





"Quote"

- Source

PRIMARY INFORMATION

True Name: Amalthea

Origin: Greek

Meaning: To sooth: soften

Pronunciation: ah-mal-FEE-ah

Nicknames: Thea, TBA
Behind the Name:

Like all true names given, it is unknown as to why Nerida gave the molly such a name.
 Perhaps it had something to do with the gentle and kind nature Amalthea gave off? Or maybe it was a way to shed light to her beauty, for such a name sounds graceful and eloquent? Either way, Amalthea adores the name, and these days often goes by the nickname of "Thea" within her tribe.

Kit Name: Nari Origin: Korean Meaning: Lily flower
Pronunciation: nah-ree

Nicknames: Ari, Na-Na, Little Flower

Behind the Name:

• Given she was an only child, Nari's fathers saw her as a precious gift to them. That said, they knew that she deserved a name that could reflect on her, one that could encapsulate her gentle appearance, but also a tie to the place she came from. With that place being near a river, it was no wonder that the name Nari seemed most fitting for the small she-kit.

Age: 3 Years, 9 Months (45 Months)

Starting Age: 3 Years, 6 Months (42 Months) | Born: Spring 108

Sex: DFAB

Gender: Cisgender Female

> She/Her

Affiliation: Water Tribe

Formerly: Outsider

Rank: Jeweler

Formerly: Loner

BASIC INFORMATION

Breed: American Curl x LaPerm x Turkish Angora x Singapura x Japanese Bobtail x Siamese

Height: 8.3" at shoulder

Weight: 3.7kg

Relief:

• Agnostic-Theist | When it comes to the Spirits, Amalthea has a mixture of thoughts. On one hand, she was raised to believe everything was by chance, and that nothing really had a control over fate other than causation. That was how she managed to deal with the plague as it ravaged her old home in Nandryx. However, one cannot really deny the existence of the Spirits, not when one of their mark's is upon one's shoulder. Not to mention how the tattoo gives the cat the ability to harness the element it correlates to.

As of late, Amalthea is uncertain what to make of this new discovery of her's. Is there a causation behind the existence of such all powerful beings too? If so, why hadn't any upper power tried to make an effort to stop the plague? Or had her fathers gotten it wrong? Regardless of what the real answer is, Amalthea isn't one to shy away from possibilities and

truth. If anything, her touching Nerida's totem has gotten the molly curious about her spirit and the other ones in the pantheon as a whole.

Loyalty:

• **Highly Familial** Amalthea is what one would call an extremely loyal and caring friend. Always choosing to aid her friends and family over the needs of the tribe, the molly's loyalties are quite open to the public. To her, she'd rather stick by those she care's for than listen to the orders of higher authority if they seem to be threatening the peace or the lives of those she loves. She will never give up their secrets for anything, and will often be there as a shoulder to lean on or to tell anyone what for on their behalf. However, this blind loyalty to them can make Amalthea gloss over any potential wrongs they may have committed until too late. To which, of course, she would feel incredibly betrayed.

Aside from that, Amalthea wouldn't exactly give away her tribe's secrets either. In most circumstances, even if in slight disagreement, Amalthea would rather keep their secrets to herself than give them up. It's not her place to betray her tribe in such a way after all. Well, unless her tribe was causing mass harm, to which she would exchange secrets if it meant stopping them.

HEALTH

Physical Health: 98.5%
Mental Health: 100%

Mutations

Condition:

Desc

Disabilities/Impairments

Condition:

Desc

PHYSICAL INFORMATION

Natural Appearance

Summary: A beautiful, golden-point curly-furred molly, Amalthea is simple but easy to pinpoint. With kind aqua eyes and a light-hearted, friendly voice, it's of no surprise that the she-cat can draw attention to herself. Average sized and dainty looking, she is far from a threatening figure either, and instead someone one would want to approach.

Pelt - Amalthea's fur is rather simple in design. Her most prominent markings being the golden points found in the typical spots such as her legs, tail, ears and face, the touches of colour manage to blend in well with the pale cream majority of her pelt. Within the golden markings is another darker gold shade, which contrasts nicely against the pale gold. Amalthea's face mask is broken up on her right side by a cream stripe that starts from her chin, going diagonally across her face eventually from the nose bridge. This in turn, gives her an asymmetrical appearance. She also has a white tail-tip that also is asymmetrical. There are notable freckles along the rump, legs, and cheeks too, as well as darker ear tips. Moreover, Amalthea's fur is curly and well-groomed, taking on a soft and silky shine in certain lighting. Her fur for the most part clings to her form nicely, though it is notably a lot fluffier around the molly's tail, elbows, and cheet.

Eyes - On a first glance, one might believe Amalthea's eyes are rather blue. On the other, some may argue it appears green. In actuality, her eyes are a rather vibrant shade of aqua, which perfectly encapsulates the molly quite well. Her eyes are as expressive as her body language, they almost always convey Amalthea's feelings quite well. Bright eyes are the norm for her, a sign indicating happiness. However, if they take on a dull shine and appear watery, it could be a sign of sadness within her. Meanwhile, the narrowing of her pupils and fierce light that may appear in them certainly show anger. Thankfully, the latter emotion isn't seen much, Amalthea often opting for peaceful solutions in any situation.

Build - Dainty and elegant, there's almost a certain grace to Amalthea's movements. With each step taken, the molly appears to be gliding over the ground in a simple, light-footed dance. Which is helpful; given how light she is on her feet, Amalthea will have no trouble with swiftly avoiding things and running. Her body being rather slender and flexible helps add to the grace she carries about with her, and her long tail certainly does wonders to Amalthea's balance. However, don't be fooled. Amalthea's legs are rather strong, capable of helping propel her far with a long jump or to deliver a swift, hard kick.

Voice - Light-hearted and joyous, Amalthea's voice is a distinct one that suits her very well. Smooth but still keeping the touch of her youth in it's tuneful pitch, the molly's voice is rather warm and friendly as it is expressive. Often filled with liveliness in the throes of happiness, Amalthea can lower her voice into a calming whisper when needed most. It can also lose it's tune if she's feeling anything negative, such as becoming a soft choke when upset or a fierce snarl if angry. On the other hand, due to her perfect pitch, Amalthea's singing voice is lovely to hear with its steady melody and ability to hit high keys. Overall, her voice is harmonious and in tune with her feelings and therefore paints her as an open and warm figure.

Scent - Aside from the growing scent of Water Tribe clinging to her fur, Amalthea's scent consists of many floral scents such as rose, croccus, pansy and sunflower. However, there is also a hint of sea salt and other minerals within her trademark scent as well.

Tattoo - xxx

Other - N/A

Genetics

Dominant:

- Golden colourpoint markings
- Cream fur
- Curly pelt
- Aqua eyes
- Small height
- Long tail
- Freckles
- Slender, athletic build
- Small paws

Recessive

- Tan fur
- Dark grey fur
- Sable coat
- Long-haired pelt
- Blue eyes
- Green eyes
- Curled ears
- Long limbs

Cosmetics

- Item | Appearance
 - Desc

SKILLS

Tattoo Identification: Blue-Water

Formerly: No-Tattoo

Power: Secondary **Soulbond:** N/A

Secondary Skills

- **Skill 1** | **Sensibility** You can manipulate the details of things! i.e braid a knot or carve a drawing. As you practice, your telekinesis becomes more precise and you become more able to create what you visualize. Makes you slightly better at crafting stuff!
 - o "Thoughts"
 - O Novice +1 Intelligence
 - o o Arcane
- **Skill 2** | **Watch It Float** You can make things float! You start with little things such as water drops, but as you practice you can make bigger/heavier things float too! Useful if something blocks your path, if you desire to build something (very well paired off with ETers!) or if you generally just want to move something as a party trick. At later levels you can even lift things bigger than yourself!
 - "Ihoughts"
 - Novice Throws small rocks (or equal in size) at a target, damages for 2 dmg.
 - o 2 Arcane
- **Skill 5** | **Ebb and Flow** Using the powers of your telekinesis, you can use your powers to affect the flow of energy within another cat's body through pinpointing several spots along their body and targeting those. It can result in temporary, partial, or full paralysis, or confusion, which can be shaken off with either time or willpower. Additionally, a cat may

use this on an ally to restore their health, providing a physical therapy to soothe soreness and muscle cramps by affecting the energy within them.

- "Thoughts"
- Novice | Ally cast: Heals 3 TGH and 3 ARC. Enemy cast: Strikes a weak point, 1-14: disruption, 15-20: stun.
- o 3 Arcane
- **Skill 7** | **Slice** Your telekinesis is so precise you can now slice through objects. Soft things at first like fish and prey, but as you practice/grow stronger, you can cut through things like trees and rocks! This is usually done by focusing the pressure waves into a narrow and almost physical state, issuing perfect control of energy waves.
 - "Thoughts"
 - \circ Novice \mid Slashes the foe for 8 dmg. Enemy bleeds for 2 additional damage the following round
 - o 4 Arcane

Soulbond Skills

- Skill 1 | Name Desc
 - o "Thoughts"
 - Mastery Effect
 - o o Arcane

EXTRA INFORMATION

Facts

- Amalthea is a bit of a wary individual when it comes to mess. Given how the plague's devastation has stuck with her, and what it can do to a cat, she takes any time she has to remain clean and tidy. However, this has made her seem like a rather extreme "clean-freak" with how strict she is, despite having good intentions.
- She absolutely adores gemstones of all shapes, sizes, and colours. As such, she tends to try and utilise them in everyday life with her hobbies, and knows the meanings behind each one. Amalthea also has a huge desire to acquire many gemstones for herself in order to start a personal collection.

- Amalthea does wonder whether she made the right decision to leave her fathers behind for the tribes often. In the end though, she assures herself that it was for a reason, and one day she'll see them both again.
- As her birthplace suggests, Amalthea is very much a water cat. She loves to swim in the pools within the early hours of the morning and later in the evenings after her work is done for the day. She also knows how to effectively catch fish.
- Being a hopeless romantic and dreamer, Amalthea cannot help but get crushes on many she-cats with ease. As a result, it's rather easy to make her flustered. She is also the type to read many, many romance-based works of text.
- Amalthea is a dancer at heart. She loves the simple tunes of life, and tends to have a great understanding of where to place her paws in a graceful sway.
- Amalthea's ideal pet is basically a fish. Particularly, the colourful ones. She finds them
 adorable and could watch them all day.
- She longs to start a family of her own someday. Trouble is, Amalthea has no idea whether she's truly met the "one" for her, and as such tends to hesitate often when she feels like pursuing someone.

Likes

- Gemstones
- Colourful, small fish
- The taste of salmon
- Swimming
- Dancing
- Making accessories
- Her job
- Family and friends
- Romance
- Honest cats
- Sweet tasting things
- Cleanliness
- Kittens

<u>Dislikes</u>

- Violence
- The taste of eel
- Tasteless jokes
- Rudeness
- Mess
- Illness
- Bitter tasting things
- Being betrayed
- Getting flustered in public
- Liars
- Mentions of the The Plague
- Death
- Rats

Fears

- Illness
- Losing the ones she loves
- Being alone
- War

<u>RELATIONSHIPS</u>

Sexuality & Romance

Sexuality: Homosexual

Romantic Orientation: Homoromantic

Preference: Monogamous

Mate: N/A Kits: N/A

Status: Neutral/Open to dating!

Lover Type:

Being a hopeless romantic at heart, Amalthea has an idealised version of what romance should be. Walks on the beach during the sunset. Affectionate words spoken to the other every few minutes. Grandiose displays of love. Doing things together. These are all the things she expects to happen, and as such, will want to enact them out. In a way, she's a bit of a daydreamer, and when these views are challenged by reality, will be confused. These are things her partner should expect to occur whenever Amalthea finally decides to settle down with "the one." Despite these challenges though, Amalthea is a rather understanding and patient molly, one who is ready to learn and adapt to best fit what her partner's needs. She's the type to listen and be emotional support, whilst also being incredibly loving and caring. A giver and a receiver, Amalthea values affection of the utmost importance as well as teamwork.

That being said, she would be easy to fluster before and after getting with someone. Flirt with her, compliment her, or simply be a pretty she-cat in her presence and you've got Amalthea all red and stuttering! However, she deep down loves any teasing and flirting going on, and is a bit of a flirt back when confident enough that the other is into her.

Preferences:

When it comes down to looks, Amalthea is drawn mostly to gentle and cute features. Soft, cuddly fur combined with elegant postures and nimble limbs, all of these traits tend to make her flustered just by looking long enough. While posh-looking she-cats are one of her types (but one that she thinks she's leagues apart from), Amalthea does also enjoy she-cats who have a bit of country to them. Ones that appear a bit roughened from the environment on the outside and have muscles that, upon a glance, don't seem all too defined. She finds pelts of all sorts to be beautiful, though admittedly she does find blue and gold pelts to be stunning. She's also a huge sucker for freckles, finding them absolutely adorable. Meanwhile, green eyes are very attractive to her.

What matters most to Amalthea though is a cat's personality. To her, she'd want someone who is honest and loyal to those they care about. She doesn't want a broken heart after all.

She also likes someone who can speak their mind and hold their own, but isn't hesitant to ask for help or comfort. An affectionate partner is definitely something she would love too, for Amalthea is a bit of a clingy cat herself. Most importantly, she'd want someone who is fun and unashamed to be so easygoing. That, and a she-cat who is also interested in having a family someday.

Education

Mentors:

Apprentices: N/A

Family

Father (Dad; Biological Sire): Mi-reu No-Tattoo; Unknown

Father (Papa): Iseul | No-Tattoo; Unknown

Biological Dame: Primrose | No-Tattoo; Unknown

MISCELLANEOUS INFORMATION

Voice Claim: Actor/Actress

[>] Character Example | Role

Playlist: ---

Morality:

• Fair | For the most part, Amalthea believes in a balance. In particular, the balance of good and evil is a concept she's very much well aware of. Growing up, she was taught that it was natural for both to co-exist; for without evil, how can there be good to offer some light and vice versa? It is with this mindset, then, that Amalthea views her morals to be that of treating others equally and with mercy. She doesn't believe in an eye for eye even for the more despicable of individuals. Instead, having them locked away for a long period of time to think over their life choices fits her better. Moreover, she doesn't believe anyone is inherently evil or good. If anything, cats make their own choices by free will. As such, she does believe in forgiveness and acceptance and, should a cat want it, redemption.

Hobbies:

- Cooking | Your character can make some tasty meals.
 - **Novice** | +0 Arcane

• Since coming to the tribelands, Amalthea has been introduced to many parts of their culture. One of which is cooked meals. Surprised at how tastier cooked and steamed fish is, it's no wonder the molly has taken it upon herself to learn this craft. Though she has to admit, it is trickier than it looks. Most of her meals at the moment turn out burned or undercooked.

Goals:

- To learn how to master her skill tree []
- To start a family one day []
- To see her dads again []
- To learn how to make good, tasty meals []
- To gather many beautiful gemstones for herself and teach others their importance []
- To create something many would enjoy []
- To befriend many cats []
- To find "the one" []

Motivations:

- Family and friends
- Curiosity
- Adventure
- Love

Regrets:

- Leaving her dads behind
- Being so useless during the plague
- Missing out on better opportunities

STATISTICS

Stats	Core	Equipment	Hobbies	Purchased	Other	Current
Strength	2					
Intelligence	6					6
Stealth	2					
Charisma	7					
Speed	3					3

Arcane	20			20
Toughness	30			30

PERSONALITY

MBTI: ENFJ-T "The Protagonist"

Alignment: Lawful Good

Enneagram: Two "The Helper" | 2w3

On the Outside

Positive: Altruistic | Imaginative | Sincere | Impartial

• Neutral: Pacifist | Romantic | Organised | Headstrong

• Negative: Naive | Clingy | Acquisitive | Secretive

Selfless to her core, Amalthea's **altruism** is a strength she prides herself with. Being raised to have the goodwill of others in mind has meant the molly has no bad bone in her body when it comes to helping those in need. If anything she's **sincere** with her intentions, making it obvious that there is no clause in return for her help. She is also **impartial** to most strife, always treating everything with an equal lens mainly to find the best solution to settle things. All she desires is a peaceful world. So much so, Amalthea's belief in **pacifism** is considerably rather noble. After all, she believes a beautiful world is one without strife. Nonetheless, the reality can often be disappointing to a dreamer and a harder truth to even swallow should she be confronted with the unthinkable. There's no telling what she'd do if confronted with a choice where violence is the only option.

Nevertheless, Amalthea's **imagination** isn't all that entirely bad. Her creative spirit is what guides her intuitions as well. There have been many times she's willingly shared dreams and made something out of them. Being in such a creative role within a tribe means the world to her as much as her dreams. Most of which, aside from thinking big, is filled to the brim with an ideal love. A hardcore **romantic**, one of Amalthea's biggest dreams is to find the one for her. After all, if it worked for her fathers, it surely can work for her. Trouble is, Amalthea is indecisive and thus isn't at all sure with her own judgement. Her lack of wisdom therefore marks her as rather **naive** to the dealings of the world at times, making her an easy target to manipulate and toy with.

Her **clinginess** doesn't help matters either. Amalthea isn't the most independent of cats. Therefore she often latches onto those she strikes a bond with, not much venturing from their side. It took a lot for her to leave her family for a different path, and with her longing for a new connection it wouldn't be surprising if she ends up

sticking to anyone she befriends. She also surprisingly has an **acquisitive** mindset when it comes to the material. While she isn't a selfish being, Amalthea can't help but be a bit less so when it comes to jewels and gemstones. Often she has the need to acquire them and add them to a collection she only restarted in Corondryx, and as a result, she isn't willing to share or negotiate with some of her findings from time to time. Combine that with her **headstrong** attitude and her need to keep things an unnecessary **secret**, and it's a rather tough obstacle to navigate through. At the same time though, Amalthea's stubbornness helps ground her with her convictions, sticking to them to the end unless someone were to change her mind.

Beyond that, Amalthea's **organisational** skills are quite good. Her room and work station are often neat and tidy, with items put together in a categorical way. Often she rarely loses items. Although that doesn't mean she is entirely safe from maybe taking it a little overboard, with her needing to put things in certain boxes when it doesn't require one to begin with.

On the Inside

- Positive: Forgiving | Loyal | Focused | Graceful
- Neutral: Flighty | Hesitant | Perfectionist | Familial
- Negative: Stickler | Self-Critical | Wistful | Envious

When it comes to the layers within the molly, one would first notice just how **graceful** she is. Despite coming from outside of the tribes, Amalthea has a keen eye for anything that appears rather fashionable and chic, be it on herself or another. Her experiences combined with creativity has broadened her attitude to many new things, giving her a sophisticated approach to her work. Moreover, she is an extremely **focused** individual. Rarely will Amalthea feel the need to let distraction take hold of what should be most important in the present. Indeed she'd much rather continue her work than stop what she's doing to, say, watch butterflies. It's the **perfectionist** within her that is partially to credit for this. Any nook or cranny is thought about and checked to ensure quality in her work. However, anything that is slightly out of place has been the cause of her growing panicked and insisting on committing a do-over when it isn't entirely necessary.

For this reason as well, it isn't all too surprising to know that Amalthea is rather **self-critical**. If it's not perfect or not fine, then surely it's a flaw within herself that she can't seem to grasp instead of a simple and natural error. So often does she criticise herself that she never once halts to be as fair to herself as she is to others. Another unsavoury aspect of her personality that shines through is the **stickler** side. Everything must be a certain way for her. Be it for organisation to a certain design to even particular event checklists, if it's not right she will make a fuss about it until it is. This has made her time and time again a bit of a bossy individual as she attempts to make things up to her standards.

Yet, Amalthea is known to be a **forgiving** individual. Even if everything is going wrong for her due to another's doing or if said individual doesn't deserve it, she will still find a way to forgive them. She is not someone who allows something to fester in her heart and rot it to the core with hate. Rather, she finds peace in letting go and moving onward. Although it doesn't change the **wistfulness** she may come to

experience from her decisions. Often Amalthea will go through phases where she will long for the old times and maybe regret her actions. Other times she'll long for something she hasn't obtained, which has caused some **envious** spouts occasionally. Which isn't a good thing to witness, as a jealous Amalthea is often a petty Amalthea too.

Thankfully, it doesn't last long nor get in the way of those that matter most. A familial she-cat, family is as important to Amalthea as is her imagination. From dreaming of starting one of her own someday with "the one" to being happy to be considered family to friends, she likes to surround herself in family constantly. Which makes her missing her fathers all the more painful to her. It also means her loyalties solely lie with the family, not with the tribe or Silver (unless a Silver is family of course). This is further exarcebated from her flighty self. Amalthea's loyalties switch depending on what side her family is on, and for that reason alone one would say she's rather fickle. It's not just with loyalty either. With romance comes her thinking she's found her soulmate, only to end up hesitating and deciding to not pursue. This for sure is bound to be the cause of a few future heartaches and drama, all things Amalthea wishes to avoid though that seems nigh impossible. Although her hesitation does at the very least help keep her grounded and realistic in certain situations and for the better, especially in regards to her safety.

Although, despite not being notably firm on her stance, it doesn't necessarily mean Amalthea lacks a loyal bone in her body. On the contrary, Amalthea is **loyal** to the ones that matter the most to her: her friends and family. She will stick to them no matter what, keeping their secrets close and even keeping a few of her own if it means to protect them.

HISTORY

Pre-Tribes Summary

Prologue:

- Set in the world of Nandryx before the plague, Mi-reu and Iseul first meet when the former washed up injured on the bank of the local river.
- Unsure of the tom's origins, Iseul tended to him upon learning he was still alive. After a few days, the strange tom would wake up and introduce himself as Mi-reu.
- Though he had little recollection of the events that unfolded, Mi-reu's recovery flies by fast.
 During it, he and Iseul start to bond.
- Attraction arising between the two, Mi-reu asks Iseul to join him on his travels to find his homeland. Iseul happily accepts, leaving the place he called home for over two years.
- After one romantic night and a chance meeting with another rogue couple during their journey, the two confess to each other and become lovers.

- The need for more arises after a good few years. This causes them to seek out a friend (Primrose) they had made along the way with the hopes that she can help grant them their wish.
- Much to their delight, Primrose agrees to help them. Not long after settling by a river, the two lovers are expecting their first litter, unaware of the devastation slowly approaching them...

Kithood (0-5 Months):

- Nari is the only kitten born on a cool spring night. Iseul and Mi-reu don't mind at all, and immediately begin doting on their only child.
- With Primrose's help in feeding, Nari grows rather fast and, naturally, grows curious about the world around her.
- Her dads are ever present figures in her life, often taking turns in hunting and staying. It is they that teach Nari values, manners, and about the world.
- Nearing her sixth month, Primrose develops a cough. Concerned, she informs Nari's fathers of her departure whilst the kit is asleep. Upon waking up, Nari is saddened to hear her aunt has left.

Youth (6-17 Months):

- Deemed old enough to start travelling, Nari accompanies her fathers as they traverse Nandryx. During the journey, she receives further lessons, this time focusing on survival and skills.
- During these lessons, Nari is introduced to swimming. Quickly, she takes a love for the water just like Iseul.
- Bumping into other cats, Nari grows fascinated in the differing cultures around her. She also starts making friends with cats her age.
- Continuing to travel and grow as months pass by, Nari soon notices the changes to the land What should have been teeming with life is decaying. Occasionally, she overhears her dads discussing it too.
- Trying to make the best of the situation, Nari focuses on her passions. There are a few times she finds herself noticing how pretty some of the she-cats they come across are too.
- As the land worsens, Nari becomes aware of a sickness. This becomes real to her when she witnesses the sight of an ill cat. Despite Iseul's best efforts and her help, the cat dies.

Adult (18-42 Months):

- Gruesome occurrences become all too common. Cats, dying or dead, are expected as well as other disease-ridden animals. Prey starts to become scarce.
- Nari's dads begin to argue more as the situation becomes dire. However, things become more concerning when Iseul collapses suddenly with a cough.

- Though they try to continue, the trio eventually enter a stand still. Despite wanting to do what she can to help heal Iseul, Nari finds herself being refused by Mi-reu.
- Unable to find any food, Nari grows desperate as her dad's condition worsens and all three
 of them begin to starve.
- Nari hears rumours of The Door thanks to a passing traveller. Returning to Mi-reu, she
 informs him of it. Despite him not believing her, Iseul talks him into finding it.
- The journey is perilous. Nari begins to feel the effects of hunger and sickness take a hold of her by the time they find the Door.
- Driven to desperation, the family of three take the leap together into Corondryx.
- Taking a few hours of rest, symptoms begin to disappear and hunting is abundant.

 Afterwards, the family heads out to the outskirts. As they do so, Nari feels a tugging in her soul that she can't explain.
- Ignoring it, she remains with her dads as relationships and their health are mended over the following season.
- Nari meets a few of the locals. Here she begins to flirt with the pretty she-cats she meets.
 However, nothing serious ever comes from it due to her fleeting mind.
- Nari cannot forget that tug in her soul either. Eventually, she makes a decision, and after a teary farewell, makes her to the meadow.
- Approaching the totems, she finds herself drawn to a rather beautiful one with pools of water. Touching it, Nari receives a tattoo on her shoulder and a name: Amalthea.

[Detailed]

<u>In-Game Summary</u>

Season & Year:

•