

The Measure of a Man

Script & Design Doc

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Overview

The Module

The Measure of a Man is a Neverwinter Nights module designed in the Aura Toolset. It is a short module for characters of any level. There are no enemy encounters, traps, or puzzles, as the entire module is conversation based. It was created as a showcase of interactive writing to use when applying for a BioWare job listing.

Module Description

In time, death comes to all. What matters is not how you die, but how you lived. When you die, will you be able to put your past aside and move on?

Plot & Game Play

The player finds himself in a strange place known as The World Between where he is greeted by an angelic figure named Chamiel. She informs the player of his death and tasks him with speaking with six spirits before he can move on.

The player may speak with the six spirits (Life, Death, Strength, Wisdom, Love, and Loss) in any order. Each spirit will ask a series of questions dealing with life and death in relation to their specific attribute. The player will be able to choose from multiple answers, with different answers leading to different questions. Depending on his responses to the spirits' questions, the player may or may not be given a relic at the end of each conversation.

When the player has finished speaking to all of the spirits, Chamiel will guide him into the final chamber where he will be told his eternal fate. At this point, one of several possible endings will occur depending on how many relics were collected by the player.

Journal Entries

Preparing for the End

Entry 1: This place... Is it really the afterlife? Am I really dead? My mind, my memories, all are a blur now. Regardless, it appears that there is nothing I can do but speak to these six spirits as Chamiel says I must.

Entry 2: After speaking to one spirit my mind is no clearer. I wonder what the next one will say...

Entry 3: These spirits and their questions... Why do they need to know these things? If they truly are guardians of the afterlife should they not know the answers already? It all makes so little sense to me.

Entry 4: The longer I spend in this strange place the more I believe it to be real and not some fevered dream. But as to its purpose, I can only guess...

Entry 5: The answers I give to the spirits... In my heart, I suppose I have always known these things yet this is the first time I have given many conscious thought. It is strange, to say the least...

Entry 6: I am dead, I fully believe that now. Yet this place is neither heaven, hell, nor any afterlife of which I have ever heard tell. Surely my fate has already been decided so why am I here? Why am I doing this? I have an idea, but I must know for certain...

Entry 7: At last, I think I understand. The spirits were not asking questions for their benefit but for my own. Now that I have spoken with them, I believe I have a better understanding of my life and at least a partial acceptance of my death. I must speak with Chamiel again and find out what comes next.

Entry 8: I have done all I can and answered the questions of the spirits as honestly as I am able. All that remains is to pass through the final door and learn my fate. Whatever it may be, I am ready.

Spirit of Death

Entry 1: Death is the end, is it not? But...am I truly ready for this? There is still so much I left undone... Why does this have to be my fate? I fear to approach such a sinister spirit as this...

Entry 2: In the end all die and all regret things they did or did not do... There is no use in fighting that which can not be avoided. Though difficult, I must try and accept this.

Spirit of Life

Entry 1: What did I do with my life? All the things I said and did... Were they worthwhile? Or did I only squander the little time I had? Perhaps this spirit can help ease my mind...

Entry 2: Perhaps if I could do it again there are things I would change but the time to reminisce and wonder is past. All I can do now is go onward to whatever fate awaits me.

Spirit of Loss

Entry 1: How can I move on knowing that I could not protect what mattered most to me? Now that I am gone, will there be any to take my place? Do such things even matter anymore? Maybe this spirit will offer some consolation...

Entry 2: Now, more than ever, there is nothing more I can do. I can only hope that I tried my best and that, in some way, no matter how small, my efforts were not in vain.

Spirit of Love

Entry 1: Am I to never again see those I love? There was so much more I should have said to them, have done for them... How can I accept death if it means leaving them behind? Can this spirit truly ease my troubled heart?

Entry 2: Maybe this parting will not be forever. Now I can only wait, and hope that they know how much I care for them...

Spirit of Strength

Entry 1: I worked so hard to grow stronger and yet death still came for me. Was there any purpose to it? Was I merely chasing the wind? Could this spirit know the answers?

Entry 2: It seems that seeking strength is neither right nor wrong. What truly matters is what is done with that strength. Looking back on my life, did I use it wisely?

Spirit of Wisdom

Entry 1: I thought the search for wisdom a never ending task yet I believe I may have reached the end at last. What use is all I learned now that the end has come for me? What can this spirit possibly know of such things?

Entry 2: Wisdom and knowledge... How did I use what I know? What did I pass on to others? I must think on this. Perhaps, even now, there is still more for me to learn...

Game Script

P = Player

C = Chamiel

S = Spirit (whichever one the player is currently conversing with)

J = Judgment

Chamiel (First Conversation)

C: "Greetings. We have been expecting you *player name*."

P: [1. "What do you mean, expecting?" \(C1_1_1\)](#)

[2. "Who are you?" \(C1_1_2\)](#)

[3. "What is this place?" \(C1_1_3\)](#)

[4. "Why should I care? I'll be leaving now." \(C1_1_4\)](#)

(C1_1_1)

C: "The time has come for you, as it does for all mortals. We know the times, we watch, and we wait. Is there anything else you would like to know?"

P: [1. "Who are you?" \(C1_1_2\)](#)

[2. "What is this place?" \(C1_1_3\)](#)

[3. "Yes. How can I leave?" \(C1_1_4\)](#)

(C1_1_2)

C: "I am Chamiel, one of the guides to The World Between. I will help you pass on through this phase."

P: [1. "The World Between?" \(C1_1_3\)](#)

[2. "What do you mean, pass on?" \(C1_2_1\)](#)

[3. "Forget passing on, just guide me to the exit." \(C1_1_4\)](#)

(C1_1_3)

C: "This place is known as The World Between. It is world between that of the living and that of the dead, were souls come to prepare themselves for the afterlife."

P: [1. "No... Does that mean that I'm..." \(C1_2_1\)](#)

[2. "Very interesting but I have other things to do. Where's the door?" \(C1_1_4\)](#)

(C1_1_4)

C: "I fear you do not understand. It is not so simple to leave this place. The only way out is to pass on."

P: [1. "If that's the case, hurry and tell me how to pass on." \(C1_2_1\)](#)

(C1_2_1)

C: "I see that I will need to explain things more clearly. Forgive me for being blunt but you *player name*, are dead."

P: [1. "No... That can't be true..." \(C1_2_2\)](#)

[2. "Dead? Never! I won't accept this!" \(C1_2_2\)](#)

[3. "Impossible. This is all just a dream." \(C1_2_2\)](#)

[4. "Oh, alright then." \(C1_2_2\)](#)

[5. "Woohoo! Dead! Hooray!" \(C1_2_2\)](#)

(C1_2_2)

C: "What you think matters not, I merely state the truth. You are dead but you are not yet ready to pass on to the afterlife."

P: [1. "... \(C1_2_3\)](#)

(C1_2_3)

C: "In the next chamber you will find six spirits. Answer their questions and they will prepare you for what lies ahead. From now on, your fate is fully your own. Speak to me again when you are finished."

P: 1. "Alright. I'll do as you say."

2. "I have no interest in your games. Perhaps I'll play along, if I can find nothing better to do."

3. "Fine, if only so I can hurry and leave this place."

Regardless of the choice, the conversation ends and the journal is updated. Door 1 is unlocked and Chamiel moves to the waypoint by Door 2.

Chamiel (Before Speaking to the Six Spirits)

C: "Please, let the six spirits prepare you for the journey ahead. There is nothing more you can do now. Speak to me again once they are finished with you."

P: 1. "..."

Conversation ends.

Spirit of Death (First Conversation)

S: "Tell me mortal, do you fear me? Do you fear death?"

P: 1. ["Perhaps... It's something I've tried not to dwell on."](#) (D_1_1)

2. ["Of course. So does everyone."](#) (D_1_2)

3. ["Seeing as I'm already dead, does it matter?"](#) (D_1_3)

4. ["I fear nothing, death is no exception."](#) (D_1_4)

(D_1_1)

S: "Many seek to push aside things they wish did not exist. But such a method only leaves you unprepared when that thing comes to pass."

P: 1. ["You may be right. I have been avoiding things that I fear."](#) (D_1_2)

2. ["So I should've spent all my time thinking of death?"](#) (D_2_1)

3. ["Hardly. I just didn't wish to spend my days dwelling on such a depressing topic."](#)

(D_2_1)

(D_1_2)

S: "It's true that all fear death, even those who claim they do not. However, there are many different types of fear. What part of death do you fear most?"

P: 1. ["Leaving everything and everyone behind."](#) (D_2_2)

2. ["Not knowing what comes next."](#) (D_2_3)

3. ["The not living part."](#) (D_3_2)

4. ["You of course."](#) (D_3_2)

(D_1_3)

S: "It matters little to me but you will have trouble accepting your death if you fear it."

P: 1. ["..."](#) (D_1_1)

(D_1_4)

S: "Then you are a fool. All men fear something, you are no exception. If you really believe that you fear nothing, you're deceiving yourself."

P: 1. ["..."](#) (D_1_2)

(D_2_1)

S: "Spending too much time dwelling on death while you live can be worse than spending too little. In all things there must be balance."

P: 1. "Perhaps so, but it's far too late to change now. Even so, must I really leave everything I loved behind?" (D_2_2)

2. "Either way, it matters little now. But please tell me, what comes next?" (D_2_3)

3. "I don't care for your plays at philosophy. I'm already dead, why should I have to listen to such nonsense?" (D_3_2)

(D_2_2)

S: "As difficult as it may seem, you must not obsess over the people and things you left behind in the world of the living. You may think of them, and you may pray for them, but there is nothing more you can do for them now so do not let their memory hold you back."

P: 1. "Sad as it may be, I can see the truth in your words. I'll pray that fortune smiles upon them and then I'll take my leave." (D_3_1)

2. "Maybe so. But if I must leave them behind then tell me, what have I to care for now? What comes next?" (D_2_3)

3. "No matter what you say I won't accept that. I can't leave them!" (D_3_2)

(D_2_3)

S: "It's only natural to fear the unknown, but I am not the one who decides your fate. Continue onwards and you will learn the answer soon enough."

P: 1. "If that's the way things are, I must accept it. Thank you for your help." (D_3_1)

2. "You, the spirit of death, can't even tell me of the afterlife? I've had enough of your games." (D_3_2)

(D_3_1)

S: "No matter how ready people think they are, death can still prove hard to accept. However, I believe your mind and heart are in the right place. Take this and remember the things we have spoken of. I wish you well in the afterlife."

P: 1. "Thank you. I'll think more on your words."

The conversation ends, the journal is updated, and the player receives the Relic of Death.

(D_3_2)

S: "You seem to be having difficulty accepting your death. I am afraid that nothing more I say will make any difference. This may very well be one of the greatest challenges you face in the afterlife but I hope that someday you will be able to come to terms with your fate."

P: 1. "..."

The conversation ends and the journal is updated.

Spirit of Death (After Completing First Conversation)

S: "All mortals face death in different ways. I have said all I have to say. The conclusions are yours to make."

P: 1. "..."

Conversation ends.

Spirit of Life (First Conversation)

S: "You came! I'm glad we have this chance to talk. Tell me, when you think back on your life, what emotion comes most strongly to your mind?"

P: 1. ["Happiness." \(Li_1_1\)](#)

2. ["Sorrow." \(Li_1_2\)](#)

3. ["Futility." \(Li_1_3\)](#)

4. ["Contentment." \(Li_1_4\)](#)

5. ["There are so many things, I couldn't possibly choose only one." \(Li_1_5\)](#)

6. ["Annoyance. Even after I am dead I still have to answer stupid questions." \(Li_3_2\)](#)

[\(Li_1_1\)](#)

S: "To be filled with happiness, it's a wonderful feeling, isn't it? You're fortunate. Tell me, why do your memories make you feel that way?"

P: 1. ["My life had few hardships and everything I wanted, I received." \(Li_2_1\)](#)

2. ["Because, despite my troubles, I was able to live in peace and contentment." \(Li_1_4\)](#)

[\(Li_1_4\)](#)

3. ["I simply look past the bad and focus on the best times of my life, they're my most cherished memories." \(Li_3_1\)](#)

4. ["Simply because I have no regrets." \(Li_1_4\)](#)

5. ["If you must know, I'm happy that it's finally over." \(Li_1_2\)](#)

[\(Li_1_2\)](#)

S: "I feel your pain. Though part of life, sorrow is never pleasant. So tell me, what makes you so sad? Did you have a hard life?"

P: 1. ["Yes... My life is a tale of regrets, disappointments, and betrayals..." \(Li_2_2\)](#)

2. ["There were good time, I know that. But so often it seems as if they are drowned out by the bad..." \(Li_2_2\)](#)

3. ["No, my life was wonderful. I'm sad that it's over." \(Li_2_1\)](#)

[\(Li_1_3\)](#)

S: "I'm so sorry... Of all the emotions that can dominate a life, few are worse than futility."

P: 1. ["It seems as if everything I did was useless. Now that I'm dead, it all amounts to nothing. Why was I ever even alive?" \(Li_2_2\)](#)

2. ["I worked so hard in life but where does that leave me now? Should I have spent my time differently?" \(Li_2_2\)](#)

[\(Li_1_4\)](#)

S: “Good. That is something very few people can say. To be content not only with your station in life but with your actions as well... It’s one of the most difficult things one can learn in life, yet also one of best.”

P: [1. “...”](#) (Li_3_1)

(Li_1_5)

S: “A wise answer. Life is a mixture of countless experiences, both good and bad; it can be a very difficult thing to define. But tell me, overall, are you satisfied with the way you lived your life?”

P: [1. “Yes I am.”](#) (Li_3_1)

[2. “Sadly, no.”](#) (Li_2_2)

(Li_2_1)

S: “A life without struggle and toil is pleasant but it also can lead to boredom, arrogance, and a lack of growth.”

P: [1. “It can, which is why I strove to improve myself and help others.”](#) (Li_3_1)

[2. “I don’t care. I enjoyed myself, that’s all that matters.”](#) (Li_3_2)

(Li_2_2)

S: “Everyone has things in their life that they would like to change and it can become all too easy to focus on the bad times and failures, but you must try to look past them. The past can’t be changed, what is done is done. Instead, try and remember the good times. You’ll likely discover that there are far more of them than you thought. And, no matter how insignificant your life might seem to you, no person is an island. You can never know how many people you may have helped and touched throughout your life.”

P: [1. “Perhaps you’re right. This is no time for regrets. Maybe things weren’t as bad as I thought.”](#) (Li_3_1)

[2. “What do you know anyway? It doesn’t matter what you say, my life was wasted.”](#)

(Li_3_2)

(Li_3_1)

S: “Life can be complicated, some find it a difficult thing to understand but I don’t think you have that problem. No matter what regrets you might have, always try to look back fondly on your life. Here, take this to help you remember. I hope you enjoy the afterlife.”

P: 1. “I appreciate your advice. Thank you.”

The conversation ends, the journal is updated, and the player receives the Relic of Life.

(Li_3_2)

S: “Life can be a hard thing to understand, especially once it’s over. Unfortunately, there’s no way to change the past, you can only try and be happy and content with the life you had. I hope that you’ll come to realize that someday.”

P: 1. “Maybe. But then again, maybe not.”

The conversation ends and the journal is updated.

Spirit of Life (After Completing First Conversation)

S: "Life is a wonderful gift, I feel sorry for those who fail to realize that until it's too late. I sincerely hope that your life was a good one."

P: 1. "..."

Conversation ends.

Spirit of Loss (First Conversation)

S: "You look sad. Do I remind you of someone, or perhaps something?"

P: 1. ["Yes you do..."](#) (Ls_1_1)

2. ["Yes, but I don't wish to talk about it."](#) (Ls_1_1)

3. ["No, I must have been mistaken."](#) (Ls_1_2)

4. ["Even if you did, why should I discuss such things with you?"](#) (Ls_1_2)

(Ls_1_1)

S: "I know it can be hard to think back to what you have lost but perhaps, if you talk to me about it, I can help."

P: 1. ["Maybe you're right... It's hard, but I'll try."](#) (Ls_2_1)

2. ["I'm sorry, but I just don't think that I can."](#) (Ls_1_2)

3. ["I care nothing for what I lost. This is just a waste of time."](#) (Ls_5_2)

(Ls_1_2)

S: "You can try and hide your grief but I know what you are feeling right now. The sadness from having left behind something most precious to you... Please, let me help."

P: 1. ["Alright, you can try."](#) (Ls_2_1)

2. ["I'm not interested in your help. Just leave me alone."](#) (Ls_5_2)

(Ls_2_1)

S: "I know you have lost things you care about, both in life and death, such is the way of the world. Which of these things most troubles you? Something lost in life, or something in death?"

P: 1. ["Something in life."](#) (Ls_2_2)

2. ["Something in death."](#) (Ls_2_3)

(Ls_2_2)

S: "I see. So while you were alive you lost someone or something dear to you. Did it slip away or did you fail to protect it? I supposed it matters not. A loss is a loss, regardless of the circumstances. Tell me, how does that loss make you feel?"

P: 1. ["Sad..."](#) (Ls_3_1)

2. ["Angry."](#) (Ls_3_2)

3. ["Disappointed."](#) (Ls_3_3)

4. ["Annoyed that I have to answer so many questions."](#) (Ls_5_2)

(Ls_2_3)

S: "People lose many things when they die. The people they care for and the objects most precious to them... Tell me, what about your loss upsets you the most?"

P: 1. “What will happen to them now that I’m gone? Who will help them? Who will protect them? They still need me!” (Ls_4_1)

2. “I...I failed them... I was not able to protect them and now, no one else will... It’s all my fault...” (Ls_4_2)

3. “I never did enough for them. Now that I’m gone, will they even care? Will they remember me?” (Ls_4_3)

4. “That I have to answer all of your questions about it.” (Ls_5_2)

(Ls_3_1)

S: “I’m not surprised. It’s only natural to mourn what we have lost. What you must remember is not to let that grief consume you. Mourn yes, but then move on. There is no use in pining over that which is gone. Remember it but move on and, in time, you will find something or someone else...”

P: 1. “Yes, I see the truth in your words.” (Ls_5_1)

2. “You’re wrong. Nothing could ever replace it.” (Ls_5_2)

(Ls_3_2)

S: “Anger at what you lost? Or perhaps anger at you yourself for the loss? Either way, you must learn to let it go. If you are angry at yourself, put it aside, learn from your mistakes, and move on. If you are angry at another, you must realize that some of the blame may well rest with you. And, even if that is not the case, anger solves nothing. You can’t move on until you put it aside.”

P: 1. “I suppose that’s the best thing I can do...” (Ls_5_1)

2. “Forget my anger? Never.” (Ls_5_2)

(Ls_3_3)

S: “Whether you are disappointed in yourself or another, there is little you can do except try and move on. Others will disappoint you, that’s a part of life. And yes, sometimes you can’t even rely on yourself. But there’s nothing to be gained for harboring such feelings for too long. You must accept what happened and learn from it so that you can do better the next time.”

P: 1. “Yes, I must learn from what happened.” (Ls_5_1)

2. “I do not think there is anything of use to be learned from it.” (Ls_5_2)

(Ls_4_1)

S: “I know how hard it can be to pass on when you’re worried about those you have left behind. Unfortunately, all you can do for them now is pray. Perhaps they’ll find their own strength and you’ll see that they need you less than you think. Or perhaps you’re right... Sadly, you can do nothing more for them now. You did all you could. You must accept that, it’s the only way to find peace.”

P: 1. “I... Yes... I’ll pray for their safety.” (Ls_5_1)

2. “No, there must still be something I can do for them!” (Ls_5_2)

(Ls_4_2)

S: “Think back? Did you try your hardest? Did you do everything you could have done? There’s a limit to what any one person can do and everyone makes mistakes at times. The only way you could have truly failed is to have not given your all.”

P: 1. [“I did my best... I only wish it could have been more.” \(Ls_5_1\)](#)

2. [“Then I did fail them. There can be no forgiveness...” \(Ls_5_2\)](#)

(Ls_4_3)

S: “It’s a common concern, though a valid one nonetheless. I don’t know how you behaved in life but I do know that, if you truly cared for them, they’ll know. They’ll learn it from your actions, if not your words. To those you sincerely cared for, you will never be forgotten.”

P: 1. [“I take comfort in your words.” \(Ls_5_1\)](#)

2. [“Do you really think a pretty speech like that can console me?” \(Ls_5_2\)](#)

(Ls_5_1)

S: “Loss in any form can be a very difficult thing to deal with but you seem to be coping well. Take this, it will give you strength when you think on what you have lost. I hope you’re able to come to terms with your losses and pass on peacefully.”

P: 1. “Thank you. Your words have truly helped me.”

The conversation ends, the journal is updated, and the player receives the Relic of Loss.

(Ls_5_2)

S: “I can’t help you if you won’t let me. Loss in any form can be very difficult to deal with. I pray that someday you will be able to accept it.”

P: 1. “Then you’d best pray for a miracle.”

The conversation ends and the journal is updated.

Spirit of Loss (After Completing First Conversation)

S: “Loss is a terrible thing but it too is a part of life. I pray that you won’t be consumed by thoughts of what you’ve lost.”

P: 1. “...”

Conversation ends.

Spirit of Love (First Conversation)

S: “That far off look in your eye... You’re thinking of your loved ones, are you not?”

P: 1. [“Yes, it seems I can do little else now.” \(Lv_1_1\)](#)

2. [“Yes, I wonder what will become of them now that I’m gone.” \(Lv_1_1\)](#)

3. [“No, there are none I cared for in life.” \(Lv_1_2\)](#)

4. [“Yes, they owe me money.” \(Lv_3_2\)](#)

(Lv_1_1)

S: "For many, the hardest part of death is leaving behind those they loved. No matter the type of love, a life without is a life unfulfilled. Yet now, you are here and they aren't. It must be difficult for you."

P: [1. "I only wish we didn't have to part..." \(Lv_2_1\)](#)

[2. "Will I ever see them again?" \(Lv_2_2\)](#)

[3. "Now that I'm gone, it won't be long before even they forget about me..." \(Lv_2_3\)](#)

[4. "No, I prefer to be on my own." \(Lv_3_2\)](#)

(Lv_1_2)

S: "Think back on your life? Was there truly no one you cared for? There's no reason to hide your feelings here."

P: [1. "You're right. I do miss them..." \(Lv_1_1\)](#)

[2. "I'm not hiding anything. There was no one." \(Lv_3_2\)](#)

(Lv_2_1)

S: "As time moves on lives are brought together, intertwined, and then, eventually, drift apart. It is a process without beginning and without end."

P: [1. "Will I ever see them again?" \(Lv_2_2\)](#)

[2. "I'll never forget them...but would they say the same about me?" \(Lv_2_3\)](#)

(Lv_2_2)

S: "I'm sorry, but that is not something I can answer. It is possible...but I'm not the one who decides your fate, or theirs. If it helps, I will offer my prayers that you are united with them once again."

P: [1. "I appreciate it. I'll do the same." \(Lv_3_1\)](#)

[2. "Prayers? That's all you can do? I've had enough of this worthless conversation."](#)

(Lv_3_2)

(Lv_2_3)

S: "I don't know what's in the hearts of those you left behind but I do know that if you truly cared for them, and they for you, they will carry those feelings with them for the rest of their lives. True love is not something easily forgotten."

P: [1. "I'm glad. I too will do my part and carry my love for them to the afterlife and beyond." \(Lv_3_1\)](#)

[2. "Yes, you're right. But will I ever see them again?" \(Lv_2_2\)](#)

[3. "Your words are pretty but how can you really be so sure? You're just saying empty things to try and ease my mind." \(Lv_3_2\)](#)

(Lv_3_1)

S: "Remember, no matter where you go or what you do, those you care for will always be in your heart. Take this and think of them when you look upon it. I wish you the best of fortune in what comes next."

P: 1. "You have my thanks. I'll treasure your words."

The conversation ends, the journal is updated, and the player receives the Relic of Love.

(Lv_3_2)

S: "A life without love is a terrible thing. I hope that, upon further reflection, you'll realize that the love others have for you, and you for them, is greater than you know."

P: 1. "Don't patronize me. I'm leaving."

The conversation ends and the journal is updated.

Spirit of Love (After Completing the First Conversation)

S: "True love is an eternal bond that is carried not only through life but beyond as well. There's nothing more precious."

P: 1. "..."

Conversation ends.

Spirit of Strength (First Conversation)

S: "Ah, a mortal. Tell me mortal, are you strong?"

P: 1. ["Yes I am." \(S_1_1\)](#)

2. ["I've always tried to be." \(S_1_1\)](#)

3. ["No, I 'm not." \(S_1_2\)](#)

4. ["Stronger than you are." \(S_3_2\)](#)

(S_1_1)

S: "You seem confident, I like that. But strength alone is meaningless. So tell me, what did you do with your strength?"

P: 1. ["I used it to help others." \(S_3_1\)](#)

2. ["I used it to work hard and accomplish whatever I set out to do." \(S_2_1\)](#)

3. ["I used it to rule the weak and take what I wanted." \(S_2_2\)](#)

4. ["I didn't use it for anything. I just like being strong." \(S_2_2\)](#)

(S_1_2)

S: "There's more than one kind of strength. Saying what you did takes a certain strength of it's own. Everyone is strong in some way."

P: 1. ["Yes, yes, I am strong." \(S_1_1\)](#)

2. ["You're wrong, I'm not strong and never have been." \(S_3_2\)](#)

(S_2_1)

S: "Ah, that's good. Strength is useless if you have no reason to use it. But tell me, what type of tasks did you use your strength to accomplish?"

P: 1. ["To help others in need." \(S_3_1\)](#)

2. ["To make an honest living." \(S_3_1\)](#)

3. ["To challenge myself and keep moving forward." \(S_3_1\)](#)

4. ["To take what I wanted from others." \(S_2_2\)](#)

(S_2_2)

S: "That's a selfish and foolish way to use your strength. Those who have strength should help those that do not. Then they will in turn help you when you find yourself in

need of a strength which you do not possess. Strength is meant to build, not to take or tear down.”

P: 1. [“You’re right, I wasted my strength... I only wish that it weren’t too late to change...”](#) (S_2_3)

2. [“If you believe that then you’re the fool.”](#) (S_3_2)

(S_2_3)

S: “At least you realize it now. Perhaps it’s too little too late, perhaps not, but at very least it’s better than nothing.”

P: 1. [“...”](#) (S_3_1)

(S_3_1)

S: “Unlike the other spirits, I’m a being of few words. You seem to understand the true meaning of strength and for that, I congratulate you. Please take this as a token of that understanding. I pray that you’ll have the strength to face your final destiny, whatever it may be.”

P: 1. “Thank you, I’ll do my best.”

The conversation ends, the journal is updated, and the player receives the Relic of Strength.

(S_3_2)

S: “Strength and arrogance are a poor mix. Strength unused and strength misused are both terrible things. Unlike the other spirits, I won’t spend time exchanging words when I see there’s nothing to be gained. If you can’t even admit that you’re wrong, I have nothing more to say to you.”

P: 1. “Good, I’ve got nothing to say to you either.”

The conversation ends and the journal is updated.

Spirit of Strength (After Completing the First Conversation)

S: “Strength is a tool and, like any tool, it’s neither good nor bad. It’s up to you to decide how your strength is used.”

P: 1. “...”

Spirit of Wisdom (First Conversation)

S: “Ah, you seem like an intelligent person. Tell me, what do you think of knowledge and wisdom?”

P: 1. [“They’re precious things. Their importance can never be overstated.”](#) (W_1_1)

2. [“They have many uses. Learning is always valuable.”](#) (W_1_1)

3. [“I suppose they have their place, but they hold little interest for me.”](#) (W_1_2)

4. [“Worthless, both of them. Strength and power are all I need.”](#) (W_3_2)

(W_1_1)

S: “Excellent, excellent! I see we agree perfectly. Ah, there are few things more noble than the pursuit of knowledge. But now let me ask you a question. What should one do with the knowledge he has?”

- P: [1. “Use it for the betterment of everyone, of course.” \(W_2_1\)](#)
[2. “Pass it on to others so they too can learn.” \(W_2_2\)](#)
[3. “Use it to improve his own situation in life.” \(W_2_3\)](#)
[4. “One doesn’t need to do anything. Acquiring it is enough.” \(W_2_4\)](#)

(W_1_2)

S: “No need to worry. I know that a life of study is not for everyone. Nonetheless, you are no doubt knowledgeable on some subject or another, most are. But what do you do with the knowledge you have, no matter how trivial it may seem?”

- P: [1. “I use it to help out when I can.” \(W_2_1\)](#)
[2. “I share it with other people if they ask.” \(W_2_2\)](#)
[3. “I use it to gain an advantage over others.” \(W_2_3\)](#)
[4. “I don’t really use it for anything.” \(W_2_4\)](#)

(W_2_1)

S: “Wonderful! After all, what’s the use of knowledge if not used to enrich the world in which you live?”

- P: [1. “I agree.” \(W_3_1\)](#)

(W_2_2)

S: “Marvelous! Your knowledge would be worth little if it disappeared along with you into the afterlife. By sharing it you can assure that it will live on for generations to come.”

- P: [1. “My thoughts exactly.” \(W_3_1\)](#)

(W_2_3)

S: “Oh dear... That’s a dreadful misuse of knowledge. We should use what we learn for the benefit of all. Not that there’s anything wrong with profiting from what you worked hard to acquire, but that profit should not come at the expense of others.”

- P: [1. “Perhaps you’re right... Maybe I’m not as wise as I thought.” \(W_3_1\)](#)
[2. “Those are the words of a sentimental fool and nothing more.” \(W_3_2\)](#)

(W_2_4)

S: “Nothing at all? But then why did you trouble yourself to learn it in the first place? What purpose is there in knowledge if it’s used for nothing?”

- P: [1. “You make a good point... I was foolish not to realize that sooner.” \(W_3_1\)](#)
[2. “What’s it matter? It’s not your place to lecture me on such things.” \(W_3_2\)](#)

(W_3_1)

S: “I’m happy to see that you understand the true worth of knowledge and wisdom. The joy that comes from the seeking, use, and teaching of them simply can not be measured. Here, take this to show all that you are a true seeker of knowledge. And remember, even

in the afterlife, there is always more that can be learned.”

P: 1. “I enjoyed our conversation, thank you.”

The conversation ends, the journal is updated, and the player receives the Relic of Wisdom.

(W_3_2)

S: “Alas, if you don’t see the true value of knowledge and wisdom then I fear my words, no matter how well spoken, won’t be enough to sway you. Perhaps in time you’ll come to see the error of your ways.”

P: 1. “Or perhaps in time you’ll come up with something more interesting to say.”

The conversation ends and the journal is updated.

Spirit of Wisdom (After Completing the First Conversation)

S: “Wisdom and knowledge, two truly beautiful gifts given to all, if only we seek them. I wish you the best in their pursuit.”

P: 1. “...”

Conversation ends.

Chamiel (After Speaking to the Six Spirits)

C: “I see you have finished speaking with the spirits. I hope their words have helped prepare you for what lies ahead.”

P: 1. [“Yes they did.” \(C2_1_1\)](#)

2. [“It was a waste of time. Hurry and show me what comes next.” \(C2_1_1\)](#)

(C2_1_1)

C: “There is nothing more you can do here. Pass into the next room, there you will be told your fate.”

P: 1. “...”

The conversation ends, the journal is updated, and door 2 opens.

Chamiel (After Completing Previous Conversation)

C: “There is nothing more you can do here. Pass into the next room, there you will be told your fate.”

P: 1. “...”

Ending Conversation (0 Relics – Bad Ending)

J: “Come mortal. It is time for you to learn your fate.”

P: 1. “I can pass on to the afterlife then?”

J: “I fear you are not ready, your conversations with the spirits should have shown you as much. There are still many things you need to work through in your own heart and mind before you are able to leave this place behind. Perhaps someday you will be ready but

until then you will stay in this place and think back on your life and your decisions. That is your sentence.”

The mod ends.

Ending Conversation (1-5 Relics – Normal Ending)

J: “Come mortal. It is time for you to learn your fate.”

P: 1. “I can pass on to the afterlife then?”

J: “Yes. Though there are still parts of life and death that you have yet to fully understand or accept, perhaps someday you will. But for now you have progressed enough to move on. Come and see the fate your life has earned you.”

The mod ends.

Ending Conversation (6 Relics – Good Ending)

J: “Come mortal. It is time for you to learn your fate.”

P: 1. “I can pass on to the afterlife then?”

J: “You have come to an excellent understanding of life and death, yet it is not time for you to pass on.”

P: 1. “What? But why?”

J: “Your fate is thus. You will be returned to the world of the living and given one more chance at life.”

P: 1. “I...I can't believe it. Thank you! But...what have I done to deserve this? I learned from the spirits, I was fully ready to accept my death and pass on.”

J: “You speak the truth. But the lessons you learned here can be applied in life as well as death. If you think about it, you will come to see that it is people like you who are most worth saving. Now go and make the most of what life you have left.”

Mod ends.