

# Spiritbreach – Initial Script

*Note: This is the first iteration of the script created for the game during the planning and research stage, before changes to character dynamics were made.*

## Prologue

*[Text over image cutscene and horse + carriage SFX.]*

**Soran:** This trip feels like it's taking an eternity!

...So, Rowena... how long now?

**Rowena:** We have a few more hours until we approach.

**Soran:** By the Gods, did the guildmaster have to send us on a trip to a place that looks like it hasn't seen an outsider in a century?

...You should get some rest, you know. You've barely slept since we started out.

**Rowena:** I would, but going over the brief from (guildmaster), this place seems... awfully strange.

**Soran:** I wouldn't worry too much. He's the guildmaster, he has to send us on expeditions like this, it's a part of our training.

And we've always pulled through. We've been guild partners for what, 3 years now? Lighten up a little!

**Rowena:** This place is... different, though. You would know, if you read the brief for once.

**Soran:** Well, I suppose that's what you're here for, right? You out rank me, after all...

**Rowena:** I'm just your walking secretary now, is that it?

**Soran:** That's not what I meant at all!

Rowena: Just focus.

Hollowmoor... it's not a place I've ever heard of. Have you, (PHN)? I'd imagine your pilgrimage took you to all corners of this continent. This might be a stretch, however.

**Soran:** It did, but I can't say I've ever heard of this place. It's rather out of the way, isn't it?

**Rowena:** The guildmaster said it's a case of some kind of illness that you can heal, while I stay guard. Something about, 'an imbalance of the humours.' But the records state this village has been suffering from this affliction for hundreds of years.

**Soran:** Generational bad humours seems... rough.

**Rowena:** That can't be it. There's more to this, I swear it.

**Soran:** Just try and get some rest. Here, I'll take the reins until we get there, okay? You're going to be worrying yourself sick, otherwise.

**Soran:** Alright, fine. If we end up in a ditch, those villagers won't be the only ones cursed with generational bad humours.

**Soran:** Alright, alright! Have some faith.

*[Fades to black]*

**Soran:** Rowena! We have trouble!

- **The two are in a small swamp environment with fiends. The player is introduced to fighting here and the quest system.** -

*[Cutscene showing dreary village]*

**Soran:** What an... interesting... town, if I do say so.

**Rowena:** Let's get out.

*[You can now control Rowena, and must talk to Soran]*

**Rowena:** I think the first thing we should do is make our introductions and talk to some of the residents here and get an idea of what their ailment seems to be.

**Soran:** I agree, let's split up so we can cover more people, and we'll meet at the tavern after we're done, okay?

**Rowena:** Make sure you behave.

**Soran:** Oh dear. We've only been here for a minute and I'm already getting cautioned?

**Rowena:** Don't play coy. I know what you're like...

Don't go bombarding them with questions, and don't be too overbearing. This place is not like to see many visitors.

**Soran:** Alright, I understand...

**Rowena:** We'll meet soon.

*[Fades out, fades back in and you can explore town. Quest 1: Speak to the Villagers – 1/3]*

**Villager 1:** Agh!

You.. scared me!

Who are you?

**Rowena:** Greetings, I'm Rowena. I'm from the Spiritbreach Mage's Guild. My associate and I are here as we'd like to help in any way we can in Hollowmoor. My associate is a trained healer and will do what he can to heal the people of this town where needed.

**Villager 1:** What makes you think you can solve our 'affliction' as outsiders?

**Rowena:** We are both trained professionals and my associate has spent years curing people of all kinds of illnesses. We would like to stay here for some time so we can better grasp what ails this

town. We only have limited information, you understand. But we have been alerted to this Hollowmoor's need for healers and those with arcane knowledge.

**Villager 1:** We do not need help from the likes of you heretics.

Our faith will guide us to our salvation. That is all that is needed.

**Rowena:** ... I see.

We are just trying to aid in any way we can.

**Villager 1:** Save your help.

*[Quest: 1/3]*

**Rowena:** Greetings, I'm Rowena (surname). I'm from the Spiritbreach Mage's Guild. Do you have some time to talk about Hollowmoor?

**Villager 2:** I haven't seen your face before... not even in a dream.

**Rowena:** A dream?

**Villager 2:** Oh Gods, I've said too much. Don't make it worse, Lord, forgive me...

*[Quest: 2/3]*

**Rowena:** Greetings, I'm Rowena (surname). I'm from the Spiritbreach Mage's Guild. Do you have some time to talk about Hollowmoor?

**Villager 3:** What is it you want to know?

**Rowena:** My associate and I are here as we'd like to help in any way we can in Hollowmoor. My associate is a trained healer and will do what he can to heal the people of this town where needed.

**Rowena:** Could you tell us more about this town's affliction, so we can begin our aid faster?

**Villager 3:** It will take more than just some 'spells' to fix this town. We are sinners, and that is something that can only be cured through action.

**Rowena:** (Internal Monologue: Sinners...?)

We were told by the Spiritbreach Mage's Guild the people here are suffering from poor humours. Although, that could mean many things. We understand it is sometimes unappealing to accept help from an outdid-

**Villager:** You don't have a clue of what this town needs. It doesn't need your corrupt and depraved sorcery. You should leave at once. You will only make matters worse.

**Rowena:** We will be leaving in due time. I apologise for keeping you, Sir.

*[Quest: 3/3. Quest 2: Meet up with Soran in tavern]*

**Soran:** Please, Miss! Calm yourself. I only mean to help with this burn. Just stay still for me, okay?

**Villager:** No! You'll doom me forever!

**Soran:** Miss, I promise you, this magic is holy, it wont-

\*Villager runs off\*

**Rowena:** It seems like the villagers are not open to much discussion.

**Soran:** I've never seen people so vehemently refuse my healing magic in my life..

I feel helpless, seeing these people who desperately need our help yet so intent on refusing it...

**Rowena:** Don't despair yet. We'll find a way.

**Soran:** ...

Right, I apologise, Rowena. I'm getting ahead of myself.

**Rowena:** No need for apologies, my friend. It's getting late, perhaps we should retire to our rooms and begin again tomorrow?

**Soran:** Yes, alright. Good night, Rowena.

[Camera peers to old man]

## Inn Room

### Quest 3: Go to sleep

Interactable Objects in Room

Desk – (Internal Monologue: Perhaps I should write to the guild. This situation is certainly unprecedented...)

Books – (Internal Monologue: Some light reading could me doze off... it's a shame all these books seem to be about how to live a sinless life. I think to these people, I'm beyond hope already. Pity.)

Bed – (Internal Monologue: Time to rest, I suppose. Let us hope tomorrow is more productive.)

[Dream cutscene plays. After sequence, image of sunrise.]

**Rowena:** ...?

What was.. all that about..

My head.. it's...

[Fades to black again and same image.]

**Rowena:** Wh...

That dream...

### Quest 4: Meet with Soran

**Rowena:** Soran...

**Soran:** Rowena!

I had the most terrible dream last night.. I..

**Rowena:** As did I...

**Soran:** You did?

Mine was... like no dream I've ever had. I wouldn't even call it a dream, it was a nightmare.

(Potential cutscene with everyone looking at them)

**Rowena:** Internal Monologue: I feel like I'm being pierced with a million eyes...

Let's-

???: Excuse me, adventurers.

[The man gives you a note.]

The note is in the inventory of the player. It reads:

'Come and visit me **riddle**)

**Soran:** A riddle... I'll let you decipher it.

[Puzzle minigame]

**Rowena:** He wants to meet us at the docks with three Spiritweed...

**Soran:** Spiritweed? I saw a lot of it on the path up to the village. It's usually used in healing remedies.

But why? What does he want from us?

**Rowena:** I imagine it is some kind of test.

**Soran:** A test?

**Rowena:** We've seen that these people are far from welcoming. Perhaps we need to prove our mettle before we gain their trust. There were a lot of monsters outside of the village, so we're most likely going to have to fight for our Spiritweed.

**Soran:** I see...

**Rowena:** Leave it to me. You try and find out any more information you can. Just stay on your guard, and keep a low profile, alright?

**Soran:** Don't worry about me, go, Rowena. The faster we get to the bottom of this, the faster we can help these people.

**Rowena:** Right you are. I'll see you back here soon.

*[Quest 5 – Gather 3 Spiritweed]*

(Player goes to swamp, kills beasts that drop it.)

Quest 6 – Meet with Soran

**Rowena:** I'm back with the Spiritweed.

**Soran:** Let's not waste any time! Let's go to this man.

**Rowena:** (Internal monologue: PHN.. I can see his uneasiness... the way his glances at these people are filled with sorrow. He's struggling.)

*[Quest 7 – Meet with the man]*

**Rowena:** Greetings, Sir. Here is your Spiritweed. You wished to speak with us?

**???:** My thanks. You're the healer and mage from Spiritbreach, are you not?

**Soran:** I... we...

**???:** Fear not. I know here many would cast a side glance at the study of the arcane. But do not concern yourself. It does not offend me in the slightest.

However, the subject is rather... taboo around these parts, you understand.

**Rowena:** I know that much, if nothing else.

**Soran:** What is your name, Sir? Will you help us on our mission?

**???:** Help may be a stretch. But I will tell you what I know.

**Atarune Ujajar:** My name is Atarune Ujajar. Like yourselves, I'm not from these parts. I'm a historian from Lakepass, but I came to Spiritbreach twenty years ago.

**Rowena:** Ah, you lived in the capital, then, like us?

What are you doing here?

**Atarune Ujajar:** One day, I visited a Clairvoyant in the city. As a historian, I've always been curious as to my own ancestry, yet I had found barely any records. I searched for decades, until a few years ago, I decided to see if I could contact my ancestors and spare me the trouble. I went to a clairvoyant in the city, yet they stopped the séance almost immediately – claiming they refused to communicate with spirits that had such a negative energy. They pointed me here, and I've been making trips weekly here ever since.

**Rowena:** Why not just live here?

**Atarune Ujajar:** You saw it too, did you not?

The dreams.

**Soran:** Do you mean.. that horrific nightmare we both shared?

**Atarune Ujajar:** I do. It's not just you. The people here have them every night. It's not exclusive to those born here, however. I simply cannot stay here for too long. The dreams are just too much. So, I refuse to live here. But I still want to know desperately about my ancestors... and what is happening here, in Hollowmoor.

Most importantly, I want to help these people.

**Rowena:** We're of the same mind, then.

**Atarune Ujajar:** Yes. Yet as I am frail and old, you are both hale and healthy. I would beseech you to go in my stead and figure out this mystery once and for all.

You see, when I first started coming here, five years ago, the villagers were much more cooperative. They were... despondent, but friendly. They welcomed me here. Now, I can barely have a conversation with them. They seem keen on the idea that these dreams are some kind of divine retribution, yet, as far as I know, these people have not done a thing wrong. They seem to stay in this gloomy village in the middle of nowhere in the hopes they will atone for their sins...

Rowena: I must agree that their theory of divine retribution seems flawed.

Thank you for sharing this with us. Do you have any idea where we may start our mission?

**Atarune Ujaha:** I would start in the forest outside of the village, to the south. It is crawling with monsters, and none dare set foot out there. Yet, the volume of monsters seems to be in line with the villager's behaviour turning more and more erratic. I would see what you can find out there.

**Soran:** We will go now, then.

Rowena?

**Atarune Ujaha:** Before you go, I shall make a healing brew from those Spiritweeds you got for your journey.

**Rowena:** Thank you.

**Soran:** ...

(Fades to black, talk to Soran)

**Rowena:** Soran...?

**Soran:** Yes, Rowena?

**Rowena:** I know you're worried for these people, as am I. But try not to let your emotions get in the way of this mission, alright?

We'll solve this.

You have my word.

**Soran:** Rowena...

I apologise... The last thing I want to do is get us killed, but these people are suffering.

**Rowena:** I know.

But remember, we've been guild partners for what? 3 years now, and we've always pulled through.

Lighten up a little, my friend.

**Soran:** Hahaha, okay, okay, Rowena, I will.

**Atarune Ujaha:** I'm sorry to keep you waiting. Here are your three health potions.

I would take a look around the village and stock up on any supplies before you leave. Good luck.

## Quest 7 – Go to the Potions Shop

[introducing on buying/selling]

**Rowena:** Greetings, I would like to buy some supplies.

**Shopkeeper:** Please look at your leisure.

**Rowena:** A question, if I may? Do you know if there is anyone out in the forest? Perhaps a fisherman... or the like?

**Shopkeeper:** All I know is there is a haggard old witch out there, you would do your best to avoid her. She is pure evil and will taint your heart and soul to eternal damnation.

**Rowena:** ...Right.

(Inner Monologue: This place is just filled with surprises...)

I'll keep that in mind. Many thanks.

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## Quest 8 – Leave for the Forest

Player leaves for the forest – Interactable

## Quest 9 – Explore the Forest

Statue

**Soran:** This statue... it appears to be some kind of deity!

**Rowena:** I concur. The deity in question is not known to me, however.

**Soran:** I can feel a radiant glow from it...

*\*You feel a strange warmth in this statue's presence...\**

*\*Health restored to full\**

**Rowena:** (Inner monologue: Being in proximity to this statue is the only warmth I've felt since we arrived here.)

**Rowena:** I can see monsters within this forest yet, it seems they do not dwell this close to the village.

**Soran:** Perhaps... this statue is protecting them?

**Rowena:** You may be right, Soran. It at the very least seems to have some kind of holy ward that these monsters do not want to be near.

Perhaps, that is to say, we are dealing with monsters of the... Undead.

**Soran:** I think you're correct, Rowena!

While we're out here, if we get wounded or lost, we will meet back at this statue, deal?

**Rowena:** That sounds like a plan.

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Merchant

**Soran:** Who... are you?

**Driskir:** Ah, welcome, welcome, humans, to my humble little shop! I am Driskir, and I'm a shopkeeper.

Do any of my wares catch your eye?

*\*You exchange a glance with Soran...\**

**Driskir:** Oh, please tell me you'll buy something, anything! I haven't had a single sale in years! Not even Cyrene comes to see me anymore!

**Rowena:** (Internal monologue): Cyrene...?

**Soran:** I'm not sure this is the best place for business...

**Driskir:** Just have a look, please, please, I beg of you!

**Soran:** Hah, alright. You're persistent, little guy...



**Rowena:** May I ask, who is Cyrene, exactly?

**Driskir:** Oh, I've said too much!

**Rowena:** You've said too little.

I'm sick of how the people here tiptoe around meaningful conversations. You will tell us.

**Driskir:** Ah!

**Soran:** Please excuse my friend. She can be a little, harsh at times.

We're here to help. We want to get rid of all these monsters once and for all.

Please, would you tell us who Cyrene is?

**Driskir:** Fine... as long as you promise to buy something from my shop, promise?

**Rowena:** No promises.

**Driskir:** \*grumble grumble\*

Fine! Cyrene is a witch who lives out here in these woods. She's harsh and cynical and a little rude, but I swear, she has a good heart!

Although, she doesn't answer the door anymore. I've knocked hundreds of times, and she won't come out.

Rowena: Maybe it's time for a more forceful welfare check?

**Driskir:** She's not *dead*! Just a shut-in!

And don't even think about trying to enter her hut by force! She'll turn you both into something slimy.

If you buy something, perhaps I'll tell you where you can find a ke-

**Rowena:** Do you think we have time to look at these brittle bowls and plates...?!

**Driskir:** Fine, fine!

Somewhere in these woods, there's a shack that belongs to an old human friend of hers. I don't know much about her, but I'm almost certain that they'll be a key in there to her hut...!

**Rowena:** Great. We'll be on our way, then.

**Driskir:** Without buying a single thing...?!

**Rowena:** Don't make me repeat myself.

**Driskir:** \*Sigh\*...

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## Quest 10 – Find The Shack

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### *Seraphina's Shack*

Cutscene will play when in proximity – at the least a fade to black and a background image with stars.

Rowena: Soran, it's getting late, and we both have our fair share of wounds. Let us rest for now.

**Soran:** But Rowena, we're fine...!

We can keep going for a while longer...

**Rowena:** Don't try and rush this mission, PHN. That's how we get ourselves killed.

I can see the tiredness in your eyes, and those wounds won't heal themselves, you know.

And neither will mine, for that matter.

**Soran:** ...

Right, I'm sorry...

**Rowena:** Do not apologize, I understand. You want to help these people. But running headfirst into danger on little sleep is a surefire way to make this our eternal resting place. And I will *not* be dying in a swamp like this.

**Soran:** Haha, yes, I know you won't, you're stubborn like that.

*[The camera fades to black and fades back in]*

**Soran:** Rowena, can I ask you something?

**Rowena:** Hm?

**Soran:** Those... dreams. Do you think they will happen again, tonight?

**Rowena:** ...

Most likely.

*[You see a flicker of fear in the eyes of PHN]*

*[Dream cutscene happens, you see the shack clearly this time and Seraphina's name is revealed. SFX like early morning]*

**Soran:** Rowena, wake up!

**Rowena:** \*Groan\* Soran...

**Soran:** Rowena... did you see it too? In our dream?

**Rowena:** The... shack..

**Soran:** Yes! It's the shack we're looking for. Let's go!

*[Door is locked]*

**Rowena:** This place is locked.

**Soran:** Anybody home...?

**Rowena:** Surely not. This place looks ancient. There's not a chance someone could live in a place like this.

**Soran:** How do you think we get in, then?

There must be a key somewhere nearby. The dreams showed it to us, and I'm beginning to believe what these dreams show aren't simply random images.

**Soran:** Let's look for it, then.

## Quest 11 – Find The Key

## Quest 12 – Explore the Shack [1-5]

**Rowena:** Let us head in.

**Diary on table:** [There is a note on the first page: If lost, please return to Seraphina Whitewood.]

Inner Monologue: ‘Seraphina Whitewood, so, this is the shack of the woman who the dreams have been calling us to find? And she is a friend of this witch, Cyrene. Interesting...’

‘12th day of Frostweaver, Year 1459 – Aldric and I have now been in Hollowmoor for five days. The people are friendly here, yet they can be easily startled. They brought Aldric and I a basket of fruit and bread as a welcoming present. However, I have been wary to not give away that I am a healer through arcane means. I have heard such practices go against the religion of those here. That is fine, I wanted rid of my previous life, anyway. Despite a smooth start, the dreams here are a strange phenomenon and seem to be something shared by all the people hear, not just us. I find it to be very strange.

The dreams did call out to me again today. They keep leading me to a place, but it is unclear of where this place is. The villagers have no idea, either. It feels as though I am being guided, but the dreams are so jarring that it is difficult to follow and sometimes remember its contents. Aldric has done his best to calm down the people here, they can be easily startled at times.

‘The 16<sup>th</sup> day of Silveryard, Year 1460 – Aldric has been gone for nine days now, and I have been sick with worry. Within this time, the dreams have been... unusual. They have been a lot less jarring, and more pleasant. They soothe and calm me, and for some reason, they always guide me to Aldric and I’s wedding ring. Those dreams are when I am happiest. The way it always seems to focus on our ring... it makes me feel happy, as though Aldric is still with me. Yet when I awake, I can only feel panic at the thought that Aldric has been in that dungeon for nine days now. The townsfolk try and comfort me, but it falls on deaf ears. The townsfolk themselves know how risky this was, so many people have tried to conquer this dungeon, but none have ever returned. But I know Aldric. I believe in him. He will succeed, he will.

[The rest of the diary is empty.]

Note locked away reads - (need puzzle to open to get to this and the book)

Aldric Whitewood – Age 30, swordsmaster. Date of entering dungeon – 7<sup>th</sup> day of Silveryard, 1460.  
Status – Missing.

Thalindra Nightshade, age 29, arcane scholar. Date of entering dungeon – 30<sup>th</sup> day of Sunweave, year 1463. Status – Missing.

Lirael Windstrider – Age 42, cleric. Date of entering dungeon – 11<sup>th</sup> day of Cinderstorm, year 1463.  
Status – Missing.

Marek Flamwroth – Age 23, swordsmaster. Date of entering dungeon – 2<sup>nd</sup> day of Greenheart, year 1463. Status – missing.

Armin Plautis – Age 36, mercenary. Date of entering dungeon – 21<sup>st</sup> day of Greenheart, year 1463.  
Status – Missing.

[Rowena Inner monologue: 1463? That was one hundred and sixteen years ago...]

**Soran:** The dungeon Seraphina wrote of... do you think it is the same one we have been seeing in our dreams?

**Rowena:** I believe so. These dreams have been drawing people in and guiding them to this dungeon, as they have been with us. Yet we have also been seeing visions of this shack and this woman, Seraphina Whitewood, specifically. I think it would be fair to assume whatever is causing these dreams, is coming from within this dungeon. It would seem the dreams wanted to bring us to this shack, and the dungeon. But why?

**Locked away book reads** - [The book has a title, 'The Codex of the Lost Age'. It details history of the land thousands and thousands of years ago, including the Gods. There is a page in particular that has been bookmarked. It reads, 'In the 128<sup>th</sup> year of the old age, a great discord arose among the Gods, for they could not govern the realm with a single purpose. Each God believed they had a claim on this planet to govern as their own, and an agreement could not be made. This resulted in the Gods clashing for dominion over this planet. Admist this conflict, The God of Death, Azharel, fell to the Goddess of the Arcane, Xytherra. It is said that the final blow was of such magnitude that Azharel's entire being was ummade, save for His core. It is said that the place in which the God fell upon the Earth is in the great forest outside of Hollowmoor, a small town a six day's ride from the capital of Arcanthia, Spiritbreach. In the current age, He lies in a state of dormancy, His power fully diminished, awaiting the day his strength shall be replenished.

Once His strength will be fully replenished, and He shall unleash a vengeance so catastrophic that it will bring the entire world to ruin, the very world that he was denied His dominion those thousand years ago.

**Soran:** Azharel fell within this very forest?!

Rowena: If this is true, that would explain why there is such an abundance of monsters within this part of the country. To most, it is almost uninhabitable...

**Soran:** Do you think Azharel himself is behind these dreams?!

Rowena: I'm.. Not sure. The dreams feel as though.. They are guiding us, would you not not agree?

They led us here. We would still have no idea what is causing it if not for them.

The dreams feel tortured... as though the cause of them, is suffering.

But they do not feel... malicious.

**Soran:** And what it said about a vengeance upon the world...

We need to stop this, Rowena!

**Rowena:** I know.

Let us continue.

Note on the floor reads:

Cyrene's Ingredient List

~~Liquidized Barbery~~

~~Brown Bloom~~

~~Savage Blight~~

~~Daaemon Vein~~

~~Ent Root~~

[Inner monologue: An ingredients list.. But for what? And for Cyrene.. This witch. We must meet her. She is well acquainted with Seraphina.]

Handwritten note labelled: Do not forget!!!! - (4 Ingredients, the number of each lead to a puzzle which opens the secret door of the home.)

Inside the secret room:

**You find a key labelled with 'Cyrene'.**

**Rowena:** We could stay here for hours, but I think we should make haste to this Witch. She seems to have known Seraphina.

**Soran:** I agree. Let's go.

## Quest 13 – Find Cyrene's Hut

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[In between walking, you get hit with another cutscene where you lose consciousness.]

**Distorted Voice:** Hello... can you... hear...?

Seraphina Whitewood...

Thank... you.

I don't... much... time...

You... must...

Suffering... pain... call out.. To you...

Souls.. Need to complete... cycle..

Three... guardians... defend...

No!... must...not... silenced!

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[You regain consciousness]

**Soran:** That.. that voice...!

Was that.. her?

**Rowena:** Seraphina Whitewood... so, it has been her all this time...

Guardians... I am not sure what that could mean...

Her dream was hard to make out this time. But those words... 'Souls... need to complete.. Cycle..'

**Soran:** Cycle of what?

**Rowena:** The cycle of death and rebirth.

**Soran:** What do you mean, Rowena..?

**Rowena:** Seraphina was a human... I can only assume from her logs being nearly 120 years old that she has already passed away.

Azrahel is halting this cycle somehow... and the people that die down in His dungeon are there, in some kind of limbo.

**Soran:** So that's what they want. They want someone to free them!

Come on, Rowena, let's go quickly! There are so many people counting on us!

## *Cyrene's Hut*

**Cyrene:** Don't tell me. That fool Driskir sent you for the key. Stupid little thing. He worries for me. He thinks I need social interaction, like you humans who crumble into dust if you spend too long alone.

The people of that town told you not to seek me out? \*small laugh\*... those fools... they fear what they do not understand. And that is why their cycle of suffering will continue.

**Rowena:** Do you hear the voices and the see the dreams that plague the town?

The voices and dreams? No... they do not bother me. I long ago cut myself free from the whispers of the souls of the dead.

**Soran:** Why not help the villagers if you have the means to do so?!

**Cyrene:** It requires arcane knowledge, knowledge that that town would rather burn me alive for than ever share with them. It's understandable, however. Those tortured by strange dreams and voices would rather cling to their faith in the hopes of their supposed 'salvation'...

In truth, I tried once. I tried to get the people to listen... to make them understand their turmoil. But they would not. They cast me out with pitchforks and torches.

No longer do I involve myself in human affairs. It becomes... bothersome. Everything is so dramatic to those with only a meagre century to live. That's not enough time to learn anything about what this world has to offer.

**Rowena:** What do you know about the dungeon?

**Cyrene:** So, you know of it?

I saw hundreds of people, valiantly enter that dungeon, never to be seen again. Even those who did not fight. They were desperate to end it in any way they could... stop the dreams of those tortured souls and free them, or some futile wish to find their loved ones. And then, one day... it stopped. It's as though... people slowly forgot it ever existed. The fiends people fought through to make it to the dungeon grew and grew in their absence. And now the townspeople have become ... complacent in their own suffering. I have not seen a human enter this forest in forty years, let alone the dungeon.

**Rowena:** How do I make it to the dungeon?

There are times in life, where you must make a choice. A choice that will change your fate. So, make it. Leave this place, and do not return. It is beyond hope. The people have forgotten the cause of the dreams. And they are too accepting of their fate.

**Rowena:** Do you know of this woman – Seraphina Whitewood?

'Seraphina Whitewood? yes... I remember her. How could I not? I worked alongside her for years. I helped her uncover the truth of the dungeon – the souls in there.. their suffering. She was a good

woman. Her and her husband weren't from this place. Like you, she was an outsider. They both.. wanted to make a change. She wanted not only to find her husband, but to save those trapped souls. She wanted to help her fellow townspeople and give them a better life. I sensed a spark in her, so I gave her my knowledge.

When we were working together, we imbued a normal ring with an arcane property. Using an incantation, this ring can free the defeated souls of the dead to the afterlife.

One day, she decided it was time. She would go in with this ring.. and find her husband. As futile as it seemed, I believed in her. I felt as though she would be the one to end this madness caused by Azhrael.

And when she never returned, I knew then that not a single soul would ever be able to free this town of its curse and it's suffering. Alongside her death did my hope for this town wither and die. Tell me, how do you know of her? I assume you found her shack in these woods...?

**Rowena:** I did. But she also has been calling to us, faintly. She told us to come to you. To end the suffering of the town.

**Cyrene:** She told you to come here?

... That she would still try, after all this time. If this is... truly what she wants... then..

Very well. I will help you. Ask me anything.

*Is it true about the dungeon's origins? (yes or no)*

**Cyrene:** The God of Death? Aye, but do not expect me to recount the tale as if I was there myself. I am not *that* decrepit...

Seraphina was fond of the theory too. If you've been in her shack, I'm sure you're familiar with the tale?

**Yes** – It makes sense, does it not? Azhrael needs their strength to be replenished. And what better way to replenish the strength of the God of Death than with the souls of the undead?

**No** – No? Well, I have a good understanding of the tale, so I will educate you. Thousands of years ago, the Gods clashed. The God of Death, Azhrael, fell on that day, quite literally, in this forest. Azhrael remains in a stasis – His strength completely drained from the final blow it received. The God's body withered away – His core the only thing that exists now in it's weakened state. It is said that Hollowmoor settled here a thousand years later and ever since, it has been a victim to the God's hunger for souls. The first few men who founded Hollowmoor were the first to die to the Azhrael, and they constructed the dungeon around the core to keep it safe, for the core itself is rather weak. It is said Azrael granted them great strength in their undead forms, making them his Guardians, and now those souls defend it intrepidly.

*Why defend it? (optional)*

**Cyrene:** Well, when you encounter a God, I am sure it's hard not to feel reverence. Even if it's the same God that just killed you. Perhaps some of them imagine the God will give them some kind of reward for defending Him, perhaps bring them back to life? From what I've read, I wouldn't count on it. Azhrael seems to be rather ruthless in His teachings.

How to find?

**Cyrene:** The dungeon itself is to the west of this place.

**Soran:** Thank you for telling us what you know, Cyrene.

**Cyrene:** Let us hope this time it is not for nothing.

## Quest 14 – Enter the Dungeon

**Rowena:** This ring... could it be...?

But how did it get here? Didn't Seraphina bring it with her into the dungeon?

The letter -

'My dearest Seraphina,

I owe you this letter even if it breaks my heart to write it. Forgive me for leaving without saying goodbye. The truth is Seraphina, I couldn't bring myself to tell you that I'm going to the dungeon. But I want to do it for you, for our future and for all these people. But know that I do this in confidence I will succeed. I suppose it's in our hearts as adventurers to be drawn to trouble!

Keep our wedding ring close. If the darkness ever feels too much, let it be a reminder of our eternal bond. It's not just a piece of metal. It's my promise to you that I'll always be with you, no matter how far apart we are.

I love you Seraphina, always.

Aldric

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## Quest 14 – Explore the Dungeon

{Soran gets kidnapped. Rest in here, Seraphina in the dream forces you to wake.}

**Soran:** Rowena, let me look at your wounds. You're looking a little worse for wear.

**Rowena:** Are you sure?

**Soran:** It's like you said...

Rush it, and the chance we fail is much greater.

We need to help these people. The townspeople... the souls here...

I could never forgive myself if we failed.

**Rowena:** Soran, you have a good heart.

**Soran:** After I've patched you up, rest here for a while, okay? I'll watch out.

**Rowena:** You better wake me if something comes.

**Soran:** I will, I will, I promise.

[fades to black]

**Soran:** There you go, Rowena, all patched up.

Now, lie down for a while.

**Rowena:** I do not remember the guildmaster giving you the authority to give me orders.

**Soran:** Then give yourself the order!

**Rowena:** I'm just teasing.



[Inner monologue: His smile is so weak. He appreciates my attempt to lighten the mood, but he can see right through it...]

[Fades to black]

[You try to stay awake, but the mental exhaustion of the mission and the aching of your body sends you into a slumber.]

[fades in]

Rowena: Soran?

Soran?!

Where... where is he?!

## Quest 15 – Find Soran

**Guardian 1:** You must be the new foul creature to attempt to save your pathetic brethren from their fates.

**Rowena:** Where is Soran...?!

**Guardian 1:** Oh, that pathetic human healer? Hahaha! I've taken him far, far into the dungeon!

I'll tell you what, human. If you make it to him, I'll make his death a little less painful. How about that?

Besides, it's not the death that kills you! It's the eternal limbo in which you beg for your suffering to end! Most people are grateful when their soul has been fully absorbed. Lord Azhrael is giving them mercy.

**Rowena:** Were you not human once?! How can you do this to your own people!

**Guardian 1:** Lord Azhrael showed me that living as a human is pointless. Why be stifled by a mortal vessel when I can become this? My life now has meaning in death!

I'll await you deeper within. I'll try to keep him alive, but don't blame me if I end it because you take too long. I'm easily bored, you know!

Inner monologue: [Damn it... Soran... I need to hurry!]

**Rowena:** You...

**Seraphina:** Ah, we finally meet, Rowena. It is I, Seraphina Whitewood

Rowena... I am sorry for what has happened to Soran. But be at ease, he still lives.

**Rowena:** We knew the dangers of what would happen, yet... I failed him. I didn't protect him.

**Seraphina:** Do not worry. I will guide you to him.

I wanted to thank you for what you've both done. And I deeply apologise for the dreams. It is simply the only way the souls here can communicate with the outside world.

You see... some of these souls have been down here for hundreds of years, in this... eternal limbo.

**Rowena:** That is what I don't understand. Why is Azhrael keeping the dead down here?

**Seraphina:** When one dies, their soul passes to the afterlife. Then, they are reborn.

However, Azhrael needs these souls to replenish his being. As the God of Death, he has the ability to halt this cycle and keep the souls in this limbo, where he slowly feeds off of us, until there is nothing left.

When that happens, we completely cease to exist. There is no rebirth, only... nothing.

And what is worse, is that once Azhrael replenishes his strength completely, which will not be long now, he will have the power to destroy the entire world.

The dreams are our cries to the outside world, to the living. Having suffered for hundreds of years and our being souls slowly drained from us, our dreams end up becoming disjointed and.. tortured.

**Rowena:** I am sorry. I will do what I can.

**Seraphina:** Hm...?

Ah, my ring! You found it. My messages were clear enough.

**Rowena:** Yes, thank you for leaving it for us.

However, I must wonder, if you brought it into the dungeon with you, and you died in here, how did it find its way outside?

**Seraphina:** You're a sharp one.

That day... I went into the dungeon, in the hopes of finding Aldric, and that I did.

I knew of the souls, how this place works. I managed to free some with the ring. But when I saw Aldric, dead... I...

I was in shock. It was like my whole world came crashing down upon me. And in my shock, I was impaled through the back by one of Azhrael's guardians. It was in my dying breath that I managed to transport the ring out and onto that cove. It's a special place to me. It's where... Aldric proposed to me, and where he gave me this ring.

**Rowena:** ..Where is Aldric? Can he help us?

**Seraphina:** It's... not so simple.

Being down here for this long, as I'm sure you've seen... it takes its toll on most. My Aldric... included.

He has slowly lost himself. He was like that from the day I found him here, dead. But there were sparks of his old self. But over the hundred years, he is... unrecognizable.

I spend my time attempting to contact people from the outside world. To see Aldric like this... it hurts my heart.

I'd... like for you to free him.

I do not think he has much time left before his soul is completely gone, and I want him to have another chance at life.

**Rowena:** If that is what is what you want, I will.

**Seraphina:** Thank you, my friend. He usually wanders in the Great Hall. Defeat him and set his soul free.

I know Soran is not here, so I will accompany you until you and he are reunited. Any wounds you need to heal, I can patch up.

Rowena: Thank you. Let us go.

Aldric's death

**Seraphina:** My Aldric, please forgive me...

**Aldric:** That..ring..

...Seraphina...

**Seraphina:** Aldric?!

**Aldric:** Why... would you apologize, my love?

You did everything you could. All of this... is because of me...

I tried to save everyone... But in the end, I saved no one...

**Seraphina:** Don't be ridiculous, my love... please don't speak like that.

Rowena will save everyone. I know she will. And it wouldn't have happened if not for you.

Rest easy, my love.

**Aldric:** My sweet Seraphina, you look as pretty now as the day I first met you.

I will love you... forever.

\*death\*

**Rowena:** I'm sorry, Seraphina.

**Seraphina:** Don't apologize, my friend. It had to be done.

I wanted him to have peace. Like the others here, he has suffered long far too long. I am just glad I was able to get through to him at the end.

**Rowena:** It was the ring, he remembered that.

**Seraphina:** I think so too.

...Let's continue. We need to find Soran.

15 – Seraphina: Let's take care of these wounds, Rowena.

[You see Seraphina's face flicker with pain]

**Rowena:** Seraphina? Is aught amiss?

**Seraphina:** No, do not worry, my friend.

18 – **Guardian 2:** You would dare defy Lord Azhrael?! I am Oscric Ujahar, And this place will become your tomb!

[Internal monologue: Ujahar... is he.. Perhaps, Atarune's long lost ancestor?]

End of fight:

**Seraphina:** Good job, my friend.

Rowena: Soran!

**Guardian 1:** You were good enough to best the other guardians... You must be skilled! But you will be no match for me! Hahahahaha!

**Rowena:** Soran...

**Seraphina:** He's still breathing, but it's faint and shallow. Go on, Rowena, take care of the core. I'll stay with him.

This... is the farthest I have ever known someone go.

I think it will be you. You will defeat the core, and free these souls.

Go on, Rowena, and just know that I believed in you every step of the way.

Rowena: Thank you.

I'll be back, PHN.

## Quest 16 – Destroy Azhrael's Core

**Seraphina:** Rowena! You... did it!

Rowena: Soran How is he?!

**Seraphina:** His breathing is getting worse and worse. I'm not sure if he will make it.

**Rowena:** Soran... No!

**Seraphina:** ...

**Seraphina:** ...I will save him.

It will... take the very last mote of my essence. But your friend, he will live.

**Rowena:** Seraphina... you...

I can't thank you enough...

But Aldric.. He...

**Seraphina:** Yes... he will be reborn, thanks to ring. But I... I will cease to exist..

It is fine. It is my ...retribution.

I looked for years and years, I brought all kinds of adventurers into this dungeon with my dreams, knowingly leading them to what would most likely be their death.

I knew in my heart, that one of them would do it, but I what I did was unforgiveable.

I think, like Aldric, I lost my sense of self here...

I could not bear the thought of Azhrael gaining enough power to become strong enough to destroy the world... but I ended up adding to it.

I'm sorry, Rowena. I hope this will make up for what I've done.

**Rowena:** Thank you, Seraphina.

[Game fades to black, opens again in the inn room of Hollowmoor.]

**Townswoman:** He has been stirring?! Oh goodness! I'll make him a bowl of soup up, right away!

**Girl:** I'll bring him another bouquet of flowers!

**Atarune:** Rowena?

**Rowena:** Ah, Atarune...

**Atarune:** I just wanted to say, since Soran has been stirring that most likely, you two will be on your way back to Spiritbreach soon, so, I just wanted to thank you again.

The monsters have dispersed, and I have never seen the town look so lively in all my years.

**Rowena:** It has been the greatest gift to see these people with true, heartfelt smiles on their faces. I guarantee PHN would say the same.

Yes, we plan to go back to the guild once PHN is stable enough for the journey. What of you, Atarune?

**Atarune:** To learn my ancestor was one of the ones that has caused such suffering... well, I feel in debt to this town, and thanks to your work, the dreams are no more. The place seems to be looking a lot more... inhabitable, for me now.

It will take the villagers some time to adjust, but I want to help them in any way I can. I will share my knowledge with them and hope that I can give them and their next generation a fulfilling life.

I wish you well, Rowena, and safe travels to you and Soran.

Hollowmoor is forever in your debt.

**Rowena:** Thank you.

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**Soran:** Mnh... Rowena...?

Rowena: You're awake, finally!

**Soran:** Ah, I never had you down as a hugger, Rowena...

**Rowena:** You had me worried sick, you fool! You have been unconscious for days!

...Here, drink this. Atarune made it for you as a sign of thanks.

I found his ancestor down there; he was one of Azhrael's guardians.

**Soran:** Wh...? What? You...

You did it?

**Rowena:** I did. Azhrael is no more.

**Soran:** I just cant believe you destroyed the core of a God, and I was not even there to see it...

**Seraphina...** she sacrificed the last of her soul to heal you. Your wounds were fatal.

**Soran:** She... I... and I could never thank her...

**Rowena:** Do not fret, PHN. It is what she wanted.

**Soran:** I just cant believe it.. Rowena, you.. really did it?

**Rowena:** Well, what else do you think? That it was all a dream?

**Soran:** Gods, no... I've had enough dreams to last me a lifetime.

FIN