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Lore Entry

1. **Angelic Race**

- a. They are highly advanced in terms of technology and magic. They, along with demons, are the most magically gifted above all elves, humans, and witches. They brought all their knowledge from Earth into this new world in hopes of creating a world of equality and peace. They lived in the luxury of magical technology that the world could only dream of replicating. The cause of their disappearance is unknown.

2. **Magic vs Science**

- a. Magic has been around since the dawn of time. It was commonplace to use magic, and it was often the deciding factor in social and political power. Once angels and demons started appearing, the social structure was thrown off, and the world stands divided on abiding by the old magical ways or growing into a new, advanced lifestyle.

3. **Witches/Sorcerers**

- a. Witches and sorcerers are people who have formed a magical contract with beings (such as demons, angels, tieflings, and aasimars) to be able to use the entity's magic on their own accord. They are given high status and social power depending on who or what they form a contract with. Any race can become a witch/sorcerer with no repercussions. As it stands, most have contracts with tieflings.

Screenplay

EXT. THE GRAND LIBRARY - BACKDOOR - NIGHT

ZEPHYR put their open hands together, palms facing the sky, a dimly glowing ball of light appears between them. Sage is using this chance to double-check their equipment.

SAGE

OK, I'm pretty sure we have everything we need.

SAGE straps the bag's drawstring tightly and sling it over her shoulders. Zephyr narrows their eyes at her, uncertain.

ZEPHYR

Are you sure about this? Is there no other way to get that book?

SAGE

I doubt there is. They didn't even want us to mention it, let alone be near it. Pulling my rank as a witch didn't help much either...

ZEPHYR

Maybe we could have looked somewhere else? Or get permission from someone higher up?

SAGE looked at them exasperated and sighed as she began to move closer to the back door of the building. ZEPHYR stares in silence before closing their open hands into a closed fist, making the ball of light silently pop into nothingness, bringing back the darkness of night.

Hiding against the wall next to the door, they wait until the lights of the library went out. The door opens, and an exhausted-looking ELF steps out of the library.

SAGE moves in front of them and casts a quick flash of explosive light point-blank, blinding them.

Librarian

AAAHHH-!!!

SAGE quickly took this chance to knock the librarian back into the wall to knock them out.

ZEPHYR
(Spoke sharply but hushed)
Sage-!

SAGE
It's ok. I only knocked her out.

ZEPHER gave SAGE an annoyed look as she moved the librarian to the other side of the dumpster before stealing their keys and walking into the building

ZEPHYR signs as they prop the librarian against the wall, ZEPHYR takes a moment and pressed their hand on the ELF's head. Light emitting from their hand and transferring to the elf, creating a blurry shield of light.

SAGE
ZEPHYR! Let's go!

ZEPHYR
(whispered to ELF)
Sorry...

ZEPHYR runs over to the door and closes it behind them.

int. library - breakroom - night

Standing in a decorative room with paintings lining the walls and complementing statues stands between them, ZEPHYR looks around. The kitchen across from them was stocked with snacks and developing kitchen gadgets. Tables lined neatly together close to the employee lockers and bathroom doors.

SAGE proceeds to lead the way, sneaking and peeking ahead of them with ZEPHYR lagging behind.

They make their way into a room where dozens of TVs Screens fill the walls, each showing different rooms at different angles. Cords run messily throughout the room, connecting to a single computer on top of a desk in the center of it all.

SAGE
What kind of room is this?

ZEPHYR
This is...

ZEPHYR walks closer to the computer and places their hand on the screen to feel the static on their hands.

The light of the monitor subtly gets drawn to their touch, distorting the visuals on the screen.

SAGE

You know what this is?

ZEPHYR

Yeah... It's a security room... i've seen this before but... I can't remember where...

Zephyr puts their hand on their head and winces.

SAGE

Zephyr? Are you ok?

ZEPHYR

...no... I don't think I am...

ZEPHYR moves their hand and goes under the desk to unplug the computer to turn all the screens and the room dark.

Taking the power cord and putting it in their pocket, they got up and stare at the wall for a bit.

ZEPHYR

I keep getting these headaches and hallucinations of living another life... but that can't be... Right?

ZEPHYR trails off before they notice lights coming in from the end of the hallway.

ZEPHYR

Nevermind... lets just go

ZEPHYR ignores SAGE's concerned look as they both lean against the wall.

As the SECURITY GUARD walks past the door, SAGE moves behind them to try to knock them out but ZEPHYR grabs her arm to stop her and runs the opposite way.

As the GUARD was about to turn around to look at their direction, ZEPHER reached out their free hand towards the GUARD and dimmed the light of the flashlight.

Character Sheet



**reference for character design | Replace with sketches*

Name: Zephyr

Gender: Genderless

Species: Angel disguised as an elf

Body Type: Thin and slim build with a baby face that makes them look young.

Ect: Likes: Safety, security, nature, festivals, camping, sightseeing, traveling, gardening, magic, healing, botany, and the simple life. Fear: failure
Myers-Brigg: ISFP (Adventurer) Enneagram: 6 (The Loyalist)
Dislikes: Conflict, over complications, recklessness, being worshiped

Conscious Desire: To explore the world, learn new things, and help others.

Unconscious Desire: To feel valued and live the life that truly resonates with them.

Strengths: observant, reflective, good listener, and empathetic.

Weaknesses: people pleaser, insecure, hesitate to speak up.

Dark Side: bitter, self loathing, depressed, insecure and lonely

Traits They Admire: Sociable, confident, brave, intelligent, and creative

Traits They Hate: Reckless, aggressive, obsessive, and apathetic

Alignment: Neutral Good

Magic: Light magic (they mainly use healing, support, and defense)

Equipments: Staff, wand, potions, bow and arrows

Occupation: Wandering adventurer, healer/mage

Background: Being born under a foot of a sorrowful yet kind statue, Zephyr wandered the ruins of an angelic city with their robot companion. Initially isolated, cautious, and curious about the outside world, the city collapses from the sky, forcing them to experience a new world and remember an old one.

Conversation Tiles	Description	Speaker	V.A. Instructions	Dialogue Text
Caught 1	The player got caught sneaking inside the Library	Zephyr Sage Zephyr	"Oh FINALLY" "Are you serious right now?"	" Let's try a different approach..." "Sounds good! let's be more direct." "how about no?"
Caught 2	The player got caught sneaking inside the Library (Again)	Sage Zephyr Sage	We don't know how to cast it...	"OK, hear me out on this, we use fireball to trick them and lure them away" "You can't be serious..." "Suit yourself"
Trap 1	The player gets caught in a trap	Zephyr Sage		"Be sure to watch your step this time..." "Not my fault i cant see where i'm stepping."
Trap 2	The player gets caught in a trap (again)	Zephyr Sage	Told you so	"...Now that's unfair" "see? it's not easy is it?"
Trap 3	The player gets caught in a trap (Is this getting old?)	Sage Zephyr	Annoyed Seriously considering it	"OK. I'm getting tired of this. can't we just blast them away?" "If only it was that easy..."
Golem 1	The player gets killed by a mechanical golem	Sage Zephyr	Mildly impatient	"Zephyr, i'm gonna need you to keep up with me" "Sorry..."
Golem 2	The player gets killed by a mechanical golem too many times	Sage Zephyr		"On second thought, i'm going to try to match your pace" "Sounds good"
Defeat Golem 1	The player defeats the golem after a few tries	Sage Zephyr	Impressed Insecure	"Nice! looks like you got the hang of it!" "It took a few tries though...."