# Act I

## Intro

### Hauke monologue

#### He explains the orphanage. He was given the name Hauke. Doesn’t remember when or why. Talks about the caretakers that don’t really care, the director who’s nice when he’s around, but is usually in his office, which they’re not allowed to enter.

#### The orphans are made to work at a factory during most of every day. Hauke works in a mechanical section, and is often hurt by quickly moving metal parts. He becomes used to physical pain.

#### Lastly he talks about the other orphans, with a focus on Ellie who acts as a caretaker when the caretakers aren’t enough.

## Orphanage 1

### Free time

#### Ellie (mandatory)

##### HAUKE: Huh? What’s wrong, Ellie? ELLIE: Oh, hey little bro. Don’t mind me. HAUKE: Do you have something on your mind? You can tell me! ELLIE: Nah, I just like staring intently at tables. Hey, I’ve got a bunch of stuff to tell you about. So whenever you have some time, come talk to me again, okay? HAUKE: Okay, sounds good!

##### HAUKE: Hey, sis! What did you want to talk about? ELLIE: Oh, I’ll get to that. First, what did you do today? HAUKE: Oh, just the usual. Repairing factory machines and stuff. What about you? ELLIE: Ah, yes. Today they put me at the front desk! HAUKE: Really? What’s that like? ELLIE: Heh. It’s incredible. I love telling people they have the wrong number. Heh. ‘Is this Miller Orphanage?’ ‘No, this is Ellie.’ Slam. Heehee. Classic. HAUKE: …So I guess no one’s getting adopted. And we’re not getting any new kids. ELLIE: Not on my watch. Normally I’d encourage people to adopt us, but we’re about to escape, anyway. HAUKE: Why do you hate the orphanage so much? ELLIE: Let me tell you a story, bro. HAUKE: Oh boy. ELLIE: I wanted to wait until you were a little older to tell you this, but time’s about up. HAUKE: I’m pretty old. I’ll be 8 tomorrow. And it’s your birthday too! ELLIE: That’s right. Do you know how old I’ll be? HAUKE: You’ll be… 16! Right? ELLIE: Yeah! You’re so smart. Anyway, story time. I was about your age when the old orphanage burned down. That’s when I cracked my back, you know. Back then, we had a different director instead of Mr. Faulkner. His name was George Miller. …That name ring any bells? HAUKE: …No? ELLIE: It’s the same name that the orphanage has. HAUKE: Oh, you’re right! “Miller Orphanage!” ELLIE: Yup. He founded the orphanage. Mr. Miller was the most caring guy you’d ever seen. He loved every single kid dearly, and he let us know it. This’ll blow your mind. He even played with the kids, and he ate with us almost every single day. HAUKE: What?! How much did he like you guys?! ELLIE: He treated us like his own kids. He was always there for us when we were sad or hurt. He was never too busy for us. HAUKE: That’s crazy… ELLIE: But one day, a greedy businessman decided he wanted to own the orphanage so he could make more money. He sneaked into the orphanage, started a fire, and quickly left. HAUKE: … \*mouth agape\* ELLIE: The fire ate up the whole building until there were only ashes left. Some people escaped, but the rest died. And as you know, some people, like me and Harry, got hurt while escaping. When the fire started, Mr. Miller tried to escape, but then his stomach started to hurt. Then the pain spread all over. He fell to the floor, choking, and then he died. His meal had been poisoned. HAUKE: That’s so mean! Who did it?! ELLIE: Hang on. I’m getting there. For legal reasons, the rights to the orphanage went to Mr. Miller’s family. But none of them knew how to run an orphanage. Luckily for them, someone offered to buy the orphanage. He even had a new building and could move all the kids there immediately. Mr. Miller’s family would get a bunch of money and have a lot of trouble taken off their hands, so they happily accepted. And you know who was behind this whole dirty scheme? HAUKE: Was it… Mr. Faulkner…? ELLIE: Bingo. The filthy psychopath murdered poor Mr. Miller and a few helpless children, just so he could get richer. HAUKE: I don’t get it… Why? He seems so nice! Wait, how do you know all this about Mr. Faulkner, anyway? ELLIE: Heh. I might’ve used a little magic to find out. But it’s true. HAUKE: I KNEW you could read minds! ELLIE: Oh, you did? I’m impressed! I didn’t think you’d figure it out. HAUKE: Don’t underdomesticate my intelligence. ELLIE: Yep, Faulkner’s brain told me everything. He loves to think about it. HAUKE: That’s so—so—aaaargh! I’m gonna GET him! ELLIE: Hold your horses, little dude. Wait ‘til the time is right. So, do you see why I’ve always wanted to escape now? HAUKE: Well, yeah. I want to escape now, too. ELLIE: I was hoping you’d say that. I’ve been working out a plan with Ben. I’ll make an excuse to come to the factory, and we should be able to steal the car. HAUKE: Really?! That would be so cool! Are you gonna drive?! ELLIE: …Think about that question for a moment, Hauke. HAUKE: What do you—oh… ELLIE: Ben will be driving. All the other kids are on board; we just needed you. So now we’re good to go. …That is, as long as they give me a couple more days. HAUKE: Huh? What do you mean? ELLIE: Oh, there are some folks that wants to, uh, adopt me. HAUKE: Really? At your age? ELLIE: Hey now, watch your mouth. You don’t wanna go calling me old. HAUKE: Oh, s-sorry. It’s just, people usually want to adopt the younger kids, right? ELLIE: Yeah, usually. But this is… They have “special needs,” you could say. But if we escape soon enough, we won’t have to worry about that. Want to try to escape tomorrow? HAUKE: Sure! ELLIE: Excellent. I’ll go ahead and explain the plan in more detail so you know what’s going on. \*Ellie and Hauke discussed the plan for a while longer before going to bed. The next day…\*

#### Amelia

##### HAUKE: Hey, Amelia. AMELIA: Hi, Hauke! It’s good to see you. HAUKE: It’s good to see you, too! Did you get a lot of work done today? AMELIA: Mm-hm! And they only beat me once! HAUKE: That’s great! You’re gonna get so good at your job, they won’t paddle you at all! AMELIA: Heehee. I really hope so. Did you have a good day? HAUKE: Yeah! They let me mess with some machines that they said were super dangerous. And they were! I got hurt. See? AMELIA: Oh my goodness! Are you okay? HAUKE: Yeah, yeah, I’m fine. Don’t worry! Stuff like this is nothing for me. AMELIA: … HAUKE: Huh? What’s up, Amelia? AMELIA: Hauke, are you sure you’re happy? HAUKE: What do you mean? Of course I am! Nothing that bad has happened in a good while. AMELIA: Well, okay. You know, you don’t have to be happy with the orphanage. But please stay happy with yourself, okay Hauke? HAUKE: I don’t really know what that means, but I’ll do it! AMELIA: Heehee. Good. That makes me happy.

#### Ben

##### HAUKE: Hey there, Ben.

##### BEN: Good day to you, Hauke. You doing well today?

##### HAUKE: Yep! Only got hurt a little bit at work today!

##### BEN: That doesn’t sound very well to me. If you’re in danger of getting hurt, you know you can call on me to help you.

##### HAUKE: No way! It’s no big deal, and I got to work with some really cool stuff!

##### BEN: Hmm, well, if you’re sure. I’m sure they’d never let you actually get seriously hurt anyway. Yeah, that’d make sense.

##### HAUKE: Huh? What makes sense?

##### BEN: Don’t worry about it.

##### I do have a question for you though, if you wouldn’t mind me asking.

##### HAUKE: I don’t mind, go ahead.

##### BEN: Is there anything you want from the outside world?

##### HAUKE: You mean like food? Well… I wanna eat and eat until I’m too exalted to eat anymore.

##### BEN: You want to be praised for eating? Raised up high as a food eating god?

##### HAUKE: Huh?

##### BEN: Haha, nevermind. I think you mean exhausted. Anyway, I already know why everyone else wants to escape. What I’m trying to find out is, why do YOU want to leave this place?

##### HAUKE: Well… I guess just because Ellie said it’s better outside. And since she said it, it’s gotta be true! Ellie’s always right, you know.

##### BEN: Oh, I know that very well. But no reason else?

##### HAUKE: Hmm… No, not really.

##### BEN: Hm. Well then, I’ll see you around, Hauke.

##### HAUKE: Oh. Okay. Bye, Ben.

#### Kris

##### \*see sketchbook

#### Harry

##### \*see sketchbook

#### Director

#### Caretaker 1

#### Caretaker 2

### Go to sleep

#### Hauke goes to bed after speaking with Ellie.

## Orphanage 2

### Free time

#### Ben

#### Kris

#### Harry

#### Caretaker

### Cutscene with Amelia

#### Amelia, crying, explains that Ellie is gone. At first the other orphans assume that Ellie was adopted, but Amelia debunks this, saying she heard the director mention someone “buying” her. She gives Hauke a letter from Amelia that’s addressed to him. He doesn’t read it just yet.

#### Hauke is angered more than ever before. He goes up to the director and tries to fight him, but is taken back to the boys’ bedroom and locked inside by caretakers.

##### \*hauke calls the director a filthy psychopath, echoing what ellie said the previous night

#### Hauke presses his ear against his door and listens as the director explains to the other children that Ellie was taken to her new family. He’s given up trying to bust down his door and is just sitting there crying.

### Go to work

#### Amelia enters Hauke’s room and talks with him to try to calm him down. Hauke promises not to attack the director again, but he tells Amelia he still wants to escape.

#### Hauke reads the letter from Ellie. It contains some sweet words and a 4-digit code. This opens a safe hidden in her room that contains several Arc stones with spells embedded in them. There’s a note explaining what each stone does.

## Escape

### Run away

#### That night, Hauke plans an escape with the other orphans. The idea is that the next time they stop on the way to or from the factory (for gas or any other reason), he’ll cause a distraction, then the other kids will steal the car and they’ll rendezvous at a certain rest stop along the highway.

#### Hauke takes his boomerang with him and hides it in the car, planning to take it out when the time comes to make their escape. He also brings a water bottle and leaves it in the car. He keeps the Arc stones in his pocket.

#### The car stops for gas on the way back from the factory. Hauke starts running away to distract the driver. They chase after him, and he tells the other orphans to steal the car. They do so and drive offscreen.

#### Pursuing Hauke, the driver calls for help. Several nearby men assist him. Hauke pulls out an Arc stone in a panic and uses it, unaware of what it will do. It slows down time around Hauke, so everyone nearby moves slowly.

#### Hauke fights them, incapacitating each one with his boomerang. He runs off, planning to cut through the woods to reach the rendezvous point.

### Salvador

#### While passing through the woods, Hauke spots a man in full armor with a mace (Salvador), who is whisper-shouting to another man (Sedgewick); they seem to be arguing. He tries to sneak past, but stops when he hears Salvador planning what seems to be a kidnapping.

#### Sedgewick leaves. Unable to tolerate any more child abuse, Hauke steps out and berates Salvador. Salvador is a bit confused, but he entertains Hauke’s concerns for a while. Annoyed by his slick responses, Hauke searches his pocket for a certain Arc stone. It’s the last one he takes out. In a panic, he drops the other stones. Hauke activates the stone, injuring Salvador.

#### Angered, Salvador tells Hauke he can run away, or die fighting him. Hauke chooses to fight him without hesitation. They fight for a short while.

#### Salvador knocks Hauke down and slams his mace down on his leg, crushing it. He gives Hauke one last choice, which he claims to be out of his own kindness. Hauke can either join his family and train in magic, or have all his other limbs crushed and be left to die. Hauke chooses the former.

# Act II

## Intro

### Summary of Hauke’s new life

#### Well taken-care-of. Got his leg replaced. Eats well for the first time in his life. Isn’t forced to work. Realizes what a normal life is like.

#### Introduce basic magic concepts that Hauke learns about, such as monsters.

### Synopsis of the kidnappings

#### Hauke explains that Salvador told him he would have had to take part in the kidnappings if not for his leg. As a small child, he could go places adults could not. He still feels responsible for the kidnappings because he wasn’t able to stop Salvador, and he chose to live afterward, which he feels is a stain on his integrity.

#### Phaedra is briefly introduced. It’s explained that she’s said to have more magic power than any human in the past millennium. Hauke doesn’t really care about her yet. He considers killing her to keep the Balavans from gaining power, but realizes it’s against his morals to hurt children. Also, he feels that he owes his life to the victims of the kidnappings since he chose not to die earlier.

## Sedgewick

### Meeting Sedgewick

#### Hauke is assigned a mentor for Thermal magic. Upon meeting him, he realizes it was the person who was discouraging Salvador’s kidnapping plan, and actually looks forward to training with him. They get along very well from the start.

#### Hauke and Sedgewick go out to hunt easy monsters for practice. Sedgewick uses a sword and Thermal magic (both fire and ice).

#### After beating a few waves of monsters, a Monolith appears. Hauke doesn’t realize it’s a monster at first, and Sedgewick advises fleeing. They do so.

### Free time

#### After getting back from monster hunting, Hauke has time to talk to people and exchange the smaller Arc stones he’s gathered for new equipment.

#### Sedgewick & Layna

#### Petra (shop)

#### Devlon

#### Phaedra’s door

#### Fu

### The plan

#### Salvador seeks a special type of Arc stone that can steal a person’s magic ability in order to keep Phaedra under control. This kind of stone can be made by repurposing a powerful Arc stone dropped by a powerful monster. Sedgewick and Hauke agree that Phaedra’s powers can be dangerous if not kept under control.

#### Sedgewick and Hauke go out hunting monsters. They’re able to get two Arc stones. They bring them back to Salvador.

#### Sedgewick still wants to dispose of Phaedra to keep the Balavans from getting more powerful. He wants to bring her back to her parents. Once she finds out she was kidnapped, he tells her his intentions. It’s all a lot for her to take in.

### Hauke and Sedgewick spend 9 years training

#### Hauke becomes incredibly proficient at Ice-Thermal magic. He swaps his boomerang for custom weapons, the Boomahaukes.

#### Phaedra begins her training at age 5 (Hauke: 12). This is when Hauke first gets to know her. She’s incredibly smart for her age—smarter than Hauke in many ways. Hauke tries to be a cool person that she can look up to, like Ellie was for him. Hauke also gets to know Layna (age 7), Sedgewick’s daughter, at this point.

#### Phaedra meets Alexander and learns of her true heritage at age 9 (Hauke: 16, Layna: 11). She asks Layna about it, and Layna turns to Hauke, who explains it to her. He also claims that it was all his fault. Phaedra fails to see the logic behind this assertion.

#### Hauke wards Alexander off whenever he appears. He and Layna both agree that Alexander wouldn’t be able to escape with Phaedra without getting caught and killed. Hauke resolves to wait until a better opportunity to take her home, while Layna doesn’t want to take her home at all. Phaedra still isn’t sure how she feels about going home and never seeing Hauke or Layna again.

### Sedgewick’s death

#### Hauke is 17 (Layna: 12, Phaedra: 10). Sedgewick mysteriously falls ill. He has some last words for Hauke, Layna, and Phaedra on his deathbed. He knows Salvador poisoned him because he found out about his plan to take Phaedra back home. He advises the three of them to run away together.

#### Hauke refuses to run. He will stop at nothing to give Salvador what he deserves. Phaedra tends to agree. It will be easy to keep up a façade of loyalty, then strike when Salvador least expects it. But not by murdering him. Hauke can’t kill him because he’s too powerful and he has assassination-preventative measures placed around where he sleeps. Layna won’t kill him because she doesn’t believe in murder. Phaedra won’t kill him because she takes after Layna.

# Act III

## Layna

### Hauke and Layna become training partners

#### Salvador wants to try and make amends with Hauke, so he lets him choose his new training partner. Hauke is given the choice between Layna and Luke. For obvious reasons, he chooses Layna. Luke gets to go with Fu.

#### This is the first time Layna and Luke go out to fight monsters. Balavan tradition has it that when you’re 11 you start fighting monsters accompanied by an adult. Hauke is 17, but Salvador believes he’s beyond his years.

### Free time

#### Sedgewick’s door

#### Petra (shop)

#### Devlon

#### Layna

#### Phaedra

#### Fu

#### Luke

### Hauke reveals that he wants to carry out Sedgewick’s plan

#### During the hunt, Hauke and Layna argue about what they should do to Salvador. Layna gets fed up with him, so to calm her down, he tells her that he wants to bring Phaedra back home. He fails to realize how much she cares for Phaedra, and she is not calmed by this. Hauke tries to reason that this is the proper thing to do and that Layna is just being selfish, and eventually Layna says he might be right, but she wants to stay with Phaedra wherever she goes.

## Monoliths

### Hauke and Layna continue looking for Arc stones

#### They go out and fight monsters. This is Layna’s first time. She finds them quite scary, but is able to get the hang of it.

### Attacked by multiple Monoliths

#### Hauke and Layna find Fu and Luke passed out on the ground, surrounded by four Monoliths. Luke is bleeding and has a gash on his head. Fu is missing some fingers. Hauke and Layna decide to attack the Monoliths. After much difficulty, they emerge successful and take Fu and Luke back home. The Monoliths drop four perfect Arc stones.

### Delivering the final Arc stones

#### This makes eight Arc stones. Phaedra is allowed to use one magic type at a time, in order to train. Layna convinces Salvador that it’s safe to let her keep Space magic as her default, and that she, a light sleeper, will sleep in Phaedra’s room to make sure she doesn’t go anywhere. This, of course, is a ruse.

#### Layna allows Phaedra to sneak out, trusting that she will be able to protect herself (Phaedra has proven her abilities in battle multiple times, having beaten each of the Balavans’ masters at least once by age 10). Phaedra makes a friend, which Layna is immensely proud of.

## Phaedra

### Salvador punishes Phaedra

#### Finding Phaedra trying to sneak in to get her Arc stones with a friend, Salvador appears. Salvador tries to kill her friend, but she protects him and fights back. Phaedra sends her friend away with Space magic, but Salvador sends a Puppeteer spell after him. This fully drains Salvador’s energy, graying his hair, but he survives. He tells Phaedra that her friend has died.

#### Phaedra can’t do anything but cry for a good while. This is the first time anyone has seen her cry. No one knows what’s going on and everyone’s a little worried in the back of their mind that she’ll unleash a powerful spell and kill everyone.

#### Phaedra finally explains what happened through the tears. Hauke asks Layna to see if she’s changed her mind about killing Salvador. She has not, so Hauke begins thinking of ways to get revenge without killing him himself. He still believes he owes his life to Phaedra since he chose not to die for the kidnappings.

#### Phaedra looks up with a downright terrifying expression on her face and says she wants to kill Salvador right now. Layna tells her to drink some water in an attempt to cool her down. Phaedra unwittingly converts this to Ambrosia, and is relieved of her murderous intentions. She’s still extremely angry and sad, but she’s able to acknowledge that murder is bad. Hauke takes this moment to tell her about Ellie to make her feel better.

#### Hauke and Layna are a bit concerned that the water turned green. Phaedra later reads up on Luxorian abilities and gains knowledge on Ambrosia.

#### Noticing that Layna is still in the room with Phaedra, Salvador comes in and forces her out. She needs to be punished too, since she allowed Phaedra to sneak out. Salvador decides to get one more Arc stone to fully seal away all of Phaedra’s magic (known to Salvador). Layna is not allowed to see Phaedra anymore except at meals, and is never allowed to speak with her.

### Free time

#### Phaedra (mandatory)

##### Phaedra is reading a book on Luxorian legends and tells Hauke about Ambrosia.

#### Layna (mandatory, only after Phaedra)

##### Hauke conveys to Layna how Phaedra is doing.

#### Salvador

#### Sedgewick’s door

#### Petra (shop)

#### Devlon

#### Fu

#### Luke

### Hauke takes Phaedra out hunting to blow off some steam

#### Phaedra just annihilates everything. A horde of huge monsters attacks, but they’re just insects to her.

## End

### Phaedra monologue

#### She remarks that if she believed in murder to solve problems, she would have done it by now, and she could do it whenever she wants. She wants to find a way to show the Balavans how corrupt they are. She refuses to be brought home until they’ve learned. If they won’t learn, she wants to expose their corruption to the world.

### Hauke response

#### Hauke agrees and says he’ll help her however he can. All she needs to do is offer an idea.