

Return Zone

Game Design Document



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Narrative Design in Video Games

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SYNOPSIS

Genre: JRPG/Adventure

Target: Ages 10+ to 30, fans of JRPG and fantasy stories

Mode: Single-player

Return Zone starts in the future of a world now called The Kenopsia, with Elias Ebanacht, a mage, travelling through abandoned ruins in an off-limits area called the Uncrossable Plains. The future has been suffering from an excess of magic in the environment that has caused multiple natural disasters and the appearance of the Distortions, giant monstrous beings also made of magic; changing life in these lands forever. Determined to change the course of history in hopes of earning his neglectful father's respect, who is the director of an important council of mages, Elias takes one of the council's Timeshift Medallions, and departs to the past from the deepest room in these ruins, to avoid the fulfillment of the prophecy which brought these disgraces.

"May the lone one from the cursed line bring the land's last breath, as the door to the Zone of Return welcomes them back."

Once in the past, Elias stumbles upon the deserted Leucher Village, a small settlement atop of a mountain, and is rescued from unconsciousness by its sole inhabitant: Lyanne Falgan, a young bandit girl. While she knows nothing about the prophecy, she reveals that one day, a strange occurrence made all the people from the village vanish, and that she's the only one left, having to depend on hunting and occasionally robbing travelers. As it turns out, Leucher Village is protected by a barrier, and only those who know how to get there can reach it. When Elias realizes that he has lost his Timeshift Medallion during the landing, leaving him with no way to return to his time, Lyanne decides to join him on his quest to fix the future.

To Elias' surprise, the past is also being tormented by smaller Distortions, which have been showing up with more frequency as of late, signaling the nearing fulfillment of the prophecy. On the way, they both stumble upon enemies and allies alike; from Cinque, a time travel technician who has come from the future to bring Elias back; Hagi, a child who seems to know something about the Distortions; Aldric and Kenelm, a royal scientist and his guard who are running investigations in the area; and Beyza, a sorcerer who knows about the prophecy...

As the world of the past lacks the amount of magic the future had, our protagonists depend on their weapons to protect themselves. With the help of Dennis, a travelling merchant, everyone's weapons can be improved with the right materials. Collecting items from both battles and maps and bringing them to him will also grant the party consumables like potions, elixirs, or money. Common enemies can be fought directly in the field via real-time action, but stronger creatures and bosses will require more planning, granted in turn-based combat. Exploring certain dungeons will be the key to progressing in the adventure; after they have been completed and all the pieces are in their respective places, the path to the final dungeon will appear.

ELIAS EBANACHT

*"It's... it's surely the right thing to do.
There's no turning back anymore..."*

Main character.

A mage who has travelled to the past to avoid the fulfillment of a prophecy.



PHYSIOLOGY

- **Age:** 22
- **Gender:** Male
- **Species:** Human
- **Height:** 168 cm
- **Weight:** 75 kg
- **Posture:** Not very confident, reserved.

Elias is a young man of average height. He's a bit chubby, and not very fit. His dark hair is naturally very wavy, and it often obscures his face, giving him a gloomy air. His face is slightly square-shaped, with slanted, almond-shaped orange eyes and thick eyebrows. His skin is quite smooth, giving him a very soft appearance. However, he's very pale and sensitive to the sun, so he burns and gets freckles easily. His usual garments consist on the common tunics used by mages and dark outfits, which make him look a bit more imposing than he actually is.

SOCIOLOGY

- **Class:** Bordering on upper class; his family, especially on his father's side, has a stable income and a prestigious position.
- **Occupation:** He's currently still studying in the schools directed by the council. Often helps with investigations. He does most of the work on his own, and only shares it if it's very necessary or he's asked to. He isn't very good at teamwork.
- **Education:** Has had high education, especially in fields pertaining to magic. His studies have always been chosen by his parents according to his abilities, without much consideration of his opinion. Even if he wanted to dedicate his life to something else, he'd keep on with his magic studies, as it's the field he already has expertise of, and he doesn't dislike it.
- **Home life:** Elias' parents have lived separately since he was very young; there hasn't been a formal divorce between them, but they just have no interest on being together anymore. Elias has a better relationship with his mother, who he sees often; though it's not an especially close one on Elias' part, as he isn't very open with either of them. Her mother cares a lot about him, however, and always lets him know she'll support him no matter what. His father has destined his life to investigating the prophecy and magical disasters, seeking ways to fight and stop the Distortions, to the point of neglecting his family. Elias also sees his father often, but their relationship is mostly formal and work-related. He has no siblings.
- **Place in community:** He's usually a loner. Though he's acquainted with quite a lot of people thanks to his and his father's work, he isn't very social, so he barely has any close friends; only two companions who he talks with sometimes. He mostly keeps his free time to himself and his hobbies and studies.
- **Hobbies:** Sketching patterns and magic circles, reading.

PSYCHOLOGY

- **Attitude:** Introvert
- **Temperament:** Quite pessimistic, but trying to grow out of it. He's a strange mix between choleric and melancholic.
- **Phobias and complexes:** Very afraid of public speech. Not very confident in his looks.
- **Abilities and qualities:** Can speak up to three languages, though he was better at learning them when he was younger. Good at deciphering things.
- **Ambitions:** Being recognized by his father for his doings. Becoming better and more confident.
- **Frustrations:** Not having been able to live in a normal, stable family. Not being recognized by his father despite his efforts.

Elias is not a very sociable person. He doesn't especially dislike people, but avoids interaction due to his own insecurities. Still, he clings to his virtues for pride, such as his magic talent. He tends to keep all his problems to himself, trying to fix them on his own, which often leads to unsuccessful results. However, whenever he's set on a possible solution for a problem, he tends to think about it a lot until he's completely confident on it. If he believes it's the only way to fix a problem, he'll steel himself to go through it, believing it's the right thing to do. He's stubborn whenever feels he needs to be, but prefers to avoid conflict. He likely suffers from depression. Despite everything, he's determined on doing good for the world, and believes that he can change the future for the better; also motivated to be recognized by his father, who seems to completely ignore and disparage him in favor of everything related to his job and the investigation of the Uncrossable Plains.

POWERS AND ABILITIES

Elias is an experienced magic user. His skills consist in a multiple range of offensive spells, along with some healing ones. He can easily analyze enemies, to discover their strengths and weaknesses. He starts out high leveled in the tutorial section, and with all of his skills and abilities available.

Upon arriving to the past, however, as the amount of magic in the environment isn't the same as in the future, he has difficulties with using his full powers, and takes a while to get accustomed; thus, he's lowered to level 1.

BACKSTORY

Since he was little, Elias' family was pretty much broken. His father had long been obsessed with the Uncrossable Plains, and the disaster that could have turned that area into an inhabitable land of wild magic torrents and monstrous Distortions. Busy as he was, he had no time for his family, and he would get furious whenever called out for it. Elias tried to understand the reason he was so obsessed, but could never find one, thus he ended blaming his family's unstableness on the Uncrossable Plains and their past prophecy.

As his father was already a great mage, Elias had a lot of potential himself, thus he was sent to study magic as well. He would always try to do his best; maybe this way, his father would look towards him and praise his efforts, but it never happened. He started wishing the disaster had never occurred to begin with.

CHARACTER ARC

Elias decides to take all of the bravery he can gather in the attempt to changing the past for a better future. He has studied everything he knows about the prophecy in depth, and has concluded there is only one solution: finding the person destined to fulfill the prophecy and stopping them. He feels more determined than ever, as this time there are very high stakes in game: the possibility to change his future for the better, even if it is at the cost of his current, depressed self.

After meeting Lyanne, he decides to follow her around to figure out where exactly he is, while trying to proceed with his investigation about the person of the prophecy. As he meets new people, he begins to share more of his goals, especially with the rest of the main group. He shares his suspicion of Aldric of being the person of the prophecy, but slowly starts to realize the description fits Lyanne herself much more. Feeling cornered and with no other option, he ends up betraying the main group, wounding Lyanne and running away with the last artifact.

He takes this as a moment of self-reflection, and instantly regrets this rash decision. Kenelm finds him, and gives him a stern speech, trying to shake some sense into his head. Elias listens, and admits his mistakes. Finally, Elias decides to be honest and ask Kenelm for help, to which they return to the village, just in time to stop Beyza.

In the end, he deeply apologizes to Lyanne, but without expecting to ever be forgiven. He accepts her answer, and vows to himself to become a better person, more honest and without pitying himself for his shortcomings.

LYANNE FALGAN

“Oh, it’s alright! They’ve gotta come back someday, right?”

Main character.

A bandit girl from Leucher Village, and currently its only inhabitant.



PHYSIOLOGY

- **Age:** 14
- **Gender:** Female
- **Species:** Human
- **Height:** 154 cm
- **Weight:** 51 kg
- **Posture:** Quite restless. She can never maintain the same position for five seconds unless she’s focused on something.

Lyanne is fairly short. She has round features, and especially soft cheeks. Her haircut is a bit irregular, as she tries to take care of it herself. She often wears baggy clothes, which make her look even rounder, but she’s actually pretty fit from hunting and running all the time. Most of her outer layers of cloth tend to stay dirty for long times before she decides to wash them, so her overall appearance tends to look pretty messy. She isn’t very strong, so she depends more on precision and speed. She lost her left eye due to injury, so she wears an eyepatch.

SOCIOLOGY

- **Class:** Currently lower. Her village was never very rich either, but the community helped each other get by.
- **Occupation:** None. Currently sustaining herself with what is left in her village, along with hunting and robbing food from travelling carts when necessary. She doesn’t keep a definite schedule, but still sleeps during the night and wakes during the day.
- **Education:** She used to attend the only school in Leucher, though her class was very small, formed only by the few children in the village. She wasn’t much of a fan of studying in general, as she preferred to play outside. On days with good weather, the class would be taken outside as well; these were the only classes she’d always be looking forward. Though if you asked her, she probably wouldn’t remember any specific topic they gave in class in specific; everything she learned from class is what she applies as common knowledge, or if it becomes relevant in a specific situation where she can remember about it.
- **Home life:** Back when her parents were in the village, they were a pretty close family of three. Though she’d often argue with her parents about her studies or whenever she got in trouble, she was one to help at home often, and most of the time they got along. She’d sometimes accompany her father on hunts, where she learned how to use knives. She was close with some of her neighbors as well, who acted like uncles or aunts towards her. After everyone in the village disappeared, her parents included, she tried to take up all of their tasks as she could, such as taking care of the neighbors’ gardens.
- **Place in community:** Since Leucher Village is pretty small, all the kids knew each other since very young ages. Lyanne liked to hang out with her closest friends, and often ended caught up in their antics even if it wasn’t her intention.

- **Hobbies:** Writing on her diary, counting mushrooms.

PSYCHOLOGY

- **Attitude:** Ambivert
- **Temperament:** Very optimistic and easygoing.
- **Phobias and complexes:** Deep down, the fear that her family and friends may never return. Has become used to being alone, but still feels lonely most of the time.
- **Abilities and qualities:** Used to hunting, so she's also accustomed to the sight of animal blood. She also has a lot of patience.
- **Ambitions:** Bringing back her family and the rest of the townspeople. Hunting the biggest prey in the forest.
- **Frustrations:** "Having to waste time taking baths when there's so many better things to do", according to her.

Despite her situation, Lyanne is a very cheerful person. She's talkative and curious, and is always happy to meet new people, though it doesn't happen often. She tries to be very responsible, as she believes that if she does her best, her family and the rest of the villagers will come back sooner. She talks to herself a lot, which might make her seem a bit eccentric, and even says she sometimes speaks with a "friend" in her head; though this friend is actually Hagi talking to her through telepathy.

POWERS AND ABILITIES

Lyanne has experience as a hunter, knowing how to hide her presence and wait for the right moment to strike. Her weapons are a pair of hunting daggers. She depends on speed and precision, dealing great critical hits upon hitting vital spots in a single strike, or multiple hits in a short span of time. She's sneaky, able to sometimes snatch away items from her adversaries without them realizing.

BACKSTORY

Lyanne was one of the few children of Leucher Village, a settlement hidden near the top of a mountain. Such a hidden village, it was surrounded by a barrier with the purpose of hiding it from the outside world. The inhabitants of Leucher Village were the last descendants of the creators of time magic, their talent still running through their veins, and still guarding the Return Zone, ancient ruins housing the Timeshift Reactor, a machine made to create the tunnels between different times destined to time travel; though they knew nothing of its purpose. Their ancestors had purposely stopped teaching time magic to their descendants, in hopes of avoiding the prophecy they had foreseen with their powers: a disaster that would bring ruin to these lands. All that the people from Leucher knew was that nobody had to find the reactor, and kept to themselves to their own, self-subsisting village, and rarely leaving. Of course, Lyanne knew nothing about this either. She was one of the few children living there, living a normal life with her friends and family. The tales of the adults made her afraid of going outside, as it did with all the other children, keeping them inside the village until they became old enough to guard the Reactor themselves.

Rumors ran among her friends that the town mayor had a very special treasure, and one day, they proposed a dare to sneak in his house and take it, just to look at it. Finally, there was a day where the mayor and many of the other adults had gone to investigate the Reactor, as it was starting to distort the magic in the area. Lyanne, accused of being a coward, decided to take on the dare and sneaked in the mayor's house. She found the Medallion secured inside a cupboard,

but right as she was leaving, a great tremor hit the mountain, and a strange storm enveloped the village. Lyanne fell and hit her head, a nearby vase breaking and glass wounding her left eye, and lost consciousness right after.

When Lyanne woke up, she was in her house. Her head and her eye hurt, but they had been healed and treated as best as possible. Still, a large scar remained in her face. Lyanne called out for her parents, but nobody answered. She left the house, but the village was completely empty. A voice in her head apologized for leaving so soon, and reassured her that everything would be alright. She also realized then, that the medallion was nowhere to be found either.

Some months later, Lyanne has gotten used to her lonely life. Between the neighbors' barely alive orchards and what she manages to hunt in the forest, she subsists. The voice in her head cheers her on, still telling her it will be alright, giving her advice, and sometimes just having conversation. Occasionally, she will take all her bravery and step out of the village and through the nearby cave, crossing the barrier and taking a peek at the outside world. When unaware merchants pass by, sometimes she sneaks out food from their carts, returning quickly to her place. To cheer herself on, she writes on her diary everything she has seen, heard, or learned.

CHARACTER ARC

One night, a strange sound interrupts her diary writing. Taking a look outside her house, she finds an unconscious Elias. After rescuing him seeing him a bit desperate over his situation, she decides to join him, happy to be speaking with another person directly since a long time. At the same time, she tells him about how everyone disappeared, and that she's waiting for everyone to return. While Lyanne doesn't know anything about the prophecy, she tries to help Elias with whatever ideas she has. At the same time, Lyanne discovers the world outside of her village, which she was always so afraid of. Visiting the nearby Cistus Town and meeting new people, like Beyza, Cinque or Dennis, Lyanne feels like she's learning more every day.

Even as she steps into danger, facing Kenelm and Aldric and investigating the dungeons, she still keeps being as cheerful as ever. That is, until Elias suddenly turns against her and the rest, saying that the only way to fix the future is if Lyanne disappears. Elias attacks her, and between the shock and the wound, Lyanne loses consciousness. She wakes up in her house, all the cheer drained from her face, and wondering if she did something wrong. However, as the quest to restore the future has also become part of her purpose, she decides to continue on with it.

The group arrives to the depths of the mountain, the ruins called the Return Zone. They find the Timeshift Reactor, and Beyza tries to get Lyanne to activate it for her. Lyanne trusts her and does as said, allowing Beyza to drain the Reactor's power for herself, thus feeling betrayed once again. However, a regretful Elias arrives just on time with the last piece to deactivate the reactor. Hesitantly, but both still determined to end the quest, team up to defeat Beyza.

Once everything calms down and the reactor is deactivated, Elias apologizes for the misunderstanding. Lyanne, however, is still badly wounded, and tells him to give her more time to think. In the end, Lyanne decides to stop waiting for the villagers and her family to come back, as she now knows they've been long lost. She decides to continue on with her life, either going to the future with her newfound friends in one ending (ending 1), or staying in the past with the people of her time (ending 2).

CINQUE CORNEL

“You’ve better prepared a good explanation for your actions, Ebanacht Jr.”

Secondary main.

A time travel technician. Sent to the past to find Elias and bring him back.



PHYSIOLOGY

- **Age:** 26
- **Gender:** Female
- **Species:** Human
- **Height:** 175 cm
- **Weight:** 63 kg
- **Posture:** Confident, playful.

Cinque is quite a tall, lean woman. Thanks to her frequent physical and magic training, she's very fit, and has a strong grip due to her trained limbs. Her head is heart-shaped, with a slightly pointed chin and nose, and she's often seen with a smirk on her face. It's common for her to wear different hairstyles every day whenever she doesn't have too much work. She tends to wear her goggles on her head at all times in case she needs them. She's actually a bit nearsighted, so she tends to squint her eyes. She has a birthmark on her left ankle, though it's usually covered up.

SOCIOLOGY

- **Class:** Middle.
- **Occupation:** Her occupation is a bit particular; she usually works as a regular magic technician in the council, doing maintenance on the various magic machines they keep. However, her true job consists in ensuring safety of time travelling and checking on the council's Timeshift Medallions, which work similarly to clocks. She's diligent with her job, and her superiors know she can be counted on.
- **Education:** She has had average education in average schools. She wasn't much of a fan of studying, so she depended more on her bare knowledge to pass. She wasn't very invested in subjects unrelated to her interests. Her best were PE, technical subjects and especially mathematics.
- **Home life:** Currently independent and living on her own. Her parents live in a nearby city, and she visits them often. She has two younger brothers, who she used to take care often when they were little, so she's used to watching over people. Her parents used to be quite strict with them, and scolding them harshly whenever they did something wrong; though all three have been slightly rebellious, and tended to ignore their warnings. As time passed, she lost this rebellious streak, and became a bit imposing with people herself whenever needed. They have remained a close family so far, however, as they value the sense of family a lot.
- **Place in community:** She has a few friends in the council, and quite a lot of acquaintances. She's well liked, and people often ask her for help whenever a machine doesn't work. Outside of her job, she has a small, close group of friends. She doesn't often tell them stuff about her job with them since part of it is confidential, but they still share a lot of worries.
- **Hobbies:** Working out, tinkering with metals.

PSYCHOLOGY

- **Attitude:** Extrovert
- **Temperament:** Sanguine. Very optimistic, but also kind of a realist, though she still tries to keep hope all the time.
- **Phobias and complexes:** Isn't very fond of dogs. Used to have a height complex when she was younger, but got used to it.
- **Abilities and qualities:** She's good at mental calculus and logic games. Way too caring towards other people.
- **Ambitions:** Building an android with her own theory.
- **Frustrations:** Not having much free time from work but still always accepting too much work to do. Also, when people keep teasing her about still single status.

Cinque is a responsible person. Most say she's fun to hang out with; she's upbeat, has a good sense of humor and likes to have fun. She tries to be a carefree person, but her common concern for others tends to give her more worries than she'd like to have. Her confidence gives her the impression that she can handle more work than she actually can, though she usually manages through one way or another. She isn't above being sarcastic with people she has known for enough time. She can get serious when necessary, and tends to meddle in other people's issues, even scolding them if she feels they aren't doing the right thing; though it's always with good intentions. She's very sincere, and has no qualms about telling people the truth or her thoughts as they are.

POWERS AND ABILITIES

Cinque focuses on physical combat using both her fists and knees, all reinforced with metallic equipment. She combines her blows with fire magic, to strengthen them. Her fighting style is quite aggressive, being a heavy hitter at the cost of her defense; either she focuses in one or the other, though she defends by countering hits.

BACKSTORY AND CHARACTER ARC

Being a fan of machines and robotics since childhood, through various connections, Cinque ended up working as a technician for the council of mages. With the excess of magic, jobs related to technology are unusual, but there are still people who depend and experiment on it. From all the artifacts and old machines that need a thorough analysis that the council has in their possession, to the Timeshift Medallions, complicated contraptions few people know how to work with. Every time there is a job that requires the presence of one of these Medallions, timetravel technicians are called; Cinque among them.

After Elias steals one of the council's Medallions to travel to the past, Cinque is sent from the future to bring him and the artifact back. At the beginning, she's completely focused on her quest, scolding Elias very harshly upon finding him, and especially when she finds out his Timeshift Medallion is broken. She doesn't want to get very involved with the people from the past, as she believes it could cause problems with the course of time. However, as she interacts with Lyanne, Hagi and the rest, she starts opening up, acting like an older sister figure towards them.

As events progress, she's the first one to realize that the course of time can't actually be changed, or else she wouldn't have been able to travel back to this time. From this point on, she

decides to openly care about the group, especially when Elias turns his back against them and wounds Lyanne. This awakens her most protective side, and also her inner fury; determined to make Elias apologize and atone for what he did. In the end, she lets Lyanne decide if she wants to accept his apology or not, though Cinque herself stays pretty mad at the situation.

HAGI

"I won't ask you to trust me, but... please. Go, and judge for yourselves what to do."

Secondary main.
Humanoid form of a Timeshift Medallion.
Has the power to fight Distortions.



PHYSIOLOGY

- **Age:** Unknown
- **Gender:** None
- **Species:** Artifact (Timeshift Medallion)
- **Height:** 142 cm
- **Weight:** 35 kg
- **Posture:** A bit rigid. Doesn't gesticulate much; only tends to move their head.

Hagi has the appearance of a young kid of ambiguous gender. They're short and pretty thin, but very agile. Their hair and skin give them a very golden-colored appearance, reminiscing of the Timeshift Medallion that is their true form. They always feel cold to the touch, as if touching metal, though they don't have the same hardness; in a way, Hagi is more like an android. With their pointy ears, they can easily pass off as some sort of elf; though it's not a very common sight.

SOCIOLOGY

- **Class:** While they would be considered lower as they don't have money or a job, they don't really need them.
- **Occupation:** Not exactly an occupation per se, but their job is to provide access to Time Magic, to allow travelling through time. Though being a sentient Medallion, Hagi has the ability to decide whether to do it or not.
- **Education:** None, but thanks to their old age and powers, their knowledge about magic is wide. However, they still lack in a lot of common knowledge among humans, as they haven't lived a normal human life. If they went to school, they'd probably enjoy artistic or physical education subjects, which are things they haven't experienced very well. Since they already know about a lot of past events, they would feel bored in history class.
- **Home life:** None. The closest thing to parents they ever had were their creators, who didn't act much like parents.
- **Place in community:** They've never had an opportunity to make friends, not even of their kind as they have been the only Timeshift Medallion of their time, and the only sentient one to this date. However, after meeting Lyanne and the rest, they become attached to their human companions; hoping and looking forward to be seen as an equal, and being able to live among them, as they feel it's their current purpose.
- **Hobbies:** Birdwatching.

PSYCHOLOGY

- **Attitude:** Ambivert
- **Temperament:** Phlegmatic.
- **Phobias and complexes:** Has no particular phobias, but their greatest fear is being discarded for having no purpose to be.
- **Abilities and qualities:** Very understanding and forgiving. Has an excellent memory.

- **Ambitions:** ...finding something great to pursue after they fulfill their purpose. And living.
- **Frustrations:** Feeling that once their duty is over, they will be discarded.

Despite being an artificial creature, Hagi is actually alive, and their emotions are very much real; all thanks to magic, in a similar way as the Distortions are. Still, most of their behaviors are learned from their surroundings, as their conscience was mostly robotic before they gained a body of their own. By talking with Lyanne, Hagi became quite cheerful, though a bit quieter and more prideful than Lyanne. They're very forgiving and emphatic, as they always try to understand how everyone feels through reason, from a mostly objective view point. They tend to keep their thoughts to themselves, as they feel like expressing them has nothing to do with their duty.

POWERS AND ABILITIES

Hagi's specialty is sword-wielding. Their weapon is a thin, dark blade, which they use to channel their magic. These powers allow them to easily harm creatures also made of magic, such as the Distortions. Most of their abilities allow them to power-up the rest of party members, while their offensive relies on their physical hits. They are a pretty balanced fighter, standing out in neither offense or defense, but more focused on raising their allies' strength.

BACKSTORY AND CHARACTER ARC

Hagi was the Timeshift Medallion the mayor of Leucher Village was keeping. They were kept in secret, mostly treated as an old treasure, with nobody allowed to touch them. However, they were stolen by Lyanne one day the mayor and villagers were more focused on the Return Zone in the mountain interior becoming unstable. When the Timeshift Reactor there went out of control and absorbed all surrounding magic, all while causing a great tremor in the mountain, Hagi, still as a medallion, protected Lyanne with a barrier. Being made of the same technology as the Reactor, Hagi gained a humanoid body thanks to the effects of the magic absorption. They treated an unconscious Lyanne, who had gotten injured during the tremor. After they made sure she would be alright, Hagi left the village to investigate, and find a way to stop the Reactor from going out of control again; though they still kept communicating with Lyanne telepathically, which Lyanne interpreted as a "friend" in their head. In the end, Hagi concluded that the best way was to shut down the Reactor, which they took as their duty.

However, as much as they tried to approach the Artifacts powering the Reactor, Distortions kept appearing as residue generated by the excess of magic on it. Since Hagi was part of the Reactor's mechanism, the Distortions would keep chasing them every time, so they decided it was better to find more people for the job. However, the townspeople of the nearby Cistus Town who saw Hagi thought they were the cause of the Distortions, and when Aldric and Kenelm arrived to investigate the tremor and magic irregularities, they started chasing down Hagi as well.

Once Hagi is able to communicate with Lyanne and Elias after they saved them, Hagi tells them about the Artifacts. At the same time, Hagi feels another time distortion: the arrival of Cinque, who they decide to try to contact as well. With the group reunited, Hagi reveals to them everything about the Reactor and their plan. It is all going well, though Hagi starts to think about what will happen after everything is over. Will they still be needed, once the Reactor is no more? Even so, they want to keep living, seeing new places and meeting new people. They are no longer an object. Still, they say nothing about this. They have a duty to fulfill.

However, the group already considers Hagi one of them. Little by little, Hagi starts to talk more about how they feel, and is told by the others that there is no need to find a purpose as objects have; they can just “be”. Once the quest is fulfilled, Hagi decides to stay with them, and keep living and seeing the world, all while helping them understand more about magic, and artificial beings like themselves.

KENELM DAMERECH

“Since you don’t seem to understand, I’ll just let my blade speak instead! Come on!”

Antagonist.

A knight assigned as Aldric’s personal guard during his investigation.



PHYSIOLOGY

- **Age:** 28
- **Gender:** Male
- **Species:** Human
- **Height:** 182 cm
- **Weight:** 79 kg
- **Posture:** Confident, intimidating.

Kenelm is a very tall, dark-skinned man, clad in armor most of the time. Underneath, he’s quite muscular and fit, though he does have some scars from past quarrels. He has prominent lips and eyelids, and a curved nose. He keeps the lower back of his head shaved, as it bothers him when his hair grows too much. To keep up with Aldric’s example, he tries to maintain his armor clean, and polishes it whenever he can. He’s never seen without his trusty sword.

SOCIOLOGY

- **Class:** Middle class, though he lives close to upper class people.
- **Occupation:** He works as a royal knight, often assigned on guard or escort duty of people of high rank. He works whenever he’s assigned a job, which is often thanks to his good reputation. He’s quite diligent, though with a not-so-professional attitude, it doesn’t bar him from chatting on the job if he’s familiar with who he’s working with. If he’s not, however, he’ll take it seriously.
- **Education:** He went to a rundown school in a small town, which doubled as an orphanage. He would always try to do his best in classes, with various results depending on the subject and whether he liked the teacher’s explanations. He was always more of a practice rather than theory kid, as he struggled a bit with memory issues. He was still marveled by subjects he didn’t understand or wasn’t able to do very well, like sciences or arts.
- **Home life:** He used to live in an orphanage after he lost his parents in an accident. Everyone in the orphanage was very close-knit and supportive, though he still wondered how it would have been to live with his parents; while his caretakers were kind to everyone, he felt it probably wasn’t the same as having an actual family. When he became old enough, he decided to begin training to become a knight, to stop depending on them and finding his place in the world. Currently, he sends part of his salary to the funds of this orphanage. He also took its name, Damerech, as his surname, as most other orphans who didn’t know their surnames did.
- **Place in community:** He’s well-known among the other royal knights, though he has a lot of acquaintances and barely any closest friends. People often come to him for advice on how to become strong, or good knights. Whenever he’s in a group, he tends to end up as the leader.
- **Hobbies:** Sparring, swimming.

PSYCHOLOGY

- **Attitude:** Extrovert
- **Temperament:** Sanguine. He tries to keep a positive worldview.
- **Phobias and complexes:** Quite terrified of harming the wrong person. Also spiders or any big insects.
- **Abilities and qualities:** Very loyal and trustworthy. Usually good at dealing with children.
- **Ambitions:** Becoming strong enough to protect people. Starting a family someday.
- **Frustrations:** Having no time to socialize much. Doesn't like being looked down at, which happened a lot during knight training.

Kenelm is very confident in himself. He enjoys good fights, jumping at the opportunity of intervening at every possible quarrel; situations in which his aggressive and intimidating side awakens. He knows when to rely on others and when to handle things himself, and takes it upon his hands to lend his help whenever he can. His memory isn't very good, especially when it comes to names. He's very respectful towards people he admires, especially so if they are people he's grateful to. He also respects people who are stronger than him, even feeling a bit scared of them, though he would never admit it this fear.

POWERS AND ABILITIES

Kenelm focuses on swordsmanship. He uses a large, curved blade, and mostly relies on physical abilities to fight. He isn't very good with magic, and has few ways to defend against it. When it comes to physical combat, though, he's a tough foe to defeat, as his physical defense is one of his best points.

BACKSTORY

Kenelm grew up in an orphanage after his parents lost their lives in an accident, though he was never given many of the details. As he grew up, he realized his orphanage wasn't in the best of the conditions, and decided to take upon himself to thank them for everything they had done. He started training every day, and once he was old enough, he left for the capital city to apply for knighthood.

He got through rigorous training, far worse than he had ever imagined. His instructor was Aldric's wife, an important royal knight. Once he had enough experience, he got assigned to guard Aldric in more than one investigation, so he became close to the family, both the instructor and the scientist treating him as if he were their son.

CHARACTER ARC

Once again assigned to work with Aldric, Kenelm accompanies him to Cistus Town, where reports of Distortions and unstable magic had arrived from. The townspeople told them about a child wandering around near the town that seemed to attract the Distortions, so Aldric sent Kenelm to look into it while he investigated about the area. Kenelm finds said child, Hagi, and attempts to capture them for caution and later interrogation, but fails thanks to Elias and Lyanne's intervention.

As he follows Aldric's orders, he isn't too sure about what goals Elias' group has; only that they are running around destroying the artifacts Aldric is trying to investigate. However, once he sees

Elias turning his back to his group and wounding Lyanne right in front of their noses, he tries to make sense of the situation, deciding to finally understand what their purpose is. Immediately after, Kenelm runs to look for Elias. He finds him, and gives him a stern speech, trying to shake some sense into his head, to which Elias manages to admit his mistakes, finally speak his mind and ask for his help. They return to Leucher Village, right in time to stop Beyza.

ALDRIC SIAN

"I will certainly prove it: these magic 'mysteries' are occurring for a reason."

Antagonist.

A royal scientist currently investigating the magic irregularities in the area.



PHYSIOLOGY

- **Age:** 63
- **Gender:** Male
- **Species:** Human
- **Height:** 173 cm
- **Weight:** 68 kg
- **Posture:** Uptight, with his back always straight and standing proudly. Often has his left hand on his back.

Aldric is an averagely tall old man. Despite his age, since he has led a life full of rigorous combat magic training, he's in pretty good shape. He has small, slanted eyes and remarkably arched eyebrows. His face is long, with prominent cheekbones and a straight nose, and quite a lot of wrinkles. He's always seen wearing a pair of tinted glasses, personal preference of his. His clothes are always unpolluted, as he tries to look as clean and professional as possible, even when he's out on field assignments. He always keeps additional pairs of gloves on himself in case they end up dirtied.

SOCIOLOGY

- **Class:** Upper class.
- **Occupation:** Royal scientist. Science and magic are closely related in this world, so his investigations include both. His jobs are assigned by the government, often dealing with current problems of the land. He is sent to investigate, analyze and write down everything he finds out, formulating theories and testing them on the field. All the knowledge he discovers is very valuable, so it's a very respected job. While he tends to work by himself on the field, he often shares his findings with other scientists.
- **Education:** Being from a noble family, he received very high education since he was very young. He was homeschooled for a long time, taught by personal tutors, so he didn't get to play outside much with other kids, leading him to get used to being by himself. He was good at all subjects, and had no particularly weak ones.
- **Home life:** His parents led a common noble life, though they have long since passed away. He gave away the family head title to his younger brother so he could focus on becoming a royal scientist, and feeling like his sibling would do a better job leading their house. He married the daughter of another noble family, facilitating an alliance between both houses. His wife ended up part of the knight order, among the highest ranks. Though they did both get along very well, they never had any children of their own; though later in Aldric's life, he would start treating Kenelm, one of his wife's young recruits, like he would have treated a son.
- **Place in community:** While he's a respected member among the royal scientists, he has never been one to hang out with friends. Most of the relationships with his acquaintances and close friends are very formal.
- **Hobbies:** Wine testing, collecting minerals.

PSYCHOLOGY

- **Attitude:** Introvert
- **Temperament:** Mostly melancholic. He wouldn't say he's an optimist or a pessimist, just that he looks at things as they are.
- **Phobias and complexes:** Slightly obsessed with being clean and keeping a good appearance at all times.
- **Abilities and qualities:** Very diligent and responsible.
- **Ambitions:** Leaving his mark on history by discovering something great.
- **Frustrations:** Being insulted for his family's old reputation.

Aldric is quite a strict and serious man who has his own way of doing things. He's a big perfectionist, and only feels satisfied with the most perfect possible results. He may seem stern at all times, but even he has a serious, stoic sense of humor. He's not one to believe rumors instantly, only fully convinced when he has checked the facts with his own eyes. His way of thinking is very based upon logic. He can easily maintain his emotions under control, except for the occasional anger.

POWERS AND ABILITIES

Aldric is an expert in magic, knowing it from the basics of its theory. He's able to cast high-ranking, difficult spells of various elements with ease, mostly of the offensive and supporting kind. Some of his abilities combine multiple elements, to minimize their weaknesses. He's not so good at defense, and though he has great stamina, a close quarters combat would leave him at a disadvantage.

BACKSTORY

Aldric was the eldest son of the Sian house, a noble family with ancient mage roots. They had gained a bad reputation over their use of dark magic during many years, but slowly started to clean their name. He was the family member with the most magic and academic talent they had, but his younger brother was much better at social interaction and not so good at studying, to which his older brother always lent him a hand. Aldric was destined to be the heir, but rejected the title in favor of his sibling, who he felt more fitting for the place. This way, he would be able to focus on his passion for science and magic. After stern arguments with his family, they ended up accepting his decision.

CHARACTER ARC

After multiple reports of unstable magic and the appearance of many Distortions near Cistus Town, Aldric is sent to investigate accompanied by his usual guard, Kenelm. Determined to solve these issues as he always does, Aldric sets off. He investigates the area, looking for places where the Distortions have been showing up with more frequency. These places coincide with various caves and ruins in the area, so he decides to take a look at them, one by one. In the first one, he finds an ancient artifact, which highly piques his curiosity. As he progresses through the investigation and finds himself more involved in confrontations against Elias' group, to the point of deciding on facing them himself, he becomes more and more interested in what is going on.

Upon arriving at Leucher Village after Elias betrays the main group, Aldric is marveled at the deserted town and its powerful barrier, and even more at the thought of the existence of time

magic. He instantly figures out that the solution of the mystery they have far been looking for has to be there. Along with Beyza, they find a passage to the interior of the mountain, leading to the Return Zone where the Timeshift Reactor is. By speaking with her, he starts suspecting that she might have her own agenda in relation to the Reactor and her knowledge of the prophecy, so he's the first one to speak up when she starts acting strangely. During their first confrontation, he defends Lyanne, Cinque and Hagi, who are caught off-guard.

He ends up wounded, though his guard Kenelm and Elias arrive just in time to join the main group in stopping Beyza. In the end, he accepts the shutting down of the Reactor, though he brings with himself all the information he can about it; which would later become the foundation of the council of mages Elias is from.

BEYZA VALERY

*“Oh my, are you travelers as well, then?
I apologize for startling you.”*

Supporting character, true antagonist.
A scholar travelling around the world in
search of knowledge.



PHYSIOLOGY

- **Age:** Unknown, older than it seems
- **Gender:** Female
- **Species:** Human
- **Height:** 177 cm
- **Weight:** 68 kg
- **Posture:** Gentle, elegant.

Overall, Beyza gives off a very clean, pure impression. Her paleness and long, white hair give her a slightly ethereal appearance. Her age is pretty ambiguous; her face could be either young or mature. Her features are soft and gentle, and she tends to wear a smile on her face. She's very tall and has a slender figure, though her physical fitness is average. Her regular clothes consist on long dresses, often accompanied by jewelry or accessories.

SOCIOLOGY

- **Class:** Middle class economically, though by appearances and mannerisms, one could say upper.
- **Occupation:** Scholar, studying independently. Since she travels all around the land, she often takes small jobs like protecting travelers and merchants.
- **Education:** Very high education, learned at a high-class school in her home city. Was very studious as a child, often praised by her parents, peers and teachers. She was good at and enjoyed history subjects. Though she studied enough to get good grades, she struggled a bit with more technical, number-related subjects. She has kept studying elemental magic up until the present time, as it is to what she still devotes her time.
- **Home life:** She has long been living on her own, though her way of life is travelling from one place to another, leaving her no room to settle down anywhere. She says it has been long since she heard about her parents, but considering her actual age, they have long since passed away; though she still misses them greatly.
- **Place in community:** She doesn't stay in the same place for long, so she has no close friends nor groups to belong. Though she tries to act kind towards everyone, she tries not to get too attached to anyone.
- **Hobbies:** Going on strolls, singing.

PSYCHOLOGY

- **Attitude:** Ambivert
- **Temperament:** Melancholic. Mostly thinks in a realistic way, but tries to fight reality anyway.
- **Phobias and complexes:** Has a very intense fear of death.
- **Abilities and qualities:** Has a lot of poise. Very easy to talk to, and a good listener.

- **Ambitions:** Becoming immortal, and being able to learn everything there is to learn in the world.
- **Frustrations:** The possibility of ever dying.

Beyza seems like a kind, gentle person, always ready to listen and give advice to whoever needs it. She's supportive and optimistic whenever speaking to others. She's good at gaining people's trust, at the same time that she analyzes them well, checking if they might be of good use for her. However, she prefers not to get too attached to people, as she never stays in the same place for long because of her own pseudo-immortality-related reasons.

POWERS AND ABILITIES

Her field of expertise is fire magic, though she also has a lot of knowledge about healing magic thanks to her family's genes. Her actual magic powers have a lot to do with rejuvenation, as her main point of interest and goal has been immortality since long ago.

BACKSTORY

Beyza comes from a talented line of healers. Her family had powers able to cure almost anything, though at the cost of slowly draining the user's life. The more they healed, the less time remained in their lives. Beyza was secretly terrified of this power, so she decided to focus on elemental magic instead, since it wouldn't drain her own life force. However, the inevitable passing of time became more obvious as life went on, every familiar who passed away becoming a weight on her shoulders and fears. Beyza decided she wouldn't let her powers consume her, and started looking for a way to extend her lifespan and control her powers better.

She studied and studied, and found ways to rejuvenate herself with her healing powers, slowly extending her lifespan. When everyone in her close family passed away, she began travelling around the world, investigating everything she could. It was then when she stumbled upon old documents about time magic, written and hidden by a descendant of the creators of time magic who had left their town long ago, in their ancient language. The documents also mentioned the prophecy, along with its full meaning. She deciphered it, and after a long investigation, traced back those documents to Leucher Village, a place she only knew by name, as she was never able to locate it in maps. However, she did find the village's relative location, and decided to travel there, in hopes of finding out more information.

CHARACTER ARC

Beyza travels to Cistus Town in Dennis' cart, which she has been hired to protect in exchange for the transport. On the way, she meets Elias and Lyanne, who join them on the way. By their attitudes and conversations, she soon deduces they both have something to do with time magic in a way or another, and decides to keep close watch on them. She lends their help whenever they need, even telling them about the prophecy so they can share more information with her.

Once they have gained her trust, she decides to help them with the investigation of the Artifacts, leading them to the next possible location. Unexpectedly, however, Elias' betrayal ends up bringing her to Leucher Village, the place she had long been looking for. Conveniently, she sets to investigate the place with the help of Aldric, though it becomes harder for her to hide her true intentions. As she has Lyanne's full trust and knows she's the only one with the power to activate the machine, she tells her to do it, saying it is the way the future will be saved. Lyanne abides, letting Beyza absorb the Reactor's magic power. However, the amount of magic turns out to be too much for her to handle, and ends up transforming into a powerful Distortion and

losing control. She's faced by Aldric, trying to defend the group, but manages to wound him. Right in time, Kenelm and Elias arrive, ready to stop her.

In the end, Beyza expends all of her powers, turning herself into a statue.

DENNIS FEVRAR

"I may not be able to offer discounts, but I can surely lend my help if you need."

Supporting character.
A travelling merchant of various kinds of wares. Hired Beyza as a guard.



PHYSIOLOGY

- **Age:** 54
- **Gender:** Male
- **Species:** Human
- **Height:** 163 cm
- **Weight:** 72 kg
- **Posture:** Amicable, friendly.

Dennis is a short, barrel-shaped man. He has mostly round features, and a remarkably big, hooked nose. He has notable eye bags, and a large mole in his cheekbone. He takes good care of his hair (sideburns especially), and he's always seen wearing a bandana to keep it away from his face.

SOCIOLOGY

- **Class:** Middle.
- **Occupation:** Dennis has been a merchant since young age, starting out by helping his own merchant parents. He works during most daylight hours, pausing for a couple hours during meals. His job is to supply local shops with material and merchandise, which he carries in his cart. He's set very strict schedules for himself, being always on time for every town he visits. When he needs to travel to a town that is further away from his home, he tends to stay on it for three days to sell his own rare materials in the area. However, he takes all weekends off, to spend them with his family.
- **Education:** He only went to school for a few years. He learned the rest from his parents, especially everything pertaining to trade.
- **Home life:** When he was little, he spent most of the time travelling, helping his parents with their business. They had a small home to come back to every day. Once every month, if everything went well, they'd celebrate the month's sales with a great meal. He has kept this tradition with his current family, his wife and son. As his wife's health isn't very good, she doesn't accompany him on the job, and stays at home most of the time. Though their son is already independent, he visits them frequently, and often stays at their house to help out his mother.
- **Place in community:** While he's well known in her hometown, most of his other friends are merchants and salesmen he brings items to. He's well-trusted among them.
- **Hobbies:** Fishing, crafts.

PSYCHOLOGY

- **Attitude:** Ambivert
- **Temperament:** Mostly sanguine.
- **Phobias and complexes:** He isn't very fond of heights.
- **Abilities and qualities:** Can speak up to four languages, learning them when he was little. Good at negotiations; always knows how to advertise his wares.

- **Ambitions:** Gaining enough money so his family never has economic troubles.
- **Frustrations:** Not being able to spend much time with his family due to his job. Becoming old.

Accustomed to the merchant business, Dennis is an easy person to talk to. He's usually affable and peaceful. He doesn't like to speak ill of other people, as he tends to keep his own opinions to himself; otherwise it might give him a bad image. He's an expert in small talk to keep his customers entertained and feeling familiar.

POWERS AND ABILITIES

He has no notable powers or abilities, and doesn't seem to be able to use magic either. His purpose is mostly to provide upgrades and a way to trade materials and items.

CHARACTER ARC

Dennis was on his way to Cistus Town with his cart when Elias and Lyanne crossed paths with him. Misunderstanding the situation with an assault, Dennis is defended by his hired guard, Beyza, who was travelling in the back of his cart, also on the way to Cistus. Upon clearing the misunderstanding, Dennis brings them all to the Town. He settles shop for the next three days, and offers them his services and help in apology for the misunderstanding.

Whenever the group visits him for an upgrade, he tells them things about his family, chatting a bit. After speaking with Elias, he realizes that he reminds him a lot of his own son. Seeing how Elias has been affected by his father's neglect, Dennis decides that once he comes back from the village, he'll try to spend a lot more time with his family.

WORLD: SETTING

The world of **The Kenopsia**, as it is called in the present, is a world where science and magic coexist, magic being the science of the origins. They are closely related, and studied one along the other. It's a medieval fantasy world, though with not many humanoid races apart from humans. There are ancient lost cultures which managed to develop mechanical artifacts far more advanced than the local technology, but their secrets have been lost to the past.

The future still maintains its medieval air, but with more advanced architecture and technology. With the newest progress and current knowledge, even advances towards magic-based robotics have been made.

- **Magic**

In both times, daily life is accustomed to the use of magic. While not everyone can use it, every living being has affinity with one of the four elements: the typical fire, water, wind and earth. Either through natural talent or studies, people can learn to manipulate the magic of the environment for their own use. At the same time, there are those who can use life magic, which despite being a single type of magic, is classified between light and dark magic depending on how it's used. It's a type of magic depending on the user's own pure magic energy, or through contracts with other beings. Those who can't use magic can opt to master weapons, though those who can are also able to mix magic into arm-based fighting styles.

In the past, there are way less people who can use magic. There is less prosperous population, as they depend on their own resources rather than being able to fix things with magic. People with magic abilities are seen as very talented, and given more advantages than people who don't have them.

After the Reactor is shut down and all of its magic expands around the world, the magic in the environment becomes more powerful as well, which increases the number of magic users and their power.

- **Weapons**

Respecting one's weapon is a wide-known tradition in this world. They are treated like fighters' partners, and always given a name. A person will keep the same one for many years, becoming their signature weapon. They are not easily replaced. If one breaks, it's repaired or reformed with the same material, or adding new ones to strengthen them. If a weapon is irreparable, it is given a proper, respectful farewell.

Because of these habits, blacksmiths tend to focus more on repair services, and only make new custom weapons whenever they are commissioned to, following the client's indications. On the other hand, the weapons they create for practice are sold as training tools.

- **The Uncrossable Plains**

A notable, forbidden area is the Uncrossable plains. With the Return Zone at its center, it was the most punished area after the Reactor released all of its magic, leaving it non-habitable. Due to the frequency of the Distortions and magic residue, continuous elemental storms hit the plains, complicating the access to the many ruins and secrets lost there.

The council of mages watches over this area, securing the perimeter and maintaining the Distortions at bay, all while investigating the truth of the prophecy which left it in this state. They

have had a few successful expeditions, bringing with them many hints from the Return Zone, along with a few records from the old founders of the council, left by the Sian house.

WORLD: BACKSTORY

- **The Beginning**

Long ago, the whimsical God of Time decided to grant time magic to humanity, just so see how it would turn out. He chose one particular, poor community of people he deemed worthy: the Léukha. With their newfound magic and knowledge, these people built the Timeshift Reactor, destined to store the magic nucleus the god had blessed them with. By predicting the future with their magic, this culture grew out of their poverty and into prosperity, though they kept the secret of their magic hidden from the world. As they kept investigating time magic, they also created the Timeshift Medallions, with the purpose of allowing people to open time passages to the past, allowing them to travel to older ages. They called the place housing the reactor the Return Zone, as it was the place where they could return to the past. They were never able to travel to the future, only watch it from their time.

As they progressed, they also realized this magic could bring forth great danger if their knowledge were to fall in bad hands. One of their oracles envisioned the prophecy to warn them about what was to come in the future.

“May the lone one from the cursed line bring the land’s last breath, as the door to the Zone of Return welcomes them back; ...”

“...for they may free us from our own destiny and weight.”

The prophecy spoke about a disaster that would befall the land, but at the same time, would be the end to time magic as they knew it in their culture. With the intention to do what they could to avoid disaster, they decided to stop teaching this magic to their descendants. Those who disagreed with the choice were either forcibly submitted, or fled in secret hiding their real identities. As many who tried to tell the world about time magic were unable to prove it themselves without a way to reach the reactor or their medallions, they were treated like madmen; especially after the Léukha started decaying bit by bit once again, becoming less known.

- **The Descendants**

Many years later, the only remaining descendants of the Léukha became secluded in Leucher Village, isolated from the world though a powerful illusionary barrier only they could find the way across. They no longer knew anything about the Timeshift Reactor nor the purpose of the Return Zone, though they considered it was their lifelong duty to guard it, lest they wanted a catastrophe to befall the land. Their latent time powers also remained in their blood, persisting for years. Many different theories about the disaster arose, including the truth about time magic camouflaged among the rumors and lies, but the fear of causing a disaster kept them preoccupied with maintaining it secret. Secretly, the village mayor kept a Timeshift Medallion in possession for a long time, passing it to his successors.

However, the passing of time had also taken a toll on the Timeshift Reactor. After years of remaining unused, its magic conducts started to fail. Detecting its fault, and seeking more magic, the Reactor started becoming unstable. The people from Leucher found out, but when they approached the Return Zone to investigate, the Reactor absorbed all of the surrounding people

with time magic in their genes, causing a great tremor in the entire mountain and surroundings. Only Lyanne, who had taken the mayor's Timeshift Medallion on a dare with her friends and was protected by it, was spared. The sudden magic burst in the area also affected the Medallion itself, granting it a living body, and becoming Hagi. Hagi would then heal Lyanne, who would try to subsist as she could in the now deserted village.

Since that day, Distortions began to appear. The magic that had burst from the Reactor and its residues started leaking from different places, especially from the three different artifacts powering it, located in hidden areas surrounding the mountain where Leucher was located. Terrifying the local people, it wouldn't be long since the government was notified of this, sending Aldric and Kenelm, a royal scientist and his assigned guard, to investigate.

- **The Distortions**

The Distortions are creatures made from magical residue, generated by the magic spawned by the Timeshift Reactor. They can only be harmed with magic attacks, especially those of an advantageous element to their own. Their structure consists in a crystallized, eyeball-shaped nucleus that is colored like their element, surrounded by a dark mass that takes different shapes depending on the amount and density of magic. They have varying appearances and behaviors, some reminiscing of other living beings.

They are named after units of time, depending on their size and looks. Some examples of them are:

- **Second:** The smallest type of Distortion, these are weak and mostly harmless. However, there is a large number of them, and often move in small groups.
- **Month:** Common, mildly dangerous Distortions. They are the size of an average human, and move individually. They burn at the touch, so they are better avoided.
- **Century:** Giant, monstrous Distortions. There are few of them, and they are mostly located in the Return Zone, near the Reactor. They act as if they were guarding the place.
- **Eternity:** A Distortion which has a very powerful person as their nucleus, namely Beyza. Though not entirely mindless, it remembers Beyza's goal in a more twisted way: to be eternal.

In the future, new types of Distortions appear, evolving and taking on new forms.

STORYLINE

- **Prologue**

It all begins in the future, with a mage, Elias Ebanacht, arriving to the ruins of the Return Zone. He has arrived, determined to go back to the past to stop the fulfillment of the prophecy that brought disaster to the Uncrossable Plains. Having taken a Timeshift Medallion from his father's magic council, despite having no permission, he formulates and activates a magic circle to travel to the past.

Years in the past, a mountain stands in this land instead. Near the top of the mountain, the hidden Leucher Village exists. Its only inhabitant, Lyanne Falgan, writes on her diary. However, a sudden sound outside catches her attention, and when she looks outside, she finds an unconscious Elias lying on the floor. She rescues him, and lets him rest in her house.

- **The Broken Medallion**

Elias wakes up the next day, and states that he has come to avoid the fulfillment of a prophecy. Lyanne has no idea what he's talking about, but offers to help anyway, having not been able to speak with another person directly for a long time. While Elias gets up to investigate, he realizes that his Timeshift Medallion is gone. He panics, but Lyanne says she hasn't seen it, and offers to help him look for it while she hunts for the day.

Outside, they find a piece of it. Elias spots a giant bird nearby, which turns out to have stolen the now broken Medallion. They manage to defeat the bird and recover the pieces of the Medallion, but neither of them know how to repair it. Elias then realizes how deserted the village is, but Lyanne just says that everyone disappeared one day, and that she's waiting for them to come back. However, she says that she's not entirely alone, as she often speaks with a friend in her head. Elias looks at her a bit weirded out, but tries not to pay it much mind.

- **The First Artifact**

The next day, Elias and Lyanne decide to leave Leucher to expand their investigation. Lyanne mentions how there is a path near the mountain where merchant carts usually pass by, and decide to follow it in search of a settlement. On the way, a merchant cart passes by. They stop him to ask, but Lyanne's words come out a bit wrongly, and the merchant panics, thinking he's being robbed. All of a sudden, a burst of flames nearly hits Elias and Lyanne both. A fire sorcerer comes out of the back of the cart, having been hired to defend the merchant and his wares in exchange for the trip. Elias does his best to clear up the misunderstanding, to which both parties apologize. The merchant introduces himself as Dennis, and the sorcerer as Beyza. They offer to accompany them to the nearby Cistus Town. On the way, Elias and Lyanne chat with Beyza in the back of the cart, and become acquainted; she tells them that she's a scholar in search of knowledge. Elias asks her about the prophecy, to which she reveals that she's also familiar with it, but says she's also investigating.

Once they reach Cistus, Dennis settles shop for the next three days, and Beyza leaves for the inn after telling them to contact her if they need anything or find out something new about the prophecy. While asking around the townspeople, they find out about the Distortions wandering close to the town as of late. Suddenly, they see a child being chased by an armored knight. Elias and Lyanne decide to intervene, to which the knight, Kenelm, states that this child may be the cause of the monster attacks. They refuse to handle them over anyway, and end up fighting Kenelm while the kid runs away in the commotion. In the middle of the battle, however, Kenelm

receives a signal from his superior, Aldric. He stops fighting and leaves the village in a hurry. Lyanne and Elias give chase, in case he was to find that kid again.

As Elias and Lyanne follow Kenelm, the child from before calls out to them. Lyanne recognizes their voice, as the “friend” from their head. The child introduces themselves as Hagi, and tells them to follow Kenelm to a nearby cave, and to pick up the piece of the artifact his superior has found. After battling numerous Distortions and reaching the end of the cave, they find the knight and his superior, a royal scientist named Aldric, along with said artifact. Aldric has finished taking notes about it, and upon realizing they have company who want the artifact, he leaves Kenelm to defend it. After battling Kenelm again, they take a piece of the artifact, an orb, which loses its light upon being removed. Afterwards, they go back to Leucher Village, as it is already getting late.

- **New Companions**

Meanwhile, a timetravel technician from the future, Cinque, has arrived with the mission of finding Elias and bringing him back. She appears in a forest close to Cistus Town, filled with Distortions. As she tries to avoid catching their attention, she stumbles upon Hagi in front of the sealed entrance to some ruins. Hagi, who quickly deduces she is from the future, tells her to wait around this place the next day, and she will find who she’s looking for. They part ways.

Thinking Aldric might be the person of the prophecy, Elias decides they should go look for him. Elias and Lyanne go back to Cistus Town to find Beyza and ask her for advice. Beyza tells them about another place similar to the cave they were at yesterday, where Distortions have been showing up a lot. When they arrive at the entrance, Cinque shows up, yelling at Elias and scolding him harshly for his actions. However, when she learns Elias’ Timeshift Medallion is broken, she decides to keep watch on them as she makes sense of the situation Elias has gotten into. They realize the entrance has been unsealed, and enter the ruins.

At the deepest part of the ruins, they find yet another artifact, and Aldric and Kenelm already expecting them to show up. This time, both Aldric and Kenelm face the group, but are defeated. However, Aldric’s words before leaving lift Elias’ suspicion over him, which starts shifting towards Lyanne. They go back to Leucher Village, now bringing Cinque with them. They find Hagi already waiting there, who congratulates them on acquiring two of the pieces, and reveals their true identity; that of a Timeshift Medallion. Hagi tells them about the Reactor, and that it needs to be shut down. They also reveal that the Reactor is in the Return Zone, located somewhere in the mountain, though they don’t know where exactly. Later, Cinque starts tinkering with the broken medallion, trying to repair it.

- **The Betrayal**

Remembering Beyza’s advice the previous day and analyzing the locations of the artifacts respect to the mountain, they find the approximate location of the third one in a map. They find a watery cave behind a waterfall, which they enter to investigate. At the end of the cave, they locate the last artifact. Right after, Aldric and Kenelm show up, having followed them all the way. However, right before they are able to fight, Elias, now convinced that Lyanne is the person from the prophecy, suddenly stabs her. Lyanne loses consciousness, dropping the last orb into the water. Panicking, and having shocked everyone, Elias runs away. Kenelm follows after him. To let Lyanne heal in her house, Hagi guides everyone to Leucher Village, Aldric included. Cinque goes to ask Beyza for help with the treatment, as she knows healing magic.

Meanwhile, Lyanne has a dream of the past. She recalls the moment when she stole the village mayor's Medallion, the earthquake after which everyone except her vanished, and the first time they heard Hagi's voice.

Some hours later, Lyanne wakes up, feeling guilty about the situation and wondering if she did anything wrong. While she recovers, Cinque keeps working on the Medallion repairs, and Aldric and Beyza investigate the surroundings, both marveled at the newfound Leucher Village. After a while, they find a secret entrance in the mountain, to which they decipher the key and unlock.

- **The Return Zone**

After gathering everyone in Leucher, the group decides to investigate this new passage, Lyanne following after them for safety, as she's feeling better thanks to Beyza's magic. Inside, they find more Distortions, some bigger than any they have seen before, acting as guardians. They reach the room with the Reactor. Beyza convinces Lyanne of touching the Reactor, so it can react to her latent time magic. Lyanne abides, and Beyza takes the opportunity to absorb the Reactor's magic upon its activation.

Meanwhile, Kenelm has found Elias, who is pretty much in shock. He tries to shake some sense into him with a stern speech, to which Elias seems to react. Elias decides to atone for what he has done, and asks Kenelm for help. Kenelm accepts with seriousness. At that moment, they see the orb Lyanne dropped going down the river, and are surprised by a sudden unstableness in the surrounding magic.

In the Return Zone, Beyza has lost control, becoming almost like a Distortion herself. Aldric tries to defend the group against her, but is wounded in the attempt. Right then, Elias and Kenelm show up with the last orb. Kenelm tends to Aldric, while the main group faces Beyza. She is defeated, and upon losing control of her absorbed magic, she becomes like a stone statue. Lyanne takes the three orbs, and fits them in the reactor, finally shutting it down. Afterwards, the Return Zone collapses, everyone running away as fast as possible.

With nowhere to go, the magic leaking from the reactor would keep spilling on the surrounding area, slowly turning it into the Uncrossable Plains from the future. It is then that Elias learns that no matter what, the future can't be changed.

- **Epilogue**

Elias apologizes to Lyanne, though she doesn't accept it, and asks him to leave her more time to think. Now accepting that the villagers of Leucher have long been lost, Lyanne decides to take a step forward, either choosing to go to the future with Elias and Cinque, or staying in her time with Aldric and Kenelm; either way stopping her unending wait.

GAMEPLAY

- **Overview**

Return Zone has most classical JRPG mechanics, destined for **PC platform** as it requires the use of various keys. The entire game is **single-player**. The main gameplay characteristic is its **double battle system**, having both field battles and turn-based ones depending on the situation.

- **Player Experience**

The player can have a party up to **four characters**, in this case, consisting in Elias, Lyanne, Cinque and Hagi. Each playable character focuses on a different type of **fighting style**, and has their own set of skills that can be assigned to **shortcuts**. They also have their own set of **stats**: Attack, Defense, Magic, Magic Defense, Speed and HP. In the field, only **one** character is controlled, which can be chosen among the current party members. Experience gained by battling with said character affects the entire group. Common, weaker monsters wander around the area, some inoffensive and some aggressive. Pressing the action button in an open field with monsters will make the character attack. By pressing the shortcuts, the character's specific skills can be used. This allows the player to have **shorter combats** against weaker enemies.

When stumbling upon a stronger enemy, the screen will change to a **turn-based battle screen**. The entire party will be available, allowing to think up **strategies** between all the participants' skills. Turn-based battles are **less frequent**; as stronger monsters are not as common.

In both open and safe areas, sometimes **materials** can be found; though they can also be acquired through enemy **drops**. These items can be brought to Dennis, the merchant, to either sell them or to craft consumables like potions, or improving every character's weapon. Weapon upgrades require more and rarer items every stage.

In **safe areas**, many HUD elements such as HP bars and skill shortcuts disappear, differentiating them from open areas. **Saving** can only be done in safe areas as well.

- **Game Objectives and Rewards**

The main objective is to **advance in the story**. The game's objectives are distributed in small **story-related goals**, leading the player to their next step bit by bit, all while leaving them with a bit of exploration freedom. After every big goal, such as completing a dungeon, the story advances greatly, revealing more information and events.

Defeating many enemies, exploring areas and collecting different items found in them also allows the player to **improve their weapons**, making them more powerful and ready to face the next obstacles they may stumble upon.

CUTSCENES

- **Guidelines**

All the cutscenes are built with the **same sprites and assets** of normal gameplay, so as to not deviate much for the general aesthetic and visuals of the game. They are focused mostly on the **dialogue**, with the help of **sprite movements** to represent the occurring actions. Occasionally, detail shots of objects, like diary pages, important elements of the environment, etc., appear as CGs to show them in good detail. Cutscenes should rely more on **showing** things rather than telling them too directly.

- **Introduction cinematics**

The game starts out in the future, with an ambiguous first introduction.

- Elias in the middle of the ruins, monologuing ambiguously about his objective, but with only text; no talksprites.
- The game immediately lets the player control the character, to play the tutorial.
- At the end of the tutorial, Elias reaches a wide, circular room with a magic circle-like pattern on the floor. Elias activates it with the help of his medallion, and activates a magic passage. After some last words to himself, he enters and travels to the past. Fade to black.

Once the game setting is transferred to the past, the second introduction starts:

- Some seconds later, the screen fades in. A close-up of Lyanne's diary entry is shown. She describes what she did during the day, and hints at the emptiness of the village.
- The diary close-up fades, and the interior of Lyanne's house is shown. She closes her diary and prepares to wrap up for the day.



- Suddenly, a loud thud is heard outside, along with a small flash of light. Lyanne, cautiously, opens the door to check out what it was.



- Lyanne hides behind a nearby house. She spots Elias unconscious on the floor, and walks up to him once she determines it's safe to. Fade out.
- Again, Lyanne's house is shown, now the next morning. Elias wakes up, but nobody else is home.
- Lyanne arrives with some food, and sees Elias awake. She approaches to ask if he's alright. From here on, all dialogues have talksprites.
- After a dialogue to make sense of the situation, Elias finds out his Timeshift Medallion is broken. They agree on going hunting for the day, and seeing if they can find the Medallion.

From here on now, the player can control the characters again.

TUTORIAL

The tutorial starts right away along with the initial introduction.

The player character, Elias, starts out high-leveled and with many of his end-game abilities available.

- **1st Tutorial: Basic Knowledge**

The player is supposed to be in a relatively safe area inside ruins, so the tutorial starts by showing the **basic controls** and **saving**, to start moving in the game world.

To introduce **interaction** and **puzzle solving**, the player is made to solve a small mechanism puzzle to open a door via manipulating objects of the environment. In this process, the **inventory** is also shown.

- **2nd Tutorial: Action Combat**

Afterwards, the player is faced with some small enemies out in the field. To prepare, it is first taught to assign **skill shortcuts** for battles in open fields. Once in battle, the player can use these skills to test out the **action combat mechanics**, and see the results of defeating enemies, item drops and leveling up.

The player is then left to cross two more simple rooms using the previously learned knowledge.

- **3rd Tutorial: Turn-based combat**

Lastly, a more dangerous enemy blocks the path. This one is faced through the **turn-based combat system**, though it's a short battle thanks to the character's high level and abilities. With this, the main introduction tutorial ends.

- **Other Tutorials**

Later, two more tutorials are presented: the **foraging system**, to acquire materials from the environment, and the **shop/crafting system**, to improve weapons and acquire consumables using said materials.

DIALOGUE SAMPLE

First 10-15 minutes

[Black screen.]

Narration

“May the lone one from the cursed line bring the land’s last breath, as the door to the Zone of Return welcomes them back.”

“This was supposed to be a warning, to avoid a predicted catastrophe.

It was supposed to be a warning, to protect people from what was about to come in the future.

But it was forgotten with time.”

[Fade in. Interior of ancient ruins, with walls of dilapidated stone. Entering the room is a young man dressed in a dark tunic, Elias. His footsteps echo, the only other sound being the howl of distant, strong winds.]

Elias

“I think I’m finally getting close.” [Elias observes the room.] “There seems to be a mechanism locking this door...”

[Tutorial pause. After a small puzzle section, Elias reaches the next room. There, enemies appear.]

Elias

“...Of course there are Distortions deep in here too...” [Elias stays put, observing the Distortions and analyzing what to do, trying to shut his nerves]. “Calm yourself, these are nothing. You’ve done this before. Keep all your spells in hand...”

[Tutorial pause. The player is taught about real-time battles. After the battle, Elias reaches the next room. A giant Distortion blocks his way.]

Elias

“So I can’t avoid this one. I’ve finally gotten this far, you won’t be stopping me now...!”

[Tutorial pause. The player is taught about turn-based battles. After the battle, Elias reaches the next room: a silent, circular empty room with a magic circle-like pattern on the floor. The walls are also covered in ancient carvings and decorations.]

Elias

“Ah... at last...” [Elias stays silent for a moment, processing the situation. He takes out a golden Medallion.] “It’s... it’s surely the right thing to do. There’s no turning back anymore...”

[Elias walks up to the center of the room. He grasps the Medallion between his hands.]

“Return Zone, bring me back; back to the time when this land was still green, back when the Uncrossable Plains were not Uncrossable. If nobody else is going to fix the wrongs of the past, then I...”

[Elias casts Timeshift magic with the help of the Medallion. Everything fades into white.]

[Seconds later, fade in. A night sky is seen. Fade out.]

[Fade in. A diary page is seen.]

Narration

“Dear Diary, it’s me again! I had fun today!

The sky was clear, so I went a bit deeper into the forest.

I still have some catches from yesterday, so I didn’t need to hunt anything. I just went for a stroll. And you know what!

There was this small clearing with moss-covered rocks I hadn’t seen before.

The moss had lots of tiny, weird-shaped mushrooms on it, I couldn’t possibly count them all!

I wonder if dad or mom know what kind of mushrooms they were.

I’ll ask them about it when they come back!

I’ll be off now. Good night, dear Diary. See you tomorrow.

- Lyanne”

[The diary page fades out. The interior of a small, untidy house can be seen. Lyanne, a redheaded young girl dressed in simple, dirty hunting clothes, is in front of a table with her diary and some writing tools. She closes her diary, and leaves her hood on her chair, getting ready to go to sleep.]

[Suddenly, a thud is heard, outside.]

Lyanne

“Huh? What was that?”

[Lyanne leaves the house quietly, to check on the noise. Outside, a silent, deserted village can be seen. All the other houses look abandoned. Lyanne walks cautiously, following the path exiting from her house. In the main road of the village, she spots Elias lying unconscious on the ground, and hides behind a nearby house.]

Lyanne

[Thinking] “W... who’s that...? It’s not mom, or dad, nor anyone else from the village...”

[Lyanne waits for a moment]

Lyanne

“That person is not moving... *[She grasps the dagger in her belt, cautiously. Slowly, she approaches the figure.]* H-hello? Are you alright? *[Silence.]* ...Seems like he’s out cold.”

[Fade out. Some seconds later, fade in. Elias wakes up in a small mattress on the floor of Lyanne’s house. Nobody else is present.]

Elias

“Yawn... *[He clears his eyes, and looks around]* W... Where am I? Did the spell work...?”

[Elias stands up to look around. Right then, Lyanne enters the room with a plate of food.]

Lyanne

“Oh! You’re alive! What a relief.”

Elias

“...Who are you? How did I get here? M-more importantly! Where is this? What day is it?! This doesn’t look at all like those ruins... did something go wrong? Augh...”

Lyanne

“Whoa, whoa, whoa, hold on a moment! I found you out there all unconscious yesterday, did you hit your head on something?”

Elias

“Unconscious? *[Talking to himself.]* I... I see... It was the first time I cast a spell like that, I’m not surprised it ended up like this... maybe I should have investigated more beforehand... no... I did enough preparation for weeks, there’s no way it could go too wrong...”

Lyanne

“*[A bit perplexed.]* W-want me to bring you a cold towel...? *[Thinking.]* He doesn’t look okay at all...”

Elias

“Aaaagh, whatever! There’s no way I can have failed this, absolutely! *[Elias points at Lyanne.]* You, what day is it?”

Lyanne

“Uhm... I actually have no idea. I lost count a while ago.”

Elias

“W-what? How in the world do you lose count of... oh, well, what about the year?!”

Lyanne

“Are... are you sure you are okay...? Here, have this. *[Lyanne hands him the plate.]* These are the last catches from the other day, but they’re still good!”

Elias

“Uh, t-thanks, I guess. ...For rescuing me, too.”

Lyanne

“You’re welcome! See, it’s not that hard. Take it easy or you might faint again. What were you doing out there? Nobody ever comes to Leucher, and mom and dad always say only those from here can enter.”

Elias

“Leucher?”

Lyanne

“Leucher Village, it’s where we are right now. I guess people from outside really don’t know about it!”

Elias

“Hmm... Shifting always brings people to the same spot... Did I get teleported somewhere else instead...? But it’s the first time I’ve heard this name... this is too weird.” *[Elias digs in his clothes, trying take out his medallion.]* “...Huh? The Medallion... it’s not here?!” *[Elias is unable to find the medallion, and gets desperate.]* “Did... did you take my Medallion?!”

Lyanne

“Eek! C-calm down, I only brought you here! I know nothing about that! I didn’t see any medallions when I found you.”

Elias

“I... guess I can’t detect traces of its magic on you. A-apologies for lashing out.”

Lyanne

“Is it important?”

Elias

“Very!! There’s no way I can have lost this... *[Thinking aloud.]* I was prepared not to return if it was the case, but if there’s a way I could... I’m completely lost without the Medallion! Aaagh!!”

Lyanne

“L-look, I need to go hunting to get more food. Why don’t we both go and look for it outside? Maybe you dropped it on accident.”

Elias

“*[Thinking.]* (I need to find out where exactly I am anyways. Might as well follow her around for now.) Very well. My magic can assist your hunt with no problem, uh...”

Lyanne

“The name’s Lyanne! What should I call you? Shaggy?”

Elias

“Um, Elias is fine.”

Lyanne

“Okay, Eli! Follow me.”

[Elias and Lyanne leave the house. Upon leaving, Lyanne bounces happily.]

Lyanne

“Oh, right! Since we’re at it, I’ll show you around!” *[Lyanne points at the house they just came out of.]* “This is my house!”

Elias

[Thinking.] “(Yeah, I could tell that. It... looks kind of rundown though.)”

Lyanne

[Lyanne runs towards a nearby house.] “This is our neighbors’ house. They make very tasty cheese! And this...” *[Lyanne runs off towards another house, surrounded by a garden.]* “This is Gale’s house! He has the prettiest garden, even if it’s a bit less pretty right now. I’m not as good as he is at taking care of plants...”

Elias

“Um... wait.”

Lyanne

“And this over here... is the school! Though the best classes are in the school yard. And over here! *[Lyanne runs towards a small group of trees near a house.]* These are Mariah’s apple and orange trees!”

Elias

“Wait, wait. Wait.”

Lyanne

“What?”

Elias

“All these houses look empty and just... abandoned. Where is everyone you keep talking about?”

Lyanne

“Um... I dunno. They just left one day. I’ve been by myself since.”

Elias

“[Suddenly worried.] ...Are... are you serious? At your age?”

Lyanne

“Oh, it’s alright! They’ve gotta come back someday, right? *[Puffs up, proudly.]* I’ve been okay by myself so far! I bet they’ll be happy to know the village is in good hands. And it’s not like I’m alone, either! I have my friend to talk to!”

Elias

“A friend?”

Lyanne

“Um, well, I’ve never seen them directly but we do talk a lot! Their words just come into my head sometimes.”

Elias

“I... I see.” *[Thinking.]* “(I’m not sure if I should be prying any further. I’d better focus on orienting myself for now... If I could find someone who could take care of her, though... I can’t just waste my time here being a babysitter. I don’t know about the villagers or whatever, but this looks like it has been abandoned for months...)”

Lyanne

“You okay? We gotta look for your medallion thingy, you know!”

Elias

“Uh, yeah. Let’s go.”

DIALOGUE SAMPLE
Cinque's Introduction

[Elias and Lyanne approach the entrance to the southern ruins, surrounded by orange-leaved trees. They stop a bit short of the entrance, and observe.]

Elias

"The entrance's already open... didn't Beyza say there was a mechanism somewhere that needed to be activated?"

Lyanne

"Do you think they're already there?"

Elias

"...We should hurry."

[As they both approach the entrance, a voice shouts from behind.]

Cinque

"You!"

[Startled, Elias and Lyanne turn around. A tall, green-haired woman approaches them, with a serious and intimidating attitude.]

Elias

[Shocked and speechless.] "Ah..."

Cinque

"You've better prepared a good explanation for your actions, Ebanacht Jr."

Elias

"Did... Did he send you? Are you here to take me back?"

Cinque

"Yeah, that's right. The name is Cinque. From department 3."

Elias

"Figured it out... I knew this could happen. But I know what I'm doing. This is for the future's good, I'll have you know! Nobody did... not even... not even he dared take this step! But I will. Even if this is the only way he'll ever recognize me. Even... even if it's not me as I am now, in this timeline. Even if it'll be just... another Elias. I have to make everything better. Have you never wished the Uncrossable Plains didn't exist? Have you ever been treated like you don't exist by your own parents? Have you?"

Cinque

[Long exhale.] "For the love of... damn it, kid. Couldn't you just, like, not let your issues ruin the timeline? Think for a moment what would have happened if your father hadn't sent me to pick up your sorry ass: you'd have been stuck here, forever. You could have erased the entire future. I hope you realize the higher ups have more than one big reason to be pissed. Of course I expect to not have to take drastic measures, but, if anything big were to happen, you know it wouldn't end particularly well for you, right?"

Elias

"I... I'm..."

[Short pause. Silence.]

Cinque

[A bit calmer] Sigh... look. I think you're old enough to not need a babysitter. I've only been sent to ensure nothing else goes wrong, okay? Just update me on the situation. No timelines have been altered yet as far as I know so I can deduce things are at least a bit under control.

Lyanne

[Hesitantly, a bit perplexed] "Umm... I'm not sure what's going on. Are you too from the future, lady?"

Cinque

[Finally looks at Lyanne] "Huh. And who's this kid?"

Elias

"Uh, she-..."

Lyanne

"I'm Lyanne! I picked him up on the street."

Elias

"S-she knows about the future. I don't think she'll be any trouble, so..."

Cinque

"Pfft... hahaha. Well, at least you stumbled upon a nice tourist guide."

Lyanne

"I couldn't just leave him alone like that! Especially with his medal thingy broken... but it's fine now, isn't it? If she's from the future, she can help you, right?"

Elias

[Gulps.] "T-that... I..."

Cinque

"Wait. You broke WHAT?! *[To herself.]* Unbelievable. I'm just... god damn. *[Turns to Elias and Lyanne]* Just... give me the Medallion as soon as possible and I'll fix it. Good thing they sent a tech like me."

Lyanne

"Anyways! We should go before these two find the artifact!"

Cinque

"Hm. So there's somebody in these ruins?"

Elias

"It's them... possibly the ones who will fulfill the prophecy. I... I want to stop them."

Cinque

“(That pointy-eared child from before seemed to know about this. Just to be sure...) Very well. But I will be watching very closely. If I see something bad may happen, I’m taking you back even if I have to knock you out. We’ll talk about your Medallion later.”

Elias

“Good enough.”

[Cinque joins the party.]