept a secret, as they did not want Vanot to keep an eye on them as they operated from the shadows to seek the Fire Emblem. Every once in a while, a pattern would repeat, meaning Leiah's descendent would have to go through with the time travel act that Josef was involved in. Sidney's grandfather, Oculus, had spoken with Leiah in the past to try to steer Hilatia on the right course to save Myonkos. Sidney was supposed to speak with Leiah, too. However, Oculus became the first of his lineage to reject the Fire Emblem, and thus the demigoddess Hilatia's messenger- a dragon wisp who was instructed to drive the Fire Emblem away from darkness and towards the light- became lost. The dragon wisp, now abandoned by its master Oculus, sought a new home with one who had a pure heart, as that was what a Chosen One was intended to have. As it did not exist in a realm of time, it ended up finding the one of the most devoted followers of Batova: Sophia, the Forgiving Saint. Now Sophia, who had no descendants, was tasked with linking herself to one whom she felt closest to in the present time, though she is unaware of the purpose of doing this and only follows her dreams blindly. By chance, Sophia and Josef's dreams are linked to one another by accident, and Josef happened to be Rivia's descendant. Now, their link was permanently forged. When Josef learns the truth of how he came to be the holder of the Fire Emblem, he can't believe that the artifact would stumble upon Rivia's descendant by chance, but this is exactly what happened. What is 'fate' and what is 'chance' is left ambiguous.



When Rivia and Josef become more aware of one another, the Fire Emblem naturally began to link the two together, as Josef was always meant to be linked to Rivia, not Sophia, if he was to tap into this pattern of Sophia's time period.

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#### THE AFTERMATH OF THE BATTLE:

Afterwards, Markus and Josef learn that Rivia's first child, who was kidnapped, was actually murdered. The mysterious kidnapper is revealed to be Abraham, who did not want a child of both Tarkla and Vanot to unite the two kingdoms (as a noble who hated outsiders, he desired to keep the Vanot bloodline free from a drop of Tarkla); he had killed the child and hid her body. Unintentionally, this spurred Markus into thinking he was the descendant of that child, when in actuality, he was an abnormality of fate created after Rivia was saved by Cavone. When Cavone discovers what happened to his first child, he kills Abraham in one of the most painful ways imaginable.

Thus, if Rivia is killed, then Markus would not exist because Cavone would not force Rivia to marry him, but the world would be saved from the Curse. Additionally, in an attempt to make things the way they were supposed to be, Fate has attempted to destroy Cavone's descendants not only because they were abnormalities in time (that alone is not a sufficient reason), but because they were directly linked to Rivia not fulfilling her destiny as the sacrifice to end the Curse. Each generation, each descendant became less and less likely to succeed. When Markus was born, he was given incredibly unlikely odds to ever fulfill his dreams. Cavone's descendants are only able to exist if Rivia is saved. Upon hearing that his bloodline was inseparable from the Curse, Markus becomes distraught that all he sacrificed- to rise above from his doomed fate- was for nothing. He's angry at the unfairness in the world, as despite trying as hard as he could, the only way he could save Myonkos was by never existing; his very existence was to blame. He also has no stake in the commoners, who, all his life, have despised him until recently, when he went above and beyond what anyone else had to do to display his heroics.

Josef had inspired Markus to leave his father because he insisted that one had to take fate into their own hands, and not worry about forcibly giving up part of one's self as part of Batova's plan. Markus and Josef both saw themselves in the same position: both wanted to change their destinies. But now, Markus is not given a choice, and is pressured by the 'good people' to kill himself. On the other hand, Josef is not considered an abnormality in time, though Kaguya is, yet the Clo noble is not pressured to shamefully end his life like Markus is. Markus also sees that despite being naturally talented and trying his best to succeed, fate had prevented him from ever succeeding- it is his existence that has prevented him from ever winning, with only one miniscule (and still unappreciated) success at getting Vanot to harvest the Hollis Fruit. Josef is mediocre, yet is on the path to becoming a hero.

Sidney believes Markus can change despite the prophecies about him. He goes against the sect he has always been loyal to and tells Markus the entire truth about his existence, then says that he has to be willing to give his life for the greater good. This would be the most noble thing Markus could do to redeem his ancestor's sins. Markus asks Sidney that if he does not, would Sidney kill him? Sidney replies that he does not wish to, but he and his cult would never back down from their plan to use the Fire Emblem to sacrifice Rivia. Markus begins to realize that his father told the truth- sacrifice is inevitable, and those who sacrifice themselves would not be given any respect by the majority. Markus knows that if he dies, 'heroes' such as Laviera who might still remember him in the new timeline would scoff at him

and laugh at his gullible willingness to die by the request of others. All his life, Markus had lacked warmth from society, and he wanted to have it by becoming a respected hero in their eyes. Angry at the world for not caring for him, Markus decides that the only way to live is to fend for oneself, as that is what everyone else is doing by wanting Markus to die. Myonkos does not care for him- it only cares for others. He was born into an unfair fate.

As Sidney and Markus converse, the cult's prophets explain to Josef that the reason they did not tell Josef and Markus about the truth was because it was foreseen that if they did, Markus would incapacitate Josef's army and steal the Fire Emblem for himself. If Josef was told this, Markus would have known it, too (as the two commanders of the same army, they swore not to keep secrets from one another). Additionally, the sect is uncertain how Josef would have reacted, and could not take this risk. Naturally, there should only be one Fate, but because the Fire Emblem had tampered with history, now there are able to be multiple branching Fates. Ultimately, this path in Fate would somehow bring doom to the sect, though the prophecy is vague on how this happens.

When Josef learns the truth of what the prophets foretold about Markus, he rushes into the chamber with Markus and Sidney, only to find that his friend had already killed the Chosen Hero. Markus then explains to Josef why he has to live for himself, as he is only doing what the others are doing for themselves. If other people had to be inflicted with a Curse so that he could live on, then so be it. He would be a king who would inspire hope in them to fight against a Curse, though he would not tell them the truth about the Curse's existence, as he does not want to lose admiration from society. Markus believes that ridding the Curse itself would not change people's selfish nature; thus, using the Fire Emblem, he would try to create a world for those who work hard and strive towards their dreams. The strongest and most determined would gain what they want. He seeks to destroy Batova's Fate, just as he and Josef dreamed about doing. Josef tries to persuade him out of it, but he can't change his mind. Josef tells that he, too, wants to change Batova's threads of Fate, but Markus tells him that if he does, why is he a lapdog for the 'good people', who want to maintain Batova's destinies? Markus also tells him that while he admires Josef's strong desire to enact his goals, he accepts that their overall goals are incompatible. Even if both he and Josef worked together to get rid of Batova's threads of Fate, Rivia would never be with Cavone. The only way Markus could be born is if Rivia was forcibly married to Cavone. Since Rivia and Markus do not get along, Markus is not so opposed to this. He is reluctant and feels guilty, but his selfishness and pessimistic view of others overrides any moral sense of justice he ever had. Markus reveals his true nature: he did not want to work for the greater good, but only wanted to work for himself so he could be admired. Though he did care for others, they were only secondary to him. Finally, Markus says to Josef that if he wants to have his way with the world, then he has to defeat him and prove that a cheating gambler's will is stronger than a prince's. Playing a fair game such as this is a world that Markus desires.

After the two resolve that they cannot work together anymore, Markus attempts to take the Fire Emblem away from Josef so that the past cannot be changed, but the clashing of their holy weapons mistakenly hits the Fire Emblem, splitting it into two and weakening its powers severely. Each of them grab onto half of the broken artifact. Desperate to prevent the past from being changed, Markus tells Cavone how he can destroy the Holy Altar. Cavone succeeds, and the structure begins to collapse. Meanwhile, Josef is able to reach Rivia again, and tells her how her army can escape the collapsing Altar. Upon emergence, Josef and Rivia gaze upon the temple, which is now in ruins. Josef is worried, as

Hilatia's followers are still in the temple. He rushes inside to find many dead priests and priestesses; he goes to an altar to speak with Hilatia, whose powers are now waning as the temple has been destroyed.

### ACT III:

Upon seeing the withered demi-goddess, Josef offers sacred water (which was taken from a secret well in Kaguya's home, and was stored in a flask in case of emergencies) to Hilatia to ease her pain, and her madness slowly subsides. However, she is still unable to leave her torturous post, as it is the only way to stave off the curse from the people and grant just enough power to wrestle the Fire Emblem away from Avadi. She says this is what she gets for offering her own daughter up for slaughter. Josef asks Hilatia for forgiveness, but Hilatia tells him that she is not angry. Hilatia tells him that though the sacrificial altar is destroyed, there is still one place where Rivia can be sacrificed: The Witch's Lair. Hilatia's followers beg Josef to lead the past army into it. If Josef can save Myonkos before Hilatia's power grows too weak to keep the full power of the Curse at bay, then Hilatia would not need to sacrifice thousands of nobles to regain her power (she only did so prematurely as she was desperate and mad, and needed to prepare ahead of time. Josef would have a few months before her powers are too weak). Meanwhile, Leiah learns of Sidney's death, and is devastated to know that her bloodline has been destroyed. She had devoted herself to Hilatia as her House was fragile and needed blessings from Tarkla to live on; now, in spite of her devotion, her entire House is lost.

Hilatia and her followers did not reveal to Rivia that they were leading her to slaughter because they feared she would run away if she knew she was marching to her death. They tell Josef that Rivia must never learn of her true fate, as her ignorance is key to saving the kingdom. No one in the past army knows about Hilatia's true plan, so the sect, along with their counterparts in the past, plan to cover it up (using an lie to explain how Sonin died) while leading Rivia into her destiny. Josef argues with them. He says that Rivia has a right to decide what she wants to do. But inadvertently, Rivia walks into the argument and overhears the truth. At first, she runs away, but eventually comes back on her own, and faces the Hilatia of the past to tell her that she knows the truth now. The heroine tries to put on a brave face in front of everyone like she did before, but instead cries in front of the people. The image she had built up as a grand hero is destroyed, and the people who followed her now see her as pathetic. They begin to lose faith in her.

She loses her independence and strength to be a hero. She becomes depressed and believes that she is just a pig for slaughter. Those who believed she was a hero before now see her only as a pawn when they see that she unwillingly and cowardly believes she cannot go against fate. All become depressed and realize they are only servants to Fate itself and cannot choose their own destinies. Hundreds of Rivia's people now believe that their lives are not worth living, and they should just live to be sacrifices for others.

Afterwards, Rivia laments to Josef that she can't be as strong as Hilatia, whom she has never seen cry, and whom no one has ever seen have a break down. Her mother is said to have never even cried as a child after she was born. But Josef tells Rivia to remember Sophia's words that they don't have to play with fate, which is built by what the gods were comfortable with. He tells Rivia that life is worth living

and re-inspires her dreams to become a great knight and Queen. He tells her that the people need her strong will. Josef says that not everyone has to be the same and play the same role in life, because everyone is needed for something that others can't do. Rivia shouldn't just be a hero as a worthless sacrifice; she can do so much more for the kingdom as their queen, and they would be better off for it. Rivia then becomes reinvigorated and re-inspires her people to follow her.

Rivia and Josef then set out to create a better future for everyone. They reject Hilatia's pessimistic plan, and instead choose the riskier solution to break humans out of Fate's bondage, which is theorized to be able to end the Curse, though it risks unleashing Avadi. Arita holds the key to defeating the Witch because its followers have accumulated centuries of researching how to break free from Batova's safety nets while remaining safe from Avadi. Though Arita does not have a definite answer, the school of thought theorizes that it may be possible to exorcise the Witch of her powers and use them to change Fate itself, and possibly break it. The Witch must be weakened first. To harm the Witch, however, one requires unlocking the full potential of Heraldin and Karva, Josef's and Rivia's axes respectively, which are actually the same Holy Weapon; Karva was transformed in Heraldin after certain events. Their plan also requires Clo nobles to unleash the forbidden power of dragons. Kaguya is reluctant to do this at first, but knows he must in order to save Myonkos. Only two living Clo nobles have the potential to do this- Kaguya and Glia.

Many disagree with their new plan. But Josef says things are different now because with the help of Kaguya, he can defeat the Witch. The past can now engage in new battles that will create passageways for the present to walk through and weaken the Witch in present time, too- the Witch exists in a realm independent of time, and thus can be attacked on both sides with the combined strength of both past and present holy weapons working together. All holy weapons originally were halves of wholes, but one of their halves were destroyed by Avadi; with two holy weapons, their original powers would be restored. With the Witch weakened, Rivia would be able to exorcise her in the past, and possibly undo the debt of the curse incurred by her father. The two manage to convince their armies to embark on this new path.

As King Javier was killed, Cavone uses his army to weed out Javier's loyal court and takes over the throne as King, as he has proven himself worthy many times over as prince. However, after Markus uses the power of the Fire Emblem to forcibly seize the throne, by the court rules, he has not fulfilled the necessary rites to become Emperor yet. Markus, who wants to play fair, acknowledges that he has no important accomplishments yet that benefit the kingdom (at least one is required to satisfy the rites), and thus, has more work to do to become Emperor. As such, the throne is temporarily vacant- the Empire is ruled by an unchecked court- and many seek to take it.

Still, Markus is backed by popular support from his people, who are unaware of the true nature of the Curse and believe that he has a way to save them from it. They see him as a strong and capable ruler who will take them towards a new, revolutionary age. Markus frames Josef and the Blood Rebellion as 'giving in to the harmful ideals that one must sacrifice oneself for the greater good', and blames the Curse on Batova, which is partly correct. He claims that sacrifice is inevitable, and that only those who wish to alter their own fates can join him in securing a future for themselves, against those who wish to use them as gullible servants. Still, other than defeating Emperor Soloman, Markus has not implemented any policies that benefited the people, so he is determined to prove that he can be a ruler loved by many for his accomplishments, and beat out his competitors.

Now, Josef and Markus battle one another, each possessing their own Fire Emblem. Every once in a while, they clash face to face, but most of the time, Markus lends the power of the Fire Emblem to link one of his generals with someone in the past, using a prophet as an intermediary.

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Kaguya and Kogyo's sister Glia, who was jailed but is forced to be released and joins the player as a weapon against the Witch, learn how to shapeshift into dragons. This is key to defeating the Witch. However, it is also a double-edged sword.

Glia joins when she sees the opposing army forcibly turn Cursed Beasts into dragon forms. She is disgusted at this mockery of her people and wishes to fight against it.

NOTE: The dragons who live amongst humans are not the same as the original 'dragons of dreams'; they are merely lesser beings created to resemble them. Also, wyverns are not dragons at all, but merely creatures that resemble their physical features.

<<<

When Josef seeks to destroy destinies set forth by Batova (and thus, destroy the Curse, as that is one set of destinies that had to occur in order to maintain the fabric of mortal reality), Laviere becomes suspicious, though he 'goes along with it'.

<<<

There is a moment when Josef must nearly give up his own life to save Kaguya. Kaguya had been inflicted with an ailment similar to the Witch's (one that foretold his dragon form would bring the end to the journey), but instead of casting Kaguya out like what the Witch's lover had done with her, Josef offers his own life instead, somehow bringing an end to Kaguya's evil destiny. However, miraculously, with the help of Kaguya, Josef does not die.

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### THIRD LAST CHAPTER OF ACT III

Markus and Cavone are defeated, though they are not killed, and both manage to escape.

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### SECOND LAST CHAPTER OF ACT III

After Markus is defeated, Laviere reveals his plan that all along, he was trying to stop Josef, as he could not let him take away his destiny. He needed Markus's defeat to enact his trap. Laviere leads a powerful army of heroes against Josef in an attempt to stop the Curse, as without it, those heroes would not be fated to be heroic.

Laviere is eventually defeated by Josef, and he loses confidence in himself, becoming less of an asshole as he fears someone would come to put him in his place (he knows he doesn't have the backing of the prophecy to aid him anymore).

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## LAST CHAPTER OF ACT III

After defeating Laviere, Josef and Rivia defeat the Witch. But in the end, it's revealed that their plan cannot stop the incoming curse that emerged when King Sonin refused to give Rivia up. By reverting fate back to the way Batova intended, the Witch can stop future sacrifices of Tarkla children, which she refuses to do despite Josef holding a blade to her throat. However, Arita's theories turn out to have holes in them; not only can the Witch's powers not be exorcised, but even she can't stop Curse caused by Sonin. Killing the Witch would do nothing- she has to be alive to stop the curse. Killing Avadi would not stop the curse either, though it would prevent anyone else from gaining his powers to enact another one.

Thus, it's revealed their new solution could not work after all. Not wanting to give up, Josef, Rivia and Carlo find a way to speak to Merciless Hunger directly in a way no one could do before. This entity is required for life to exist- it cannot be destroyed. The ancient forces reveal that while Avadi's sadistic forces desire power, the forces of death merely desire sacrifice to feed upon. They require sacrifices or else their hunger grows so much that they would devour every life in the world, never allowing a new life to exist without being devoured instantly. After Carlo argues that Josef's previous sacrifice (during Act III) would theoretically work as half as the repayment to the debt, Carlo deduces that someone else could make up the other half. The Merciless Hunger realizes that he is right. It then fills in the rest of the equation with the only other way to it can be appeased: Josef and Rivia are given the option to sacrifice Revecca instead.

Josef hopes that Rivia will walk away and accept the new offer, given all the atrocities and murders her sister had committed. She and Devin would be saved, and they could lead a happy life as king and queen. But when Rivia realizes this, she chooses to take the burden onto herself. She believes her 'evil' sister is too young, and has the potential to change, even though she hates her. She also does not want to place the lack of freedom imposed onto her entire life on anyone else. Rivia walks into the sacrificial chambers, and a heavy door closes between her and Josef. Before, her mother had planned to give her a spell that would numb her from the pain and keep her unconscious; but Hilatia had planned wrong and this spell could have never worked to protect Rivia from the flames. The girl walks into the flames, clutching her mother's pendant and whispering a lullaby to envelop herself into a trance that lessens the pain. As she is dying, Rivia joins her mother in the present (they are still in a realm that does not know time), who is finally released from her suffering and whose sins are forgiven by Rivia, and walks into the light of the unknown. Once Rivia passes away, Markus, who had snuck up in the shadows next to Josef to hear what the Merciless Hunger had to say, begins coughing and knows what is about to happen. Using the link to the Fire Emblem, Cavone follows Markus to where he is despite his descendant telling him to stay away (as Cavone was becoming more and more unstable, to the point that he argued with Markus), but is too late to stop Rivia from offering herself up.

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### EXCERPTS:

Josef: We actually found a way to save you! You can live with Devin and not worry about wars or anything like that for the rest of your life!

Rivia: ...

Josef: Right? You're gonna get home safe!

Rivia: Josef, I'm not afraid anymore.

Josef: Don't do this. You don't have to.

Rivia: I can't let anyone else be hurt. Especially they never wanted to be. I know what it feels like to be forced to do something against your will.

Josef: All this. All that I've done to try to save you. Was it all for nothing?

Rivia: No way! If I hadn't met you, if you and everyone else wasn't there to fight with me, I don't think I would've ever gotten the courage to do this. I finally know what it means to be selfless. To overcome my greatest fears so that others can be safe.

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Rivia: [clutching Sophia's pendant] Please, Sophia. I want to be as strong as you.

[As the flames begin to appear, she starts trembling, but she sings her mother's lullaby and stops shaking]

<<<<<<

With Rivia's death, Cavone goes insane, and Avadi offers Cavone the chance to bring Rivia back as a demented husk of herself, possessed by the evil god's sadistic forces. Cavone takes up the offer and absorbs both halves of the Fire Emblem (whose time travel powers are depleted) into himself, becoming a vessel to Avadi. He was unable to do this before, but as Revecca had unleashed demonic forces upon the world, Avadi was gradually regaining his strength, and now he was finally able to seize this opportunity. This allows Avadi to begin to be resurrected in the realm of time, though it takes time for his power to be transferred from his prison. As Cavone descends into a fate worse than death, a husk of Rivia begins to form before the Vanot king. Markus realizes he has stopped fading away and is now instead being possessed by unimaginable powers. They would bestow him the strength to rule the land with fear and intimidation, but he would lose his independence and become a mere puppet of Avadi. With his ancestor becoming filled with Avadi's threads, Markus would pose a terrifying threat to the present army.

Markus does not want to succumb to this fate, and so he grabs onto Josef, quickly takes his holy lance that Josef was carrying after defeating Markus, and stabs himself. As he dies in Josef's arms, he admits the errors of his ways; despite committing numerous crimes, he still did not manage to save himself, and wonders if he would have lived a more fulfilling life as a better man instead of a selfish one. He does not ask for forgiveness, and refuses any offer of it. He knows what he did was wrong and wants to live with his sins. The sadistic forces leave him, and he is consumed by dark threads of death that take his existence away. He remarks that by fate itself, he was never meant to exist, and that his purpose in life was to make things right again by ending himself. Josef tells him that he's wrong- Markus was one of the strongest people he ever knew, and had life been fair, he would've made an incredible king.

Josef manages to speak directly to the Witch again, and convinces her to turn against Avadi to prevent him from resurrecting Rivia as a horrific caricature of herself. Through subtle clues found during Josef's journey, Rivia is revealed to be the descendant of the Witch, not the second child that her lover had

with the Witch's twin sister. The Witch's child did not die as the Witch had thought; instead, a servant (her nanny, who had been given a second chance by the prince as she was the most loyal servant they had) had secretly taken the child and put it in the royal house when the firstborn child died of genetic defects despite looking utterly 'perfect and doll-like'. The nanny wanted to give the child a better life too, but realized she had to separate the child from the Witch, who would never be let back in to the kingdom. The blood was fake and was meant to trick the Witch into thinking her child had died; the nanny did not kill the Witch, as she could not kill the child she raised. Thus, the descendants of the Tarkla royal family are the descendants of the Witch. Rivia still had to sacrifice herself as it was the only way to stop the curse; but the future effects of the curse would still require sacrifices.

Moved by both of her descendants' relentless selflessness, the Witch lets go of her hatred of humanity and alters the threads of the gods' dreams to end the Curse. With the help of Carlo's negotiations with the Merciless Hunger, the Witch is able to undo the threads of Fate instantiated by Batova. However, by undoing them all, humans would be in danger of releasing Avadi. Thus, the Witch tells Josef that they need to destroy Avadi if Fate is to be released from Batova's dreams.

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#### FINAL ACT

The Witch uses all of her magic to thrust both past and present armies into a new realm. There is one final battle where the past and present join forces in the 'realm that does not know time' to stop an incredibly bolstered Avadi from escaping his prison. This realm is where the original dragons lived, before they all fell into eternal slumber. Periodically, Avadi splits the map into two; then, the Witch coalesces them back together, so there is still the 'time travel' mechanism but it is far more chaotic and unpredictable; units from either past or present can go into either side, regardless of their origin. The Witch takes the form (and stats + weapons + supports) of Rivia to honor her brave descendant and fights her former master. After a long battle in which Josef delivers the final blow onto the evil dragon's defenses to create an opening to kill him, the Witch finds that her power alone is not enough to stop Avadi, so the past Hilatia ascends into her demi-goddess form. Together, the two sacrifice themselves to end Avadi's influence upon the world.

Though not all of the dark forces are gone and are just sealed away by the Witches, Avadi is killed. At last, humans are free from Fates they cannot change, and must navigate through a world where they must trust one another to be selfless and not let an evil like Avadi reign again. With such a drastic change in the past, it is revealed that the old present will only live on through the memories of those who fought in the realm that knew no time. Everyone returns, one by one, to this new present, uncertain of what they are stepping into. The past and present say their final goodbyes to one another, with the present promising to honor their ancestors who fought with them. Josef is the last to step through to the new world because once he lets go of the Witch's hand, the Witch will fade away. He wonders if the people will know all the sacrifices that have gone on, and wonders if his friends will still remember him. He does not know if he will retain his old memories. As the Witch is fading away, she tells Josef that though he is worried, he should retain his hope, as that is what got him through his journey to save Myonkos.

Josef enters the portal and awakens to find himself in a fancy bedroom in a strange kingdom. At first, he does not know where he is, but he sees that it carries an emblem resembling that of Tarkla, and



discovers that what was formerly known as Umber Town was Tarkla's capital all along. Just then, he is greeted by his father, who is alive in this new timeline and is the King. His father wonders if Josef just had a bad dream, as Josef is confused and surprised to see him. Josef then rushes out of the chambers and in the Great Hall, he meets Kaguya, who tells him that everything is alright now, and that their memories from the old timeline and this new one are beginning to merge together. They won't forget what happened in the past, and in time, will remember their lives in the present. Kaguya and all the others had lived in the new timeline for a year already, each one appearing at a different time, and all waited anxiously for Josef's return; their current Josef did not remember anything from their journey, so they hoped the old Josef would come back some day. Due to how patterns must be maintained by the dreams of the dragon gods, all those who lived in the old timeline (aside from Markus's ancestors and anyone else whose ancestors were killed in the battle leading up to Rivia's sacrifice) still existed, albeit in very different conditions. Humans may have been released from their destined Fates, but the patterns of the World continued to live on, as they are required to grant all living creatures mercy against the Merciless Hunger. Josef hugs Kaguya and begins crying tears of joy.

Soon, all of the soldiers that fought with Josef greet him back in the palace, as they had heard from a prophet that he would return soon and had been waiting outside the Hall to surprise him. Josef, who had quickly wiped away his tears to not let the others see (though Carlo caught on and teases him), is happy to see all his friends again, alive and well.

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## EPILOGUE

In the past, it is shown that the land did not need to sacrifice a child once every 30 years anymore, and it prospered with a bittersweet legacy. Devin reunited with his child and became King of Vanot. The Tarkla Kingdom is temporarily ruled by a lesser House, and after many years, when Revecca miraculously recovered from her madness, she became its quiet yet intelligent Queen. Later, Vanot and Tarkla would unify into Serhia (the name of both Rivia's first and third child with Cavone, as Rivia had wanted her marriage to Cavone to unite the two kingdoms and stop the war), and Devin's child, Iris, would become its first Queen.

Thus, Josef was now the rightful prince of Serhia. (In Myonkos, as long as one has Noble blood, one is eligible to be ruler. It does not matter if birthed in marriage or not.) However, despite Iris uniting Vanot and Tarkla, Myonkos had still been in a state of fluctuating anxiety and constant strife for 300 years. Josef realizes this is because the people had lost connection with their spiritual roots. If they did not practice Batova's selfless morals and teachings, they would succumb to self-destruction. With the help of Kaguya and Arita's teachings, Josef, as prince works to revive a strong realization of morality and kindness, and when he finally becomes king, he ushers in an era of peace upon a self-guiding continent. He takes Kaguya as his partner, and as promised to his husband, maintains autonomy for Clo and Bereverant. Clo is ruled by Queen Glia. Josef also tells the people what had transpired, showing (with the help of prophets) proof of the old timeline, and never lets the past- along with the sacrifices of many such as Rivia and Markus- be forgotten.

Plot details- Anna, Yuma and Irene

[SPOILERS AHEAD]

## ACT 1, CHAPTER 6: THE RED HAired MERCHANT

Yuma and Irene are bored, so Yuma asks Irene if she wants to visit the markets and hang out with whoever they meet. Irene takes harsh jabs at Yuma, which Yuma says aren't funny but which Irene insists are just jokes. They meet Anna, a red haired merchant, and her trading partner Victoria, who are interested in tagging along. Yuma is happy that she managed to get people to hang out with her, but Irene believes the merchants are just trying to sell them stuff, though she doesn't really care.

Anna and Victoria join as merchants who sell Josef's army valuable items. Given that Anna and Victoria are also secretly thieves, they get along well with Josef's group, though other than Anna and Yuma, the duo does not get too close with them. They are merely allies, but not friends.

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Yuma has a secret crush on Irene, who is only interested in men. Yuma tells Irene that "she thinks she's pretty", which Irene nonchalantly replies "Oh. Cool." Yuma is heartbroken when Irene gets with someone else, and Anna tells her that she doesn't need her. Anna always brings Yuma pretty gifts from far off. Yuma seeks unique and different experiences that she couldn't get because she was drudged down in caring for her mom and brother. When Anna betrays the group, she thinks back to Yuma. Later, she refuses to sell the Fire Emblem off because she doesn't want to hurt Yuma. She tries to return the Fire Emblem, but her partner takes it from her and gives it to Kogyu.

Afterwards, in Act II, Anna rejoins Josef's army on the battlefield as a Merchant. She has the ability to talk to enemy forces and persuade them to join.

## EXCERPTS:

Yuma: I kinda like learning about new cultures and stuff.

Anna: Really? I would never have expected that from you. You just look like a girl who shouldn't be messed with.

Yuma: Heh, I know everyone thinks I'm like that. I do look kinda scary.

<<<

Anna: Yuma! I brought you something.

Yuma: Wow, this is from the Inilis Plateau! I've never seen one that's so well-preserved. I mean, I've never seen one at all.

<<<

Anna: Why do you keep hanging out with her if you just insult each other like that?

Yuma: She doesn't always mean it. It's just teasing.

Anna: Um, you sure?

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Anna: Yuma! I got it! It was a hard bargain this time, but I managed to slip my way in.

Yuma: Ah, it's nice.

Anna: What's wrong? Last time, you were so excited to want to see it.

Yuma: It's nothing.

Anna: You don't have to bottle up what you got inside. I'm not gonna judge you like the others.

Yuma: [sighs] It's just... Irene.

Anna: Oh.

Yuma: She found a guy. For good, this time.

Anna: She never finds a guy for good. You and I both know that. I bet she's just... [She sees that her words aren't getting to Yuma, and something else is bothering the girl.] Yuma?

Yuma: I can't believe I ever thought I had a chance.

Anna: A chance? Oh... you and Irene...

Yuma: I guess I just wasn't good enough for her.

Anna: Forget her! I think you're the cats' eyes!

Yuma: Haha. Someone as boring as me?

<<<

Yuma: She's so well-traveled that I can't keep up with her. And I don't even think she likes to travel for the same reasons I do.

<<<

Yuma: I've never left Umber Town. I've always had to care for my mom and brother, making sure they're alright. Every time I see Irene going about and doing whatever she wants, I just imagine that I can go with her. But all I'd do is drag her down. I don't know how to give her what she wants.

<<<

Yuma: Sometimes, I'd make her laugh, and she'd make me laugh, too. I thought there was something more beyond all those biting quips we say back and forth to each other. Like she was telling me I had to step up my game. I tried my hardest. But I'm just not cool enough for her. She's so colorful and witty, and I'm not. I'm just a boring person, aren't I?

Anna: They say you're boring, but who cares what they think? I actually like someone who can appreciate sitting down and looking at the sunset.

Yuma: You... like me?

Anna: I mean, well, it's so hard to find someone who's as interested in different cultures and history books like you. You're the only person I can teach all these cool languages to.

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Anna: She just poured her heart out to me. I said I'd never leave her. But now I've gone and broke her like that.

Victoria: Seriously? Since when did you get so soft?

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Anna: I'm quite good at my trade. It's all in the tricks of my tongue.

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Anna: Hey, sorry back there.

Yuma: Doesn't bother me. I was the one who fell for it.

Anna: Huh. I didn't expect you to be so forgiving...

Yuma: I grew up in the slums of Umber Town. If you couldn't look after yourself, you deserved what you got.

<<<<<<

WITH IRENE:

[in Beverevant]

Irene: Ugh, being cramped up in here is no fun.

Yuma: Hey, what'd say we have a girls night out?

Irene: I don't think we know anyone else here. It'd just be us...

Yuma: That's okay. We can ask whoever comes our way in the markets if they wanna tag along.

Irene: Sounds good to me.

<<<

Yuma: Say, what'd say you two join us on this night out? We're looking for company.

Victoria: Sounds lovely.

Anna: I'm in!

<<<

Yuma: Wow... I actually got people to come along with me.

Irene: You know, Yuma, you gotta be wary around these merchants. I know you don't really buy much, so just a tip.

Yuma: Eh, I'm fine. It's just one night. Not like we're gonna take them back into our group or anything.

<<<

Yuma: She was just trying to sell us her stuff this whole time?

Irene: Told you so.

<<<

Irene: Sorry. I kinda knew.

Yuma: ...

Irene: I just thought it'd be awkward if I said anything.

Yuma: ...

Irene: I just don't like girls.

<<<

Yuma: Heh, not so tough now, are ya?

<<<<<<

Irene sticks up for Josef and Kaguya when Josef is caught harboring an enemy who was thought to be dead. This is a bit unexpected by the others, but Josef and Carlo are used to it. They know Irene is selfish and uses people, but when it comes down to choosing her very few friends or anyone else, she chooses her friends. She is close to them just because they happened to meet by chance, and Josef seemed like he was always getting into fun with his schemes. She admires his spontaneous and genuine nature (which is ironic, given that he is a liar and schemer).

Plot details- Carlo and Miridia

[SPOILERS AHEAD]

Miridia has short purple hair, tied in two buns on top. She looks like a young kid, but is actually in her early-20s. She has a calm, mature presence. She is always focused and at the top of her game.

<<<

Carlo: Damn, she's a smart one. If those weren't our own men, I'd be pleasantly surprised.

Josef: She's one of their top tacticians. If we can get Anna to bribe her our way, then we'd have some good stuff on our side.

<<<

RECRUITING MIRIDIA:

Miridia: A bribe? I don't care for such things.

Anna: Awww c'mon. There must be something you wanna buy. EVERYONE has something they wanna buy.

Miridia: You can't buy a victory.

Anna: Sure you can. Better swords, better armor- you can even bribe your way to-

Miridia: That's not what I mean. I want to prove that I'm the best on the field, tactics-wise. It doesn't matter if I only have 3 peons and they have 10 knights. I'll find a way to win.

<<<

EXCERPTS FROM SUPPORT C:

Miridia: Only children and drunkard old men play Imps.

Carlo: Hey, don't knock it unless you've tried it.

Miridia: I don't need to drink tar to know that it tastes bad.

Carlo: Everyone's got different tastes. You should really give it a shot sometime.

<<<

EXCERPTS FROM SUPPORT B:

Miridia: You never told me you were the army's top tactical adviser.

Carlo: Yeah. Well.

Miridia: You don't like to talk much, do you?

Carlo: I talk more 'round those I'm cool with.

Miridia: And you don't think I'm cool?

Carlo: There's only so many words I can waste my breath on. Consider yourself above average.

<<<

Carlo: So, you like a challenge?

Miridia: Only from those who can handle me.

<<<

EXCERPTS FROM SUPPORT A:

Miridia: Mmm, okay. I see that you talk a lot more around Josef, or whenever a match heats up.

<<<

EXCERPTS FROM SUPPORT S:

Miridia: I get why you don't talk much to others now. You want to keep up your appearance as some man who's always has his cool. You only want others to hear the best things to say. And if you don't think up something you think is good enough, you just don't reply.

Carlo: ...

Miridia: Did I get it right?

Carlo: I'm impressed.

Miridia: There's one more thing I noticed.

Carlo: Go ahead.

Miridia: Around Josef, you don't need to keep up your act because you don't care how he sees you.

Carlo: Right again.

Miridia: So why can't you drop the act around me? By now, I'd say I know you pretty well.

Carlo: Tch. Sure you do.

Miridia: Do I not? Is there something else I don't know?

Carlo: You want a hint? Or want me to just give up to ya straight?

Miridia: I- I'm having a hard time thinking of it, but if you just give me a few more days-

Carlo: It's because I've been tryna impress ya.

Miridia: Eh, what?

Carlo: You heard me right.

Plot details- Markus

[SPOILERS AHEAD]

ACT I:

The people of Myonkos despise Markus solely because he is the heir to the Vanot throne. Markus wants to change their perception of him by trying his best to go against his father's court and change his kingdom's policies to favor the people. As a child prodigy, he succeeded in persuading the court to establish a sailing route to obtain the Hollis fruit, a key ingredient needed to produce a pain reliever for the curse. The only one to genuinely acknowledge this accomplishment in person was a commoner named Ernest, who sailed with him when he journeyed to instantiate this sailing route. Ernest passes away from the Curse in Chapter 2.

Markus's father, Emperor Soloman, believes that it is only natural for people to fight against one another. If Vanot was not in power, others would be, and they would oppress him like he does to others. He knows that those who are sacrificial heroes are ripe to be taken advantage of by people who sneer at their suffering from their lofty heights of comfort. Soloman views Markus as weak, but does not remove him

from power, as a prophecy foretold that Markus would eventually learn the 'truth' and become a ruthless emperor.

Unbeknownst to the Emperor, Markus knows there is a second part to the prophecy that was told to him in secret: unlike everyone else in Myonkos, Markus is one of the few who has a 'branching fate' - he is foretold to either become a tyrant, or to die pathetic and forgotten. Markus is determined to avoid both of these destinies; he does not believe a single one of the prophets' words.

Markus frequently finds himself near Josef's vicinity, and from afar, they learn about each others' true characters. When Kogyo betrays the Blood Rebellion, Josef is forced to work with Markus to bring the dragon lord down. During the chapter, Markus starts as an allied unit. Halfway through, he becomes playable as a main Lord.

## ACT II:

Markus's arm is injured when he volunteers to take down one of Kogyo's strongest enchantments. Despite this, he works very hard to go from being an underdog to one of the army's top fighters, and his arm eventually recovers, though not fully as it was hit by dark magic.

Markus is welcoming and a good listener when people approach him. However, he does not have much of a presence so he is not noticed as a charismatic leader of the army. He is not a recluse, but interacts with people in his supports like Oscar from FE9, except with a lot more formality.

Josef meets people who were actually destined to be heroes and rulers who were beloved by the people. They are said to save the people from various disasters (some are said to defeat the Curse, though those prophecies may be misinterpreted). While some of these heroes are humble, many are smug and like to rub their worth in the faces of others, while also flaunting and keeping people while they're down. They also 'accept' Markus more than Josef but still look down upon him as he is not beloved by the people, but instead hated by them. Alienated by the others, and sharing the same desire to get rid of Batova's threads of Fate, Markus and Josef become close friends.

Markus trains exceptionally hard to obtain a holy weapon that only he can use, and it's said this is what will bring down the ultimate evils of the land. He even nearly gives up his life trying to obtain this holy lance. After many struggles, he and Josef finally get the respect they wanted from the people. Still, Markus has not achieved any real accomplishments yet. He has helped Josef, but only as an aide. His success with the Hollis Fruit is not acknowledged, as a prince has to do far more than just one act. Many princes his age have done far more already.

However, this is shattered when the truth comes out: At the end of Act II, Markus learns that if Rivia is killed, then he would not exist because Cavone would not force Rivia to marry him, though the world would be saved from the Curse. Additionally, in an attempt to make things the way they were supposed to be, Fate has attempted to destroy Cavone's descendants not only because they were abnormalities in time (that alone is not a sufficient reason), but because they were directly linked to Rivia not fulfilling her destiny as the sacrifice to end the Curse. Cavone's descendants are only able to exist if Rivia is saved. Upon hearing that his bloodline was inseparable from the Curse, Markus becomes distraught that all he sacrificed - to rise above from his doomed fate - was for nothing. He's angry at the unfairness in the



world, as despite trying as hard as he could, the only way he could save Myonkos was by never existing; his very existence was to blame. He also has no stake in the commoners, who have despised him until recently, when he was able to display his heroics and inspire hope in others.

Josef had inspired Markus to leave his father because he insisted that one had to take fate into their own hands, and not worry about forcibly giving up part of one's self as part of Batova's plan. Markus and Josef both saw themselves in the same spot: they wanted to change their destinies. But now, Markus is not given a choice, and is pressured by the 'good people' to kill himself. On the other hand, Josef is not considered an abnormality in time, though Kaguya is, yet the Clo noble is not pressured to shamefully end his life like Markus is. Markus also sees that despite being naturally talented and trying his best to succeed, fate had prevented him from ever succeeding- it is his existence that has prevented him from ever winning, with only one miniscule (and still unappreciated) success at getting Vanot to harvest the Hollis Fruit. Josef is mediocre, yet is on the path to becoming a hero.

Sidney tells Markus that he has to be willing to give his life for the greater good. As he is doing so, his cult's prophets explain to Josef that the reason they did not tell him about the truth was because it was foresaw that if they did, Markus would incapacitate Josef and steal the Fire Emblem for himself. Thus, if Josef knew, Markus would have known too (as the two commanders of the same army, they swore not to keep secrets from one another). Meanwhile, Markus asks Sidney that if he does not, would Sidney kill him? Sidney replies that he and his cult would have no choice but to go through with the plan and use the Fire Emblem to sacrifice Rivia. Markus begins to realize that his father told the truth- sacrifice is inevitable, and those who sacrifice themselves would not be given any respect by the majority. Markus knows that if he dies, 'heroes' such as Laviere who might still remember him in the new timeline would scoff at him and laugh at his gullible willingness to die for nothing. All his life, Markus had lacked warmth from others, and wanted to have that by becoming a respected hero in their eyes. Angry at the world for not caring for him, Markus decides that the only way to live is to fend for oneself, as that is what all the others are doing by wanting Markus to die. They do not care for him- they only care for others. He was born into an unfair fate.

Markus is unable to go with Sidney's plan. When Josef learns the truth of what the prophets foretold about Markus, he rushes into the chamber with Markus and Sidney, only to find that his friend had already killed the Chosen Hero. Markus then explains to Josef why he has to live for himself, as he is only doing what the others are doing for themselves. If others had to be inflicted with a Curse so that he could live on, then so be it. He would be a king who would inspire hope in them to fight against a Curse, though he would not tell them the truth about the Curse's existence, as he does not want to lose admiration from the people. Markus believes that ridding the Curse itself would not change people's selfish nature; thus, using the Fire Emblem, he would try to create a world for those who work hard and strive towards their dreams. The strongest and most determined would gain what they want. He seeks to destroy Batova's Fate, just as he and Josef dreamed about doing. Josef tries to persuade him out of it, but he can't change his mind. Josef tells that he, too, wants to change Batova's threads of Fate, but Markus tells him that if he does, why is he a lapdog for the 'good people', who want to maintain Batova's destinies? Markus also tells him that he admires Josef's strong desire to enact his goals, and admits that some goals are incompatible. Even if both he and Josef worked together to get rid of Batova's threads of Fate, Rivia would never be with Cavone. The only way Markus could be born is if Rivia was forcibly married to Cavone. Since Rivia and Markus do not get along, Markus is not so opposed to this. He is reluctant and feels guilt, but his selfishness and pessimistic view of others overrides any

moral sense of justice he ever had. Markus reveals his true nature: he did not want to work for the greater good, but only wanted to work for himself so he could be admired. Though he did care for others, they were only secondary to him. Finally, Markus says to Josef that if he wants to have his way with the world, then he has to defeat him and prove that the cheating gambler's will is stronger than the prince's. Playing a fair game such as this is a world that Markus desires.

Josef is nothing special. While Markus has sacrificed much of his time and overcame many obstacles to train to become a strong ruler, he is also naturally gifted and talented. Josef is only an above average tactician and nothing more (his power comes from being enhanced by Heraldin and the skills obtained by Scarlet Scales). Everyone tells Markus how talented he is and that he must not let his skills go to waste. However, he never has a chance to truly use them for their ultimate purpose.

Therefore, Markus feels as if his whole life was a waste, and that his only choice to become 'good' is to kill himself, while those who were 'destined to be heroes' will get fame and recognition despite not training as hard, and also being terrible rulers. Markus also realizes his lineage was linked to the Curse, which would first result in him becoming shamed as the scapegoat, and then forgotten once the past finally is altered.

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Markus struggles against the prejudice that Vanot nobles cannot be their own independent hero, and that they require the backing of the entire nation to be strong. Markus fights to become his own person and proves to the people that he is capable of governing without the help of his nation. However, this would all be taken away if he were to sacrifice himself and be forgotten.

Markus wants to create a better world for people where they are not ruled over by peer pressure to 'sacrifice for others'- instead, each person strives to do their best, and the strongest will survive. Those who are weak should support the correct strongest person to survive, and that person will provide for his supporters. Markus hates being seen as a monster by the people. He is very similar to Cavone and Revecca, although Cavone does not care what the people think at all, and just wants to live by his own standards as being the 'perfect hero'.

ACT III:

With the departure of Markus and several Vanot units, several 'mimic' creatures can offer to take their forms and join the player's army. These units seek a human skillset, but once they transform, they become permanent. They will gain the powers of these humans by digging deep into the units and copying their forms. The creatures are rare and near extinction, and are wary to assume human forms unless they are sure they want the transformation to last. These creatures will have completely different supports, however. Though the supports will start from scratch, if say a unit had a support B with Markus, they would be able to unlock the new supports C and B faster with the new mimic unit. Their appearances will also not change; only their stats and classes will. The mimic creatures' are introduced during Act II and continually reappear throughout.

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As King Javier was killed, Cavone uses his army to weed out Javier's loyal court and takes over the throne as King, as he has proven himself worthy many times over as prince. However, after Markus uses the

power of the Fire Emblem to forcibly seize the throne, by the court rules, he has not fulfilled the necessary rites to become Emperor yet. Markus, who wants to play fair, acknowledges that he has no important accomplishments yet that benefit the kingdom (at least one is required to satisfy the rites), and thus, has more work to do to become Emperor. As such, the throne is temporarily vacant- the Empire is ruled by an unchecked court- and many seek to take it.

Still, Markus is backed by popular support from his people, who are unaware of the true nature of the Curse and believe that he has a way to save them from it. They see him as a strong and capable ruler who will take them towards a new, revolutionary age. Markus frames Josef and the Blood Rebellion as 'giving in to the harmful ideals that one must sacrifice oneself for the greater good', and blames the Curse on Batova, which is partly correct. He claims that sacrifice is inevitable, and that only those who wish to alter their own fates can join him in securing a future for themselves, against those who wish to use them as gullible servants. Still, other than defeating Emperor Soloman, Markus has not implemented any policies that benefited the people, so he is determined to prove that he can be a ruler loved by many for his accomplishments, and beat out his competitors.

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With Rivia's death, Cavone goes insane, and Avadi offers Cavone the chance to bring Rivia back as a demented husk of herself, possessed by the evil god's sadistic forces. Cavone takes up the offer and absorbs both halves of the Fire Emblem (whose time travel powers are depleted) into himself, becoming a vessel to Avadi. He was unable to do this before, but as Revecca had unleashed demonic forces upon the world, Avadi was gradually regaining his strength, and now he was finally able to seize this opportunity. This allows Avadi to become rejuvenated, though it takes time for his power to return, and he waits for it in the realm he is trapped in. As Cavone descends into a fate worse than death, a husk of Rivia begins to form before the Vanot king. Markus realizes he has stopped fading away and is now instead being possessed by unimaginable powers. They would bestow him the strength to rule the land with fear and intimidation, but he would lose his independence and become a mere puppet of Avadi. With his ancestor becoming filled with Avadi's threads, Markus would pose a terrifying threat to the present army.

Markus does not want to succumb to this fate, and so he grabs onto Josef, quickly takes his holy lance that Josef was carrying after defeating Markus, and stabs himself. As he dies in Josef's arms, he admits the errors of his ways; despite committing numerous crimes, he still did not manage to save himself, and wonders if he would have lived a more fulfilling life as a better man instead of a selfish one. He does not ask for forgiveness, and refuses any offer of it. He knows what he did was wrong and wants to live with his sins. The sadistic forces leave him, and he is consumed by dark threads of death that take his existence away. He remarks that by fate itself, he was never meant to exist, and that his purpose in life was to make things right again by ending himself. Josef tells him that he's wrong- Markus was one of the strongest people he ever knew, and had life been fair, he would've made an incredible king.

Plot details- Revecca

[SPOILERS AHEAD]

ACT I:

Back in the Tarkla palace, Sonin begs Cavone to bring his daughter back. They conspire to kidnap Rivia, and the king secretly strikes up a shady deal with Cavone, giving him access to Tarkla resources. Meanwhile, Revecca has her wounds bathed by her nurse. After the bath, her nurse tries to make her feel pretty by making her wear her favorite flower, but Revecca is aware that this does not make her pretty, even though her father tells her she looks wonderful. Still, she wears it as there's nothing else she can do.

Revecca is a loner and an outcast who keeps to her magic books. Despite her age, she is self-reflective and has an above average intelligence and awareness of people. She has an innate ability for magic, which her parents praise her of, but don't really see as valuable for their kingdom. No one truly admires her talent; she is not charismatic or likable, which are traits that good rulers have. As such, she's sidelined and is just someone who lives with the royals in the palace, with no real future. She is not as good as the other mages, but is just good enough. She has to resort to dirty tricks to get ahead, and sometimes, tinkers with the fringes of forbidden magic.

Unlike how Yuma is fascinated by foreign cultures, Revecca doesn't particularly find anything fascinating about magic; she's just decent at it. She's always confrontational to strangers and everyone thinks she's an angry, evil person who will harm them if they push her too far, so they stay away from her. No one likes her or wants to help her.

When Cavone is working on a plan involving magic, Revecca butts in and suggests something that works. Later, Cavone visits Revecca and asks her for more advice. She is defensive at first because she's afraid that he'll judge her like the others. Instead, Cavone understands what it's like to be the side-lined sibling. As they get to know one another better, Cavone reveals that he does not truly want to be like all the other nobles; he just wants to find a meaning in life, but doesn't know what it is. Cavone feels like she can be a useful soldier with her magic, and Rivia takes these small gestures as Cavone admiring her.

Cavone doesn't really help her, but they both do not trust anyone except themselves. Because of their paranoia, they begin to trust one another as no one else would, and Cavone treats her like an equal, consulting her on magical spells. Sometimes, they warm up to one another, and Cavone brings her food during their meetings for them to eat together. They learn each others' favorite foods, though Cavone never shows her any further affection. Revecca is surprised that he would like the same weird, exotic foods that she likes, but no one else does. Revecca begins to crave more, as she wants a real friend, and Cavone is the closest person she has to one.

She keeps on trying to get him to stay longer, saying they should go and look over certain spells, but Cavone says he is busy. She also tries to get him to hang out with her outside of doing just magic, but he says he is busy.

After Revecca succeeds in kidnapping Rivia, Revecca is intensely jealous that Cavone has taken a liking to her sister. She worries that Cavone only cared for her because she was Rivia's younger sister, and tries to deny this.

Revecca hates the normal people, and doesn't see why she should be kind to them if they never considered her as anything but a monster.

ACT II:

Revecca kills her first person accidentally after torturing him, and is aghast. She realizes that all her magic is good for is destroying things, and that's the only way she can be praised by Cavone- by furthering his army. He tells her "you did well, today." Later, she thinks that all she's good for is killing, and enjoys it, though inside, she is nervous and doesn't feel like she has control of herself, as something doesn't feel right to her.

EXCERPTS:

Revecca: They never cared for me. Why should I care for them?

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Revecca: All these normal people don't know what it's like. They go around showing off what they have, to rub it in my face, to put me down! Even the lowest of them all knows they're better, because they'll think, at least I'm not like that ugly, hideous girl over there!

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Revecca: All because of this damn face, because I can't go anywhere without pathetically rubbing this water over myself. I know it looks disgusting to everyone!

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Revecca: Everyone's heard the stories of the disfigured nobles. Girls who were considered bad omens. That's all I am to them.

ACT III:

After hearing that Cavone left her to save Rivia, she becomes incredibly angry. When Cavone returns to gather more forces for his army, Revecca confronts him and wants to prove her worth, but Cavone says that she's not worth much now, though he does not say this so directly as he does not want to hurt her feelings. Cavone tries to get Revecca to avoid the harshest parts of the battlefield. Despite this, Revecca becomes driven to prove her usefulness, so she takes on the hardest jobs in the army, and delves into forbidden magic. Her mind lost, she uses all she can to block her fear of murder, and she slaughters many innocents. She is cruel and sadistic, but only when she does not think of the consequences. When she actually goes too far, she becomes worried and a flurry of emotions overcome her. She tries to hide it away by telling herself that Cavone would approve of her.

Soon, Revecca unleashes forces more terrifying than anything that came before. Revecca goes so far into the deep end that she endangers herself to become an eligible sacrifice to stop Sonin's mistake. She knew the risk of delving into dark magic, but is not aware she has become eligible until Carlo figures it out.

Revecca fights the player's army as a boss in the middle of Act III. When she's defeated, she breaks down and falls into a coma. She can be sacrificed now as she won't feel any pain when she passes. But Rivia does not want her to die, and goes in her place.

After Avadi is defeated, Revecca wakes up to hear that Rivia died for her, and also that Cavone is dead. She tries to run away, and then tries to kill herself when she can't, but is placed under the care of the

Sisterly Order. Her mind starts to drift off into nothingness, and she is an empty shell. But through the prayers of the nuns, she begins to recover. She eventually tries to apologize, praying to the gods to grant her forgiveness. After many years, when Revecca miraculously recovers from her madness, she became Tarkla's quiet yet intelligent Queen.

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Prologue: Revecca is 10, Rivia is 19

After 2 years pass into Act III: Revecca is 12, Rivia is 21

Plot details- Rivia

[SPOILERS AHEAD]

ACT I:

Rivia tells Josef that when she was 11, she was involved in an accident in a ritual. Sacred Fires, which drain one of hope and happiness, consumed the temple, killing all the Sisters in it that were trying to protect her. She was saved by Hilatia, but she spent two years bedridden and in a deep despair. Sacred fires are meant to ward away evil spirits and should not be touched. They are also used by Avadi for sacrifice.

[If a mage shoots fire at her, she is immobilized for 2 turns]

Rivia has a nightmare about a disfigured girl who resembles her history. Hilatia, fearing that Rivia has flashbacks to the Sacred Fires incident, rushes to comfort her by embracing her daughter in her arms, and Rivia tells her what happened. She asks her who this disfigured girl could be. Hilatia tells her that throughout the Tarkla bloodline, in both major and minor Houses, there have been girls who were born disfigured, and were fated for a life of suffering. After hearing this, Rivia realizes that her sister is likely one of these cursed girls. She tries to ask her mother more questions to figure out who this mysterious girl is, but she does not get very far. As the story progresses, Rivia begins having more and more detailed nightmares like this, and in any of these instances, she never asks her mother to comfort her, as Hilatia won't give her any satisfactory answers. Rivia has to decipher this mystery by herself.

There is a subtle hint within the story saying that one has dreams of the past if they are tied to events that one's ancestors experienced, and that they are dreamed of when one crosses into events analogous to those in one's ancestors' pasts.

EXCERPT:

Rivia: When I was 11, there was a horrible accident in the temple. A ritual I was in had gone wrong, and sacred fires were now burning up the place. We couldn't open the doors to get out. I was trapped there with several Sisters who did their best to try to protect me. But the sacred fires were just too much- I saw each and every one of them become immolated.

Josef: That's horrible. I've seen people get burned alive before; I'll never forget their screams.

Rivia: But these weren't just any fires. Sacred Fires are different. They don't just hurt you physically, they also drag you into complete and utter despair. They tear at your soul and make you wish you were never born. If someone was offered a shot at life but had to endure even just a minute of the Sacred Fires, no memory they make is happy enough to make them want to take that offer. Everything else you experienced before is sullied by the fact that something as horrifying as being burned by the Sacred Fires exists... each time you're hurt, you remember the pain. It took me years to hide it away.

Josef: Oh god. How did you get out?

Rivia: I was only able to be saved when my mother broke the doors open with her Holy Lance and took me from the flames. By the time she reached me, all the Sisters had died trying to protect me, covering me with magical barriers until their last breaths. The healers managed to save me from becoming disfigured, but they couldn't heal the scars left on my soul. I spent two years on a bed; I couldn't get up. That's why every time I see fire, it reminds me of those Sacred Flames. I'm so afraid. I wish I wasn't.

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Rivia's father, King Sonin, secretly conspires with Cavone to kill Devin, with the condition that Rivia is not killed. Sonin does not want Rivia to know that she is the key to saving the land, as he fears she would sacrifice herself after being 'brainwashed by her mother's ideals'.

Sonin demands that Rivia be brought back, as he heard of there was a traitor, and he needed to discover its identity.

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After Sophia's death, Hilatia's servant, Leiah, returns from her mission to join the group as its new healer. Leiah believes that by serving Hilatia and Batova, her struggling House will prosper. Her friendship with Hilatia reminds Rivia of her own friendship with Sophia, and she becomes saddened.

Rivia finds it hard to cope with Sophia's death. She is not used to being alone, as Sophia and her parents have always cared for her. Additionally, Rivia's army comes across the vague prophecy that says that Rivia would save Myonkos from the Curse. But despite inspiring an army, Rivia is out of her element, as it is all coming too fast for her. During Act I, she begins to turn more and more towards Devin, forcibly wishing that he would be there for her more often, though she does not explicitly say, as she feels it's shameful. Devin was drawn towards Rivia's independence, as she shared his mindset and enjoyed what he enjoyed, but now that she is losing it, he is less drawn towards her, and begins to spend more of his time with others in the army. Devin can't get Rivia to do the exciting things she was eager to try out before, as Rivia wants someone to guide her through them now. Rivia feels betrayed when Devin ignores her, and the two get into an argument. Devin tells her that she can't control him like this, and Rivia tells him that he's supposed to be a prince. Devin admits he doesn't care about princely duties and only wants to do whatever he wants. Rivia reminds Devin that his 'bare minimum' mindset caused a devastating event in the past, and Devin gets angry.

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Cavone is seen to be admired by many suitors, but he rejects them all as he knows they only want his power.

During one of the chapters, Rivia and Cavone are separated from the group by a geological disaster, and have to work together to escape. Cavone is able to provide reassurance and care for Rivia as long as she supports him like no one else does. Rivia is having a hard time adjusting to a life without Sophia and the castle to care for her, and Devin can't give her those as he treats her like an equal. They also bond over how well Cavone treats his wyvern, as their bond reminds Rivia of her dead pegasus.

Cavone wishes he can be as open to others as Devin. When Rivia shows Cavone affection, he wants more of it.

Despite liking him deep down, Rivia turns away from Devin. During her brief encounter with Cavone, the prince treats her as a real princess, and Rivia becomes attracted to this deep down. The two escape and part ways, and Rivia is ashamed to actually miss him.

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### THIRD LAST CHAPTER OF ACT I: A FALLEN LORD

Both Kaguya and Rivia are defeated. While in Cavone's captivity, Rivia learns that Cavone knew there was a traitor, due to information from her father. Cavone vows not to hurt Rivia on her father's orders. He doesn't keep her in prison, but only in the palace.

Hilatia takes over as the main lord of the past. The player still has a third person control over Rivia to explore the Vanot castle.

It is suggested that Devin truly is dead. Rivia thinks she falls in love with Cavone and the two become intimate. Rivia helps him ease the pain of the voices, and Cavone is able to provide for her in a way Devin could not- by being for her at her every whim, just as her parents had. Cavone treats Rivia as a princess, as long as Rivia does not disagree with him and have her own independent goals that Cavone does not approve of. Subconsciously, Cavone sees Rivia as victory over Devin, as her confusion over the death of Devin makes her turn towards him, and he enjoys using her willingness to his advantage, though he is unaware of this and believes the love is real. Rivia is miserable and has forsaken her dreams. Josef loses contact with her.

Cavone is not a scheming manipulator. Instead, he is more of an unconscious one. He only cares for himself, and only wants to use others to benefit him. He wants Rivia as someone who can give him comfort and who craves his power and care for her. He does not care what she truly wants, which is to be a great knight (and eventually, a ruler). He does care for Revecca, but his paranoia prevents him from getting any closer to her, as he fears growing close to anyone (except Rivia, whom he has a false image of). He fears Revecca would not see him as the perfect paragon if he becomes a real friend/mentor to her and shares his insecurities with her.

Devin is irresponsible and tries to procrastinate because he fears screwing things up, so he intentionally puts in low effort so that he has an excuse. He doesn't want to become a try hard like Cavone, whom he views as pathetic. But he does express pity for Cavone. Both of them are perfectionists, but they approach their issue in different ways.

Cavone cares for Rivia because he wants others to see him as a protector. He rarely tries to become a protector as he fears extending himself only to have others disrespect him and treat him as a servant. This fear comes from his perfectionism- he needs to be the ideal ruler, and he hates weakness. As such,



he becomes hungry for power and wants others to respect him and never turn on him. He wants to be treated as a perfect knight and hero. He is abusive towards her, but later finds himself guilty and tries to treat her very kindly. Rivia thinks he has good in him. Rivia is used to being spoiled and despite wanting to become a knight, she is afraid of changing. Thus, she becomes attached to Cavone caring for her. Cavone does everything for her- from dismissing abusive captors to listening to her. He became attached to Rivia because Devin loved Rivia, and though it's not explicitly stated, he wants to best Devin and sees Rivia as a challenge. Also, Rivia was the first to look into his eyes, as she reminded him of Devin and for a moment, she thought she saw him in Cavone. It was a mistake, and a costly one. Rivia and Cavone escape together, and when Cavone cares for Rivia, she cares for him back, and Cavone is surprised at this trust. He wants more of it, and thinks he must be brave and sacrifice 'his desire for conquest' for Rivia, when in actuality he is trying to compete with Devin and conquer Rivia.

Cavone does not see what he does as manipulation. He is unaware that he just wants to conquer her; he thinks he's saving her from the selfish people of the kingdom, who only use the nobles as a tool. He wants to turn the tables and have the strongest survive. Cavone can have anything he want, while Devin is a slacker and doesn't have as much as him due to his eyes set on other goals.

"Could Devin do this for you?"

"He couldn't."

When he hears those words, he feels validated that he was right all along, and that Devin should have been as determined and paranoid as him. He thinks his paranoia is key to his victories, as he relies on no one but himself.

When she's held captive, Rivia tells Cavone that if they want to get closer, then he has to change, and she won't marry him unless he does. Cavone agrees. However, months later, he still doesn't. He tells her that he improved, though, and she is worried, but is forced to go along with it.

After a year, Cavone has not married Rivia yet, as there is much controversy in having a Vanot prince marry a princess from Tarkla. In secret, Rivia has just had a daughter, but this infant is kidnapped by a mysterious being.

## ACT II:

After Rivia has her mind broken as Cavone's captive, she loses her independence and needs someone to rely on. Devin, feeling guilty that he wasn't there for Rivia and believing that he was one of the main causes for her being kidnapped, does his best to try to comfort her. Rivia becomes reliant on Devin and does not want him to leave her. They become intimate, but both do not truly love one another- Devin only pities her and wants to assuage his guilt, while Rivia is emotionally broken. Months later, Rivia has a child. But by this point, Rivia and Devin have drifted away, unable to handle the pressure of being with one another. Neither feel fit to raise a child. Their child, Iris, is protected in secret and is taken away from the battlefield.

But as Act II progresses, Rivia and Devin personally mature. Before, Devin avoided responsibilities because he could not stand the pressure of being a Lord. Now, he learns to confront his fears. Rivia also learns to stand back up on her own two feet.

## SECOND LAST CHAPTER OF ACT II:

At last, Rivia and Devin grow stronger as individuals, and their relationship finally grows strong, too. The two confess their love for one another, and Hilatia overhears this.

## EXCERPT:

Rivia: He promised he would change.

Devin: If you knew him like I did, you'd know he won't!

## ACT III:

[Too much to put in here, so see 'main plot summary']

## THE TRUTH ABOUT THE FIRE EMBLEM AND THE CURSE

[SPOILERS AHEAD. The details and true nature about the Fire Emblem are revealed when the player pieces together various clues found throughout the story. It is not given in one comprehensive fashion like some other revelations in the story. Pivotal parts are given in main story cutscenes.]

Even though humans were more selfless than the dragons, they were still susceptible to selfishness. Avadi lured the humans to fight amongst themselves, unaware that their conflict would put them all in danger at being devoured by the Merciless Hunger. To ensure the sacrifices would be paid to the Merciless Hunger, while preventing the few from oppressing the majority, Batova wrote the fates of each individual in stone. These fates would cause suffering in individuals, feeding the Merciless Hunger, but would ensure that the majority would be better off, albeit leading mediocre and lukewarm lives. Every individual would be given gifts in their lives, and to be happy, they would have to appreciate these gifts. However, no one would not be able to change the fate they were given, even if they strived for another life.

Knowing that the humans despised this solution, Avadi created the Fire Emblem as a way to allow humans to harness fate-altering magic. To deter humans from using the Fire Emblem, Batova told the humans that they would be punished for doing so. This was successful in keeping everything safe and intact. However, after Batova fell into eternal slumber, his own laws were used against him. Batova's punishments, which were meant to save the humans, became Curses. The Witch was able to alter the 'threads of the dragon gods' dreams' to make it so that sacrificing Tarkla children was required to stave off the Merciless Hunger; she did this by rewriting who was required to be sacrificed, balancing the logistics of sacrifices in a way unintended by Batova, but in a way that still worked.

Instead of simply causing suffering, the Curses instilled a lust for power in the nobles that would lead to ultimate ruin. This was meant by Batova as a way to show the people the negative consequences of such a lust; however, without Batova's guidance, the people would not realize the true intentions of such a punishment and exhibition, and would continue to lust for power. If he were awake, Batova would've been able to stop this madness. In summary, the Curses were meant to be used as a teaching tool and

deterrence that Batova could use to guide the people. But now that Batova was gone, they became tools exploited by Avadi.

The Fire Emblem can only physically alter things on the battlefield when a modern battle channeled the memories of a past battle. This was because the events of the human world were 'dreams of dragons', and the Fire Emblem works by using the similarities between two ferocious dreams as a bridge. It essentially tempts humans to change the past, taking advantage of their agony over regrets and losses, which was gifted to the humans so that they could have empathy for others.

The reason everyone must follow the fate Batova set out is because Myonkos works like a clock- everyone is a gear and must be in the position designed for them. The actual workings are too complex to be understood by a human, but the principle is understandable through this analogy- if a gear is not put in place, problems will occur, and the whole clock may fall apart. It is not understandable to a human why, if she does not become a cook, that the land will suffer a drought, but that is just the way the world works. Its inner works are not understandable through human interpretation.

Avadi wants the Curse to happen. However, such a power can only happen when nobles become hypocrites and go against Batova. A Curse is an enactment of Batova's punishment in cases of obedience; it is a relic of darker times when humans needed to be punished to avoid sinning. Thus, it is not truly dark magic, but Batova's magic turned against humans. So, when a Curse is disobeyed, Batova's punishments are unleashed. Avadi and the witch WANT humans to disobey the Curse, and tempt them towards it.

Curses by themselves do not have content. They do not have to be morally just. They just need to be obeyed and nothing else. They actually hack into Fate itself and make it choose to make bad stuff happen naturally. For instance, Rivia's death is naturally supposed to save the world from the Curse. But when it does not happen, then humans have become selfish and chosen a few over the greater good. Thus, Fate tries to restore the natural ways by destroying these selfish creations (Cavone's bloodline).