

# The Legend of the Boy of Two Fates

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Long ago, there was a boy who wandered too deep into the forest. No one knows why — some say he was lost, others that he was called. For days he walked beneath the endless trees until, at the forest's heart, he found it: a crystal glowing green, the Emerald Gem, said to hold the power of Mother Nature herself.

The boy reached for it, and in that moment, his fate divided.

## The Path of Wrath

If he took the Gem, he became the Druid. Antlers crowned his head, vines bound his arms, and his eyes burned with the Gem's light. With every step, the earth moved to his will. Yet he carried a curse — the more he drew on the Gem's strength, the more he lost of himself. The Druid is the face of Wrath, power taken at great cost.

## The Path of Mercy

If the forest spared him, he became Stirlin, the Prince of the Forest. His body reshaped, fur and antlers marking him as more than human. He carried no relic, only the scarf from the boy he once was, and a heart still gentle. Chosen, not cursed, he walked as guardian of the wild. Stirlin is the face of Mercy, a protector born of the forest's love.

## Two, Yet One

The Druid and Stirlin are two faces of the same soul. Some believe they are rivals, destined to meet as Wrath and Mercy, Curse and Gift. Others believe they are not separate at all, but one being seen in two lights — a lesson whispered by the forest.

And so the legend is told:  
the boy who became two, forever walking the woods as both burden and blessing.