

Whereabouts of Paradise

*Not So Short At All (?) summary of the episodes
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Episode 1: The Tomb of Madness

The episode is starting with Claire, climbing the Tower of the Devil, while slowly recalling her sorrowful past:

*"The memories of my childhood are dim... All I can remember is someone crying... Aside from that, everything is like in a fog... Yet they flow into my mind as I close my eyes. Have I failed to suppress my emotions? Someone's... crying. Whose voice is this? I don't know why, but I feel sad hearing it.....That memory was my only source. What was it...? The world for me was a sad place. Until I met **him**....."*

*Before I met him, I was just a nameless orphan. There was no place for me to go. It was a life of sorrow and frustration of helplessness. I was laying on the ground, hungry and exhausted. And then..... **He** lent his hand to me. It was none other than the Pontiff, Laurys.*

Laurys: Someone, please, bring food and water to this young lady. Don't you worry now, my dear. Soon the goddess will be watching upon you.

After that, I grew up in a temple. A place for people following the Goddess Morrighan's will. The place where I've found hope and will to live.

Laurys: Claire. This world is in need of someone like you.

This is... Even in the world full of sorrow, everyone is equal under the Goddess's watch. This place was full of this feeling. This became my hope.

Laurys: I see you've read all of the history of Ulchas. Do you like Ulchas?

Claire: If sorrow is inevitable for this world... can I do something to wipe away that sorrow?

*Laurys: Then... why won't you become **the Sword of the Goddess**? This was once a special army, formed by Ulchas himself.*

Just like Ulchas... I wanted to create a world where everyone will bask in the Goddess's warmth. After all that hard work....I became the person I've dreamt to be.

Laurys: You've finally realized your dream. Congratulations, Inquisitor.

This is what I thought. But....

Claire: By the way, you're is amazing, mercenary. You made it without even a scratch on you. I am so fortunate you're fighting for the Goddess.

Claire: I have only one question now. You... What side are you on? With the Goddess? Or with the heretics?

Claire: Why.....? Why won't you kill me? Why won't...you?

That mercenary... My thoughts have changed once again. The light he is emitting...It was definitely the light of the Goddess. But I was walking the opposite way from that mercenary. I've found two lights, both distant from each other. I couldn't stop worrying. And after that.... I've started to doubt myself. Maybe... What if I was wrong...? I have to find out.

I came here, chasing his aura... Just what is this tower... Statues of heretic gods here and there... A group of Fomors seem to be taking care of them. The red moon rose again... Where are you? Mercenary. I want answers."

A group of Fomors begins to approach Claire, as she prepares to fight.

The next part cuts to the Astera area, where the army of Pontiff's Court and remaining soldiers of the Royal Army begin to doubt the prophecy that was the premise of the whole story (Morrighan appeared when fomors still live, the appearance of the Red Moon), eventually falling into panic. Lord Ronaun uses this to his advantage and sways their attention from Laurys to him.

Pontiff Soldier: H-has Erinn arrived? Did the promised paradise...? What about the prophecy?! The prophecy didn't say anything about the red moon...

Ronaun: I'm also wondering about that. Pontiff. "Slay all Fomors. Their blood will open the gates to Erinn. When the last of their blood will drop, the Goddess will spread her wings and appear before you". This is the prophecy I remember. And yet we haven't finished the extermination of every Fomor. Why did the Goddess appear? If the Goddess appeared, then Erinn...? Where the hell is it?!? I haven't heard about the red moon either. Too many unexplainable things happening. We didn't do anything wrong, did we...?

At first, Laurys tried to calm down the soldiers by telling them they all did as they needed to. From that moment, Ronaun begins his word attacks, implying that all the unexplained things happening now is not part of that prophecy.

Ronaun: If the prophecy is wrong, then what is the correct one?

Laurys: I can't tell you that...

As soon as soldiers' attention shifted back to Ronaun, Laurys begins proposing another theory:

*Laurys: Huff, huff...It's true...I'm in a difficult spot right now. *cough* How can you do this? A-after all this. Everyone! Open your eyes! We're in the land of fomors! Your mind is being corrupted by them. The Goddess did not come down. It's **an illusion**! Yes, everyone! Your minds are exhausted, I understand that. But you mustn't be shaken by something like this in front of the Goddess!*

*Ronaun: Indeed... This must make sense. But I'm still suspicious about that. How dare fomors to spit on the Morrighan's image? And if it's an illusion.... then what was that **feeling** inside me when I saw the Goddess? This feeling cannot be an illusion. Rather, we are blessed by her... And this prophecy. Shouldn't we think that we're close? The Goddess didn't give us the revelation directly. Even Pontiff himself hasn't said a word.*

*The moon before and after the Goddess appeared. What if that red moon is a **new revelation** given to us by the Goddess. And I think the new revelation is.... "Correct the false prophecy and find the **true paradise**". Yes, that's IT! No wonder we were confused. We cannot just stay blindly inside an enemy's territory. If there is something wrong with the prophecy, we won't rely on it!*

After the final speech, Ronaun gathers both Royal Army and Pontiff's Court troops and marches towards the Tower of the Devil, while defeated Pontiff Laurys stays.

Laurys: Guh, that foolish lord! I though he might become useful to me.... I didn't think he would....New revelation? True paradise? More like a chance to seize the place in the Court. He seized this opportunity to organize the knights....The problem is the soldiers. Everyone.... they abandoned me because I know too much....How.... How can I...

(Laurys's expression changes to evil grin.)

Laurys: Yes...If you know too much....That's more than enough to eradicate everyone. Even if I have to resort to Fomor Domination spell...Everyone...Ha-ha-ha-ha-ha...

Claire reaches the top of the Tower of the Devil, where she finds the wounded mercenary in a very depressed state and unconscious Ceara. Deciding to ask questions later, Claire picks Ceara and together, they leave the tower. She tries to get answers from him, but the mercenary is silent, thinking that he's not worth being called a hero after letting Macklin die and failing to prevent Macha's escape and Eweca's arrival.

Meanwhile, somewhere around the Pontiff's Court tent, Lugh Lamhfada, along with Spinos, are wandering the land through the corpses of Royal Army soldiers, that died earlier due to thorn spider's poison. There, Lugh notices that some people are still alive and decides to save them using his healing light, much to Spinos's dismay. Lugh approaches the body of a Royal Army soldier that barely tries to talk:

"Uuugh.... N...el...."

*Spinos: This is the end of this abysmal cycle. What **hero** would slice half of the human army in half. You are the only real hero in this world.*

Somewhere else, Laurys uses the spell of Fomor Domination to find and capture the fomor in order to start the raid of newly-organized army of humans. That creature is known as Agares.

Laurys: You hate those humans that dare to step foot in these lands, don't you? Good. This anger. I feel the same. I also hate those foolish humans! Go, hunt! Hunt them all! Release that fury! They're all miserable! Play with their lives to your heart's content! Those foolish humans and foolish lord who disobeyed my divine words! Ha-ha-ha-ha. Now it's all just a matter..... of time.

Claire and mercenary are back in the lands of Astera, where they are reunited with Brynn, Seanna and Muir. At first, Brynn reacts very hostile towards Claire. After all, she was leading the assault and helping Pontiff. Claire accepts that, but still pleads the party to accept her into their team. Thanks to Seanna forgiving the inquisitor's actions and mercenary's approval, Brynn reluctantly accepts her offer.

"C-Ceara-a-a-a-a-a-a!!!"

Marrec rushes in and sees an unconscious Ceara in Claire's hands. Claire tells him that while they were descending from the tower, Ceara hasn't opened her eyes ever once. Mercenary explains everything that happened after he ran out of the cave to the party, including Marrec and Claire.

Then Seanna begins to talk about Nuadha's voice appearing again, imploring her to deliver the message, which she relays:

*Nuadha: My soul is seeing the rings of the cycle closing in on you. I've been looking into the future.... and knew the sealing will end in failure. The world of paradise has lost its hope. In that future, the world is not ready to face the army of the God of Destruction. I've decided that the world needs strength to face the evil influence, so I was able to give you two destinies. Elchulus's seal ending in failure...doesn't mean the end of the world. There is a way to lock the army of Balor in the shadow world again. This was the way the army has been sealed on Eweca. **The First Seal**. You have to recreate the First Seal in order to win this war. Soon, Balor's army will awaken and a full-scale war will begin. Unfortunately, I won't be able to show myself until this moment. I cannot directly help you. And so I implore you... Retrieve the secrets related to the First Seal and unite with those, that would stand against Balor's army. Humans... Fomors... And another Hero... If necessary, they must unite under the same goal. I trust you to fulfill this request, mercenary.*

Cichol appears, much to Claire and Marrec's shock, and offers his help to gather the fomorian army, hoping that his influence can win some of them over. When asked about Tieve, he only says:

Cichol: She.... Tieve is... Let's just say she is safe.

Suddenly:

Marrec: Tieve...? Tieve is.... my... t-then.... You're...!? K-Keaghan? He was my childhood friend...

Cichol:It doesn't matter for now.

Cichol disappears, leaving more questions than answers. In order to prepare for Balor's army, the party needs to gather human forces as well, so Claire decides they should meet with the Pontiff's Army and Pontiff, Laurys.

Somewhere around the Royal Army tents, Culann, Lechaud, Rema, Roma, Gertrude and Jorning, clutching the cold body of Macklin, exit the caves and try to return back to Berbhe, when they witness a strange creature, entering the plains. Culann recognizes the creature as Agares, the champion of the fomor combat squad, also known as "Human Hunter", but when Rema was trying to approach him, Gertrude stops her, noticing Agares's unnatural behavior. The creature begins sniffing around the place, then notices the footprints left by the soldiers and, following Laurys's order, begins tracking them down.

Laurys: Ha-ha-ha-ha. You found their scent. Where did they go....This treacherous lord and his stupid soldiers....Hurry.... Search for those who are unclean. Find them....It's time to hunt! Ha-ha-ha-ha!!!

Mercenary and the party arrives at the supposed meeting place for the army, only to find pulverized piles of Pontiff's Army's and Royal Army's corpses, including the cold body of a deputy commander Blawynn. As Claire is mourning over everyone's deaths, Marrec and Seanna begin to search for survivors. They find one of remaining soldiers, who claims to have seen a single monster devastating the whole army, before passing out.

The party finds shattered pieces of armor and a trail, that leads Brynn to assume that some creature destroyed the combined forces of Royal and Pontiff army and took someone, presumably Pontiff or Lord Ronaun. Feeling the need of a leader who can rule the human army, the party follows the trail into a giant cave and arrives at the huge tomb made of bones.

Brynn: For a tomb, someone has an obnoxious taste. Weapons decorating the skeletons... feels like a trophy room made by a hunter for his own game.

Brynn notices a body, resembling Lord Ronaun and as soon as he tries checking his condition, Laurys appears from the shadows of the cave:

Laurys: You don't need to check. The lord is.... already dead.

Claire is relieved to find the Pontiff alive and well, however Brynn points out the peculiarities around the situation.

Brynn: Why you're the only one without a scratch? All soldiers have died a cruel death. But you don't seem to be hurt anywhere. Ronaun's body. It's different from how soldiers died. The injuries seem to be caused by a struggle...He was strangled to death! By human hands.

Hearing this revelation, Claire becomes conflicted about whom to believe: Pontiff, who saved and raised her to become an inquisitor, or the mercenary and his party, knowing the truth about the prophecy and everything that is happening.

Laurys: It was him and his lies! Everyone seems to have conspired against...! Is it bad to lie?! A sweet lie is much better than poignant truth! I did this with good intentions...! Is the truth so important to you? Have you ever run into the truth that everyone doesn't want? Wouldn't a good lie soothe the wounds caused by the scars of truth...? Is there anyone who can do something else?! There is no Paradise! There is no such thing as the Goddess that favors and loves humans! That's right. No one but me was protecting people from this ridiculous truth. Not even that Goddess...! Only me! I, Laurys, am the only one who loves people and is loved in return! Don't you see what effort I...! My best creation is a prophecy full of lies...! The true followers want to bring this world to chaos instead...! They all deserve death! And now you... Everyone has left me....And now you will die here.

The party hears the loud roar in the distance, signifying the arrival of the wild fomor that slaughtered the entire army, and now is after them.

After a long battle, mercenary and the party managed to defeat the creature and notice that Laurys fled. However, they decided not to chase him, but instead return back to Marrec and Seanna, hoping someone survived the attack.

Their hopes were shattered, when Seanna tells the party that only fifteen soldiers survived and are in no state to fight. Claire thinks that the only people remaining are in Rocheste, setting the waypoint for the mercenary's destination. Brynn is planning to return to his laboratory at Colhen in order to formulate a plan for their next visit. Marrec calls the mercenary for conversation:

Marrec: You know. Although slowly.... But I'm starting to remember. About you.... And about Keaghan and Tieve. When you became a Royal Army soldier.... Even the moment we went to save Clodagh....And....I....Did I die once? I see. Then...The battle with fomors...I see now. I guess you've brought us back then... Sorry. ...Ceara isn't waking up. It looks like she's in no danger.... But for some reason she's not waking up...Almost like she fell into a deep sleep..... So you plan on going to Rocheste? Assembling the army to prevent the destruction of the world. Ha-ha. If that was like usual, I would've enlisted.... I'm sorry, but I don't think it'll be as easy as before. I'm going back to Colhen with Ceara. I'm sorry, I can't help you. I want to stay by her side when she wakes up.... I'm sorry. I was the one receiving help instead.

Claire decides to follow the mercenary, unsure of what to do next and hoping to atone for what she's done. The party prepares to go back to Colhen through Berbhe, hoping to reunite with its citizens.

We cut back to the Pontiff's Court tent, where Riordan opens his eyes, seemingly alive. Then he notices Lugh and Spinos standing beside him.

Riordan: I.... I am.... not... dead...? Ugh.... Or am I.... dead.... I was fighting the fomors.... She's dead.... Are those my memories? What am I...? What have you done to me...?

Spinos: Lower your head. He rescued you from the grips of death. Show some respect to your savior.

Lugh: Are you regretting about your past? I see. If you do, then....Then there is still hope.

Somewhere in the cave, Laurys is starting to remember.

Laurys: I must gain numbers before they return to Rocheste. This way, you will lose everything! What can I do.... Is there a way...? That person that defeated Agares. I remember seeing him somewhere....That mercenary.... mercenary... I think he was promoted to Royal Army Soldier... by me? What is.... This unpleasant memory.... it's something I don't want to remember.... That time....

(He hears someone's roar. Agares is alive and stands before him.)

Laurys: A-Agares... You're alive...? Splendid! T-the Domination...I must reapply it. Let's hunt them together again! How about it! Won't you like it?! Ha-ha.... Ha-ha-ha-ha....—!

(A cracking sound of someone's neck is heard.)

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(Agares takes his newfound trophy back to the tomb.)

Somewhere... Milo and Iset are alive, and are greeted by Macha.

Milo: Macha.... It's been a while?

Macha: Hello, Milo. You're still wearing such a cutie face. Hello to you too, Iset. You're still glaring at me with those sparks.

Milo: What's wrong....Not feeling interested in me anymore?

Macha: Hm? You're still mad at me? Just as I thought.

Iset: You tried to harm Milo.

Macha: Friends can have a small quarrel with each other. Aren't you keeping that grudge on me for too long? Ah, right-right. Your lonely sis. You said you wanted to get her back, didn't you?

Milo: S-sister?

Macha: Now I've piqued your interest, haven't I? Know what this is? That's the sealed Elchulus right here. You already know who Elchulus is, don't you?

Milo: The Controller of Time...

Macha: Correct.... Bringing someone back is Elchulus's authority. You know what this means?

Milo: Y-you can save my sister...? Can you?

Macha: If you want to. Then it's possible.

Iset: What do you want from Milo?

Macha: Oh dear! You're so mad at me? And I've just brought Milo a heartwarming present. I guess you're not fazed at all. By the way, how is your trip going? Also, Iset. It'd be nice if the ongoing story went muuuch faster! What I want is... for you to go somewhere for me.

**EPILOGUE: WHEREABOUTS OF PARADISE
EPISODE 1: TOMB OF MADNESS**

E N D

Episode 2: Brilliant Lugh / Radiant Lugh

The episode picks off from the end of the previous episode. The survivors of Astera Plains: wounded Royal Army and Pontiff soldiers, mercenary, Marrec, unconscious Ceara, Brynn, Muir and Inquisitor Claire arrive at Berbhe City. Brynn notices the sudden quietness of the place until Seanna points them to the Cichol Temple from where she hears noises. Fearing hostile reaction from villagers, Brynn asks Claire to wait outside.

Arriving at the Temple, the party notices the crowd gathering over a grave in the center of the Temple. This grave belongs to Macklin. The rest of the villagers seem to be unharmed. Claire appears and blames herself for what has happened. As expected, the villagers aren't intending to forgive her: Jornin lunges at her with in an emotional outburst, but is restrained by Gertrude. As Lechaud prepares for the ceremony, Gertrude asks the party to temporarily leave them alone, as they need some time and space for themselves to mourn over Macklin's death, while noticing the loud voices of soldiers coming from above.

Coming to the General Shop, the mercenary meets Roma, who asks him for something to be placed on Macklin's grave. The mercenary goes to Donegal and retrieves that "something".

Back in General Shop, the party relays Nuadha's message to Gertrude, who is being sceptical to the idea of gathering Fomorian army against gods residing on the red moon Eweca. She accepts to lead the party back to Rocheste and even provide them with necessary supplied, but is reluctant when it comes to battle, fearing for the safety of Berbhe villagers. Brynn tells Claire to check on the soldiers while the mercenary is being asked to check on Marrec and Ceara on the second floor of the General Shop.

Coming to the second floor, the mercenary sees Marrec, standing by still unconscious Ceara:

Marrec: It's weird... If you look at her, I think she's awake. Maybe Ceara is awake... and just messing with me by pretending to sleep. So I felt relieved that I was worried for nothing.... And then I realize I am deluding myself, and feel nervous again.... And then everything is repeating.

Roma barges in and tells the mercenary that someone she hasn't met before has arrived to the city and is now talking to Muir. Looking outside, the mercenary is shocked to see none other than Lugh Lamhfada.

Lugh:Surprised, father? How does it feel? Your son came back from the underworld to meet you. Are you happy? Or are you indifferent to the son...that went through life and death?

Muir: You're wrong.... This isn't true, Lugh.

Mercenary: Lugh!

Lugh: And now Father's new hero is on the scene. You said you wouldn't let him walk the Hero's Path.... It seems you've failed to live up to that promise yet again.

Muir: Sorry, Lugh. But.... It wasn't my choice.

Lugh: You always say it. It wasn't by your choice that I became a hero. You said you didn't want me to, but decided to move with the flow anyway..... Father. Do you see me as a hero?...Or are you seeing me as the mere specter of the past?

Muir: Lugh.

As the discussion begins heating up, Spinos intervenes:

Spinos: You're far beyond being the ghost, the Lightbringer. You are the sole true hero in this world.

Muir: You're the heretic priest from that time...?

Spinos: The heretic priest...? Is this what you say to an old friend?

Muir: An old friend...? You woke up Rupacitus at the Aidan Fortress....

Spinos: Come to think of it, we met here too. However....Is that all you remember?

Muir: Lugh. Why the hell are you with this guy?

Lugh: He is... Someone you can't remember. I'll tell you about him some other time. I'm here to bring this one here.

Lugh points to Riordan, alive and uninjured, but still struggling to tell apart his memories.

Spinos: The Lightbringer saved those who have yet to pass to the underworld, while all you did was playing a fraud hero.

Lugh: ...I just helped the person lying in front of me.

Spinos: Even if you say so, it doesn't change a thing. A hero called Lugh Lamhfada saved him, not this fake.

Lugh and Spinos prepare to leave.

Muir: Where are you going, Lugh?

Lugh: I want to find out the reason I didn't die.

Lugh leaves the village, leaving behind more questions.

Seanna walks in and Muir tells her the truth about himself and Lugh Lamhfada, remembering the Forbidden Book Seanna found in Rocheste Castle. Following the words spoken by Nuadha, the party decides to chase after Lugh in order to propose an alliance.

Following Lugh Lamhfada and Spinos, the party arrives to the place unknown to them.

Lugh: Finally.... You came all this way looking for me. And it seems you brought some heroes, magicians and priests along with you.

Seanna: This is.... Where are we? I haven't felt such aura before.

Lugh: This is a heretic temple that was abandoned in the past. A place where only the god's name remained but faith has not.

Brynn: A heretic god...?

Spinos: Correct. It feels reasonable to call only people like you as heretics...abandoning the true great god and smearing it as a heretic....You're just repeating the endless cycles of history.

Muir: I don't care about heretics or not! Lugh. Let's go back together. We need you.

Spinos: You are indeed without a shame. Yesterday you took away his sword. And now you want him to help you?

Muir: No, that's not it. Lugh!

Spinos: Silence! This is a holy place. Heretics like you have no place here.

Muir: ...Who are you? What have you done to Lugh?

Spinos: What had I done? It is YOU who should be answering this, not me.

Lugh reveals that Spinos is the priest who was accompanying Lugh, Muir and a genius magician Resenlian along the Hero's Path. Muir is in disbelief: Spinos was supposed to be dead right after Muir lost his divine powers..

*Spinos: You're free to call be whatever. Being forgotten by everyone, the **priest's** name Spinos became meaningless. Even if the hero Lugh Lamhfada, I and the great magician Resenlian completed the Hero's Path, the only thing left for me was the shattered trust and eternal anguish.*

And then, Lugh asked Muir a question, that bothered Lugh since their last meeting.

Lugh: Father. Why, you think, I haven't died?

Muir: You don't mean...!?

*Lugh: There is something that cannot die, isn't there? And **god** is the only thing that can do that. Mercenary, have you ever thought about it? About relationship between gods and heroes.... Why gods need heroes? Why hero is the only mortal that can coexist with gods? The answer is this. Heroes and gods...they are one and the same!*

Brynn: ...same?

Lugh: Don't you see? The gods that become heretics and forbidden to worship are doomed to lose their strength and disappear. Heroes forgotten by the world are no exception. If so....If a hero isn't forgotten....What if a hero isn't forgotten, and is himself an object of worship?

Brynn: Are you saying that heroes are close to becoming gods...?

Lugh: We'll find out soon enough. What do you think, mercenary? Where do you think the heroes' power comes from? Was it possible for you to achieve all this just through skill alone? Wasn't there anyone who relied on you, trusted you, allowed you to become something greater?

Suddenly, the mercenary remembers the words said by Macklin, confirming Lugh's theory.

Lugh: Hmpf. Still mourning? Still blaming yourself, remembering your past failures? Then you're no different from me. Even I didn't know what to do anymore, maybe....Allow me to teach you something as the hero of the previous generation. Responding to expectations of others is the mark of a true hero. Now then, come. You fought me once... This time it'll be different.

Lugh readies his spear and begins a fight with the mercenary. As if a simple fight wasn't enough, Lugh Lamhfada transforms into grotesque form akin to Paladin. Despite all odds, the mercenary manages to survive the relentless onslaught of Lugh. Before things would turn for the Lugh's favor, he stops the fight.

Spinós: Why did you stop? Are you giving up? A God of Light did all the hard work, while that fraud....

Lugh: Me, giving up? It's not that, Spinós. This is all I can draw from the fallen god's power for now.

Muir: Lugh...! This power...!

Brynn: The ability to freely manipulate light... And this appearance is...!

Mercenary: A Paladin!

*Spinos: Ki-hi-hi.... Did you just say **Paladin**? Too bad, it seems you're so blind you can't tell the difference. When I see the true leader like this, this thing is just an imitation. The "Paladin" you're talking about is just a sub-imitation of the real thing. This is the form of the very first Paladin of the world, **Palala***.*

Muir: Palala...! Lugh... You're... I didn't want this to come this way....

Spinos: You wouldn't understand, even if you were a god once. How hard it was for a person, whose sole purpose is to protect the world, to desire more power.

Seanna, Brynn and Muir plead Lugh to join them for the upcoming war against the gods of Eweca, but he declines the offer. However, the reason behind his refusal doesn't lie in the grudge on the mercenary or Muir:

Lugh: It's not your fault. I'm just walking the Hero's Path the second time. But now I have no need for guidance of both father and Fragarach. The history will repeat itself if we'll do the same thing again. That's right.... Father's guidance and Fragarach - those are only suited for you, mercenary, the one who cries over every single failure. I will walk the new path on my own pace. I'm going to break this cycle. I will follow my own convictions. You don't have to walk alongside a vestige of the past. Mercenary, I... If I'm not the last hero, guess I really am a ghost now. The time I awakened, my heart was full of despair. I thought there were no roads left to take. It's the same for you. That's what failure is about. It blinds your eyes and never lets you see the light. Everything looks pitch-black now for you... but there's a new road up ahead. Just like Spinos stayed and presented a new path for me to take.

Spinos: Lightbringer. You're giving him false hope.

Lugh: Who knows. If it's my way, it'll work. I don't know where this road will lead me. The day will come when we'll meet again. Goodbye.

Lugh and Spinos leave, while the party, distraught by failed negotiations, return back to Berbhe.

The party begins packing their belongings for a journey back to Rocheste. Back in Berbhe Inn, the mercenary finds Riordan finally regaining his memories and staring into the sky:

Riordan:Mercenary. I...I wanted to ask you. ...These memories... Are they really...? Are they really mine?

Mercenary: Yes

Riordan: I see.... So I'm going to face my wrongdoings then... The things I've done.... after everything I've committed... I've got the nerve to still be alive.... Why did you save me?

Mercenary: ...

Riordan: Why aren't you answering? Aren't you furious?! Gwynn.... And Knight Commander. I've hurt many people you've been acquainted with. When I died in Fobellow Plains... my existence has been as good as lost then. Everything I believed in has been distorted. The Pontiff's Court.... My own brother.... And even you. I believed in them.... And this was even more distorted than everything. Even Nel.... Mercenary.... You....Thank you... for saving me from death....

And I'm sorry. There have been many wrongs I've done to you so far. I don't know if I can be forgiven by a simple apology, but....

Mercenary: We'll fix this.

Riordan: Fix this? You're giving me another chance? But then.... Then.... I can't show myself in front of Nel anymore. I see that now. Mercenary, I'll add to your strength by being by your side. This will become my act of atonement. I don't know what I can do now, but I'll be straight honest with you....I'll do my best.

Mercenary: I know.

Riordan: Thank you.

Everyone prepares to leave. The villagers of Berbhe deliver their goodbyes to the travelers.

Getrude: You there.

Claire: Yes? Y-you mean me?

Getrude: Yes. You were so proud of yourself on the battlefield....Warriors don't cry. Keep the mercenary safe....I can't follow you everywhere.

Claire: I will.

Gertrude: Yeah. I'll take this answer as an apology.

As soon as our mercenary prepares to move, Gertrude approaches him with a sudden request:

Gertrude: I have a request. I'm sorry to call you in like this, but there's something I wanted to ask you in private. I'll be honest with you. It's about our village. I wanted to cut out all human connections from this village. I believed everyone would be safer that way. But since we've been through a lot of things lately, this village can be barely even called hidden anymore, can it? Many have now come to know the existence of this village. And so I had to make a decision. I wanted to return to life of being a Fomor... but at the same time I also wanted to live in the village as a human. And I.... I chose to stay in the village as a human. Surprised?

*This wasn't my choice... The villagers have chosen this as the safest way. And so I ask you for a favor. When you arrive at Rocheste, could you deliver this letter to a certain person I know? That person's name is **Dianann**.... Jornin's sister. She's been living in a human village for years. Maybe she can help us.*

After accepting Gertrude's request, the party left Berbhe and began to head towards Rocheste.

***EPILOGUE: WHEREABOUTS OF PARADISE
EPISODE 2: BRILLIANT LUGH / RADIANT LUGH***

E N D

Episode 3: Eweca's Nightmare

The episode starts with our party arriving at the Rocheste gates, exhausted and not in a good mood. The guard took little persuasion to let the party in.

In Rocheste, Brynn orders Claire and Riordan to take control of both Royal Army Castle and the Cathedral, as they need to repress the conflict between the two in order to wage war alongside Fomors. Riordan has no problem in controlling the castle, since his only brother is dead, making him the sole commander over Rocheste.

However, another problem arises: in order to make people believe their words, they must have proof of Erinn's descent, as well as of Morrighan's appearance and disappearance, which they don't have. Then they remember the Goddess's Fragment that Bishop Gilliam stole previously and is implied to be still at the Cathedral. The mercenary remembers the priest Torrin that was visiting Colhen once and asks Claire to make contact with him. The mercenary decides to fulfill his promise to Gertrude by going to the Magician's Guild.

The mercenary comes to the Magician's Guild where he is greeted by Dianann. He hands her the letter. Upon reading it, she is shocked to realize that the mercenary knows about her true identity - she is a Fomor cassian.

Dianann: Why did I come to Rocheste? It's because I was greedy. As a Fomor cassian, I've learned everything there is to learn. I thought I wanted to do something more and to grasp a better future. And then I got spotted by an Inquisitor. Not your kind of Inquisitor. The Fomors have their own. So I've been chased by him worrying about where to run. So I hid in a human village. I also wanted to learn the alchemy magic humans use. I don't really have any reason to live amongst humans. Why Fomors and humans are at best different from each other...? The reason I came here is to see the difference between humans and Fomors. Nemedians and Humans are the same, why only nemedians are considered as Fomors? We're the same, when you look at it. Humans and Fomors don't know much about each other.

Dianann is confused over how Elchulus is being treated as a Fomorian god, while Fomors actually worship Cichol. Even more ironically, Fomors themselves were thinking that humans worship Elchulus, pointing out a grave contradiction in prophecies and making a theory that someone is intentionally forcing the two sides to fight each other.

In order to perfect the potion made from Light Shades, Dianann is in need of a special catalyst component called Shadel Drago. The component in question could only be obtained at the Kerr Family manor, since the family has monopolized the component and nobody heard of it ever since. With the fall of the Kerr Family, the the source of Shadel Drago has been lost. Dianann promises to notify the mercenary if she finds the source of the component.

Meanwhile on Eweca:



Balor: ...

???: Been a while, Lord Balor.

Balor: ...So you've awakened, Selren?

Selren: Indeed, our time has finally come. Soon we'll have revenge on the gods of Paradise. ...? Lord Balor, why, you're wounded?! What happened?

Balor: I went to Paradise before you awakened and got hurt in battle.

Selren: And you're gonna let that someone who hurt the invincible Balor live? And you call yourself a man? No, I can't believe...

Balor: That was Nuada's lion.

Selren: And who must this Nuada's lion be? Could it be that hateful Palala?

Balor: No, it's just a human. A human called Hero.

Selren: No way! How can a lowly human...

Balor: He had a greatsword... It's no use for excuses. Disappointed?

Selren: ...No. I was just a little surprised, that something impossible has happened.

Balor: ...I'll just tell you anyway. Do not approach them carelessly. Until our powers fully recover, we won't be a match for them.

Selren: Hu-hu-hu... Really now, Balor, you're such a tease.

Balor: You're not going to listen to me.

Selren: Oh, you do understand me?

Balor: Not even once.

Selren: You think I'm not curious about the one who managed to wound the invincible Balor? And if it were the case, he would be a troublesome obstacle in our plan if we're to come back. I have to see how strong I am as of now, anyway.

Balor: I wish you could. If you could absorb the power of your opponents. ... Do what you want. But be careful.

Selren: Thanks.

The mercenary comes to Rocheste's Castle, but meets Marrec there. Determined to stay with Ceara until she wakes up, he prepares to go back to Colhen, but Brynn stops him.

Brynn: Wait. Are you going to go back to Colhen?

Marrec: Uh... Is there a problem?

Brynn: I can't say there isn't. She is vulnerable to manipulation now. Don't you understand what we're up against?

Marrec: No. So you're asking us to be responsible for our downfall?!

Brynn: I didn't say that. It means we must take action. Better stay here until the action is taken. For now, going to Colhen is dangerous.

Marrec: ...

Brynn: Are we clear?

Marrec: So, when can you take that action?

Brynn: There is a spell that can make her spell-resistant, but I don't know the specifics. I'm not an expert. It's obvious that old coot was performing the same spell before. I guess we must go to the Magic Laboratory for a short while. Mercenary, why don't we come over to Colhen?

Marrec: I'll wait here then. Maybe Ceara might wake up... Please give my regards to the mercenaries. Tell them it's going to take a little more time before we're back.

Brynn: Okay. We should take the carriage. It's hard to walk there on foot.

By the time the mercenary and Brynn order a carriage to Colhen, it was already nighttime. On the way to Colhen, both Brynn and mercenary decided to sleep for a short while. But as soon as the mercenary closed his eyes, something unexpected happened.

(...)

(...!)

(I was standing in a strange place.)

Brynn:...Mercenary? Really...You're appearing in my dreams now? As if seeing your face in real life isn't enough. And I don't need to see it in my dream.

Mercenary: Huh?

Brynn: That's not a dream? But I'm sure I fell asleep in a carriage. ...It does look too vivid for my dream. My mind is clear. A lucid dream maybe...

Brynn: ...? I'm not actually in Mercenary's dream, am I? What is this...

Selren: Hi~! Pleased to meet you.

Brynn: You?

Selren: I'm Selren, Balor's caretaker.

(Me and Brynn prepare for battle)

Selren: Oh, you've just heard the word "Balor" and suddenly you're going to fight? I've already heard about you. A new Hero chosen by the gods of Paradise? I was going to meet you guys, and this is how I'm greeted.

Brynn: ... Is this the dream world? Then you must be...

Selren: Oh, so you're the magician? I know your kind.

Brynn: I'm not pleased to receive such a compliment.

Selren: Hey, I'm starting to like you. Yes, this IS the dream world. I can go anywhere I want through the dreams.

Brynn: ...So you're a succubus.

Selren: Hmph. Don't call be that. I'm proud of being Eweca's sword.

Brynn: So this is how the succubus of Eweca looks like? I don't think you came here just to greet us.

Selren: ...I wanted to, actually, but you look so delicious. I simply have nothing to lose. ...Hmm. That weapon you're holding now. It doesn't look like the one that hurt Balor. Where are you hiding it? I'd like you to show it me.

Brynn: ...Looks like you're talking about Fragarach. It's a sword that makes you feel like you are now. I wouldn't advise you to show it to her.

Selren: Oh? Then I guess I'll have to take it out myself.

Brynn: ...You'll regret it.

Selren: Even better. I wanted to do this once in a while. I'll have both the sword and your life torn to shreds!

And so the battle against the succubus Selren happened.

After a long and rather awkward battle...

Selren: Te-hee...! Indeed...it does seem like you hurting Balor wasn't just a stroke of luck. Oh well. I'm going back for today. It was fun.

Brynn: This mercenary is tired. I want to have a good sleep too. Don't appear before us again.

Selren: I will take your insult in mind. You are today's winner after all. Now then.

(...)

(...)

(The surroundings became blurry and as soon as I came to, I was back inside the carriage.)

Brynn: ...I've had a weird dream. Have you been in there?

....

Brynn: Is that so. I surely don't want this to be a normal dream. Was that thing from Eweca? It sure was strong. I thought I could handle her on my own... but at least now I can sleep properly.

Carriage: We're entering Colhen now!

Brynn: ...Finally. I'm going straight to my lab. And you'll go to the mercenaries, I guess? Come to my lab when you're done. It's close to the carriage.

Mercenary: I will

The mercenary goes to the Mercenary Outpost, where he is greeted by Aodhan. He deduces from our reaction that nothing good has happened during the expedition. And by Aodhan's reactions, we deduce that nothing new actually happened in Colhen. Asher and Tristan interfere, asking if the blockade has been removed, but are treated with silence.

Meanwhile on Eweca:

Balor: Selren, you're back? I suppose I don't have to ask what happened.

Selren: A-ah~ I've lost. I don't know how it works, but there's a strong force that interferes with my absorption powers. I didn't even see the sword. That's a first...

*Balor: Indeed. He isn't a fool to use it whenever. This must be **her** work.*

*Selren: A-ah~ The weapon was **hers**?*

Balor: Yes... Go rest.

Selren: Yes.

...

*Selren: Hmm... That's weird. He was strong. Clearly strong... But not enough to hurt Balor. Then... was **he** weak?*

**EPILOGUE: WHEREABOUTS OF PARADISE
EPISODE 3: EWECA'S NIGHTMARE.**

E N D

Episode 4: The Old Lie

Back at the Magic Lab, Brynn is puzzled to find that Nyle still hasn't appeared. As he makes the necessary preparations, looking for the spell that could counter the Domination spell Ceara has been afflicted with, Brynn sends us to find Reilly, who is supposedly still fooling around at the General Shop, as he is the only wise person that possesses the knowledge of such a spell.

Arriving at the General Shop, Aislinn and Clodagh inform the mercenary that Reilly suddenly disappeared, seemingly acting too strange for usual self, mumbling to himself about "not being able to let go of a friend".

Failing to find crucial information for helping Ceara, Brynn and the mercenary return to Rocheste.

At Ronaun's Castle, the Mercenary and Brynn inform the depressed Marrec of their progress, while asking him to wait a little longer. Muir explains that Riordan and Claire are busy taking control of the Royal Army and the Cathedral they were assigned to, as well as he received a message from Dianann at the Magicians Guild about the whereabouts of the ingredient required for improving the effect of Light Shade potion.

At the Magicians Guild, Dianann fills Brynn in on the current task and reveals her suspicions: the Kerr Family, that has been holding monopoly over the ingredient Shadel Red, is supposedly a facade for a much bigger organization that has deep ties with the Pontiff's Court. The organization in question has been one of the biggest trading unions and the main supplier of potions and ingredients. However, the quantity of the items delivered didn't match the ones the Magicians Guild received, giving a hint that the Pontiff's Court has been secretly taking away the ingredients in large quantities. Following the route the goods were delivered, Dianann stumbled upon a hidden facility, not far from Rocheste. Brynn, Dianann and the Mercenary decide to infiltrate the facility, travelling by the nearby carriage.

-

Meanwhile, Claire arrives at the Rocheste Cathedral, where she demands from the awfully wary priest (seriously, every priest is like that) to see Archbishop Torinn, ending up with utilizing her status as the Inquisitor of the Pontiff's Court. The Inquisitor tells Torinn about the outcome of expedition, the descent of Erinn and the fall of the Goddess Morrighan. However, Torinn already knew that - "someone" told him that someone will come and start talking about the fall of Paradise and the Goddess.

That "someone" was none other than Enok, that appeared before the two. The magician of the Pontiff's Court then proceeds to accuse Claire of forgoing her duties as the Inquisitor and suspecting the Paradise and the credibility of the prophecy. Having heard stories about him from the Mercenary, Claire immediately identifies him as the follower of Macha, but Enok gains the upper hand by both denying the claim and presenting the evidence of Erinn to

Torrin, all while twisting the truth to his own favor. The confused Archbishop has yet to decide whom to trust...

-

The Mercenary, Brynn and Dianann arrive and infiltrate the research facility hidden deep in the forest. The magician immediately gains suspicion of why would such a small facility would be consuming a big amount of ingredients, while Dianann suddenly picks up a weird scent from the ground soil, something neither Brynn and Mercenary can smell. Arriving at the designated spot, the Mercenary digs out the hatch, leading to the underground laboratory.

The unknown people (possibly the researchers of the facility) are already aware of trespassers, but they don't seem to identify who it is. Thinking it's one of Enok's followers, the entities decide to erase all the research materials... and to cover up their tracks, they release Marject, a lizard-like mutated creature that soon catches the scents of the intruders.

After a long and arduous battle, the creature is defeated by the Mercenary and Brynn. As soon as it ceases to breathe, the form of the creature dissolves into a small human corpse. Brynn deduces from the surroundings that the facility has been conducting experiments of turning Humans into Fomors and vice-versa, seemingly utilizing the properties of Night Shade herb.

Stumbling onto the main hall of the facility, which has been in disarray due to the scientists erasing all the evidence of their research, Brynn finds the document related to the creature they've defeated a few moments ago, Marject. The contents of the document were as follows:

[Experiment 4721, Report on Marject.

The subject is reacting to the Bloody Shade.

It gained the properties of fire and mold. The subject has reached its limit and has lost its sense of reason. Some researchers were seriously injured, experimental tools destroyed.

Cryopreservation with potions followed by domestication is advised.

Chief Researcher Enok.]

From the document, Brynn deduces that the Pontiff's Court had the followers of Macha. While he and the Mercenary began collecting further evidence, Dianann, utilizing her unique sense of smell, managed to obtain the vial of the Shadel Red, completing their main goal of infiltrating the facility.

Back at Rocheste, Dianann is currently preparing the enhanced potion, while Brynn and the Mercenary go straight to Ronaun's Castle, hoping to share their findings with the rest of the party.

Returning to Ronaun's Castle, Brynn is willing to share his findings with everyone, but notices that Claire hasn't returned yet. Fearing for the worst, the party rallies to the Cathedral.

Meanwhile, Enok is seemingly irritated by Torrin, who tries to keep neutrality between the opposing parties, conjures a barrier of the purple mist and intends to kill the Archbishop in order to frame Claire for his death. The inquisitor manages to repel the attack, but is seriously wounded. As Enok prepares to kill the two, his plan is foiled by the appearance of the party led by Brynn.

Brynn uncovers Enok's identity as the person behind the human experimentation. Seemingly unfazed, Enok proceeds to insult the Mercenary and his way of using the power that is handed over to him. Despite Muir's efforts, the magician manages to escape.

Back at the Ronaun's Castle, Brynn begins telling the party, including Torinn, about the events that happened during the expedition, and about the results of his investigation.

The research facility has been funded by the Pontiff's Court, as most resources came from their department. The Pontiff's Court has been purposely manipulated by the followers of Macha that were already residing in the Court even before the existence of the prophecies. It is possible, that the fruits of the experiments were already planted in both Human and Fomorian sides of the war, creating false prophecies and therefore ensuring the preservation of the lie that has been preserved for ages - all for the sake of neverending war between two factions.

As Torrin tries really hard to understand everything he's being told, Brynn decides to announce the truth to every citizen of the capital, taking into consideration that this will catch the eye of the Macha's followers and will probably start another war between Humans.

[After some time... The Commander of the Royal Army and the Archbishop of Rocheste officially announced the end of the expedition to Fomorian lands. They also revealed that the hostile acts against the Fomors, who have been on their way in between, will also be ceased.]

We also revealed the long-standing truth about the Pontiff's Court. The fact that casted a shadow of doubt to the millions. Some considered this to be a political allegation, the declaration of Rocheste's independence. But some people supported the claims while being in a state of shock and awe.]

...

Meanwhile, Lugh and Spinos meet Reilly, who is revealed by Lugh to be the greatest magician **Resenlian**. Together, they plan to fulfill the mission of those who have failed.

***EPILOGUE: WHEREABOUTS OF PARADISE
EPISODE 4: THE ANCIENT FALSEHOODS.***

E N D

Side Story: The Sword and Anvil.

Back at the Rocheste Castle, Brynn asks Bishop Torrin to promote Inquisitor Claire to the highest rank in priesthood - the Apostle, in order to gain more influence on people and sniff out the followers of Macha hiding amongst the crowd. Claire is hesitant with this sudden decision and tries to switch this role with the mercenary or Riordan, still blaming herself for past actions, but is admonished by Riordan. With no choice left, Claire half-heartedly accepts her new role.

Seanna, overlooking the scenery, isn't sure what she must do at this point.

The mercenary is relayed the message by the Rocheste Guard to see Dianann at the Magicians Guild.

At the Magicians Guild, Dianann tells us about the aftermath of establishing deep connection of the underground laboratory they visited, with the members of Magicians Guild. Jarlath planned to interrogate Dianann on this matter but with the event of the Bishop and Knight Commander revealing the truth to the people, the magicians' activities have ceased. Dianann gives the mercenary the vial containing the perfected Humanification potion, but refuses his offer to join him on the way to Berbhe, preferring to stay put during the commotion.

Feeling her helplessness and already missing the people of Berbhe, Seanna decides to join the mercenary on his way to Berbhe, while Brynn and Muir stay put at the castle.

-

Arriving at Berbhe, the mercenary delivers the potion to Gertrude. Gertrude reveals some parts of her past, where it is revealed that Gertrude is currently an ex-member of Fomor's variation of the Silent Brotherhood, the Knights of Silence, which purpose was relatively the same as the one on the human side. One day, the prophet, who was the leader of said brotherhood, tasked the members with getting rid of Lechaud, who has already become a

priest at the time. In a disbelief for this, Gertrude and Lorgrach, sharing the same views, left the organization, their faith shattered.

Additionally, on the mercenary request, Gertrude reveals the name of their leader, who was none other than **Naveen**. This fact led both the mercenary and Gertrude to contradict the facts they already knew. From Gertrude's point, Naveen has always been a Fomor, while from the mercenary's standpoint she/he looked like a human, although he/she was wearing the intricate necklace bearing the Fomorian emblem.

The mercenary shares his and Dianann's theories with Gertrude, speculating that Naveen is one of Macha's followers who was causing confusion and supported ignorance of each other's opposing sides. Overly confused and left with no choice but to believe, Gertrude tells the mercenary they'll be preparing the army for the upcoming war while she also tells that Lechaud has received a revelation from their god, asking the mercenary to come to the temple.

At the temple, the mercenary and Seanna are greeted by Lechaud, who reveals the words spoken by Cichol. Through Lechaud, he tells us that the mercenary's power of a hero is becoming weaker over time, due to the loss of one of the main divine powers fueling Fragarach with the disappearance of Morrighan. (In order for Fragarach to exert its full power, the powers of the Goddess, the Devil and the Hero were required) The mercenary deduced this as the main reason why he couldn't summon Fragarach when he needed it.

Cichol tasks the mercenary to find the goddess that originally forged this sword, the Blacksmith of the Gods, Brigit. To find the whereabouts of the Forge of Gods where the blacksmith resides, Cichol tasks Seanna with attempting to trace the energy of the sword to its source in order to reach this place, a feat that Seanna doesn't recollect doing. (Thanks to the separate memory wipe in the parallel timeline.) Being the only person that remembers Seanna doing this (through a small flashback with the cameo of Enzo), the mercenary goads Seanna into an attempt, which she successfully does.

-

Tuahal transports Seanna and the mercenary to the Forge of Gods, where they encounter the goddess Brigit. Choosing her words very carefully, Seanna begs the goddess for protection and the way to restore Fragarach. Brigit is offended by the oracle's ignorance and reveals to Seanna and the mercenary the true name of the sword - **Claíomh Solais** (*also known as the Sword of Light in the myth*), as well as the original owner of the sword it was forged for - the King of Gods, Nuadha.

During the time of the endless War of Gods raging on, the King of Gods, Nuadha, had a premonition of the war coming to an abrupt end. He devised a plan to seal the God of Destruction Balor and his army on the red moon Eweca. However, the god lacked knowledge of the means to the realization of this plan. To complete the plan, he required the sword so powerful it could sever ties between two worlds. And so Nuadha enlisted the help of Brigit to forge the sword for him. Also bearing the burdens of the war, Brigit condensed all

the power she could gather into forging the ultimate sword, Claiomh Solais, and handed it over to Nuadha.

Nuadha performed the action called the First Sealing, using Claiomh Solais. However, the plan didn't go as smooth as he thought he would be. The seal was unstable, and so Nuadha has also been sealed on Eweca with Balor and his army. As the seal was incomplete, the threat of Balor's army returning was still present. The witnesses to the sealing, Cichol and Morrighan, have plotted to recreate the seal in the event of arising crisis. But there is one thing they've learned from the First Sealing - if one attempts to perform the sealing again, this person will disappear with the seal with no chance for return. The gods couldn't afford that, as they still had to keep watch over the formed seal.

And this is when the gods created heroes. Claiomh Solais has been forged specifically for Nuadha, and therefore there was barely any of the original power left in it. Cichol and Morrighan poured their divine powers into the sword and gave it a false name - the Sword of Heroes, Fragarach.

Brigit, furious after witnessing the perpetual motion of the cycle, shows indifference over Seanna's plea, even after hearing the words relayed by Nuadha and the fact that the hero has two destinies inside him. The goddess notices the weakness of faith in the mercenary's heart, despite the fact that the mercenary's power has been perfectly assimilated with the sword, a feat that even Nuadha couldn't reach, and goads him to the top of the Forge, in order to shed off his mortality for Claiomh Solais to become completely his.

The mercenary reaches the top, where he is confronted by Brigit. Deciding to put the mercenary's wavering resolve to the test, the steel-winged goddess deprives the mercenary of Claiomh Solais inside him. The hero has little choice but to face the Goddess of Hearth and Fire head on..

After a long fight, the Mercenary manages to summon Claiomh Solais to his side and put the outcome of his match against the goddess to a stalemate. Recognizing his resolve, Brigit advises him to believe in himself, as the hero is a being that lives up to the expectations of others, even offering him some training if it comes to that.

Seanna resolves to fight for the coming of the new cycle while the goddess bids farewell.

-

Back at the Rocheste Castle, Brynn and Muir establish a connection of "shedding one's mortality" with the event of Lugh Lamhfada becoming a god. The sea deity bitterly blames himself for everything that transpired, while Brynn ponders why neither the Kingdom nor the remnants of the Pontiff's Court haven't moved after the official announcement.

Meanwhile, in the capital of Taratha, Kean notices people rushing over to the royal side of the capital. Asking the nearby citizen, he learns that the capital is suddenly celebrating the day of coronation for the new successor to the throne, much to Kean's shock. (As almost

every royal, aside from Alysse and Milo, died 10 years ago at the hands of the Pontiff's Court) Lost in a deep thought, Kean thinks that the successor for the throne is none other than Milo.