Rising Winds

Before the Gloria Spectacular celebration came to an end, a new crisis arose! Peculiar scars began to appear on Estrilda's body not long after an unknown creature had injured her, before she fell into a deep coma. Both the court physicians and the priests from the Temple of Light have been unable to heal her. Thane has decided to venture into The Dark Forest, to seek help from the Wilders, who have a deep understanding of herbal medicines. As a historian tells him about the origin of the scars, Thane realizes a catastrophe might soon strike every corner of Esperia.

(Thane is seen in a fighting animation beside a Wooden Dummy. If you stand beside him he'll stop attacking it)

Thane: Something seems to be bothering Thane. He's slow with his sword.

Thane: Estrilda has been in a coma for two days and nights. The court physicians are at a loss about her illness…

Perhaps Belinda from the Temple of Light could offer some aid. O divine goddess, may you bless my pupil, the last hope of House Rayne.

If the Divine Light can't save her... I must ready myself for a journey.

Log: Estrilda has been in a coma for days. Belinda from the Temple of Light is checking her situation.

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Manor Guard: The guard of Rayne Manor, who is protecting the main gate.

Manor Guard: You must be inspected before entering Rayne Manor.

(The guard conducts a thorough inspection.)

Thank you for your cooperation, you may enter now.

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Household: The common members of House Rayne live here.

Manor House: The main building of the Rayne Manor where important decisions are made.

Servants Abode: A building next to the main building where daily management of the manor is held.

Infirmary: Estrilda is in a coma on her bed. Belinda from the Temple of Light is checking her situation.

Belinda: I'm sorry. Estrilda's situation is beyond my capabilities, even the Divine Light has no effect on her injuries.

She is in a dire situation. We must tell master Thane at once.

Log: Estrilda is in a dire situation. We must tell master Thane at once.

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Thane: Even the Temple of Light couldn't save her? Oh, I see.

(After this Thane will run to the Infirmary)

Log: Go check Estrilda's situation.

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Belinda: Master Thane.

Thane: How's Estrilda?

Belinda: Her body is marked with strange scars. I couldn't find the cause of her coma, let alone cure her.

They say the Wilders in The Dark Forest are masters of herbal medicines. Perhaps you could seek them out for their aid.

Thane: Thank you, Belinda. I shall pay them a visit soon.

(Thane casts his eyes to Estrilda lying on the bed.)

Estrilda, you're going to be all right. I will soon return.

Log: The Temple of Light can't save Estrilda. You must go to The Dark Forest to find a cure for her.

- Thane joins the team.

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Camp: The camp where generals and soldiers of the border are stationed.

Hogan: General Hogan is protecting the imperial border with a rather grave look on his face.

(If you interact with Hogan before Thane has joined your team)

Hogan: Our borders have not been stable as of late. No one is allowed to cross the border unless absolutely necessary.

(After Thane has joined your team)

Hogan: Master Thane, is something happening?

Thane: (Thane explains the purpose of his journey to Hogan.)

Hogan: I see, you must tread carefully, for monsters roam beyond the borders.

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Barrier: The path has been blocked by a solid fence. It could be destroyed with exceptional swordsmanship.

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(Once you step across a suspicious tile right before the Exquisite door, the tile will disappear)

Thane: The path has collapsed. There's no going back.

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(Once you reach the middle of the clearing ahead, you'll be surrounded by Twisted Monsters Common Enemy Camps)

Twisted Monsters: A place fraught with twisted monsters. Their bodies are covered in strange scars which conceal their human forms.

Thane: What are those?! Must be the monsters Hogan mentioned…

(After you defeat one Twister Monsters it will immediately respawn)

Thane: There's no end to them, I must find a way to escape.

(After defeating a Twisted Monsters a second time the same dialogue will appear. After defeating one a third time)

Talene: Watch out! I'll help you!

(Talene's character model does her ultimate attack, and all Twisted Monsters will disappear)

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Talene: A descendant of the Obsidian Finches, master of the pure Solaris Flare.

Thane: You have my gratitude. May I know your name, my lady?

Talene: I'm Talene, a descendant of the Obsidian Finches. The Corruptors are quite a dangerous lot, you should be extra cautious on your journey.

Thane: Corruptors? You mean these monsters? It seems you have a rather deep understanding about them.

Talene: Allow my companion, a historian of The Dark Forest, to tell you more about the Corruptors.

Historian: Corruptors are twisted creatures, born out of an elemental imbalance. When we mortals are injured by these creatures, the twisted power of the element causes peculiar scars to appear on our bodies, after which people soon fall into a coma.

Thane: Strange scars?

(Remembering the scars on Estrilda's body, Thane came to a realization, it had to have been a Corruptor.)

Historian: Once the victim's body is fully covered in scars, there is no hope for them.

Thane: (Thane tells Talene and her companion about Estrilda's situation and asks for a cure.)

Historian: Conventional healing methods have no effect. These creatures grow increasingly chaotic as the elementals fall even further out of balance, likewise, natural disasters now increase in numbers across the land.

We must seek the help of the five Elemental Guardians and have them activate the Elemental Altars. Only then can elemental order be returned to Esperia. This is our only chance to resolve the crisis.

It's the only way those hurt by the Corruptors can wake from their comas.

Talene: We are on our way to venture into the Bastion of the Elements in the depth of The Dark Forest. There, we should be able to find the Guardians.

Thane: If you do so permit, I shall accompany you on your mission.

Talene: No time like the present, let's go.

Log: Estrilda's illness is caused by the elemental imbalance and can only be cured by the joined forces of the five Elemental Guardians. Go to the Bastion of the Elements and ask them to activate the Elemental Altars to bring the elements back to order.

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Fire Altar: Only purest flame can set it alight.

Locked Door: Ignite the Fire Altar to open.

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(If you attempt to move towards the desert you'll be teleported back to the Locked Door)

Thane: Indeed, we should make haste to the Bastion of the Elements.

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Solid Ice Wall: Only the purest flame can melt it down.

(When you have melted the Solid Ice Wall near the entrance to the Bastion of the Elements)

Arden: Have you come for the Elemental Guardians? Alas, they have already left this place.

As the elemental imbalance keeps escalating, the Guardians have set out to suppress the myriad natural disasters throughout Esperia.

Thane: Do you know where to find them?

Arden: The Earth Guardian joined the Maulers many years ago due to a disagreement between him and the other Guardians. I trust you may find him in the depths of the desert.

As for the other Guardians, I'm as clueless as you lot.

Thane: Thank you. We'll go and find the Earth Guardian right away!

Log: The mages in the Bastion of the Elements tell us the Guardians have already left, and their current whereabouts are unknown. Although, the Earth Guardian may dwell in the depths of the Maulers' desert.

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(After you enter the desert and the narrow path leading towards Baden and Respen, a Black Mist will spawn behind you)

- The returning path has been blocked by a black mist.

Black Mist: Some kind of strange power is in the black mist, preventing anyone from passing through. Perhaps a strong gust of wind can clear it away.

Thane: Be careful, there are hordes of Corruptors roaming about, just up ahead.

Talene: I spot two figures surrounded by the Corruptors, we must come to their rescue!

Thane: Let's go!

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Respen: One of the five Elemental Guardians of Esperia, the Wind Guardian.

Baden: Baden and Respen have been surrounded by Corruptors. They won't last much longer.

(When you interact with Baden)

Thane: Baden?

Baden: Thane? What brings you here?

Thane: We've come to find the Elemental Guardian.

(Thane quickly explains the purpose of his journey.)

Baden: The Wood Guardian has been imprisoned on the Island of the Banished. Respen and I were on our way to rescue him when we were attacked by Corruptors.

Thane: We must escape first!

Log: Baden tells Thane that the Wood Guardian is trapped on the Island of the Banished. He left the island to seek out the Wind Guardian Respen for help, but they were ambushed by hordes of Corruptors on their way back to the island.

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(After you defeat one Corruptor, it will respawn and eight more with it)

Baden: More Corruptors keep coming. I fear we won't withstand their attacks for long.

Thane: We've got to find a way out!

Respen: I've a bold idea, if a bit risky. The Wind Emblem is one of the keys to activating the Elemental Altar. It is also said to be able to grant extraordinary power to mortals.

Yet no mortal has ever borne the Elemental Emblems in history before. The risk is far too much for any single person to take.

Know that whoever holds the Elemental Emblems will become the target of the Corruptors.

The Elemental Emblems are like a lantern at night, luring the Corruptors to come like moths to a flame. They will tirelessly chase after the bearer, as hungry hyenas after the weak and injured.

This is the cost of bearing the Elemental Emblems.

Baden: They are coming!

Thane, go now! Leave them to me! (Baden blocks the Corruptors with his wounded body, buying precious time for Thane.)

Thane: Baden, noooooooo! (Thane)

(Baden's resolve reminds Thane of the day they were ambushed by the Maulers. He only managed to escape at the cost of Baden's sacrifice. Yet now, the same tragedy is about to begin again!)

I won't let this happen again!

Respen, I'm ready for a fight!

(Thane transforms into his awakened version)

Respen, I'm ready for a fight!

- Help the surrounded to defeat their enemies.

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(For every enemy you clear, Baden will clear one of the surrounding sides. After clearing all the enemies)

Thane: We've cleared all the Corruptors. Let's continue our journey into the desert and find this Earth Guardian.

Respen: We must also return to the Island of the Banished to save the Wood Guardian.

Baden: I'm the only one among us who's familiar with the island. Thane, we should stop this elemental disaster as soon as we can. I suggest we split up.

Thane: When we find the Guardians, we shall meet at the Bastion of the Elements and fight together!

Log: With the Wind Emblem, you can dispel the black mist now.

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Mauler Gate: You will enter the Maulers' territory upon traversing through this pass. Cannot traverse now.
(The option says Coming Soon)