**Introduction - Before the Start of the Game**

A dimly lit shrine. Lightning flashes outside, filling the room with a burst of light whilst thunder rumbles in the distance. A tall man in a dark cloak (Lexus) is seen bowing in front of a candled altar, talking to a silhouetted figure. Much of the conversation is not heard due to the thunder cracking, but it appears they are at odds with each other. The cloaked man stands up, as in defiance, and we hear something about ‘breaking the seals’. The silhouette appears angry at the cloaked figure, and we hear the words ‘not yet time’ (or other such phrases). The cloaked figure turns from the silhouette and walks towards the door, pausing and turning back only to say ‘Then it will be your end’ (Or words to those effect). He then walks from the shrine as the silhouette starts to laugh, and a large flash of lightning occurs with a loud rumble of thunder.

The scene changes to inside a castle, a throne room. The storm still rages outside, making conversations inaudible. A robed woman (Mistal) murmurs a spell as she is seen slowly approaching the King. As she arrives at the King, she points a knife towards him and leans in to whisper something in his ear. Scared, the king bows to the woman, before disappears into the darkness.

**Game Start - Patrol**

The game starts to see two characters (Hero and [Sharna](http://sf2cg.pbworks.com/Sharna(character))), walking down a castle hall, discussing their nightly patrols. After a few lines of general chatter, the pair stops by an open window to rest for a second. Hero sits down facing inwards, whilst Sharna stands looking out of the window.

Thunder cracks and lightning flashes in the sky. Sharna now appears distracted and stops listening to what Hero is saying. As he continues, Sharna signals Hero to stop talking and come to the window to look at the courtyard. Looking outside, they see two shadows by one of the castles monuments. Sharna says that she feels uneasy, watching a pair of shadows meeting in the darkness. She asks Hero to help her investigate, and the pair head off towards the courtyard. En route, they meet another guard that was on duty (Huun) who has also managed to glimpse at the pair. Deciding that the situation is too suspicious, Huun is persuaded to assist the pair with their investigation.

The three guards arrive unnoticed at the edge of the courtyard. Still unable to hear the words of the shadowy pair, they decide to move in closer. As they approach the shadows, they overhear them talking about ‘the seals’ and how the King of Erium has bowed down to them in fear. Attempting to get even closer to listen, Hero accidently crashes through a hedge and instantly identifies one of the shadows as Mistal, Eriums High Mage, but the other figure disappears before Hero can identify him. Unprepared for the interruption, Mistal launches a Dark Aura at the trio, and very weak darklings appear, triggering battle 1.

**\*Hero, Sharna and Huun join the Force**

**Battle 1 Erium Castle**

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**Part 2 – Jail Break**

Now having had time to prepare, Mistal, informs the group that they have made a grave mistake in interfering and attacking the High Mage appointed to the King. She launches another, stronger Dark Aura at the group, knocking them unconscious in their weakened state. Mistal then calls for guards to come and arrest the group that have attacked her.

Hero, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Huun awaken in a jail cell. They discuss the events that occurred, and their disbelief that such an important member of the Royal Guard could betray Erium. A guard approaches the cell, demanding they stay quiet. When they protest their innocence, insisting that Mistal is the traitor, the guard threatens to have them killed on the spot. He presses the point that the country has only prospered since Mistal was appointed High Mage to the King, and that the trio will face public execution for their actions the night previous.

Just as the guard finishes taunting them, a Warrior (Craig) rushes the guard from behind. The guard is slammed against the cell, rendered unconscious, and subsequently drops some keys. Craig informs the trio that he has come to bust them out of jail and unlocks the lock. The Force rushes out of the cell blocks and find a mage ([Olivia](http://sf2cg.pbworks.com/Olivia(character))) holding back a group of guards with a wall of fire. The Force quickly searches the armoury for weapons so they can assist the Mage. Just as they reach her, the Blaze spell wears off, allowing a group of guards to rush the Force.

Olivia and Craig shout the Force to help them, so they can all escape. This triggers battle 2

**\*Craig and Olivia joins the Force**

**Battle 2 Erium Jail**

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**Part 3 – A Cabin in the Woods**

[Olivia](http://sf2cg.pbworks.com/Olivia(character)) and Craig reveal that they had been tracking Mistal’s actions for a while, and were planning to stop both her and the person she was talking to the previous day. The trio had ruined their plans as they rushed forward however, so they stayed out of sight in order to rescue the trio from death.

The group flee the jail. This allows them to wander about the town as nobody has received word of their arrest, with the ultimate plan being to flee the town, as Mistal will soon find out they have escaped. Outside Erium, Craig suggests they travel to a friend’s cabin in a nearby forest, where the group will be able to hide for a while.

As the group approaches the cabin, they find it already under attack as a Dragonewt Warrior (Eddie) fights to protect his family. Craig and Olivia call out to their friend and momentarily distract the enemy who reveals that they had been looking for the Force anyway. It seems that the Force had moved out just after the first search part left from Erium. This triggers battle 3.

**Battle 3 – Woodland**

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**Part 4 – Exile**

After the battle, a sad scene occurs where Eddie’s family passes and he joins the Force to make sure nothing like this happens to any other families. Olivia and Craig explain to the others the details about Mistal working for someone other than the King, but they do not know who as of yet. They also say that they are unsure what she has planned, but they do know it is not in the best interests of the nation.

The Force decides to flee to the town over the border and plan a strategy there, as they are all wanted fugitives. Just as they are about to set off, Darklings appear in large numbers to attack the Force. [Olivia](http://sf2cg.pbworks.com/Olivia(character)) and Craig decide to stay to fight off the Darklings, whilst the Force runs for safety. Assuring the group they will meet later, the Force is told to get help from Princess [Azure](http://sf2cg.pbworks.com/Azure(character)) and the Birdwarriors and teach them about Mistal’s plot and ask for their aid.

After escaping the fierce battle, the Force (now consisting of Hero, [Sharna](http://sf2cg.pbworks.com/Sharna(character)), Huun and Eddie) decide to follow Olivia’s instructions to gain audience with Princess Azure of Avaria. Eddie instructs the Force that the city lies far away, and the journey will not be easy. For now, the Force decides to escape the country with the time that has been bought by Olivia and Craig. Deciding to stay off the main patrolled routes, the Force decides to head into the mountains to reach the border.

**\*Eddie joins the Force**

**\*Craig and Olivia leave the Force**

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**Part 5 – Helpful Advice**

Entering a small hilly range, Eddie warns the Force that the wildlife has been known to be aggressive in this region recently. Halfway up, and with night drawing on, the Force finds a secluded log cabin. As they approach, two men step out of the cabin. One is an older man who is lean, but with grey hair (Hugh), whilst the other is a well-built man with a Mohawk (Tyson), who acts unwelcoming to the Force. Tyson demands their identities, to which the Force agrees, and all reveal their identities. Hugh decides to invite the group into the cabin to rest.

The older man reveals himself to be a former mercenary who has decided to retire in the hills for a quieter life as he runs a caravan from his cabin. The younger man is revealed to be his apprentice, and was taken in by Hugh to learn the art of fighting. Instead of a weapon however, Tyson chooses to fight with his fists. Taken aback by Hugh’s honesty, Eddie accidently reveals their destination to the pair and the journey they face reaching Avaria. Intrigued by their mission, Hugh states that he will lead the Force to Avaria, as his experience with travel and battle will benefit the Force greatly.

**\*Advisor Hugh joins the Force**

Tyson informs the Force that he will not allow Hugh to go with the Force unless he is there as bodyguard.

**\*Tyson joins the Force as an NPC**

With Tyson and Hugh now helping the Force, they decide to rest for the night in comfort, their first since the night they encountered Mistal. The following morning, Hugh grabs his collection of healing herbs, but advises they get more supplies in the nearby town, Reyval, which lies just over the border.

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**Part 6 – Border Struggle**

The Force leaves the hills and heads back to the grasslands towards the border. The Force keeps their heads low so that they will not be recognised. Due to Mistal’s words, the security is tighter, and as a result, people are being stopped and checked.

As they approach, one of the guards recognises the Hero and [Sharna](http://sf2cg.pbworks.com/Sharna(character))’s faces and raises alert. In a state of panic, all but the Force flees the border gates. The Force however, finds themselves surrounded by guards, with no place to escape. They decide to fight their way through the border to apparent safety. Tyson is keen to knuckle down and fight. A hooded figure approaches the Force, and demands the border guards to stand aside. She insists the members of the Force are not the people they are looking for, and refers to the Force as her servants, helping her take merchandise across the border.

The Border Guards pay no attention to the hooded figure and still approach the Force. She casts magic at one of the Border guards, forcing them to turn their attention onto her. The guard who was hit by the spell commands the Border Guards to kill her as well as the Force. The figure lowers her hood and reveals herself as Liza, a travelling merchant, who happens to be proficient in the use of magic. Hugh and Tyson recognize Liza as one of their friends and one of the caravan operators. The Force must choose which one of Tyson and Liza is to remain with Hugh and the Force and which is to continue running the caravan. Whichever stays with the Caravan then leaves to protect the goods.

**\*Liza or Tyson joins the Force**

**Battle 4 – Border Patrol** (The field will show an egg close to the group. Upon inspecting it, it hatches and **\*Hatchling Crook joins the Force**

Having defeated the Border Guards, the Force quickly escapes, heading away from Erium, towards Reyval. Fearing reinforcements, Hugh suggests the Force quickly heads to the next town in order to pick up supplies and gain information. Having not fulfilled her religious duties recently, Sharna would like to visit the shrine in the town. Hugh reveals that he knows another merchant in the town who will be willing to hide the Force during Sharna’s visit.

**End of Chapter 1**

**Part 1 – The Royal Prince**

Chapter 2 opens to a castle, bustling with activity. Maids and pages are rushing about in confusion, seemingly searching the castle high and low for something. Whilst the general staff are searching the castle, the Guards are in the grounds, looking in every building they can. The search also extends to the town.

We cut back to the castle, where a Prince with white hair (Prince Gerrard) is sitting at his desk; beside him is a young Centaur (Felix). He speaks to Gerrard and reassures him that everything is fine. Moving to the window, they see that there are no enemy forces attacking or any fires.

Wondering why the castle is so full of panic, the Prince moves to the door to speak to his father. As he opens the door however, guards block Gerrard and Felix. Forced back into his room, the two can do nothing but wait for news. Just as Gerrard calms down a bit, a lean soldier (Zane) bursts into the room. The guards chase the character, but the Prince orders them to stand down and leave them. Reluctantly, they close the door and back away. Zane reveals to Gerrard that Princess Maya, his sister, has disappeared, likely kidnapped. The three characters decide to rush out of the room and speak to the king.

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**Part 2 – The Truth**

We cut back to the Force, which is lying low in a merchant’s home. He seems nervous about having fugitives in his shop, but Hugh reminds the merchant he owes a favour. Talking, Hugh, the Merchant, Hero and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) decide that only a small group should visit the Church, making them less likely to be spotted. The merchant agrees to take care of the rest of the Force, providing food and drink, whilst Hugh agrees to lead Sharna and Hero.

Upon reaching the church, they are met by a pair of monks. They do not act harshly towards the small group, but they are not exactly friendly either. The three are admitted to the building, and left to their prayers. The monks appear to be in deep discussion about something, and Hugh says he will keep an eye on them whilst Sharna and Hero go to the Altar. At the Altar, the pair bow down, and Sharna starts a prayer. As she completes the words, a figure dressed in white appears before them (The figure should look the same as the silhouette from the game intro, just dressed in white and appearing more benevolent).

Sharna appears nervous to speak to the figure. When it enquires as to why, she reveals that her prayers are never usually answered. Paying Sharna’s words no attention; the figure turns towards Hero and acknowledges him. Hero bows his head to the God again. Sharna asks the God for protection as they travel from the land to safety. Again, as if not listening to the Priest, the God speaks to the Force of a fallen priest that has great ambition. He then continues to tell the Force the name Lexus and the plot with the seals. Just as he is about to tell the pair something important (how to stop Lexus), he stops speaking and looks towards Hugh and the door. Hugh looks outside the shrine and tells Sharna and Hero to prepare themselves as they are about to be attacked. As they look back to the God, he has disappeared.

As the small group steps outside the church, they are commanded to stop where they are. Looking around, the people of the town have taken to arms. Asking why they have been stopped, the two monks from earlier appear and reveal that they are wanted fugitives. If the town were to assist them, they would be destroyed, so must defeat them and hand the trio over. Just as they advance however, Eddie and the rest of the Force appears from behind the townspeople to protect the party, triggering Battle 5. As the battle begins, Hero tells the Force not to kill but to protect.

**Battle 5 Reyval Chapel**

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**Part 3 - Refugees**

After the battle, the Force decides that it must head to the Bird Kingdom as soon as possible. They flee from the town before more soldiers can be called to reinforce the fighters. As they start to leave the town however, a blonde fighter (Vance) calls for them to stop, chasing them. The Force decides to hurry out of the town, before he can catch up to them and fight the group.

As the Force reaches the plains outside town, the fighter still chases them, demanding they stop. Hugh stops the Force and speaks to the fighter, noticing that he is on his own. Vance tells Hugh that he doesn’t want to fight them, but help them instead. Rather arrogantly, he tells them that he watched their sloppy battle, and they need somebody as good as him in order to win any battles they come across.

Hugh and Hero decide that they need all the help they can get, so agree to Vance joining the Force, much against Sharna’s wishes. Hugh mentions the Force are looking to head to Avaria, Vance mentions that the typical route is not a smart decision and the he knows an alternate route. He directs the Force in the direction of Avaria.

**\*Vance joins the Force**

As they head towards the edge of the plains, they see two Hobbits (Lewis and Gwyneth) running away from something. Darklings charge the two characters, both of whom appear to be in a weakened state. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh insist the Force assists the pair and saving their lives.

**Battle 6 Overworld Plains 1**

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**Part 4 - Defence of the people**

As the battle ends, both Lewis and Gwyneth are lying on their death bed. The Force (unknowingly) only has time to save one (of Lewis or Gwyneth). (As both are unconscious, the first character to be approached is automatically saved by the Force as the other perishes). The one saved then mourns the loss of the other, vowing vengeance and joining the force.

**\*Lewis/Gwyneth joins the Force**

As the Force heads toward the cave, they see a cow near the entrance. When spoken to, the cow only says “Beans.” The Force steps into the cave and find it to be a thieves stock room, with travelling supplies and various bits of coinage and gems. As they enter, they find that the cave exit is blocked by a small group of warriors. Preparing themselves for battle, the Force slowly advances towards the group.

As they approach the group however, a gruff voice calls to them, telling them to stop where they are. Peering into the darkness, they notice a goblin blocking the exit. Hugh demands that the goblin lets the Force pass as they are in a hurry to get to Avaria. The goblin laughs at the group and tells them that they will not exit the cave as he means to protect his home. At this point, the Force notices cave creatures advancing on the Force, meaning they have to fight. The goblin says he will cut them all down where they stand if they try to advance.

**Battle 7 Goblin’s Cave**

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**Part 5 - The Dwarven Town**

After the battle, the goblin is down on his knees. Still aggressive, he demands that the Force at least kills him, as he will never work for Stone. Hugh, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hero ask who this person called Stone is, and informs the goblin that they are just travellers from a town to the west. Noticing that there are no dwarves with them, the goblin believes the Force and gets to his feet. He introduces himself as Dolan, and informs the Force that Stone is a member of the nearby town who turned against the town after speaking to a travelling magician one day. Since then, Stone has gathered warriors and been attacking both people of the village and travellers. The town has taken precautions in setting up roadblocks in order to protect Guarn.

Forgiving Dolan, Hugh offers him a place in the Force, to which he declines. The goblin tells them that his home has been under a lot of attacks recently, and he wishes to remain behind in order to protect his family, but he will lead them to visit Guarn’s elders. Hero reassures the goblin that they will not blame him for attacking them. The goblin takes the Force to the leader of Guarn.

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**Part 6 - The Two Under-Generals**

After visiting the town, Dolan manages to gain an audience with the town elder, Delthic. Upon meeting the Force and listening to their story, the elder informs the Force that a strange magician in a dark cloak has recently been causing trouble in the town. As a result of the trouble they have faced, Guarn has had to implement extra security, in order to protect its townspeople from Stone and his group of bandits. He then goes on to apologise for the attack on the group by the young goblin, explaining that he was only doing it to protect his hometown. Noticing that they are weary, Delthic offers them a place to rest for the night. Safe for the first time in a while, the Force rests well into the night.

**Scene Change - Prince's castle**

The Prince and his two aides enter the throne room, to talk to King Gulwin. They ask the monarch what is going on, and why they have all essentially been held captive in their own castle. Instead of giving them a straight answer however, he is reluctant to answer any of their questions and dismisses them, asking them to return to their rooms. Gerrard becomes angry that his father appears to be doing nothing about his missing daughter, and demands the King tell him why they have not even sent an army out to find the Princess. At this point, Lexus enters the throne room, walking to a space between Gerrard and Gulwin. He tells the young prince that he should pay more respect to his father, the king of the country; else it could be seen as an act of treason. Now fuming at how a stranger has spoken to him, Gerrard asks who this figure is, that can just enter the throne room and speak to the Prince in such a manner. The king reminds Gerrard that he is dismissed and will be forced to call the guards if he does not leave. The Prince starts to protest, but Gulwin calls the guards. Before they can get close, Gerrard, Zane and Felix leave the throne room of their own accord.

**Scene Change - Dwarven Town**

The following morning, the Force wakes up feeling much fresher and more rested. Heading outside of the inn where they spent the night, they meet the young goblin warrior, who appears to look extremely worried; Sharna asks the young man what is wrong. He tells them that late last night; a couple of centaurs approached the town, looking for a place to rest whilst they were on some sort of quest. As they were in the bar talking, this dwarf overheard them talking about a huge army approaching the mountains to the east, home of Avaria. Immediately, he informed the Elder, who called Guarn’s warriors to arms, to protect their neighbours. Upon the Delthic’s request, Dolan is asked to bring the two centaurs to the Elder, so that they can provide more information. Hugh asks the young dwarf to take them to the Delthic, as he needs to speak to him.

The Force meets the Dwarven Elder and the two centaurs. They introduce themselves as Hauron and Sampson, a pair of explorers that are on a quest to find a legendary weapon. They will not reveal any more about the weapon however, as it is highly sought after, and they cannot trust anyone other than each other. After asking the pair what they saw, they inform Hugh, Sharna and Hero they saw a large army heading east, being led by an aggressive looking dwarf. The elder informs everybody that this dwarf is Stone, a man who lived in the town until recently, when the magician appeared. Since then, he had been acting even more aggressively, and was eventually cast out of the peaceful town. Hugh mentions the destination of the army and their intent to decimate the town of Avaria under the guise of the army of Guarn. Sampson and Hauron look at each other, then back to the Force. Hugh asks them both for their help to lead the Force to the army of Stone. Unfortunately however, the Knights both choose to go in different directions. Sampson elects to approach from the south, whilst Hauron suggests approaching from the west.

The Force then chooses which of the Knights they will follow, Sampson or Hauron (**\*Sampson/Hauron joins the Force**). Whichever knight is not chosen will eventually return as an enemy to the Force. (As they were left alone in their decision, they continue their search for the prized item. Eventually the knight left behind find the item but it ends up possessing him and forcing him to join the enemy at a later date.)

Following the chosen knight, the Force rushes to meet Stone’s army as quickly as possible. As it happens, they catch only the tail end of the army. The young goblin from earlier identifies one of the fighters as Stone. The Force challenges the General, who simply dismisses them and leaves the remainder of his army to fight the small Force.

**Battle 8 Overworld Plains 2**

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With the remainder of the enemy army defeated, Hero and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) plan to push on, to attempt to save Avaria from the attack by Stone’s army. Hugh stops them however, mentioning that they have no idea about the size of the army that awaits them, and that the Force could be running to their own death. Delthic appears from town and meets the Force on the battle plains. He agrees with Hugh and recommends they get support from other nearby nations. He mentions the kingdom of Signus, and their monarch, Gulwin. Having known the King for a long time, the elder is a good friend with Gulwin’s, and is certain that he and his son Gerrard would help the Force save Avaria. Hero is eager to push on, but Sharna agrees that more allies would definitely make saving Avaria an easier task. The Force now hurries on to the Kingdom of Signus.

**End of Chapter 2**

**Part 1 – The Challenge**

Scene opens to the Prince’s castle. The Prince and the two aides are in the same room we saw earlier, but now they are not blocked in. Everyone in the castle seems to be going about their normal duties, which irritates the Prince.

The three of them are conversing about the King and this man who disrespected the Prince. They agree that something is wrong with the King, and that this man is likely behind it all. Prince Gerrard decides to take action and confront the man (Lexus) whilst he is in private audience with the King.

Gerrard and the two aides take their arms and visit the King. They are stopped by guards, but the three force their way through. In the private room, Lexus is surprised to see the defiance of the Prince and challenges him for barging into the King’s chamber. When Gerrard accuses Lexus of manipulating the King and his sister’s kidnapping, the King stands up. He demands that Gerrard apologise for his words or he will be forced to have him arrested. Lexus notices the weapons on the three, and calls for the guards.

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**Part 2 – Rescue**

Back at the Force’s camp, Delthic, Hugh, Hero and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) are discussing how to rescue Avaria. The main issue is that they have no idea of the invading army’s size. A few ideas are floated around, all of which Hugh disagrees to. As they appear stuck for plans, a bird warrior appears to the camp and is admitted to the tent.

The bird warrior introduces himself as Krys. He reveals that he was sent by Princess [Azure](http://sf2cg.pbworks.com/Azure(character)) to find help where he could. Scouts had seen an army approaching Avaria. He had seen their battle against the army previously, so came to them straightaway. Hugh asks Krys about the size of the army, which turns out to be rather large. Krys advises that they visit the nearby Kingdom and implore to the King and Prince Gerrard for help with their army.

**\*Krys joins the Force**

With Krys now in tow, they head for the nearby kingdom with speed.

Before the Force can reach Signus, they see a short human (barely taller than a dwarf) walking frantically in circles. As the Force approach him, he exclaims that he cannot perform without his cow. He then states that he is joining the group so they can help find his cow (the cow will be gone from the cave entrance.)

**\*Trevor joins the Force**

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**Part 3 – Unfriendly town**

The Force steps into the town to be met with unfriendly faces. Krys and Hugh attempt to talk to a few people, but they shy away from the Force. Even merchants in the town are against talking and selling to the group.

As they approach the gates, a strong looking warrior approaches them from inside the gates. He says that he will not allow an army to invade the town, or be camped outside where they can strike at any minute.

***Scene Changes to the castle again***

Inside the castle, Lexus is still accusing the Prince and his aides of wanting to attack the King. He calls for guards, and Zane suggests that the trio escapes. Gerrard aggressively informs Lexus that he will not let this stand. He draws his sword, to which the King shouts for more guards. The trio run from the room and the castle, with guards hot on their heels. As the Prince leaves the room, the King is heard quietly saying ‘I’m sorry son’ (or words to those effects).

***Scene change to castle gates***

The Force begs the captain for audience with the King, and pleads their innocence. Hugh tells the Captain they do not wish to invade, and will leave the army outside. Annoyed, the captain calls for guards to defeat the invaders.

**Battle 9 Signus Gate**

Halfway through this battle, the Prince and his two aides will escape the castle. Krys identifies the man as the Prince, but something is wrong. The Prince is attacking the castle guards, when he never normally would. As he escapes the grounds, Lexus and the King appear from the doorway. Hugh shouts to the King for help, who declines to help. He states that the Kingdom has a strong ally, and, as King, he cannot jeopardise the nation’s current position with the ally. Gerrard once again accuses Lexus of manipulating the King. Hearing the name Lexus, the Force continues to fight the army to reach the King.

The Force stands over the defeated Captain, who is still alive. As they approach the King and Lexus, Gerrard informs them of the situation. He tells them that the King will not help them as Lexus has the King trapped into doing what he says.

Lexus laughs and goes back into the castle, with an apprehensive looking King. Gerrard turns to his two aides and asks that one of them stays behind to covertly keep an eye on the kingdom Hero asks if Felix will stay behind and Gerrard says yes (and Zane joins) or no (and Felix joins). With the decision being made, the Force then run from the town before more guards begin pursuit.

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**Part 4 – Uniting Nations**

Back at the Camp, Gerrard gives the Force his back story, telling them how he is in the situation his is now. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) tells him about Lexus, and the power he is after, which makes the Prince take notice. She mentions that Avaria needs their help, and they were going to ask the King and Gerrard to help stop Lexus.

The two that escaped the castle take little time to decide. Though Gerrard wishes to rescue his sister, he cannot do it without the help of an army. As their enemy is the same person, they agree to help the Force rescue Avaria. With the Prince and his aid in tow, the Force moves to rescue Avaria.

**\*Gerrard and Zane/Felix joins the Force**

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**Part 5 – The Gates**

The Force stands on a hill and looks to Avaria. They notice a huge army occupying Avaria, with the gates locked. Unable to enter the town, the Force discusses tactics. Hugh tells them not to charge the gates or they will be destroyed, so Krys informs the Prince, Hugh, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hero of a locking mechanism under city. To reach it, they will have to go through the forest to the castle walls and below.

Hugh decides to take the Birdman’s advice, but decides to modify the plan. If all the Force went to unlock the gates, the enemy would have time to prepare once they are opened. He suggests the Force splits into two groups, one to unlock the gates one to charge the gates once they are opened. Prince Gerrard offers to lead the Force that will unlock the gates, which will consist of himself and anyone who can be spared. Krys agrees to help the Prince as he knows the basement layout, leaving Hero, Sharna and Hugh to lead to second Force into the gates once they are opened.

**Battle 10 – Avaria Gate**

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**Part 6 – After Battle**

After the battle, the Prince and Hero’s Forces reunite. With the enemies defeated, and the gate clear, they head into the town of the Bird Kingdom to rescue the people from Lexus and the Undergenerals.

As they walk into the town, they notice that the town is very quiet. Nobody is roaming the streets, and the shops appear to be shut. Hugh realises this and mentions it to the two leaders. He tells them to keep their guard up, something isn’t right. For such a large invading Force, it is strangely quiet in the town. The enemies at the gates weren’t the entire army so the Force warily approaches the royal residence.

**Part 7 – The Royal Family**

Hero, Prince, Hugh and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) approach the residence with apprehension. The entire town is still quiet, and there are no guards stationed outside the residence of the royal family. With no birdmen around, Hugh and the Prince decide the Force should march in and not sneak around. Both Forces know of the others presence in the town, so sneaking is just wasting time.

Krys, who reveals he was a royal guard, leads them through the residence to a Grand Hall. In the hall, the Force makes sure that they are ready for any attack by the enemy. Krys leads them through to the Throne Room, where the Royal Family are all being held captive, protected by only a few guards. The King and Queen are being further protected by a Birdwarrior with golden armour. The enemy, led by the Rogue Dwarf (Stone) appear to be focusing on the Royal Family. Stone informs the Royal Family that they must die, to which the Birdwarrior calmly informs him that they (the enemy) will not harm her parents. She spots the Force that has just entered the door and provokes Stone. She calls him a coward for having to send for reinforcements, despite the enemy Force in the room.

Confused, Stone looks to the doorway. He appears shocked at the appearance of the Force, stating that his army should have not let them in. Krys steps forward with the Prince and Hero, saying that he will not allow anyone to harm Princess [Azure](http://sf2cg.pbworks.com/Azure(character)). She recognises Krys and instantly gains confidence, knowing that he has been able to raise an army to help.

Stone becomes enraged and orders his men to slaughter both armies.

**Battle 11 – Avaria Throne Room**

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**Part 8 – After Battle**

After the battle is over, Stone appears doubled over in pain. [Azure](http://sf2cg.pbworks.com/Azure(character)) approaches him and draws her sword, ready to kill him. Just as she does, the King tells her to sheath her sword, as much blood has already been spilled. They will try the man, and if found guilty, he will be jailed.

Stone manages to bring himself to one knee. The Prince starts to draw his sword, but Hugh tells Gerrard to stop. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) reminds the Prince that he is still in the presence of Royalty from another nation, so should not draw his weapon. 2 guards hold Stone and start to take him away, as they cross a window; Stone suddenly overpowers the two guards and throws himself out the window to escape. Hugh and Hero run to the window to chase, whilst Krys flies out to capture the dwarf, but none of them can see him in the darkness. Krys says that he will scour the town to check for casualties, hostages etc. With Stone gone, the enemy Forces are likely to surrender.

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**Part 9 – Gratitude**

The Force is allowed a chance to rest after rescuing the city, and is invited to speak with the king and queen that evening.

Hours pass, and the town appears to be returning to life. People are out, attempting to repair the buildings wherever they can. Hero, Hugh, Gerrard, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Krys speak with the king and queen in the throne room, where they thank the Force for saving their town. The king explains that they tried to refuse the enemy army entry, but were simply overpowered by numbers. [Azure](http://sf2cg.pbworks.com/Azure(character)) interrupts, saying that Stone said he was given orders to simply kill the people of Avaria. Krys was sent out to find help as soon as they realised they were being invaded. The king gives Azure an order to be silent, Princess or not. He is grateful for the help of the Force and asks their story as he doubts such a talented band of fighters have simply banded together to fight, else they wouldn’t be here now

Hero, Sharna, Hugh and Gerrard all relate their stories to the king and queen. As soon as he hears the name Lexus, he throws a glance to Azure, who returns the glance. The Force continues to tell them about the plot involving the seals, leaving the King looking troubled.

Azure interrupts once again, saying that they had been approached by Lexus, who had offered them power in exchange for helping him. She sympathises with Gerrard, as she feels his father may have been put in a similar situation. Sharna asks if they have information on the whereabouts of the first shrine, as she feels Stone will be headed that way. The King gives Azure the order to accompany the Force to the chapel in town, as the Priest will know the location.

The Force (w/ Azure) head into town

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**Part 10 – Location Revealed**

The Force visits the chapel in town to speak to the Priest. With [Azure](http://sf2cg.pbworks.com/Azure(character)) in tow, he reveals to them that the shrine lays a short way to the west, along the base of the mountain. They thank the Priest then head back into town.

The Force can now explore the town, which is being rebuilt. Shops are open, but many of the homes have been damaged. As they approach the gates of the royal residence, Azure appears to be angry, and she stops in her tracks. She looks back to the town and at the damage caused by the army that invaded. She remains strangely silent, but continues to walk with the Force.

The Force meets with the King again to thank him for his help. They say they must be on the way, as they have allowed Stone to get a large head start. Just as they are about to step out of the throne room, Azure bursts into tears. Krys and the Queen ask what is wrong, and she admits that the sight of the town upsets her. She can’t stand the fact that Avaria has to stay so neutral when it has been invaded. She picks up her sword and says that she will help the Force defeat Lexus. The King asks her to lay her sword down and think clearly. She hotly retorts that she has thought this through and cannot just allow Lexus to go unharmed.

She starts to leave again, but the King issues a royal command. He orders her to stay in the town, to which Azure protests. He reminds her that she is a member of the Royal Family, and her first duty is to the people of the town. Again, Azure tries to protest, but the King says that she will be needed to help rebuild the town and protect its people. He apologises to the Force, but states that he cannot allow the Princess to accompany the Force. Thankful for the help they gave however, he allows Krys to continue serving the Force as a representative of Avaria.

Tearful, Azure says goodbye to the Force, and promises to help them as soon as she can.

**End of Chapter 3**

**Scene 11 – The First Shrine**

As the Force travels toward the Western Shrine, they notice a large army blocking their way. Gerrard recognises the colours of the army, and points out to the Force that this is his father’s army. As they prepare to meet the enemy army, Gerrard’s father appears from a camp. The captain from earlier is still at the King’s side, and questions the King why they are attacking the shrine. The King tells them that he was given information that Maya was taken and held at the shrine. They are there to rescue her and safely take her home. A soldier from the enemy army notices Hero, Prince Gerrard and the Shining Force and shouts to the captain. He turns to face the Force, noticing Gerrard at its lead with Hero. The King also notices his son’s presence and sighs, hanging his head. A tear rolls down his face, but he gives the order to kill his traitor son.

**Battle 13 – Western Shrine** (Midway through, Captain Reid decides he can no longer support the influence of Lexus as he had overheard some things Stone had said)

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**Part 2 – End of battle**

The King is brought to his knees by the Force, and is bleeding heavily. Gerrard turns his back on his father, ashamed of the fallen Monarch, leaving the other 3 surrounding him. Angrily, he tells Hero to finish the King off as he betrayed the Kingdom by not sending a search party after Maya. Hero agrees that the king is a traitor, but will not kill him as he was only trying to protect his daughter.

Still unable to face his father, Gerrard storms from the Shrine, leaving the Force and the fallen King. Compassionately, the king explains to them that he was forced into that position by Lexus, and he never meant to hurt his son or his kingdom.

The Force believes his words and stand back from the King. He manages to get to his feet, albeit weakly, and starts his way out of the shrine. He takes a few steps before the Reid rushes to his side. He offers Gulwin his shoulder and apologises to the Force for all the trouble that their army has caused.

Hero, Hugh and Sharna accept, but are worried about future attacks on the shrine. Gulwin says that he will set up a guard to protect the shrine. He urges the Force to move onto the next shrine as it will surely be in danger. He points them in the direction of a town of religious fanatics to the south-east.

The Force starts to leave the shrine, and as they reach the doorway, a barrier is erected in front of them, stopping their movements. Reid and Gulwin are also held in a barrier, stopping their movements towards the altar. Two figures appear and approach the altar with grim smiles; one happens to be Mistal, whilst the other is Stone. They talk about the King, with Mistal thanking Stone for informing her of the King’s attitude. She orders Stone to smash the seal and take the words whilst she deals with the King. Reid attempts to protect the King, but is blown out of the shrine with a single shot of power, leaving the King alone. Mistal informs Gulwin that Lexus gave him the choice to serve the pair, even though she would rather have dominated his mind and bend him.

The Force begins to flee as the shrine collapses from the previous battle. Reid rushes forward, trying to get back to Gulwin, but crumbling rock blocks his path. He tells the Force that he must join to avenge his fallen king.

**\*Reid joins the Force**

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**Part 3 – Moving On**

Outside, they find Gerrard standing by a tree. He is staring into space, with a tear down his eye. Knowing his father is dead; he turns to the Force and simply says that they must move on. Hero places a hand on Gerrard’s shoulder in consolation, and silently, they escape the shrine.

Gerrard now says that he will join the Force full time, to take revenge for his father on Lexus. The Force marches forward to find the location of the second shrine.

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**Part 4 – Missing Rations**

The Force travels for a short time before it is apparent that it will be too hard to continue with the collective exhaustion of the group. They decide to set up camp before they continue on their way. The following morning, it is discovered that their stores of food have been much depleted. A funny scene occurs and the Force end up deciding it is a lost cause and that it is time to head out. Not far from their campsite, they find a bloated wolfman. He tries to escape but is apparently too full to get very far. The Force pressures him into telling him why he was so full and find that it was he that ate all their food. Since he has nothing to his name, he offers to repay his debt by aiding their cause.

**\*Balek joins the Force**

**Part 5 – Deserted Town**

The Force continues their trip toward the second shrine as they come across a small, deserted town. As they begin looking around the town, a centaur approaches them, accusing them of being bandits and pillaging the city. The Force calmly explains to him what is going on and their cause to prevent the seals from being destroyed. The centaur introduces himself as Norman and tells the Force that he has had a struggle letting go of his deserted home in which he was the only law enforcement. Since he has nobody to protect anymore, he decides to help protect the force during their noble quest

**\*Norman joins the Force**

**Part 6 – The Priest Lord**

The Shining Force makes their way into a town at the bottom of the mountain (Lashei), only to find it is a religious town, where the Priest also happens to be the lord of the town.

[Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh decide to take a look around the town and get any information. At this point, we see that Gerrard is still upset about the death of his father. Hero attempts to tell Gerrard about his father and how he was being manipulated by Lexus. The prince is unwilling to listen however, and insists his father was still a traitor of the kingdom, for which he will never forgive him.

Hero walks off, allowing Gerrard to have some thinking time, just as Sharna and Hugh return. Hero expresses his concern, but Hugh assures Hero that the prince will be fine, he just needs time to grieve. Fighting Lexus’ armies are a good way for the prince to vent. Sharna informs Hero of the situation in the town, with the residents being extremely religiously minded, and the priest-lord that protects the town. The pair mentions they have heard some bad rumours about the priest and the way he rules the town. Although he is powerful and looks after the town, they have to follow his orders strictly, and punishments are harsh if they don’t.

As the Force explores the town, they come across two homes of importance. One home contains a dwarf that has had his legs amputated. He briefly tells the Force his name (Joel) and story but leaves it at that. The second home belongs to an engineer that asks the Force to help him find a special metal (which ends up being located in a puzzle somewhere in the city). The Force can decide to skip this all together or look for the metal. Once they have the metal, they can sell it to the shop for a high price or return it to the engineer.

Hugh, Sharna and Hero decide to meet with the priest to ask for the location of the second shrine. They enter the meeting chamber of the large church, where the priest is sitting, waiting for them; he introduces himself as Raltis. As they start to explain the situation, and the need to reach the second shrine, Raltis appears agitated. Hugh asks what is wrong, and his expression turns angry. Raltis pushes them out of the church, and, when they are in the town centre, denounces them as servants of evil. He says he will not reveal the location of the shrine, as they will defile it. He then casts the Force (including Gerrard) out of town.

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**Part 7 – The Journey to the Second Shrine**

As they are cast from town, Krys flies back to meet the Force. He explains that he went out to find the shrine, as the people would be reluctant to let anyone know where it was. He has been successful in finding the shrine and leads the Force into the mountains along a small path.

(If the Force had decided to give the metal to the engineer, another cut-scene happens where an odd machine approaches the Force. It turns out that the engineer was able to create a suit for the amputated dwarf (they had been friends). As repayment to the Force, Joel joins them.)

**\*Joel joins the Force**

As they approach the Shrine of Lashei, they notice the wind picks up, so they cautiously approach. As they reach the entrance, they are walking in almost blizzard-like conditions, with very poor visibility. Hero and Hugh approach the door to the shrine, when Raltis appears with a smug look on his face. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) notices the look on the priests face and asks why he is stopping them, because, as a priest, he must be able to sense the light in their expedition.

Raltis turns and locks the heavy doors of the shrine before turning back to the Force. Retaining the smug look, he tells Sharna that of course he can sense the good of their expedition, and that is why he is stopping them. He informs them that Lexus and Mistal kindly asked him to block their path in exchange for power, which he is now doing. He walks towards the edge of a cliff and peers over. He then takes the key and throws it into the chasm below before disappearing from the sight of the Force.

Gerrard and Krys agree to lead an army to find the key, whilst Hero and Sharna will assault the shrine before the priest gets too much of an advantage. (The shrine is very large and has a chasm running through the middle. A bridge connects the two sides but a large stone door sits in front of the bridge. The key is needed to open the door and grant access to the bridge.)

**Battle 14 – Find the Shrine Key**

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**End of Battle**

Gerrard’s army finds the key and gives it to Krys, who will fly it up to the main Force whilst they climb back up. Arriving at the top, Hugh tells Krys to take a rest, allowing the rest of the Force to do battle.

The Force unlocks the inner-shrine doors and enters, ready to stop Raltis.

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**Part 8 – The Shrine**

The Force enters the inner-shrine to find Raltis standing alone in front of the seal. He taunts the Force, begging them to come and pray with him at the seal. [Sharna](http://sf2cg.pbworks.com/Sharna(character)), Hero and Hugh approach Raltis, weapons drawn; but after a few steps, they hear Raltis chanting. They stop, knowing he is up to something, just before warriors appear before them.

**Battle 15 – The Shrine of Lashei**

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**Part 9 – After Battle**

The Priest is defeated, along with his summoned army, allowing the Force to press forward. He notices them approaching and teleports to safety, leaving the Force in the shrine. The 3 approach the seal, to make sure it is safe from Raltis. Worried about him teleporting again, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) asks Hugh what they should do next and he asks her to get Gerrard so they can plan their next move.

Still in the Shrine, Hero and Hugh wait for Sharna and the Prince. Hero notices a flicker of dark light in the back of the room and moves to investigate. As he gets closer, a shuriken is thrown at him, which he manages to avoid, but throws him off balance. The flickering of dark light becomes clearer, revealing the form of a ninja with a Ninja-To in hand. He laughs at the off balance Hero and slashes at the seal with ferocity. Hugh rushes to stop the ninja, but is stopped by several shuriken landing in front of his feet. The ninja laughs again and disappears in a cloud of smoke.

Sharna and Gerrard enter the shrine hurriedly, hearing the commotion. They spot Hero and Hugh are safe, but rush to check they are okay. Hero and Hugh explain what just happened with the ninja and the seal, and how unprepared they were. Just as Hugh tells the Prince and Sharna of the hail of shuriken that landed at his feet, a voice chips in. A Kunoichi appears in front of the Force and introduces herself as Kigane. She informs Hugh that she was the one who threw the Shuriken at him, as the other ninja held poisoned darts in his other hand, ready to throw. He thanks her for saving him, and asks what she was doing there.

Kigane explains that she was asked to hunt the ninja down. A man called Lexus came to their village and took as many of the youngsters that were willing to follow. The ninja who attacked them is called Nokajiku, and was the most violent of all the ninja in the village. He had no qualms about helping Lexus, and set out to destroy the seals. She had managed to follow him to this shrine, but just as Kigane was ready to stop him, Hero and Hugh rushed in.

She insists that she will be going with the Force, and will lead them to the next shrine, across the sea. The Force decides to leave the desecrated shrine, and Hugh allows her to lead the Force to the next shrine.

**End of Chapter 4**

**Part 1 – The Port Town**

The Force, with new member Kigane, arrives in a port town called Taban. Hero, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh wait at an inn, whilst Gerrard and Kigane search for someone to take them across the great sea. Hero asks Hugh about the Great Sea, as he has never been this far from his homelands. Hugh explains that there are islands just beyond the skyline of the Great Sea, one of which is home to a clan of ninja. As the clan was approached by Lexus, the Force must cross the sea to speak to the leader. Kigane has offered to lead them to the village, preparing the Force for what will lie ahead.

As the Force roams the town, they come across two gnomes arguing in a pub. The two argue about which is better, magic or technology. They question Noah about which one is right but end up deciding to show off their skills in the town square. The scene unfolds where Anthos shows off some magic abilities and Wiley shows off his new mechanical battle suit. A citizen tells Noah that Wiley is clearly the winner and Noah can agree (Wiley joins) or disagree (Anthos joins).

**\*Wiley/ Anthos joins the Force**

They rest for a while longer before the Prince and Kigane return with good news. They have asked around, and one name continually popped up as the most reliable captain, Rio. The pair had decided to get everyone together before they speak to the captain. The group heads to the docks to speak to the captain, but find the captain’s ship surrounded by pirates, with his crew under attack.

Without Hugh having to tell them to engage, the Force rushes to save the captain.

**Battle 16 – Port Battle – Save the Ship**

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**Part 2 – After the Battle**

After the Battle, Hugh and the Hero run to check on the captain, whilst the others attend to the wounds of the crew. The Captain thanks the Force for saving his ship and his crew and introduces himself as Rio. Hugh asks where the pirates had come from, as they had been in town for a while, but had seen nothing like them. Rio says that he did not know, but they attacked from nowhere, catching his crew by surprise and it was by pure luck that the Force had showed up. He had heard from some of the townsfolk that people had been asking after him, so he was preparing to leave port, just in case.

He once again thanks the Force, calls his crew together and prepares to leave the port, wary of more attacks. Hero stops the captain before he gets on board and asks him if he will take them to the islands beyond the horizon, explaining that they were the people asking after him. Rio agrees to take the Force to the islands, but they will have to find their own way back, as he was not headed in this direction again.

The Force boards Rio’s boat and sets sail on the open sea

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**Part 3 – The Open Sea**

Part of the bargain for the journey is that the Force assists the crew, as they are not at full health because of the earlier attack, so various members of the Force are undertaking different tasks. Hero and Hugh are with Rio, talking about the pirates. It is revealed that Rio once gave Lexus and Mistal a ride to the islands, and is now likely being targeted to cover all traces of their plot. Rio tells the Force of his intention to leave the lands and start a new life, away from all the trouble he has run into.

Hugh asks Rio to lend his strength to the Force, as they are looking to stop Lexus, and informs him of the plot. Rio declines, stating that he will follow his original plans to leave the lands after he has dropped the Force off. Hero accepts and respects the captain’s decision, leaving the trio to sail in silence.

After a while, Rio notices the handling of the ship has gotten worse, and they are losing speed. He barks orders to the crew, but Gerrard and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) race to steer the ship, calling Hero to the deck of the ship as they are under attack by the pirates again.

Rio takes control of the ship as the Force engages in battle.

**Battle 17 – Protect the Ship and Crew**

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**Part 4 – End of Battle**

With the ship damaged, the Force has no choice but to dock at the first town they can find, allowing the ship to be repaired. Luckily, they are able to dock in the ninja village (Kyo).

The ship pulls into dock and is beached to allow for the repairs. Hugh, Hero and Gerrard apologise for the damage to his ship, offering to help any way they can. Rio doesn’t blame the Force however, and realises that no matter where he runs, those creatures will follow. He thanks the Force for saving his life a second time and wishes them luck on their journey.

When the Force arrives in town, a female centaur comes running to meet the group. Gerrard is able to identify the centaur as Cypriel, one of his maids and cooks from the castle. He is surprised to see her so far away from home but she explains that she had become very worried about everything that was going on and wanted to make sure Gerrard was safe. Worried that he had not been keeping clean or fed, she rushed to find him. She had been able to ride a trade boat to Kyo, thinking that the Force was already there. When she found that they were not there, the ship had already left and she was stranded. Now that the Force had finally made it to Kyo, she intends on joining them until Gerrard was safe at home again.

**\*Cypriel joins the Force**

Kigane leads the Force to meet the town elder so they can gain information. As they meet him, they learn about Lexus appearing in the village to recruit the young ninjas in the village, and in return, tell him about Lexus’ plot with the seals. Realising how bad the situation is, the elder gives them the location of the third Shrine and asks Kigane to accompany them still, as she is much wiser in the layout of the land than they will be.

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**Part 5 – The Shrine of Serenity**

Kigane leads the Force to the Shrine of Serenity, which lies hidden in the woodlands. Appearing covered in moss and green, the shrine appears to have been untouched for years. As they enter, the Force finds heavy layers of dust everywhere, and start to wonder if they had finally beaten the enemies to the shrine. As they step into the main chamber, they notice the tree roots have penetrated the stone, but stay alert, just in case anything happens. They start to approach the altar, but notice the seal is also untouched. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) is excited the Force finally has one up on the enemy, but Gerrard warns her not to be too hasty. He starts towards the entrance, but as he takes a few steps, the voice of Nokajiku is heard resonating throughout the shrine. Kigane warns the prince of his steps, just as an enemy Force reveals itself to be surrounding the Force. She calls out the ninja to battle them instead of hiding, to which he cockily replies that he had intended to.

Nokajiku appears with his Ninja-To and shuriken in hand, ready to battle the Force

**Battle 18- Shrine of Serenity**

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**Part 6 – End of Battle**

Nokajiku is defeated by the Force, and lies on the ground. Kigane draws her Kunoichi Blade and approaches the ninja, ready to kill him for his actions against the village. He notices her coming however, and disappears into thin air, leaving the shrine empty apart from the Force.

Gerrard realises that they have finally managed to keep the seal intact, but Hero is unsure. The ninja had time to prepare the ambush, so there is not telling if he had actually destroyed the seal or not. Hero walks towards the altar to check the seal for damage by the ninja. As he reaches the altar, Kigane realises that it is a trap, but is too late to say anything. Hero sets off a tripwire, which causes a massive explosion at the rear of the shrine, which is centred on the altar, where the Hero was standing. He is thrown backwards by the blast, is badly burnt and knocked unconscious

[Sharna](http://sf2cg.pbworks.com/Sharna(character)) does her best to heal Hero at the scene, but Hugh and Gerrard demand he be taken to a more skilled priest immediately. Kigane offers to run ahead to get preparations made for Hero

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**End of Chapter 5**

**Part 7 – The New Leader**

Back at the village, Hugh, Gerrard and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) are sitting around Hero, talking about the incident in the shrine. The priest looks at the trio disapprovingly and asks them to leave the Hero to rest from his injuries. He assures them that Hero is in good hands and will be looked after

Sharna looks to Hero and assures him that they won’t leave him behind. In the meantime, Hugh and Gerrard meet the Elder outside the room. He apologises for Nokajiku’s actions, as he was previously of the clan, but Hugh says he is not to blame. Sharna appears from the room and asks their next course of action. She wants to stay and make sure Hero recovers from his injuries, but the Elder disagrees. He tells them that the enemy will now be on the way to the fourth shrine, and have gained an advantage with Hero being injured. He suggests that the Force heads to the shrine in the middle of the ocean, as the enemy won’t expect the Force to make a counter attack so suddenly. Hugh agrees with the strategy and appoints Gerrard as the leader whilst Hero is injured. He is reluctant to take the role from Hero, but knows he must.

As the Force leaves Hero to recover, they may stumble upon a drunken foxling that goes by the name Romeo. He will be seated at the front gates, sleeping off his latest binge. The Force may have spoken with other townsfolk earlier about Romeo and would know that he is good-for-nothing and doesn’t have a coin to his name. He forces himself upon the group if he is spoken to (Sharna stands up for him).

They head to the beach, to find the ship is repaired, with Rio standing proud in front of it. Rio states that he owes the Force for saving his life twice so he will take them to their next destination but that is as far as he’ll be able to take them. Gerrard informs the Force that they will head to the fourth shrine (Shrine of Tides) without Hero, and when questioned, he fixes them a glare of ‘ask no questions, just do what I say’.

The Force sets sail for a small island to the southwest of Kyo.

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**Part 8 – Shrine of Tides**

The Force arrives on the island, with the shrine sitting proudly in the middle, like a beacon. Gerrard and Hugh lead the Force towards the door, ready to protect the last seal.

As they reach the doors, they check over to make sure they are prepared, but unlike the other shrines, there is no subterfuge. The doors swing open, and they can see through to the seal room clearly. Mistal stands in front of the altar with a smile on her face whilst soldiers are seen roaming the rest of the building. She doesn’t attempt to taunt the Force; instead, she beckons them into the shrine to fight, saying it is ‘inevitable’.

Gerrard takes a few steps forward, ready to attack, but Hugh stops him. He reminds the prince of Hero, and how he became injured, which makes the prince stop. He orders the rest of the Force to prepare for battle, whilst Mistal laughs about the injured Hero.

**Battle 19- Shrine of Tides**

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**Part 9 – After Battle**

After the battle, Gerrard approaches Mistal, with [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh on either side of him. Mistal is breathing hard, but is still on her feet. Sharna approaches and asks why she, the high mage of her home town, has betrayed the nation. Still breathing heavily, Mistal starts to laugh, before forcing the trio back with the Dark Wave seen at the start of the game. Sharna shakes off the dark wave, but in the shadows, Nokajiku appears and destroys the seal. Mistal once again laughs before enveloping the room in darkness. Once it has subsided, the Force notices that they are alone, and the high mage has gone. With the seal broken, the Force decides to head back to the mainland to check on Hero and catch up with Mistal.

Hugh makes the connection that they must almost equal the enemy’s strength for the commander (Mistal) to become personally involved.

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**Part 10 – Back in Town**

The Force arrives back in Kyo without any interruptions. [Sharna](http://sf2cg.pbworks.com/Sharna(character)), Gerrard and Hugh check on Hero whilst Rio and Kigane talk business with the town’s leader. They find that Hero is awake and moving in his room, albeit very slowly, and are glad to see he is recovering.

When Hero finds out that they went to confront Mistal at the Shrine of Tides, he is disappointed that he had to be left behind. He is adamant that he will not miss any more of their journey, and is healthy to go. As he starts to pick up his equipment, it is easy to see he has not fully recovered. Hugh insists that he will rest; the Force will wait for him to recover. Hero mentions that Mistal and co. could be long gone by this point, so he reaches an agreement. He won’t be left behind, but he will rest at every available chance.

At this point, Kigane, Rio and the leader come to the room. They ask after Hero, and are told that he will travel, but must rest. Rio informs the four of the information the leader gave them, regarding a shrine to the north, back on the mainland. The leader admits he does not know all the details, but it is a place of significance. He hands Hugh a letter he has written, and tells the Force to hand it to the leader of that village/town, as they used to be close friends.

The Force heads to the port and boards Rio’s ship, ready to head back to the mainland

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**Part 11 – On the Open Seas**

Back on the boat, the Force takes the opportunity to rest before the coming battles. They have been hard pressed, and the journey will take some time.

In the cabin, Hugh, Hero, Gerrard, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Rio are talking about their destination (What type of place it is, trade etc). The discussion ends after a few minutes and Gerrard is free to walk around the ship and talk with some of the crew and members. In one room, he walks in on a funny scene where Huun accidentally trips and falls onto Sharna where he has apparently grabbed her breasts. Huun stammers and apologies, clearly sorry but Sharna yells and throws things at him until he runs out.

As Gerrard explores some more, he comes across an unfamiliar centaur. When questioned, he explains that he stowed away on the ship so that he could explore the world. Loving nature but being stuck on an island was driving the centaur insane. He joins the group so he can see new sights on their expedition.

**\*Marahar joins the Force**

The ship continues to sail on until Gerrard speaks to Rio. Rio says that the port is just ahead of them and asks if Gerrard is ready to put the ship into port. (If Gerrard says yes, then the story continues as they make their landing. If he says no, he is able to explore the ship some more and talk to everyone on board.)

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**Part 1 – Arrival**

The Force arrives in town, as quickly as the ship would allow them. Rio and a deckhand hurry Hero off to a safe house, to allow him to recover.

Gerrard, still the leader, gives the order for information to be collected from the town, to give the Force a place to head next. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) complains, thinking that the prince will simply leave Hero behind, despite their travels so far. He assures her that he will not leave Hero, but they can’t afford to be delayed any further, with Mistal and the others only a couple of days ahead. Much to Sharna’s annoyance, Hugh agrees, saying that Hero must rest, and that they must continue. Hugh leaves the pair and goes to check on Hero.

Still not happy about Hero’s situation, Sharna barges past Gerrard to find Hugh. Gerrard turns his hand to collecting information about the shrine and the arrival of Mistal at the port. Around town, he finds out that the shrine doesn’t seem to house a seal, but a weapon of some sort. Asking around some more, he is told that monks live in the shrine, and will most likely give him the information he needs. A couple of sources tell him about a man who seems to walk about with a blank expression, but demands respect from anyone who stands near him.

Gerrard decides to check on Hero after gaining the information, but Sharna is still unwilling to speak to the prince. Gerrard and Hugh decide that the Force will visit the monks and find out about the weapon whilst Hero recovers. The advisor agrees that Hero should rest, and that they will send Krys to the pair if the need to relay information. Sharna is still reluctant to leave Hero, but Hero reminds her that they need her to help fight.

The Force leaves town, heading north to the home of the monks.

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**Part 2 – An old enemy**

Outside the town, the Force finds an army waiting for them, with a familiar figure near the entrance of the mountains. Gerrard’s father is standing at the head of an army, with powerful creatures of dark nearby. His face is expressionless and he simply stares down at the army, whilst Gerrard, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh are in disbelief, having seen him die at the shrine earlier. Gerrard shouts to his father, but the king remains silent, staring at the army. Noting something is wrong, Sharna steps forward; she attempts to contact Gulwin, but notices the blankness in his eyes. She steps back, horrified, stating that the man standing opposite them is not Gerrard’s father, despite the physical appearance. The king looks to the one of his men and says simply ‘kill them’, triggering the next battle

**Battle 20- Mountains near Nahariya**

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**Part 3 – After Battle**

After the battle, Gerrard rushes towards his father with his sword lowered. He asks his father what has happened as he was trapped in the shrine. The king, still expressionless, turns his back on the Force and disappears in a shimmering of darkness. In a moment of weakness, Gerrard drops to his knees and cries. Hugh walks to the prince and puts his arm around the prince’s shoulder in support while [Sharna](http://sf2cg.pbworks.com/Sharna(character)) simply says ‘Something was wrong’.

Gerrard pushes Hugh’s arm away, with an angry look in his eye. He says something like ‘That isn’t my father. My father is a compassionate man, and when I looked in those eyes, all I saw was a lust for the pain of others. Whatever that was, it was not my father’. Hugh, tactfully, reminds the prince that they will most likely have to fight again. If it was not his father, and something else, it will come back to try and stop them. Gerrard, with conviction, states that he will not allow his father’s name to be sullied, and will cut down whatever was in front of them, no matter what form it decides to take.

Sharna is silent, having previously called the prince cruel and uncaring. Gerrard moves the Force forward to the home of the monks.

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**Part 4 – The Temple**

Outside of the temple, a single hut sits in the forest. In it is a man that introduces himself as Mithra. He states that he is a monk but does not agree with the way things go on inside. He excuses himself as he has to meditate.

As they enter the temple, Hugh tells Gerrard and [Sharna](http://sf2cg.pbworks.com/Sharna(character)) that the Force will wait outside. These are peaceful men who will cause them no harm, and won’t take an army into the temple.

The gates of the temple open as they approach, and a single robed monk approaches the Force. He is neither a young nor old man, but has the visage of much knowledge. The Force bows to the monk, but he asks them to rise as they need not bow to him. He gives his name to the Force and compliments them on their fighting ability, having watched them in the previous battle. Sharna asks why they did not think about assisting, but the monk says they are not violent and will not fight for the sake of fighting. He invites them into a large hall.

In the hall, they talk to the monk about their mission, and state that they are here for information regarding the whereabouts of the final shrine. The monk tells them that they will not be able to send anyone with them due to their beliefs, but he has seen that they must be helped. He leads them into the cavern, where a single object stands at the back. On a pedestal lies a blade, shining a calming white brilliance into the cave. Once they get past the brightness, Gerrard steps forward and looks at the sword. The Monk tells the prince to take the blade and its scabbard as it will help them in their journey. As he touches it however, the blade turns dull and no longer shines, taking a green hue instead.

Hugh looks back to the entrance and notices that monks have scattered themselves throughout the cavern, and are prepared to fight. Asking what is going on, the monk tells him of the ‘test’, to see if they are worthy of wielding their sacred artefact.

**Battle 21- Temple Monks**

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**Part 5 - The Gift**

After the Battle, the monk from earlier stops the Force and asks them to sheath their weapons. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh are reluctant to do so, fearful of another attack, but Gerrard puts his sword away. When they ask him what he is doing, he says that these monks are not out to hurt the Force, and that this was simply a test to see if they were ready to hold the sword.

The monk nods to Gerrard and turns to face the sword on the pedestal. He moves forward, and picks up the blade, saying that the Force is ready to receive the treasure. Gerrard steps forward and bows to accept the sword from the monk, extending his arms palm up. As Gerrard accepts the sword, he feels a burning sensation coming from the sword, and the light is an even duller green. He turns to question the monk, saying that it is causing him discomfort, but the monk has no idea. The test was designed to allow the sword to choose its wielder, which it appears to have done, but he does not know why the prince feels pain when he picks it up. The sword was created to combat darkness, and seems to be protecting itself against the darkness, despite having chosen to go with the Force. He suggests that they take the sword as it has chosen them, and over time, it may accept the Force and prince as its new owner.

The Force thanks the Monk and prepares to leave the temple. Under Hugh’s advice, Gerrard decides to keep the sword sheathed until it shows a sign of acceptance. The Force now decides to head back to the town to check on the hero. As they leave the temple, the lone monk from earlier approaches them. He no longer can sit and watch as the world goes by. He joins the Force so that he can feel like his life is making a difference for others.

**\*Mithra joins the Force**

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**Part 6 – The Missing Hero**

Heading back to town, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) shows her concern for Hero, the quietness of the enemy and now the sword they have, but cannot use. Hugh is leading the way, and notices some smoke from Nahariya where they left the Hero. He informs Sharna and Gerrard just as an explosion is seen in town, which catches everyone off guard. Gerrard orders the fastest units to get to town to help the townspeople; the others will arrive as soon as they can.

Back in town, Hugh learns that shortly after they left the town, a female wizard and a harsh male dwarf came to the town and kidnapped Hero and the vicar that was protecting him. It was shortly after that when the fire began, leaving the townspeople to fend for themselves. The leader thanks Gerrard for sending help as fast as they could, but informs them that some people have died as a result of the fire, as well as the town being damaged.

In the midst of the chaos, Sharna notices some of the dark creatures still lingering on the edge of town. Pointing this out to Hugh, the town leader is then ordered to get everyone out of town, they are not safe. Gerrard draws his sword, and two familiar figures walk from the fire. Stone and Nokajiku step forward, laughing. The dwarf’s grotesque face shows a snarl, whilst the ninja’s remains covered. Sharna makes the connection of the wizard and the dwarf and starts to scream at the dwarf. Instead of making small talk, they demand the Force get ready for battle.

**Battle 22- Nahariya on Fire**

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**Part 7 – End of Battle**

After a hard battle against strong foes and the fire, Stone and Nokajiku pick themselves up and run. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) starts to chase them, demanding the release of the Hero, but Hugh stops her. He says that she will not be able to take the pair on alone, and will most likely put Hero’s life in danger. He suggests they take time to regroup, upgrade their weapons and then go save Hero.

The leader comes back, and once again thanks the Force for fighting. He tells them that his place remained largely intact, and will give them a place to rest whilst the townsfolk work to rebuild the town.

The next morning, Sharna reveals she couldn’t sleep very well as she was worried about Hero and the enemy reappearing. Despite her tiredness, Hugh, Gerrard and Sharna head to the leaders chambers for information. He tells them that he has no idea where the enemies from yesterday could have gone, or where they took Hero, but the only place nearby is the monk’s temple and an abandoned shrine which hasn’t been used for years. Hearing the word ‘shrine’, Hugh picks up his ears and asks how to get there. Sharna disagrees with Hugh’s words, asking why they are not going after the two generals. Gerrard stops her, saying they could be a decoy, designed to lead the Force away from where Hero is really hidden. As the shrines are their main objective, they should go there and re-evaluate after the seal is saved. She reluctantly agrees to this plan.

The leader tells them that it could be a trap, but Hugh disagrees. He informs the leader that this seal is the last, and they will pull no stops until they have broken it. The enemy knows that the Force is trying to stop them, so they will likely amass a full force to battle. The leader of the town nods and calls for a servant. He whispers in the servant’s ear, to which he hurries out of the room. The leader then agrees to help, by giving them some money from the treasury, to be used for weapon upgrades. He informs them of a skilled blacksmith in town, who will be more than willing to put his skills to use.

After speaking with the leader, the Force heads to town to get ready for the final shrine. As they walk into town, they may spot a Pegasus knight. She explains how her home was devastated by a natural disaster (her home is in another land) and that she flew here to restart her life. When she arrived, she found the town burning. With nowhere else to go (and no family or friends), she asks to join the Force.

**\*Justine joins the Force**

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**Part 8 – To the shrine**

The Force leaves town and notices Raltis from earlier standing in their way. Before him stands an army of strong creatures. He boasts about the power he has now gained, saying that they will fall before him.

**Battle 23- Outside Nahariya 2**

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**Part 9 - After the battle**

After the battle, the priest simply laughs at the Force and dares them to approach the shrine, saying he looks forward to it. He then disappears into thin air.

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**Part 10 – The Shrine of Solitude**

At the entrance of the final Shrine, the three stop and looks around, making sure they will not be ambushed. Hugh tells them to be careful and expect anything as this will be the hardest battle so far. A voice calls out and startles them. As they look around, a female elf comes running out of the woods calling for Huun. Huun comes onto the screen, confused and looking around. He realizes who the elf is and meets her in the middle of the screen. She recalls how it has been so long since their training together and that she had been trying to find him for the past two years. Huun introduces her (as Annie) to the Force, and insists that she joins their cause (if it is okay with her) as she is a skilled marksman.

**\*Annie joins the Force**

The Force approaches the shrine, weary of what they might find. Voices are heard almost as soon as they enter. The first voice is recognised as Stone, who taunts the Force as being weak for thinking they can save the seal. The second voice is distorted, and comes from the blank-expressional Gulwin. He says that there is no use fighting, as they will be destroyed here. Gerrard pipes up saying that he will defeat the person in front of them to save his father, no matter what words he speaks. Voice 3 then chips in, saying it is useless to reason with the king. Raltis comes forward, saying that the will of the king has been destroyed, and he is now their puppet. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) calls them monsters, to which Nokajiku shows himself and retorts, saying that the prince is the monster as he is willing to butcher his own father, instead of honouring him by bowing to his wishes.

Gerrard and Sharna are the ones to initiate the fighting this time. They shout at the generals to prepare themselves, they will not hold back.

**Battle 24 – Shrine of Solitude**

Halfway through the battle, a shadow appears in front of the 4 under-generals. The familiar form of Mistal appears through the darkness and confronts the Force. She tells the Force that they have done well so far against the enemy Force, but they will not make it any further. She had been prepared for them to enter battle but could now commit her full powers to the battle

**Battle continues as Stone and Gulwin are defeated and Mistal joins in**

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**Part 11 – After Battle**

After the battle, the Force stands over the defeated enemy. Mistal, now weakened, falls to her knees. She attempts to cast a spell, but is forced to stop because of the pain. Gerrard, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh step forward to the seal, to block the enemy Force making one last attempt at breaking it. Gerrard draws his sword and holds it pointing at his father. He says a few words to defend his father, stating that the man in front of him is not his father, as he was a kind man, who knew compassion and humility. He then turns to Mistal and asks where they have Maya and Hero held.

Weakly, she laughs at Gerrard and says that he will never find out. She will take her secret to the grave, which the prince promises could be sooner than she thinks. Sharna stops Gerrard, telling him that he will never find out this way, and asks him to put his sword away. She then implores to Mistal to tell her why she betrayed the country, and to tell her where Hero and the prince’s sister is.

Stone tells them that they do not have the Hero, and Maya has been kept ‘safe’.

Just as Hugh is about to ask about Hero, darkness envelops the room. Sharna warns them to look out and pushes the other two out of the way. She narrowly misses a bolt of lightning, which struck the ground they were standing on. A figure appears, turning out to be Lexus, and confronts the Force. He turns to the seal and smashes it with his bare fist before chuckling to himself. He then unleashes a wave of power, which raises the enemy generals and Mistal to their feet, whilst keeping the Force down. He turns to them saying that his plan is infallible, and they should be lucky that they are still alive.

Just as Lexus starts to raise his hand, he turns to face the entrance of the shrine. A commotion can be heard, to which he fazes into darkness, ordering the death of the weakened Force. The 5 enemies now say nothing, and simply follow his words. They turn to attack the Force, but are stopped by a wall of fire in front of their feet. Mistal demands to know what is going on, and turns to face the entrance of the shrine. In the doorway, she spots the form of [Olivia](http://sf2cg.pbworks.com/Olivia(character)), who helped the Force escape initially. Olivia calmly tells Mistal that she is here to stop the Force being killed, as well as stopping Lexus.

Mistal orders the commanders to attack the mage, to which Olivia calls into the entrance. Craig and [Azure](http://sf2cg.pbworks.com/Azure(character)) appear, looking battle ready. Craig laughs and dives forward to take on Stone. Using her speed, Azure flies to where Nokajiku is standing and engages. Olivia moves forward with a blazing staff and launches a ball of fire at Raltis to counter his magic. Mistal laughs and turns her attention back to the weakened Force. As she does however, a burst of fire hits her from behind. She looks back at the entrance and spots Hero standing at the entrance, with a blazing sword in his hand. She launches a flurry of attacks at the Hero, which he deflects as he charges to the mage cutting her down. The generals defeated, the group gathers, and Sharna asks what had happened in Nahariya.

**\*Hero, Olivia, Craig rejoin the Force. Azure joins the Force**

**Flashback 1**

The hero is resting in the church, when Craig and Olivia burst hurriedly into the building. The priest rushes to Hero’s defence, but the Hero tells him that they are friends of his. Hero asks what they were doing here. Craig informs him that they have been a step or two behind his force, able to move freely since the enemy forces were watching Hero, not them. Craig tells Hero that Lexus is aware that Hero is alone and vulnerable, and is on his way, and urges Hero to leave with them. Hero hesitates, not wanting to risk the others returning to find him missing. Azure swoops into the room, and has been with Craig and Olivia for a while. She tells them that Lexus’ forces are imminent, and they have almost no time to escape unnoticed. Hero still refuses to leave, and Olivia tells him that if he stays, they stay. Dark soldiers burst into house, with squad surrounding entrance.

**Flashback Battle 1- Dark Squadron**

**Flashback 2**

The group gather their composure, with Craig urging Hero to go with them one last time. Having seen the gravity of the situation for himself, Hero agrees. He leaves a note for Gerrard, which is never found on account of being consumed by flames when the town is set alight. The Hero wanders the ruined town, and is able to buy some supplies. Once they leave town, a larger squad has been posted with orders to apprehend Hero on sight, since he would invariably try to escape. With seemingly no way out, Azure suggests losing them in the forest, requiring them to force their way through the squadron.

**Flashback Battle 2- Flee to the Forest**

**Flashback 3**

The group flee into the forest, watching their backs in case more enemies follow. They manage to find a place to stop and catch their breath, only to become surrounded by one final regiment of dark soldiers that had been stationed in the forest in case the Hero came this way. They converge on the beleaguered group.

**Flashback Battle 3- Flee to the Forest**

**Flashback 4**

The group takes no chances of being spotted again, and continue deeper into the forest at a quickened pace. As they move, Olivia observes that the trees seem to be dying as they move – like something within the forest was sapping their life energy and killing them. They find an abandoned chapel in a spooky clearing, and move to enter it for refuge. But before they are able, strong Darkling monsters appear around them, forcing them to fight.

**Flashback Battle 4- The God’s Test**

The God’s voice speaks to the group, saying that Hero needed to be tested. The God tells him that he is now strong enough to confront Lexus directly. The God tells him to enter the chapel in order to take the weapon within. Once the Hero returns with the weapon, the God goes on to tell them that his allies, believing him captured by Lexus, have overextended themselves in a bid to save him, and are in great risk of death at Lexus’ hands. The God wishes them luck in stopping Lexus, and teleports them to the Shrine of Solitude.

**Part 13 – Escaping the Shrine of Solitude**

As the recap comes to a close, Mistal recovers her strength and egresses the enemy Force. She summons more creatures to delay the Force while she escapes. With creatures blocking the Force’s way out of the Shrine, they must break through and make their way to somewhere safe where they can rethink their position.

**Battle 25- Escaping the Shrine of Solitude**

In the quietened shrine, Sharna is glad to see Hero, Olivia, Craig and Azure all safe and sound. Craig, in his usual casualness, simply states ‘You HAVE been busy haven’t you’ (or something to that effect). Gerrard tells Hero that they thought he had been taken by Mistal and Stone, not Olivia and Craig. The Force is glad to finally be reunited, and leave the shrine to discuss their next move.

**End of Chapter 6**

**Part 1 – Unification**

The Force arrives back at the repaired town, with Hero, [Olivia](http://sf2cg.pbworks.com/Olivia(character)), Craig, [Azure](http://sf2cg.pbworks.com/Azure(character)) in tow. They find a quiet section of the town leader’s house to recap their options.

Hero apologises to [Sharna](http://sf2cg.pbworks.com/Sharna(character)), Gerrard and Hugh for making them worry, and promises to do his best under Gerrard’s command. The prince however, suggests that the Hero take control again as people listen to Hero. As he is no longer the leader, he hands the blade from earlier to Hero, who finds the sword to be a good weight. Sharna questions him about any pain from the sword, but Hero says he feels none. The vicar announces that she can feel holy power from the sword, but it has been wrapped in darkness.

Sharna suggests they get advice from the god. Azure reminds them of the chapel where they heard his voice, deep in the forest to the west of the town.

Having no other leads, the Force heads out for the Chapel.

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**Part 2 – The Ancient Chapel**

The Force heads into the woods to the chapel. [Azure](http://sf2cg.pbworks.com/Azure(character)) gets an uneasy feeling, which only intensifies as they get closer to the chapel. The Force becomes wary as they approach. At the chapel doors, Hugh, Gerrard, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hero enter, leaving [Olivia](http://sf2cg.pbworks.com/Olivia(character)), Craig, and Azure to stand watch.

Inside, Sharna kneels in prayer, whilst the others stand fast. As the figure of the God appears, they all kneel in response to his calling. As abrupt as ever, the God speaks quite sharply to them. Hero steps forward and says that they need help stopping Lexus, as they have no idea about his destination or what to do about the creatures of darkness he is spawning. The God seems to flinch away at Hero as he is speaking, and he asks the Hero to not stand so close.

With Hero standing back, the God reveals that Lexus plans to head to the Throne of Kings, a temple located under Erium, and recite the verse he would have obtained from the five shrines. He suggests that they not worry about the dark creatures and head straight for the Throne to stop Lexus. Sharna says that they have to stop the creatures; they have become much stronger recently, and will hurt anyone from dwarves to human to birdfolk. The God, agitated, tells her once again to ignore the creatures and head straight for the Throne to take down Lexus. Gerrard asks the God about the location of Maya, but the god ignores the question and closes his eyes. He says that they should not worry, and help their friends outside. Hero looks outside and notices the three preparing for battle. The trio rushes to their aid outside.

**Battle 26 – Defend the Ancient Chapel**

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**Part 3 – After battle**

After the last of the dark creatures has been killed, the Force takes a moment to rest. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) reveals the Throne of Kings to the rest of the Force, who make it their next destination. Hugh is unusually quiet.

The Force presses on to their home town, but as they pass a small village, Hugh sprains his ankle on a tree root. He is unable to walk properly, saying he needs to rest his ankle. Sharna is keen to press on, but Gerrard persuades her to let Hugh rest. They head into the village nearby.

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**Part 4 – Ruined Village Ohran**

As they enter the village of Ohran, they see that it is battle torn and scarred. Hugh hobbles to an empty building and sits down to nurse his foot. Hero asks Hugh how he knew about this place being in such a state, but Hugh puts it down to guesswork. Whilst he is resting, the trio decide to walk around town, finding out what is happening. The village looks largely empty, bar a weapon and equipment shop, leaving more questions. As they approach the edge of town, they are demanded to stop by a soldier. They turn, asking why, and he informs them of random attacks on the town. He says that every night, creatures seem to exit from the chasm, heading to the mainland, and the villagers fight every night to prevent this. The scouts they have sent to the chasm have never returned. The trio agree not to venture any further forward, but decide to return to Hugh’s building. Just as they start to leave, the soldier stops them again. He informs them that sometimes, on quiet nights, it sounds like the screams of a woman can be heard from the chasm, and it always rains the day after, almost as if the sky is crying. Gerrard asks when this started, and the solider tells them it was not that long ago (about the time Maya went missing).

The trio heads back to Hugh, asking why he stopped at this village. He gets up, putting his whole weight on his two feet. He tells them he was never injured, but he couldn’t find any other way of getting the Force to stop at this town. He tells them that what the god has told them doesn’t add up, and he suspects something is wrong with what they are doing. He could tell something was wrong with this village as a result, and needed to stop here. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) asks him what he means about something being wrong, but he will not reveal as he doesn’t have it fully worked out. Gerrard tells him about the creatures and the screaming woman, saying that he must help her, to which the advisor agrees. He recommends the Force attack it as soon as they can, to rescue the woman in pain.

The Force approaches the chasm, weapons ready.

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**Part 5 – The Chasm**

Led by the soldier from earlier, the Force walks down to the Chasm. The soldier suddenly stops and faces Hero and asks about the sword hanging at his side. He says that his grandmother once told him a story about a sword which could penetrate darkness, and that sword looks a lot like the description he was given as a child. He tells Hero the story of a time when a queen was taken from a king and held in darkness against her own will. It was said that the king used magic to create an unbreakable sword, one which would allow him to rip through the darkness to find his queen. The king fought against the Darkness with his sword, and accidentally dropped it. When the sword was picked up by one of the creatures of the darkness, it turned green and burned everything that came near it. The king endured the pain and continued to fight, thinking only of his queen. As the king approached the centre of the darkness, he saw his queen held within the darkness. Using the sword against the force which held her, he pierced the darkness, detonating an explosion of pure light. After that, the sword was hidden, to make sure it could never be tainted by the darkness again. The king returned to his kingdom with the queen and sealed his power away to make sure only someone worthy could receive the power.

He shrugs the story off, apologising for telling a child’s story at such a vital time. Gerrard raises an eyebrow and Hugh remains deep in thought. Nevertheless, the Force presses on to the chasm.

On their way down, the Force comes across something they had only ever heard about through ancient texts. A robot stands motionless only a short distance away on the same path the Force is taking. Investigating the Robot triggers it to come to life. It explains that he has been guarding the chasm for many years and that it wasn’t until recently that he had been attacked and put into a stunned silence. The Force had managed to ‘awaken’ him from this state. He joins the group on condition that they will destroy the darkness.

**\*Amos joins the Force**

As they reach the bottom, they see a gathering of dark energy, with a pocket of darkness at its centre. Hugh pipes up, saying that he knew something was wrong. He tells the Force to destroy the dark creatures and destroy the pocket of darkness in the centre, as it is the source of the dark creatures, not Lexus.

**Battle 27- Chasm**

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**Part 6 – Revelation**

After the battle, the Force stands surrounding the pocket of Darkness. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) tells Hero to destroy the pocket, or the creatures will never stop spawning. Hero raises his sword to attack it, but Hugh tells him to use the green Blade at his side. Hero draws this blade, and is about to pierce the darkness, when a shimmering occurs in front of the Force. The god from the shrine appears in front of the pod, this time encased in a form of armour. He scolds Hero for disobeying his words, and demands the Force march on to the Shrine of Kings. Hugh counters, demanding Hero strike. Gerrard draws his sword and approaches, but the God steps aside, allowing Gerrard to see the middle of the pod. Inside, he spots his sister, Maya, helpless against the darkness.

Sharna confronts the God about his stopping the Force. They are here; ready to strike at the darkness, yet he wants to stop them. Hugh tells them that they have actually been working for a dark god, but it is only recently that he has worked it out. After meeting the God at the shrine, he had known something was wrong, which was only furthered by not asking the Force to deal with the growing darkness. Hugh also tells Hero to raise the blade and defy the god. It was used to penetrate darkness before, and will protect them now. As the Hero holds the blade forth, the God flinches and is pushed back.

The blade starts to radiate white light as Hero holds the blade up. He pierces the pocket of darkness with the blade, which erupts light from the entire chasm. The God is pushed back to his knees by the light, but Maya is freed, along with the remaining creatures of dark, which fly out of the chasm, in the direction of Ohran. Gerrard catches his sister in his arms, and Hero now holds the Radiant Blade in his hands. The god curses them for what they have just done, and unleashes a dangerous wave of energy at the Force. They are protected by the Radiant Blade, but are surrounded by dark creatures of much power.

**Battle 28- Escaping the Chasm**

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**Part 7 – After Battle**

The Force now lies in the quietened chasm, with Maya safe in Gerrard’s arms. He holds his sister in support, having missed her since her disappearance. She asks Gerrard about their father, but he tells her they must escape the unsafe chasm first. The Force heads back to town.

Back in Ohran, Gerrard tells Maya that their father is dead and that his body is being controlled by a dark being, which, in turn, is controlled by Lexus. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) asks Hugh what they should do now; they were working for a dark God, and asks if they should even continue. Hero tells her that regardless of what they were doing, they must still stop Lexus, and ultimately, the God. Maya then tells the Force that she has the power to repel the dark, if she is given time to prepare. She will stop the God and assist the Force with her powers; Gerrard starts to protest, but she insists.

**\*Maya joins the Force**

With Maya on the Force’s side, they decide to head to the Border town, where their journey first began. After Maya has a chance to rest, the Force march towards Erium, where the Throne of Kings rests.

**End of Chapter 7**

**Part 1 - Preparation**

In Ohran, the Force makes its preparations for the final battle with Lexus. Maya has now rested and is ready for battle. Gerrard is still not happy about her coming, but she insists, saying they will not survive the onslaught of Lexus’ power if not for her. She then tells the prince that she was kidnapped because of the threat her power posed to him.

In town, the only people left are soldiers and weapon dealers. They announce that they have seen a relatively small, but powerful army lying at the border gates. One of the dealers thinks that this is actually to keep people out more than attacking people.

The Force leaves town to confront the man they have chased for so long. As any remaining enemy Force will just hinder them, they decide to take the most direct route.

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**Part 2 – The Border Gates**

As the Force steps forward to the gate, they are spotted by the enemy. Ready for combat, Hugh tells Hero to rush the enemy before they have time to become composed. He also tells them to show no mercy, and remember what the enemy has done to the people of the land. One of the enemy creatures rushes to warn their general of the Force’s appearance. Gulwin arrives and orders the enemy to attack. He then proceeds to pass out.

**Battle 29 – Erium border**

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**Part 3 – After Battle**

As the battle closes, the Force approaches the King and begin questioning him. Gerrard stands in front of Gulwin with his sword drawn, ready to strike the king down. Maya steps forward and asks Gerrard to stop, pointing out that their father couldn’t even do battle with his minions, let alone take on the whole Force now. The princess steps forward and speaks a silent prayer in front of her father. She starts to emit a warm, vibrant light, which makes the figure squirm away. Hero and Gerrard moves forward to hold the king in place.

Maya presses forward and places her hand on the head of the king, muttering the final words of her prayer. As she finishes, the king screams, and a dark creature is ejected out of the king’s body. Gerrard holds onto his father whilst Hero and Sharna chase the weakened creature away from the Force. Gulwin is breathing heavily by this point, and has trouble standing, but his children are around him in a tight embrace. He apologises to the pair for all the trouble he has caused them, but they say nothing and continue to hold the king in their arms. Hugh steps forward and suggests they allow the king to rest before they continue their march forward. Hero returns, saying that the creature ran in the direction of Erium. Sharna says that they need to set up camp to rest before they make their final push.

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**Part 4 – Camp**

Inside the camp, the king is stronger, but still weakened. [Sharna](http://sf2cg.pbworks.com/Sharna(character)) puts forward a theory that the creature may have sapped much of his strength, and he will take a lot of time to recover. At this point, the king tells them to leave him behind, as he will only hold them back, and they do not have much time. Although he didn’t have control of his body, his mind was very much awake, and he knows that Lexus is at the throne room, preparing.

Gerrard says that he will not leave his father behind in such a weakened state, but again, the king objects. He demands that they go forward, leaving the traitor behind. By this point, Maya is crying, but everyone leaves the cabin, respecting Gulwin’s last wish. Gerrard is the last to leave, and as he reaches the doorway, the king calls him back. As Gerrard reaches the king, he is handed the king’s sword. The Prince starts to protest, saying the sword is his fathers, and only the king should handle the sword. The king laughs, saying that Gerrard will soon be king, as there is not much life left in him.

The king continues to tell Gerrard of his family’s lineage. He tells Gerrard that their family are protectors of the seals. Long ago, just before the power of the king was placed in the seals, their ancestor, Asta, was the king’s personal bodyguard. Darkness came upon the land, and the king used his power to create a magic sword which would combat the darkness. People often assumed that the king went into battle against the darkness alone, but there were two men, the king and Asta. With the courage of Asta supporting him, the king fought wildly to rescue his queen from the darkness. Asta fought off the darkness, allowing the king to focus on helping the queen. Years after the darkness was abated, both men had grown to be old men. Asta stood at the king’s side until his death, when the source of his power was placed into five shrines. The queen, who was now aging, asked Asta and his son to become guardians of the shrines.

After his death, Asta’s son, Geran, became the guardian of the seals. Geran married the daughter of the king and queen and bore two children. Throughout the years, the line would always carry two children. One would be an honest, but courageous fighter, whilst the other would always show proficiency in powerful magics, the remaining remnants of the original battle.

The King then tells Gerrard that both he and Maya must fight alongside Hero to restore the honour of the family’s name. He once again apologises for betraying the country, but he knew of no other way to keep his son and daughter, both who he loves dearly, safe. The king closes his eyes in exhaustion at this point. With the [Sword of the Seals](http://sf2cg.pbworks.com/Sword-of-Seals(weapon)) in his hands, Gerrard leaves the camp.

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**Part 5 – The Final March**

Hero, [Sharna](http://sf2cg.pbworks.com/Sharna(character)) and Hugh console Gerrard and Maya as they leave the camp. Gerrard now asks Hero to lead the march into Erium; they must stop this disaster before it happens. Maya simply looks at Gerrard and nods, noticing the king’s sword at his side.

The scene changes and we see Erium. Many people are lying dead on the ground, which infuriates Hero and Sharna. Sharna solemnly observes how desolate everything has become. Without hesitation, the Force approaches the castle gates, ready for battle.

**Battle 30- Outside Desolation’s Heart**

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**Part 6 – After Battle**

After the battle, the Force walks into the castle grounds. It is still eerily quiet, with many dead guards lying on the ground. The Force pass through the throne room, noting King Erium and his personal guard, frozen in stasis. Sharna looks at them regretfully, as Gerrard and Hero approach the throne. The two of them push the throne over, revealing a stairwell leading down. Following it down, they approach a shrine door at the bottom. They ready themselves, and enter the room.

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**Part 7 – The Undead Generals**

The Force walks forward and enters a moderate sized room. As the Force steps forward, Lexus appears and laughs at the Force. He murmurs a spell and four beings rise from the ground. The Force spots the generals all appearing before for them. Shock and anger spread as they realize that Gulwin is once again amongst the enemy. Gerrard and Maya call out to their father but he remains completely silent. Lexus cackles again and then disappears behind a hidden door. Weapons ready to attack, the Force moves forward to challenge the generals.

**Battle 31- Undead Generals**

As the battle continues, Hero eventually notices that the four generals look different than before. Looking closer, he realizes that they are all undead.

After this battle, the Force approaches the throne chamber. Outside the room, Hugh stops the Force from advancing. He congratulates the Force on their victories, but advises the Force to take a second to regroup. Sharna senses dark creatures appearing from the rear, which will only harass them in the final fight. Hugh tells Hero to take his most skilled fighters with him while the rest protect their current position.

Once the final Force has been assembled, Hugh leads the reserves to give guidance, saying he has no more advice for Hero, fight as hard as he can, and defeat the evil.

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**Part 8 – Confronting Lexus**

The final Force led by Hero enters the throne room and notice Lexus and Mistal near the Throne of Kings. They stand by cockily, as though they were waiting for the Force. Hero and Gerrard shout for the pair to stop where they are or they will have to stop them. Lexus taunts them, saying there is no way they can stop him, he is brimming with dark powers, but they are welcome to try.

Gerrard steps forward with the [Sword of the Seals](http://sf2cg.pbworks.com/Sword-of-Seals(weapon)) held ready, which catches Lexus’ eye. He sarcastically congratulates the prince on learning the lineage of his family, but it is too late to stop him. Mistal, noticing Hero holds the [Radiant Blade](http://sf2cg.pbworks.com/Radiant-Blade(weapon)), scoffs and tells him it would have been easier if he’d have died in prison. She promises to cause him an immense amount of pain for what he has done

Lexus and Mistal combine their powers to summon demon spawn from the darkness, starting the first of the two final battles.

**Battle 32 – Stopping Lexus**

After the battle, Mistal is on her knees with her head sagging. Mistal pleadingly asks Lexus how they became so powerful without the power of a god on their side, but he simply laughs at them. Using his power, he throws the Force back and demands Mistal use her power to break the seal. She focuses her power on the Throne of Kings and breaks the seal on the throne itself, and collapses. Lexus drags himself up to the throne and speaks the verse to grant himself power. At first, nothing happens, giving Hero the chance to rush forward with the Radiant Blade, but before he can reach the throne, power emanates from the throne, pushing him back to his knees. Lexus now has a burnished gold aura about him and brings himself to a standing position. He starts launching bursts of power at the Force, which they manage to avoid.

As he continues to unleash his power at the Force, he taunts them, talking about their deaths, his new power etc. The room turns darker however, confusing Lexus and the Force. Gerrard asks what is happening; he is unable to move his body. Hero attempts to move, but is also unable to. Lexus demands to know what the Force has done, but a figure appears in front of Lexus. The figure turns out to be the God from earlier, and explains that they are all paralysed. He turns to Lexus and tells him in no uncertain words that he was foolish to try and usurp the powers of a God for his own use, and that he should have seen this coming. The Gods fists flash and he strikes Lexus. Instead of being hurled away, the God merges with Lexus to gain the powers he has just received.

Standing in front of the throne, the God revels in his new power and tells the Force that they should not have disobeyed him earlier. If they had still served him, he would have allowed them to live, but now he will enjoy watching them be torn limb from limb. Darkness flashes through the room again, summoning extremely powerful creatures.

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**Part 9 – The Final Battle**

As the Force begins to panic, Maya can be heard chanting. The God yells and demands to know what is going on. Maya continues to chant and the Force finds that they are free to move once more. Rage growing, the God tries to paralyse the Force again but is thwarted by Maya’s chants. He yells once more, this time for his creatures to slaughter the Force.

**Battle 33- The Final Battle**

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**Epilogue - Part 1**

After the battle, the whole place shakes as the God releases his last bit of energy. The God lies on the ground in a much weakened state. Hugh enters the room, making sure everything is alright. The rest of the Force had done a great job defending and then felt the ground and walls shake. He came as fast as he could to make sure everything was alright. Realising that it might all be over, Hero, Sharna, Gerrard, Maya, and Hugh make their way to the weakened God.

The God is still in disbelief about the Force beating them, but reminds them they would not have been successful without Maya. She then tells the god that he might have been successful if he had not merged with the body of the Human. In doing so, he forfeited the immortality of the gods and chose to live with the limitations of the people.

The god admits his mistake, but tells the Force that they are foolish if they think this is the last threat the world has ever seen. It might not be for a long time, but there will always be darkness, and someone will always attempt to capitalise on it, just as Lexus did.

Sharna looks to Hero and nods, as he knows what has to be done. Holding the [Radiant Blade](http://sf2cg.pbworks.com/Radiant-Blade(weapon)), he plunges the Blade into the body of the god, releasing the power in his body. Maya then pushes Gerrard to hold his Blade high. As the Prince does so, the power that Lexus and the god obtained enters the sword, and channels through it back into the Throne of Kings. King Erium and a few guards - who had been present but held in stasis in the room above – are freed the instant the power is sealed away. The entire castle begins to shake and shudder from the god’s death throes.

Hugh suggests the Force leave the castle quickly, lest they become trapped. As they all rush to leave, Gerrard stands still. He tells them that the power will only be abused if the throne isn’t destroyed with the Sword of the Seal, and this is something he has to do. Maya tries to follow. The others try to stop her, but she struggles free and returns to Gerrard’s side. Falling rubble collapses to seal off the entrance to the throne room, blocking their way out. Hugh leads the rest of the Force away with a heavy heart, stating that there is nothing more they can do for them.

In the throne room, the force find King Erium and his guards. He spots Sharna and Hero standing before him and instantly apologises. Hero tells them not to be concerned, since they have to get out now.

They get outside of the castle, and flee the gates. The castle explosively collapses, releasing a fallout pulse presumably because Gerrard destroyed the Throne. The castle sinks into the ground, leaving behind a chasm. Hero, Sharna, Hugh, and some others (Gerrard’s aides) approach the edge; a tentative silence followed by sad talk of Gerrard and Maya’s apparent demise. Gerrard and Maya suddenly flash into view, as Gerrard had managed to egress. The force’s spirits lift at the two of them appearing safely. King Erium steps forward, apologising again. He tells them that Mistal had threatened to kill him and lay ruin to the kingdom if he did not co-operate. He was caught off guard by the mage, as she had been his trusted advisor for years, he never expected her to betray him. Sharna explains that it is okay, Mistal and Lexus have been stopped. His kingdom is no longer in any danger, things can return to normal. Gerrard and Maya introduce themselves as the prince and princess of Signus, and offer to become allies of Erium. King Erium thanks them and the Force for their role in saving the land, and promises the pardons for all involved.

Gerrard steps forwards, and tells Hero that he wishes he could stay to help, but must return to Signus to restore order to his people. Hero states his understanding, wishes luck, and the two share a parting handshake. Gerrard leaves with Maya, as Hero and Sharna watch.

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**Epilogue – Part 2**

A series of scenes pass as music plays:

Hero, Sharna, Huun, and citizens are seen rebuilding Erium.

Gerrard and Maya oversee their father’s funeral in Signus.

Azure and Krys fly around Avaria.

The ship captain continuously sails east.

The two swords gleam in glass cases mounted to the wall.

**FIN**