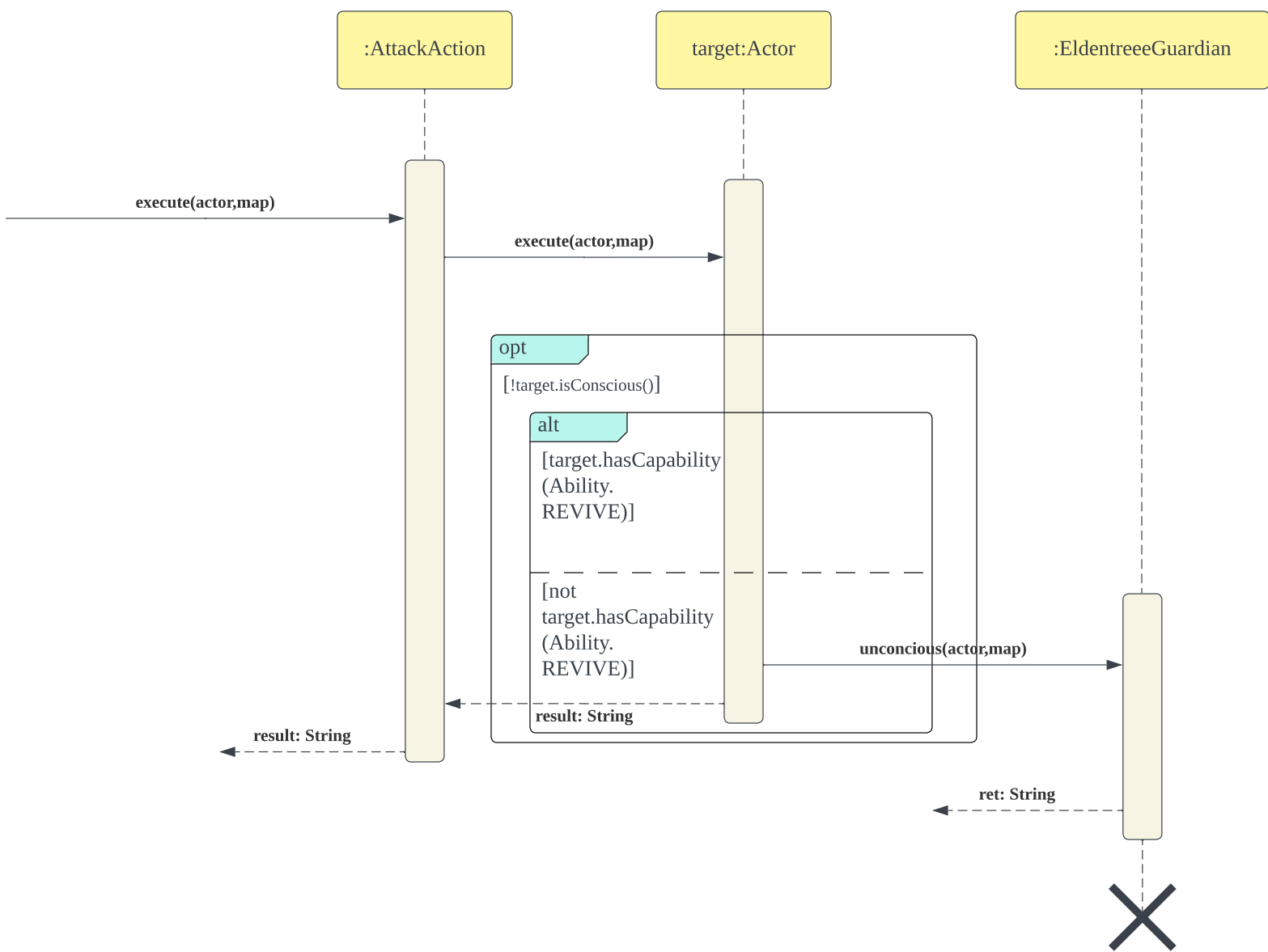
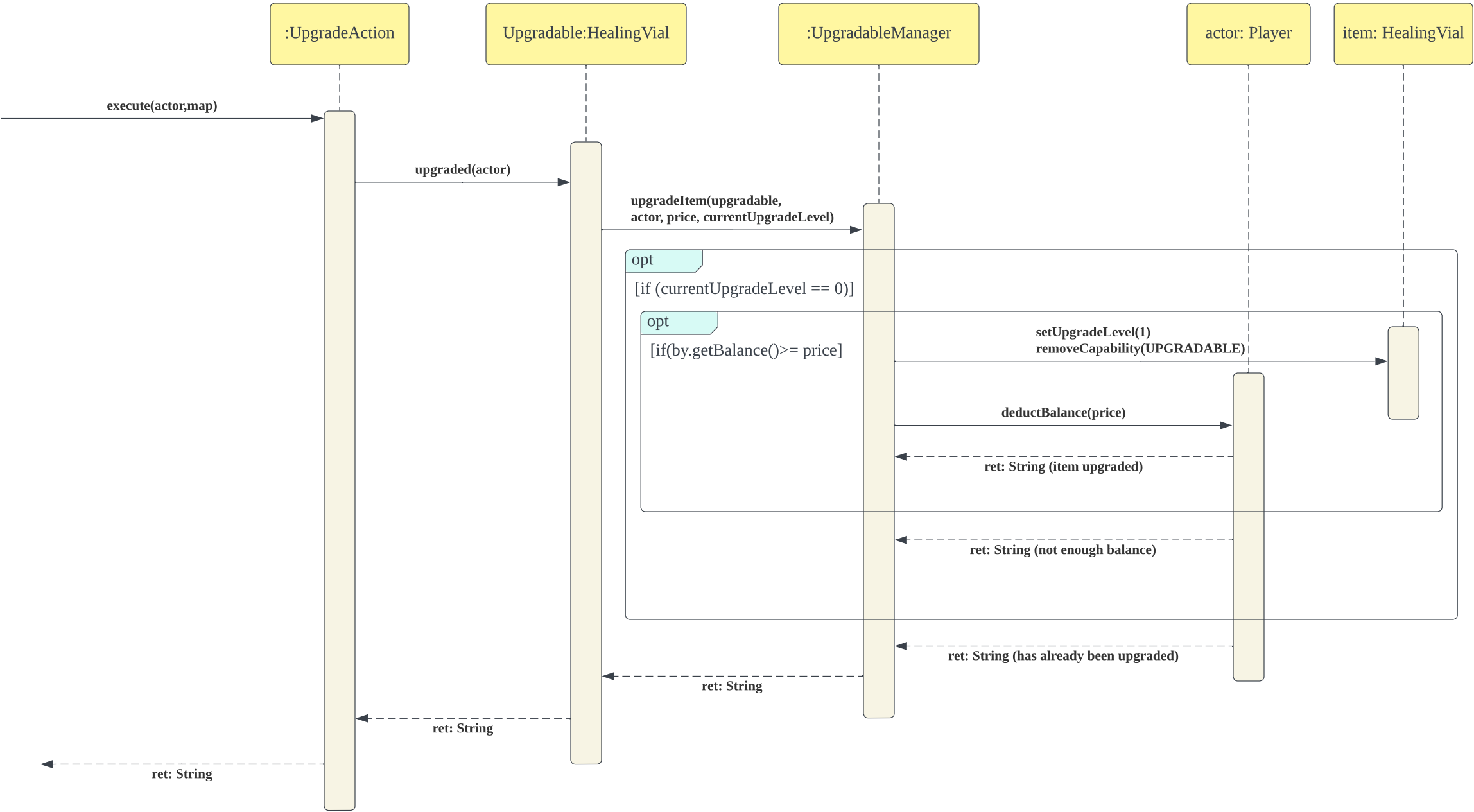


REQ1 Scenario: The EldentreeGuardian was killed by the Player and then was removed from the map

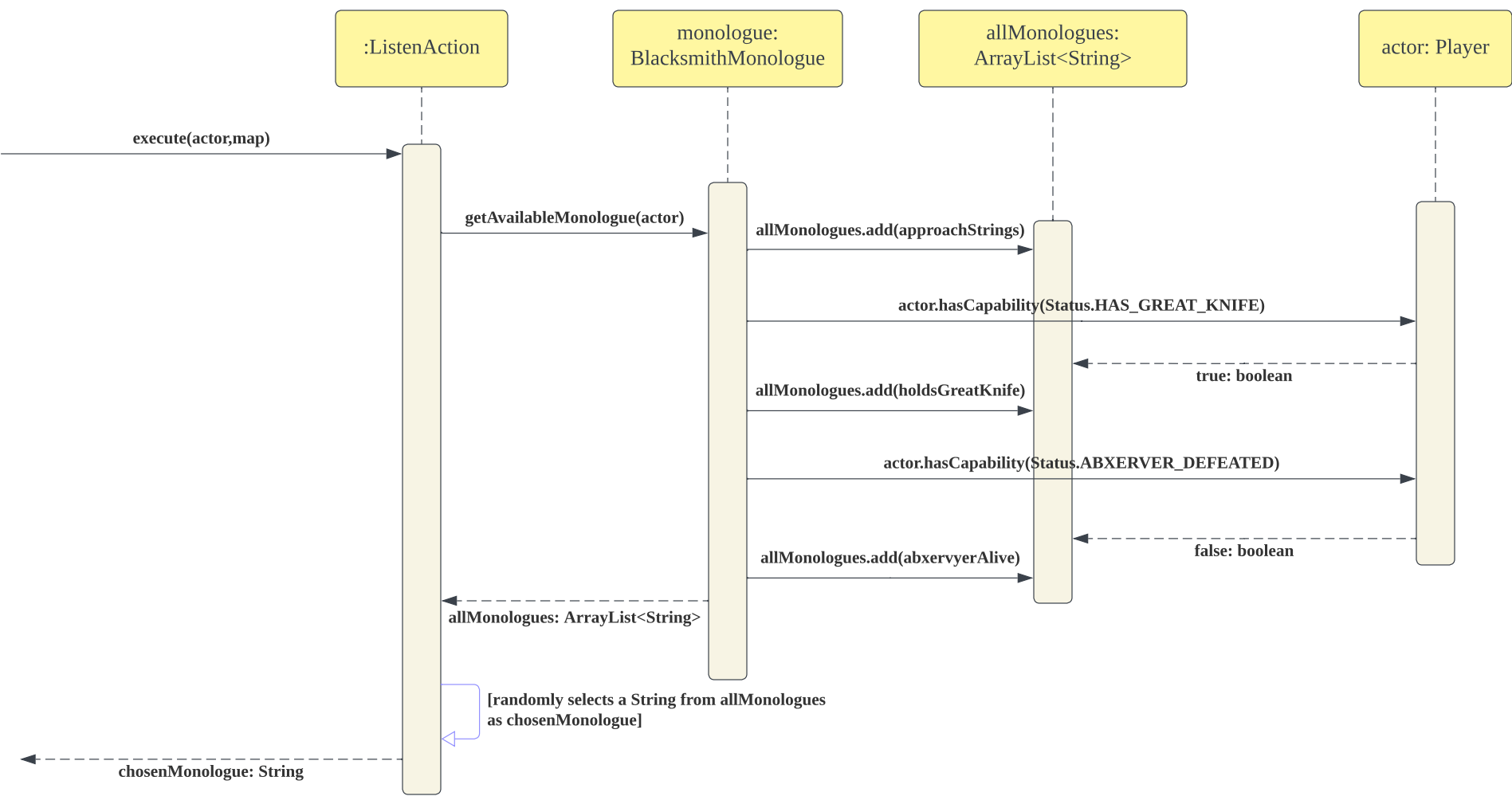


REQ2 Scenario: Player upgrades Healing Vial from the Blacksmith



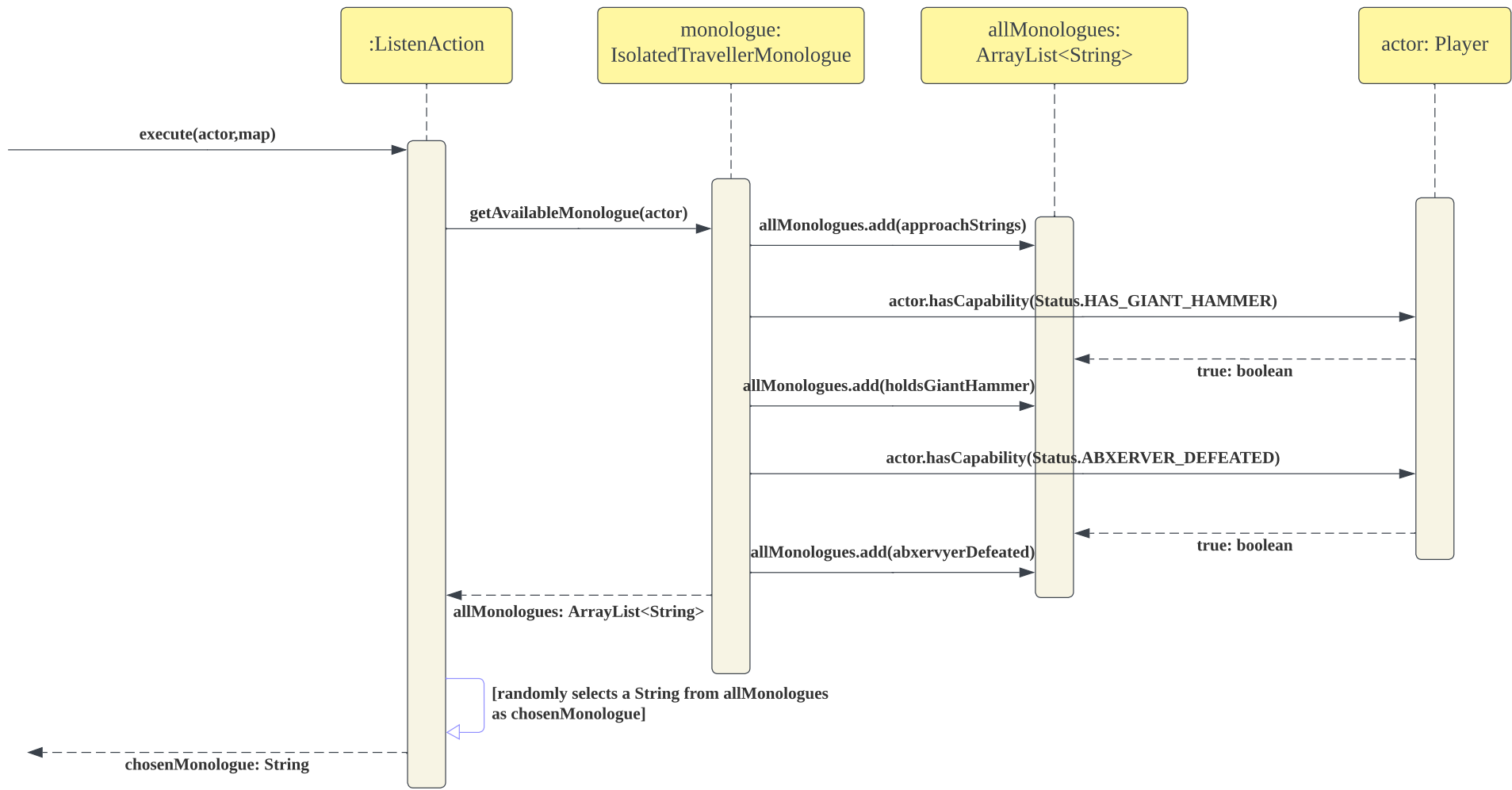
REQ3: Player listens to the Blacksmith, wielding a GreatKnife, while the Abxervyer is still alive

*diagram has return conditions specific to the above scenario



REQ4: Player listens to the IsolatedTraveller, holding a Giant Hammer, having defeated the Abxervyer

*diagram has return conditions specific to the above scenario



REQ5:
Scenario:
Player fell into void then was respawned,

one of the player died consequences is
enemy removal: HollowSoldier were
enemy except Abxervyer

