Moonlyghte

Setting:

Welcome to Asra, a world in perpetual night. There is no sun that brightens the day and the moon is the only source of light in this dark world. However, in the center of this continent stands a tree so massive it can be viewed at any point of the continent. This tree is Iggdras, the World tree, and it provides sustenance for all life in this world as well as the power called Moonlyght.

Moonlyght:

Moonlyght is an energy that is created from Iggdras by absorbing moonlight and process it into an energy source which is then release into the world in three states. The first state is vapors which is released by the tree leaves and saturate the air people breathe with moonlyght energy. This is the most common source of moonlyght and can be easily manipulated by living creatures to aid them. The second state is in liquid form which flows from the tree’s base into major rivers and streams connected to the large lake that surrounds the tree. This liquid form can evaporate and then rain down in brilliant purple rain. The last form is a moonlyght metal which is injected into the earth through Iggdras’ massive roots which create veins beneath every stretch of the continent’s earth. These metal veins are highly reactive to other moonlyght mediums and will release bright light blue flames during these reactions.

People in this world are born with the ability to manipulate moonlyght. However, individual adeptness at controlling this energy is vast. While most can only utilize moonlyght to enhance their physical prowess, there are people who can freely weave the moonlyght around them into powerful spells. However, manipulating moonlyght weakens the body’s meridians which will render them from further using moonlyght. To replenish one’s meridian flow, one must bask in the light of the moon. It is because of this, during a short period of the year when the moon “sets” beyond the horizon, it is known as the “dark season.”

World:

The continent of Asra is split into 4 distinct landscapes. To the west is Bahu, the land of eternal forest. This land is covered with all kinds of tress and is known for having the most beautiful yet dangerous forest there is in all the land. In these lands, legends say that during the windiest of nights you can hear the trees singing a sad melody which are believed to be the cries of those who passed away in the forest.

To the north is Gui, the land of the treacherous dark mountains. From any one point, all one can see are the jagged snow covered peaks of Gui. Majestic yet foreboding, these mountains are the homes for the hardiest of people. One of the major phenomenon of Gui is the floating mountains, which is caused by gravitational influx from high concentration of metallic moonlyght in the mountains.

To the east is Seilong, the land of a thousand islands. Each island shares an identity, but not a single one are united. Just as it is the land of a thousand islands, it is also the land of a thousand nations. Some islands create friendly relations with nearby islands by forming bridges and markets, while other invade their neighbors and pillage them for resources.

And finally, to the south is Suza, the land of the burning desert. Here many live nomadic lives wandering the endless sand hills. Those who aren’t nomadic migrate to the few cities scatter throughout the desert, the most prominent one being the capital of the continent. Despite the perpetual night, the sands provide warmth by hidden flames beneath the earth. One of the most spectacular sights is when these flames erupts onto the surface and lights the land with its raging heat.

Characters:

Skye – He is an Ascendent, people who live within the branches of Iggdras. While others are solely devoted to their task, Skye is wild and restless. He is adventurous and confident and often looks beyond his home to the world below him wishing to explore the vastness the Floor World has to offer.

Yune – he is a quiet and aloof figure who often view the world negatively. He had a terrible childhood on the Floor World and things didn’t improve much when he was taken to Iggdras. He is distrustful of the Ascendant and always wary around them, but after growing up with Skye as his servant, he only finds Skye’s presence bearable.

Celene – a fiercely independent and adventurous woman who wants to see more of the world just like Skye. However, she is caged by the rules of her society which makes her frustrated and often act rebelliously. She’s often a lone wolf because she believes others just get in her way.

Milo – a teenager who is viewed as a prankster in Celene’s village. He is always snooping around and playing tricks on villagers.

Sigorosa – an old hermit who secludes himself in the Bright Forest. He was a young scribe during the revolution that brought about the current empire and served as an archivist for the current emperor for a brief period of time. After seeing the emperor grow more and more tyrannical, he fled and hid away for over 80 years.

Pillars:

Cycles – cycle of life, circles, never ending loops

Growth – Skye’s maturity and discovery, coming of age

Perspective – differing opinions, differing philosophy, monotheistic religion

Issues – identity, socio-economic, government, change

Plot Points:

Prologue:

Skye and Yune are fencing. Yune clearly has better technique, but soon becomes outmatch due to Skye’s moonlyght abilities. Skye helps Yune up after his defeat and they walk to a balcony that has a view of Bahu below. Skye express his dream of seeing what lies beneath the forest canopy but Yune quietly murmurs that it’s not rainbows and flower down there.

Skye’s coming of age ceremony is approaching, but he doesn’t want to be assigned a duty for the rest of his life. Yune tries to persuade him, somewhat half-heartedly since it is his duty, but Skye wants to go on one last adventure before his ceremony. Skye tell Yune that he found a small path along the outer trunk of the tree and it lead to a mysterious cave inside the tree. He wants to see what’s within before the ceremony.

Skye release Yune’s binding that prevents him from leaving the tree since the cave is just outside the boundaries. Inside is a pedestal with bright wispy flower. Yune express his fears but Skye touches the flower and gets branded with the Mark of the Sun. The area the begins to flood and the floor collapse under them. The two are carried to the Floor World in a waterfall but are split up somewhere along the way.

ACT I:

SKye runs into Shadows, shade-like creatures made from darkness, but quickly defeats them. However more shows up, but Celena shows up and wipes them out. Celena questions why a lone man is out in the wilderness at such a late night. However, before you could answer there is a roar in the distance which cause Celena to drag you away saying it is unsafe. As the two of you head away, SKye ask some questions.

Celena meets up with the rest of her hunting group. Turns out they found Yune as well. The two are questioned, but Yune answered for SKye and hid the fact that he is an Ascendent. The group reveals they were collecting darkbane which is a wispy remnant of Shadows. It’s used to ward of the Guardian who are more active during the dark season. Warning the two that it is dangerous to be wandering during the dark season, Celena brought the two back to her village.

Turns out Celene’s father, who was a famous and respected member of the village, didn’t approve of her joining the hunt and scolds her. Celena reveals that she wants to see the world outside of the village.

The darkbane was collected during the hunt is used for offering to an alter to protect the village from the Guardians. In order to reach the alter, they must journey through a cave near the village. This is where they encounter the pool of moonlight. The pool reacted strongly with Skye which made Celene suspicious of Skye’s origin.

One night, the moon was eerily dim and Skye had a dream where he was talking with a spirit that appeared as a shining woman about the Mark of the Sun he gotten from the Sun Shrine. He was given hints about his journey is about to begin. Skye then wakes up with his mark burning in pain. Celene notices the marks and says that’s the sign of Ragnas which marks the world’s end. Celene becomes hostile and says that Skye’s presence will harm the village. Skye and Yune try to appease Celene, but then the Guardian, White Tiger, attacks the village.

Skye manage to wound the White Tiger because of his Mark, but the White Tiger fled. After witnessing the damage of White Tiger, Skye promise the village that he will stop the Guardian since he was the first to injure a Guardian so. Many celebrated Skye’s victory, but Celene knows that White Tiger was following the Mark. However, Celene did not tell the rest of the villager because there was already enough grief over the dead and she doesn’t want to agitate the village anymore. Celene did force Skye to swear an oath to take her with him to hunt the White Tiger so she can confirm Skye’s promise, but at the same time, she just wanted an excuse to leave the village. Once the White Tiger is defeated she will consider the oath fulfilled and they will part ways. Celene confronts his father about her decision. The two have a brief argument before her father relented saying that there is too much of her mother in her. Her father than gives her a special sword he made for her as well as a scarf that her mother use to wear.

Before Skye, Yune, and Celene completely left the village, some villager pointed out the fae lights that dot the path. Fae lights serve as guiding lights to the righteous and their appearance was considered a blessing from god. They soon set out as the village bid them farewell with the “Song of Passing” a song sung to mourn the dead or those who leave on a long journey.

As they follow the fae lights as well as the trail left by the Guardian, the three realized they aren’t alone. A boy named Milo they met at the village followed them. Milo was an orphan before close friends of his parent adopted him. However, his foster father died during the fight and Milo regret always being mischievous. He had snuck out of his home (leaving behind a note with his reasons for leaving) and decided to follow the group.

The four soon reached a small town to restock and gather information. They hear rumors of the Guardian as well as a large concentration of Shadows in the surrounding area. The party investigates the Shadows because Skye believes that helping these people should be the right thing to do, but also believing the high concentration of Shadows is somehow tied to the White Tiger. During the investigation they met Tal’wen, a mysterious rogue character. Tal’wen save the party from a bind, but offers no explanation on why he was here. However, he does know that the party is searching for the Guardian and gave direction that its heading. The party thanks him and left, but Tal’wen quietly whisper to himself as the party left that they will be seeing a lot each other soon.

The party then prepares to leave the town and head out. During one night camping, Skye has a dream where he sees the sun rises. He wakes up with the moonlight in his face and the silhouette of Celene on a hill. Skye sits with Celene and they talk. Celene still shows a bit of wariness to Skye, but she opens up a little and they talk about things.

The party follows the Guardian’s trail until they reached Brightwood Forest. Celene explains that the leaves from trees in Brightwood Forest create an intensive bright light that can impair traveler’s vision. It is very easy to get lost in this forest, so she proposes that if they ever get split up, they should meet at the next town after the forest.

The party enters the forest which appears like a normal forest bathe in early morning light. The party soon reached the Backwards River which is famously known for flowing upstream. However, they soon encounter the Guardian. Skye manage to injure the Guardian, but in desperation, it flung itself and Skye into the waterrise and are dragged away by the current.

Skye has another dream with the shining woman.

Skye wakes up in a shabby hut in the Brightwood Forest. It belongs to an old hermit named Sigorosa. He found Skye floating up river and saved his life. He also bandaged Skye since he suffered numerous wounds from his fight and that is how he finds out about the Mark of the Sun. However, Sigorosa does not show any hostility over this unlike other people and he explains why. He was a lorekeeper from the previous generation of kings. He has witness the changing of empire and explains that the symbol was also present during that period. The symbol gained its negative stigmata because the current king had some sort of relation with the symbol. Because of his current tyranny, the symbol was viewed as the harbinger of doom. However, the true meaning behind the symbol did not use to be that. Sigorosa was aware of the symbol, but does not remember the story behind it and says it is probably somewhere in his old archives. Skye pleads for info, but Sigorosa said he has given up on his life.

Later, when his wounds are mostly healed, there was a great wind that blew through the trees and they started to “sing.” Skye questions Sig and he tells you that the oracle of the forest is requesting them. The temple of the forest resides in a small lake where the Backward River ends. Apparently, the water from the Backward River holds immense moonlyght energy since it directly flows from the tree. The temple has a strong attachment to the tree which is why the water flows upstream.

At the tree, the oracle gives Skye some information about the world as well as a hint at his purpose. It was very enigmatic and mostly confused Skye. At the very end, the oracle points in a direction and tells him that someone whom he needs to guide is in that direction and beyond that those that guide him lies ahead. Just as she finish saying this a 12 year old girl appears out from the thickets being chased by wild beasts.

Skye save her and brings her to the oracle. The girl doesn’t talk, but she isn’t mute. The oracle has seen her fate and explains her past. The girl lives in a village that fanatically worship the moon goddess. Those who are adept with moonlyght are treated reverently and that use to be the case with the girl. However, as she grew her powers became something different from moonlyght and she was branded a witch. Her family was killed, her home was destroyed, and she was chased from the village. Her trauma was the reason she lost her voice. Since she doesn’t talk, Skye names her Sorii.

The three leaves Brightwood Forest under directions from the oracle. Sig follows because he has taken an interest in Skye. The party manages to get out of the forest and heads for the rendezvous town. They arrive at the designated town where Celene told him to meet. Skye finds Milo, Yune, and Celene but they seem to be in some sort of argument with others in a pub. It has something to do with the Guardian.

The Guardians close proximity is making most of the villagers nervous. A plan was hatch to defeat the Guardian once and for all since Skye has arrived. The final showdown begins and Skye finally manage to kill the Guardian. The Guardian disintegrate and its essence gets collected by Skye’s mark. (Just like how the mark has been collecting essence from dead enemies). Some were confused by this, but ignored it because the beast was finally defeated. Celebration.

Skye and Celene talk about stuff they went through and the contract they made. Celene ends the contract and says something about Skye being free to part ways. Skye talks about how everyone seems so much brighter since the Guardian was defeated. He knows there are one in each region and he gives a promise that he will defeat each one in order to make the world a better place. He asks Celene for her help in accomplishing this and in return offers her a journey of a lifetime. Celene gladly accepts and the hostility between the two vanishes.

ACT II:

The party, which now consist of Skye, Celene, Yune, Milo, Sigorosa, and Sorii, heads north into the mountains of Gui. As they cross the border they get ambushed by bandits. The party fends off the bandits, but had to run for it because of their numbers. Soon they encounter soldiers who chased the bandits off and escorts the group to a nearby city. The nobles from the city had heard of Skye’s exploit and invited them to a banquet.

Noble talks about the Gui Guardian disrupting trade and towns because of constant earthquakes and gravity shifts. Unlike Bahu Guardian, the Gui Guardian is active year round since it lives deep in the mountains from moonlyght. However, during the dark season, it is more active than usual. The nobleman pleas for their help in restoring the nation’s peace. Skye, whose still naïve of the world, sympathize with the nobleman’s plight, but Celene and Yune are more dubious of his intent. The nobleman tells the party of an encampment to the east whose preparing for an operation to clear the trade route of bandits.

At this point they tour the city and Milo is really excited and has a lot of fun. Skye and Milo converse and learns more about Milo.

At some point, Skye has a dream with the mysterious woman again. She reveals that the soul of the Guardian is residing in him after he killed it just like the departed souls from deaths along the way. It allows him to heal from moonlyght water.

The group reaches the outskirt of the encampment in the middle of an attack by bandits. The bandits are driven off and the group meets with the bases commander. The commander is against outside help, but since they were sent by the nobleman, he reluctantly gives them a simple reconnaissance mission. During their reconnaissance, they encounter another sortie of soldier who were guarding a cavern that the Gui Gaurdian supposedly use. There they meet Irven, who is a darkskin. It was apparent that while he was one of the higher ranking official in the group, but there is obvious difference in status between him and the other officers. From a quick look, most of the soldiers were darkskins and other lesser races like elves, and dwarves.

The group then head back, but were caught in a bandit attack. However, the leader was revealed to be Tal’wen. Tal’wen took the group to a town that the bandits have occupied and they learn the truth of the area. Since Gui is a mountainous area, many villages don’t have the technology to grow a lot of crop. Most survive on mining and crafting metallic moonlyght which is abundant in the area. However, since a few major settlements under the control of the empire have control of trade route and mining operations, so they prosper and the smaller village suffers. Also, the Gui Guardian often cause quakes which damage the towns, but the cities have technology that can mitigate the effect. The starving village then must resort to banditry to survive. The military base was used to clear out nearby village and sell them to slavery and servants. The sortie the group met earlier was somewhat of an example of this.

Learning this and after some discussion, the group heads back and confronts the military commander. The imperial soldier becomes hostile and they fight. At this point Skye is still against the idea of killing humans, so they just sabotage the base and left. During the fight, the commander said that a group has already discovered the bandit’s hideout and are headed there to attack. The group tries to go back to help the village when they hear the Gui Guardian roar in the distance where the sortie was. The group decides to split up. Skye, Yune, and Milo goes to the Guardian while Celene, Sigorosa, and Sorii (who is still quiet and often clings to Celene or Sigorosa) goes to the village.

Skye arrives to see the Gui Guardian killing most of the group. Irven is one of the few alive and is trying to save the remaining people. The other officers have already fled. Yune manage to save Irven before he is killed and Skye goes to fight the Guardian. After dealing some damage to it, the Guardian uses its gravity shift and disorients Skye before it flees. Irven thanks Yune for his saving his life and swears loyalty to Yune. The party hears from Irven that the group was made up of the poor and enslaved to use as fodder against the Guardian. Skye is furious at such treatment and vows to bring an end to this. Yune warns him of the limit that one person can accomplish and to not make such broad, lofty promises.

The group heads to the bandit hideout to find it in ruins. Tal’wen was there and told Skye that Celene was captured. The village was beyond saving so Celene told the injured and non-combatant to leave one way while she and a few brave soldier led the army away. Tal’wen joins the party and they head to a jail in another city where Celene is kept. Sigorosa and Sorii were staying with the refugee and while Milo was told to stay, he stubbornly follows.

The group attacks the jail, but before Skye reaches the cell where Celene was held, he bumps into Celene who had manage to escape with the few remaining soldier and caused a bunch of chaos within. The group manage to rescue many of the prisoners and take over the jail.

Tal’wen informs the party that the next town was notorious for its slave trade. Tal’wen tells the party that he is actually part of a larger organization that is rebelling against the empire and that one of his mission was to rescue the slaves. Technically, slavery is illegal in the empire, but the mayor of the city gets away with it by having a secret mercenary group deal with it and use terms like “indentured servitude.” The group then splits again to explore the mountains since many of the slaves are kept in caves in the city outskirts.

Skye and Yune soon finds a cavern and here Yune reveals that before he lived in Iggdras, he was a slave and knows these kind of tunnel networks. This explains for Yune’s more aggressive and odd behavior since they’ve been in Gui. He directed Skye down one path and he took the other. He did this because he knows what goes on in the tunnels that he goes. One group of slaves, namely men and children are in one area, while women are taken to the other. There they are raped and suffer through all kinds of abuse. Yune rushed at the startled mercenaries and slaughters them all. There was one young woman who lay feebly on the ground pleading for death. This reminds him of the time he escaped from these caves to look for his mother and older sister to find his mother dead and his sister in a similar situation. His sister begged for death, but Yune being too scared couldn’t do it and she committed suicide. Back in the present, Yune prayed for the woman’s soul to rest in peace and then stabs her. He also sings the “Song of Passing.” Outside the cavern, he meets up with Skye. Skye ask him if anything happened to which Yune answer with a smile that he settled an old debt.

Tal’wen has planned a coup d’état against the mayor. Many are unhappy with him in the city so it was easy to get sympathizers. Now that the slave trade is pretty much destroyed, the mayor doesn’t have much leverage and just holes up in his mansion. After a decisive fight between the mayor’s private army and the bandits, the mayor is killed and the city liberated. The bandits then integrate back into society and all is fine. Milo was injured during the fight, but quickly recovered. In the brief lull, Milo reminisce about his past to Skye. Sorii seems to warm up to Skye and Milo a bit and almost managed to say something. Things sort of get better, but then an earthquake hits and they are reminded of the threat of the Guardian. Tal’wen joins the party and they all set off to the floating mountains nearby to defeat the Guardian with some soldiers as well.

The floating mountains are rocks that have high density of metallic moonlyght. There is a large moonlyght flux in the area that cause these rocks to float. It is also what attracts the Guardian to hole up there. They get through the mountain to the Guardians layer.

During the fight, Skye’s sword gets broken on the Guardian’s hard shell.

After defeating the Guardian, the Guardian did something unexpected. It caused a huge gravity shockwave that brought the cave to collapse. Skye tries to help some of the soldier, but Tal’wen says something about Skye’s importance and not letting their sacrifice be in vain. When they left the cavern, the shockwave has started an avalanche. Using the local wildlife, they try to outrun the avalanche. However, before Skye and Milo could reach the Cliffside that can shield them from the avalanche they get knocked off and Milo gets injured. Skye tries to help, but Milo understanding the situation pushes Skye away and forced him to continue on. As Skye drifts further away, Milo gives a somber smile and waves goodbye as he gets swept away in the snow.

Skye falls into a depression. He started the journey being so optimistic about how he is helping people. But people close to him are dying and he lost all of his confidence. Yune and Skye gets into an argument. Yune calls Skye a coward that loses his motivation at the first sign of trouble. He plans on continuing even if Skye doesn’t go. Yune ask whose going to go with him and everyone joins except Sigorosa and Sorii. Sigorosa says he only came because of Skye and that a long journey like this isn’t good for an old man like him or a child like Sorii. Yune, Celene, Tal’wen, and Irven leaves, but a bit later Celene returns to look after Skye.

Act III:

Weeks have passed since the party split. Skye is still in a depression and Celene and Sorii have been taking care of Skye. Sigorosa has been holed up in the libraries pouring over books. Celene is out getting food with Sorii and the citizens greet her as she passed by. She goes to the outskirt of the city where the avalanche reached and pay her respects to Milo’s grave, which she erected there since the incident. She sings the “Song of Passing”, but at the very end she notices a flash of light behind the grave. It was a pendant that Milo wore.

Celene returns and talks with Skye. Skye is still unresponsive, but then she shows him the pendant and leaves it on the table. Celene mentions that it was Yune that told her to stay and that even if he did leave on a negative note, he still cares for him. She just doesn’t understand why it has to be her. Celene leaves and Skye then ponders over the pendant.

Skye soon leaves to see Milo’s grave and there he resolves himself that he won’t look back anymore. He will move one forward. Overjoyed that Skye got better, the group sets out to find a caravan that knows where to go since heavy snowfall blocked most of the roads. There are no caravans, but the bartender told the party that a mysterious traveler has taken interest in them and knows away.

The mysterious traveler is Tiare, an elf from the Seilong region. She seems very quiet when they first meet when she has her hood up, but once she reveals herself, she is actually really bubbly. Tiare explains there’s a path to Seilong that many don’t venture to cross. She usually travels along this path alone but in recent years it has become hard to traverse alone.

The party leaves and along the way the members get to know each other. Tiare is always tease and pull pranks on Skye. Celene always gets annoyed at Tiare because of her behavior, but Sorii grew fond of her.

The passage Tiare speaks of is the Great Ice Passage, which is two walls of ice that separates the sea. The passage has existed for hundreds of years, but in recent years, the ice has melted somewhat leaving a hazardous frozen ground beneath. There is strong concentration of moonlyght in the ice that keeps it frozen.

Across the Ice Passage is a small village. Tiare lived in this village for a while and often visits. Celene questions why an elf is living in a human village. Tiare avoids the question. Skye asks about the Resistance, but the village is pretty solemn about the topic. Apparently there has been a long and tragic conflict between 3 major powerhouse in the area. The Shun faction is supported by the empire and currently maintains a good portion of the nation. The Wyn faction mainly consists of the Resistance and other freedom fighters who wish to end tyranny. Finally, there is the Gon factions which is just a large organized group of barbarians who take what they want for themselves.

The party gets information about where the Resistance might be located and heads out in boats. Tiare guides the party, but decides to take a detour when she notices something. The party notices a small farming village near the coast being pillaged by the Gon faction. The party rescues the village and the village tells of a battle waged between the Gon and Shun nearby that’s been going for a week. The party has arrived in the middle of a large scale battlefield.

Since the area has been sealed off, the party reluctantly sides with the Shun stationed nearby to defeat the Gon. However, they try their best not to be too conspicuous since they are now wanted by the Empire. Skye sees the effect of long battles and is appalled. Tiare acts oddly whenever the Gon’s are mentioned. Sigorosa mentions that Seilong is rich in ancient text and may be able to discover the truth of the Mark of the Sun.

They meet a hired mercenary named Edge that has been with the Shun for years. Edge is a sarcastic fellow. Years of fighting has made him dismissive of war. Edge guided the party in their mission which is mostly reconnaissance and sabotage. The party gets along with Edge. Tiare is growing more distant and isn’t making jokes as often.

In one mission, Tiare recognized one of the generals in the Gon army. The mission goes awry and Edge gets injured. Skye kills his first human being in order to protect Edge. Tiare mentions that he knows who the general is. The group returns to the Shun camp to find it mostly destroyed. The party plus Edge escapes and goes after the general Tiare mentions.

Tiare reveals her past. The Gon army invaded her island a long time ago and destroyed her home. She was the only one to survive and fled. After learning how to fight, she came back to a few years ago for revenge, but failed horribly and fled again. After that she has been reluctant to return. After hearing about Skye’s exploits, she regains some of her courage to challenge him again.

Along the way they encounter the Seilong Gaurdian. However, without any idea how to fight it the group is forced to escape it. Their boat gets destroyed by the Guardian and the group is scattered. Skye is left with Tiare and Sigorosa while Celene, Sorii and Edge are stuck on the opposite side of and swift moving river.

Skye’s group finds an ancient temple which Sigorosa deciphers. It reveals a bit about the Gaurdian as well as the Mark of the Sun. After coming in contact with some of the ruins, he gets visions about a new power and uses moonlyte ore lying around and reforges his broken sword. Now, Skye can summon his sword with his new power. Tiare reveals that there is a similar temple where she lives. The party leaves the temple and sees the Guardian engaged in a fight far out in the distance. Skye believes that Yune is there fighting, but he resolves himself to find the temple first and join up with him once he is confident in his power to defeat the Guardian.

The group meets back up and used canoes that they built (the process sped up with Skye’s new power) and they soon arrive on the island where Tiare lives. The general that destroyed Tiare’s village is named Baal Darthus. He is a very powerful warlord who conquered many islands. He made Tiare’s village his home since it was his greatest conquest.

The party attacks the barbarians, but they get routed. Tiare goes one-on-one against Baal. While Skye offers to help, she declines saying this her duty solely. While Tiare fights Baal, the party fends off against the minions. It was a tough fight for Tiare, but in the end, she successfully kills Baal.

After getting rid of the rest of the barbarians, Edge leaves the party since he is still a mercenary and since his original job is done he’s moving on. He still thanks you and appreciate the journey he had with Skye. The rest reaches the temple and they learn more about the Guardians.