



In Betwixt

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Backstory

Since the dawn of time, humans were always torn between good and evil. Light and dark. Over the centuries, the darkness grew stronger and stronger, to the point where it was claiming an insurmountable amount of human lives. A group of priests appeared and, armed with the powers of light, casted the darkness away from our world, trapping it in another dimension.

A Cathedral was erected where the portal was opened and a religion, the Lux Divinus was created to protect the place and ensure that darkness never again stepped into our world. According to the records, 499 years have passed since the darkness was banished and, as such, 499 rituals were performed to stop it. It is now the year 1100 and it is time for the 500th ritual...

Act I

In this age, few groups and religions are as popular and powerful as the Lux Divinus. They established themselves as the dominant creed for the people in a remote region in East Europe after banishing the evil known as the Darkness from our world. For hundreds of years they have been keeping mankind safe by performing the Ritual of Light, a very secretive procedure that keeps the Darkness away. Every year, when the time to perform the ritual approaches, they welcome various new young men and women that aspire to join the Lux and serve the Church.

Aldrin Cornell, a 26 years old man is one of them. However, differently from everybody else, he wasn't there because he shared the beliefs of the church. He was there to fulfill a promise. When Aldrin reached the steps of the Cathedral of Light, he looked up and was left breathless. The majestic structure that seems to reach as high as the sky is a monument that exists to shield us from the evil of Darkness and serve as a symbol of hope.

His daydreaming was interrupted by an old man's voice shouting his name. Looking back down he saw the person he was supposed to meet: The high priest Ezekiel. After exchanging compliments, Ezekiel gestures for Aldrin to follow him inside the Cathedral. As they walk, the old priest says that he wasn't expecting Aldrin to actually show up, as he promised 1 year ago, to which he replies that he wasn't expecting it either, but he made a promise to his sister. A promise he wasn't willing to break. Not wanting to dive into personal matters, Aldrin changes the subject and asks if they can get started with his initiation.

Ezekiel proceeds to give Aldrin a small tour inside the Cathedral of Light and all its massiveness while explaining all about the duties of the Lux Divinus priests. Aldrin notices that there's a lot of commotion going on and Ezekiel explains that it's because the Ritual of Light was about to start. When they reach the end of their tour, Ezekiel invites Aldrin to attend the Ritual. Upon agreeing, Aldrin is led into the Catacombs and finally, the Chamber of Summoning.

Inciting Incident

As Aldrin steps into the chamber, he is filled with an unnatural warmth. The gigantic room radiates light from every corner of its mirrored walls, all light rays converging in the center where the portal was located. Ezekiel directs him to sit and leaves, saying that he needs to assist in the ritual. Shortly after the ritual begins.

The whole process was very methodical, with all the priests chanting in unison. As beautiful as it sounded, Aldrin could feel the room shaking and the lights starting to dim. He didn't know anything about the ritual, but he got the feeling that something wasn't right. The warmth that filled him when he entered the room was replaced with a dread so strong that it was suffocating.

Suddenly, bursts of energy shoot out of the portal and block most of the sources of light in the room. The second Aldrin instinctively stepped up was also the second that an explosion takes place, throwing him at the wall. Barely conscious, he tried his hardest to keep his eyes opened as he struggled to understand what he was seeing. One by one, the priests performing the ritual start to die, almost as if their life was being drained out of their bodies, leaving only empty shells. The closest ones to the portal were split in pieces by the ray of energy emanating from the center of the room, that now started to take shape.

At that moment, Aldrin was able to recompose himself and stand up, his eyes meeting something that he couldn't quite comprehend. In the center of the room, the energy made of the purest and darkest black started materializing into a gruesome creature. As the massive humanoid beast was trying to leave the portal, some of the priests pushed one of the pillars in the room into it, partially blocking it and stopping the creature of being fully brought into our world. At that moment, its incomplete shape emits a deafening scream that almost made Aldrin fall again in fear and rushes through the shadows in the room killing all the remaining priests.

The beautiful light-filled room was now almost entirely covered in the blood of all priests. Despite that, this Entity, whatever it was, hungered for more. Noticing that it didn't see him, Aldrin starts to slowly make his way to the exit unnoticed.

As he makes his way to the entrance of the chamber, he hears a sound. His eyes darted around the room in search of its source, ending in a priest that was somehow still alive and trying to escape. Aldrin barely had time to tell him to run, as the Entity swiftly moves to the priest and tears his body in half. With one more life claimed, it turns to Aldrin, who by all means thought he was about to die and just closed his eyes.

However, seconds passed and Aldrin could still breathe and move. When he finally gathers the courage to open his eyes, he notices that the Entity is still trying to reach him, but can't. A line of light has formed between them, locking it in place. Aldrin realized that the beast can only move through shadows and as such, cannot reach something that is completely covered with light or darkness. Without giving it too much thought, Aldrin rushes to the entrance of the room and proceeds to escape.

Aldrin ran as fast as he can, his thoughts quickly catching up to him as he tries to come to terms with what he just saw. As he makes his way through the Catacombs, images of the bloodshed he just witnessed occupy his mind. By the time he reaches the stairs that lead back to the surface, he hears a violent scream that almost makes him lose balance. The Entity was coming.

Back in the Main Hall, Aldrin quickly closes the door to the catacombs and blocks it, knowing full well that it won't hold the Entity for long. Still, it gave him a small window to recollect his thoughts. As if something clicked, he realizes that Ezekiel was nowhere to be found. Unsure if he managed to escape or just became one more corpse in the massacre that took place in the Chamber of Summoning, Aldrin decides to look for the high priest.

He makes his way to the door that led to the Gardens and subsequently to the Sleeping Quarters, but is met with a locked gate. Aldrin's surprise comes from the fact that the door wasn't locked when he was having the tour with Ezekiel earlier. A note reveals that the Chief Librarian locked it and hid himself in the Library. Frustrated, Aldrin explores the Main Hall and finds the door the Order's library. Inside, the massive shelves full of years of knowledge and history almost resemble a labyrinth. Aware of the fact that The Entity can only move in the shadows, he looks at the light shafts and the dark spots around the library with uneasiness. When he finally manages to gain access to the Chief Librarian's office, he finds the key to the Gardens of Enlightenment, hid inside a book. Letting his curiosity get the best of him, he starts reading it. The silence in the room is only broken by Aldrin's gasps after reading each page. The book contained detailed information about the origin of the Ritual of Light and its procedures. It spoke of sacrifices, human sacrifices, to appease the dark and the fact that every year more are required as it gets stronger and stronger.

Left with more questions than answers, Aldrin closes the book and starts to make his way back to the Main Hall when a tremor makes him lose balance. Looking forward to the way he came, he notices the path getting darker. For a split second, he felt as if the world went pure black and a memory flashed in his mind: His sister, Alina. Before he had the chance of saying anything, the Library's main door bursts and the Entity appears. With no way of getting back the way he came, Aldrin runs to the Library's second floor, his eyes darting for a way out. He finds a small secret passage behind one of the bookshelves and jumps into it, without knowing where he would end up.

The passage was completely dark, which oddly enough provided Aldrin with some relief, as The Entity couldn't follow him there. Making his way through the narrow corridor, his thoughts now turn to his sister. His mind was trying its best to understand why she would appear for him at that moment... The more he thought about it, the more he felt as if she was actually there. Distracted, Aldrin doesn't notice the floor giving in under his feet until it's too late. He recovers himself from the fall and a quick look around makes him realize that he wasn't in the Cathedral's Library anymore. He was in one of the Twin Towers. The sun shining bright outside filled the tower's corridors with both light and shadow. Aldrin

carefully makes his way through the tower, searching for a way of getting back to the main hall.

Soon he finds himself in a hallway that connects the two towers, the only thing standing between them being a big chasm. Realizing that there's no other way, but attempt the jump, Aldrin launches himself and manages to land in a piece of ground extending from the other side. His happiness, however, is short-lived as the ground collapses beneath him. His reflexes kick in and he manages to quickly grab the nearby ledge. Desperate and crying for help, Aldrin sees no way of escaping that situation. At that moment, a contraption is activated, raising a bridge in the lower floor to which he can let himself fall to. An old voice fills the air, filling the emptiness of the tower with an echoing sound and Aldrin with hope.

Ezekiel can be seen on the floor above and asks if Aldrin is well. Surprised, he replies positively, but quickly changes the subject to Ezekiel, who he presumed was dead. Ezekiel states that he was able to escape the Chamber of Summoning moments before The Entity was unleashed and was looking for survivors in the Cathedral. Aldrin finds that fact odd, given that he was standing close to the door during the events that transpired, but lets it go in order to inquire about the church. He brings up his findings about the Lux Divinus and the Ritual of Light, demanding that Ezekiel tell him if those facts hold any truth to them. The old priest pauses for a second and asks Aldrin to come upstairs so they can properly talk.

Turning Point

When Aldrin reaches the upper floor, Ezekiel points to a nearby room and gestures for Aldrin to follow him. Inside, he begins by saying that all Aldrin read in the book was true. The Lux has been fighting the darkness for ages and every ritual to contain it demanded human sacrifices. Before Aldrin could yell his indignation, the old priest raised his hand and continued. Through hundreds of years of research, it was found out that the darkness is actually born out of human emotions and as such demands human lives in order to satiate its hunger. Aldrin knew where Ezekiel was going with this before he even said it: The rituals were never a solution to saving us from the darkness. They were only delaying the inevitable. Ezekiel sat on a rather old chair in the room, whereas Aldrin couldn't bring himself to as with every new piece of information the old priest gives him, his heart sank further and further. This is the religion thousands devote their lives to. That Alina devoted herself to. To think that his sister died for lies and false hope made him furious.

After moments of silence, Aldrin asks how could Ezekiel devote his entire life to the Lux Divinus knowing about all of this. The answer would finally bring some hope to the situation. It turns out that after finding out the truth about the rituals, Ezekiel started to research for a definitive way of banishing the darkness from our world, for he knew that eventually its hunger would be impossible to satiate. In his studies, he discovered a forbidden relic, purposely left out of the annals of history: The Nyx Relic.

The first time the Darkness was banished from our world, a piece of it was left behind, materializing into a crystal of the purest black. The original formation of the Lux studied this artifact and realized that it could be used against the Darkness. It was not, however, without its drawbacks. Every scholar that came in contact with it was driven mad due to the essence of the artifact and as such they were forced to hide it deep within the Cathedral's grounds in the hopes that no other soul would be tainted by its powers of corruption.

Upon hearing all that, Aldrin knew what they had to do. If there was a chance of legitimating the Lux and sparing thousands of new sacrifices, they had to take it. Ezekiel also mentions that the relic may be their only chance of getting out of the cathedral alive too, as every second the Entity becomes more and more powerful, spreading its influence through the Cathedral.

One last thought permeated in Aldrin's mind. He wanted to ask Ezekiel about Alina's last moments. As a devotee of the Church, she spent her last moments in the Cathedral of Light and Aldrin never had the chance of saying goodbye to her. However, as he was about to ask the old priest, a tremor shook the tower to the point where the bell on top of it rang. Ezekiel proceeded to say that the rest of the conversation would have to wait. Right now they needed to leave the Twin Towers, for the Entity draws near. He explains that in order to go back to the Main Hall, they needed to release a contraption on the top of both towers and suggests that each of them should go to one. Aldrin would say that it wasn't a good idea to split up now, but he knew that they were running short on time. He decided to take the right tower, while Ezekiel would take the left one. With that said, they both went on their ways.

Act II

On the way to the top of the right tower, Aldrin couldn't help but feel that his thoughts were burdening him. It was hard to believe that a couple hours ago, he was just someone that was ready to devote his life to what he thought was a rightful cause and now he was knees deep into a situation that can cost him his life and the world's.

When he reached the top of the tower, he could see the left tower's bell clearly. Noticing that Ezekiel wasn't there yet, he started to worry that the Entity may have gotten him. Now that he was thinking about it, the way up was relatively safe, with no attempts from the Entity to try and kill him. It was then that Ezekiel finally came to view in the other tower. The old priest signaled for Aldrin to ring his bell and so he did, being followed by Ezekiel ringing his. Both bells resonated with each other and it was possible to hear movement down in the towers' first floors, as if something just opened. Their path was now clear. All they had to do was go back, reunite and figure out where the Nyx Relic is.

As Aldrin starts to make his way down to meet with Ezekiel, he notices the sky darkening, even though it was the middle of the afternoon. Chills run down his spine as he realizes what that meant. His eyes darted around him, looking for the Entity and when he looked to Ezekiel's tower, he saw it approaching the priest as he was going out of view. Aldrin yelled as loud as he possibly could in the hopes of warning him, but what

followed was an ever louder scream coming from the left tower. The Entity had just claimed its new victim: The high priest Ezekiel. With no time to mourn, Aldrin rushes to the bottom of the tower and as soon as he reaches the doors to the main hall, he looks to the left tower's entrance in the hopes of seeing the old priest would still be alive and coming for him. Instead, what he saw was shadow spots forming on the floors and walls. The Entity was there, and it was coming for him.

The next couple of seconds blurred in Aldrin's mind. The Entity rushed for him with a feral thirst for blood as he ran to the doors that led to the main hall, went through and closed them as fast as he could. The moment he did so, he could hear the Entity slamming on it, trying to blow it wide open with unhuman strength. Aldrin started to desperately look around for a way of barricading the door and found some reinforced wood boards. With the door now blocked, Aldrin waited. Soon the sounds of the Entity's efforts to break it stopped. As much as that gave Aldrin some relief, he knew that it wouldn't be for long. He needed to find the Nyx Relic if he is to stand any chance against his enemy. Given that Ezekiel was researching it, he decides to go to the old priest's chambers in the Sleeping Quarters hoping to find some clues about its whereabouts.

Even though Aldrin had already been in the main hall, as he looked around it almost felt as if it was a different place. An ominous atmosphere fills the air and traces of the Entity's influence can be seen all around. Avoiding contact with it, Aldrin manages to reach the door to the Gardens of Enlightenment and use the key he acquired in the Library. As the door closed behind him, he couldn't help but be taken aback by the beauty of it. Its maze like structure housed a fountain in the middle of it and on the other side Aldrin could see his goal: The Sleeping Quarters.

Decided to make his way through it as quick as possible, Aldrin carefully walks around the maze. When he gets to his destination, he realizes that the door is locked. However, that wasn't the only thing he found there. A trail of blood, leading from the door to the center of the maze gave him an idea of where to find the key. Unwillingly, he starts to make his way through the tall hedges of the maze, trying his best to not lose sight of where he started it. When he finally manages to get to the center, he finds the body of a priest partially submerged in the fountain that was filled with blood. As soon as Aldrin touches the key, he hears the Entity approaching. He curses all the gods he can think of and slowly walk through the path he made in the maze, moving statues of the Lux Divinus' saints around to create new passages for him to take and avoid the Entity.

Finally back on the Sleeping Quarters' door, Aldrin gently unlocks it and goes through, praying that the Entity doesn't see him. What awaited for him inside would haunt him forever. Dozens of bodies of priests and priestesses laid on the bulk beds, deep in a slumber of which they would never wake up. Most of them still had expressions of terror that portrayed their last moments. Filled with sorrow, Aldrin walks among the bodies, closing their eyes and covering their bodies as a sign of respect. This would soon be his fate if he didn't find the relic soon enough. The scene also made him think about Aline. He knew she passed away doing what she loved and he could only hope that her departure from this world was as peaceful as something like that could be.

At the end of the long hallway of beds, Aldrin reaches a new section where the higher ranked priests resided and at the end of it, the High Priest Ezekiel's chambers awaited. Aldrin was quick to note that the door was partially opened and candle light could be seen coming from inside. For a second he indulged in the hope that maybe Ezekiel made it there somehow, but decides that was extremely unlikely. That, however, brought up the question of who could it be there? Another survivor? Aldrin peered through the opening and to his surprise, saw no one.

The high priest's chambers were filled with books of all sorts and relics that reinforced his status in the order. On a beautifully ornate desk, a book in special drew his attention. Reading through it, Aldrin realized that it contained Ezekiel's research on the Nyx Relic and much more. It told in detail the high priest's obsession with the artifact and how he clearly believed that he was the one that would save mankind from the Darkness. It also pointed the likely location of the relic as being in a forbidden section of the Catacombs. As Aldrin was flipping through the pages, he noticed that as the dates approached the current one, Ezekiel's writing became less and less cohesive, with notes randomly spread around the page and words such as "Mine", "Power" and "Salvation" circled many times.

Confused, he started to back away from the book and raised his head. Aldrin's eyes widened and his thoughts were engulfed in fear, for what he saw written there was his name, his sister's and the current date. Before he could even ask himself what all of that meant, he takes a massive blow in the back of his head that knocks him down. He was so fixated with what he found out that he failed to notice someone sneaking in. Right before passing out, Aldrin is able to barely see the culprit: Ezekiel.

Aldrin could hear someone calling him. As he recovers consciousness, he opens his eyes, only to realize he is laying on a bed. Startled, he jumps out of a bed he doesn't remember laying down and wearing regular clothes he doesn't remember putting on. He assesses the situation, trying to remember what happened and where he is. Soon, his thoughts are interrupted by the last person he expected to see: His sister, Alina. She starts complaining about him not being ready in the most important day of her life, which only serves to confuse Aldrin more. He asks her what she is talking about, to which she replies with a glaring stare and just points at her clothes. Only then he realized Alina was wearing the priestess robe of the Lux Divinus and suddenly everything makes sense. Today was the day Alina was going to be admitted as a priestess in the Cathedral of Light.

She gestures him to follow her to the kitchen and gives him instructions on how to handle all the house chores she is used to do, while never missing a chance of remarking how lost Aldrin is going to be without her. Alina then gives him a big hug and asks that never forgets her. As Aldrin was about to tell her how much he's going to miss her, she starts walking away, opening the door to the outside. A blinding light filled Aldrin's vision, leaving only Alina's silhouette to be seen in the middle of it. She gives the first step to the outside and Aldrin tries to say something, but to no avail. It was as if his voice suddenly left him. She turns around and says that she prays that one day he would join her in the Lux Divinus and that she loves him more than anything. Aldrin starts panicking and runs

towards her, but no matter how much he tries, he cannot get any closer to her. If something it was as if she was going further and further. The blinding light was somehow getting stronger, making Aldrin raise his arms to block it. At that moment he woke up.

The first thing that came out of Aldrin's mouth when he woke up was his sister's name. He placed his hand on his head, not believing the dream he just had. When he is about to start crying, a female voice calls for him, asking if he is awake now. He searches for the source of that voice, only to find it to be a redhead woman.

The woman is quick to introduce herself as Carol. She tells Aldrin that he's been asleep for a couple of hours now and adds that she was starting to get bored again. Aldrin, now fully awake, realizes that they are inside two separate cells inside the Catacombs. He asks Carol if she knew how he ended up there, to which she replies that "that old man" was to blame. Infuriated, Aldrin starts to frenetically look for a way out, cursing Ezekiel as much as he could. Even though he still didn't know what the high priest had in mind, he knew that he's lost it for a while now.

Watching Aldrin look for an exit, Carol remarks on how in the beginning she was like that too, but gave up after a couple of days. That prompts Aldrin to stop what he was doing and ask her what did she meant. It turns out that Carol has been in that prison for 3 days now. She reaches in her clothing close to her chest and pulls a journal, and shows it to Aldrin. That book identified her as a Chronicler, an individual that belongs to an organization called Custodes Veritatis. They are responsible for recording every single major event in the world and preserve its memory as faithfully as possible. Carol proceeds to say that she was supposed to record the Ritual of Light, just as her predecessors did during almost 500 years, but was instead tricked and locked in that cell by Ezekiel. Chroniclers are supposed to have free passage to any event of significance and to stand in the way of their work constitutes a huge crime. She doesn't understand why, but it was clear that Ezekiel didn't want her to record the events that happened in the Chamber of Summoning.

While trying to piece everything together in his mind, Aldrin tells Carol about everything that happened so far. The Ritual's failure, the Entity, Ezekiel's notes and the Nyx Relic. Her eyes widen and shine with so much new information for her to take note of. Aldrin can't hide the surprise over the fact that she was more excited about everything than worried. He finishes his thoughts saying that they need to find the Nyx before Ezekiel does. As he looks around the cell to find a way to leave, Carol points out her bag with her writing tools on a table close to Aldrin's cell. If he can get a hold of that, she can use her pen to pick the door's lock and get them out.

Turning Point

With much effort, Aldrin manages to reach her bag and passes it over to her through the cell bars. As she starts to unlock her cell door, she realizes that she never asked for Aldrin's name. When he presents himself as Aldrin Cornell, she suddenly stops

as if remembering something. Immediately Carol starts to look for something in her journal and upon finding it, her face darkens. She asks if Aldrin is the brother of Alina Cornell. That question takes Aldrin by surprise and he replies with a nod followed by inquiring how she knows his sister. Without knowing how to answer that, Carol asks how much Aldrin knows about his sister's death. Before he could even formulate an answer, she tells him that the previous Chronicler registered the events that transpired during the last Ritual of Light and Alina was involved. She hands him her journal and suggests that he read it by himself.

Nothing. Absolutely nothing could have prepared Aldrin for what he was about to read. In excruciating detail, the Chronicler wrote about how the Church carefully chose the most devoted priests and priestesses to be used as sacrifices to appease the Darkness, in the hopes that their devotion for the power of light would be powerful enough to hold the Darkness longer. However, something atypical happened during the last ritual. The Chronicler found out that the High Priest Ezekiel ordered the sacrifices to undergo an indescribable torture before dying, which turned their devotion towards the church in the strongest form of hatred they ever saw. The bottom of the page contained all the names of the sacrifices. When Aldrin read the last name, his hands lost strength and dropped the book on the ground. Alina. Alina was the last sacrifice.

Aldrin didn't want to believe. He started to lose balance and with his back on the wall, he fell to the ground. His beloved sister was tortured and killed, while harboring enormous hatred towards this world, by the very institution she gladly devoted her life to. Worst of all, Aldrin couldn't help but feel guilty about it. For not realizing and protecting his sister.

Carol's heart sank just from looking at Aldrin's state. She opened his cell and reached out to him, placing her hand on his shoulder. She realized that no words would be enough to comfort him at this point, so she chose silence. After what felt like an eternity, Carol tried telling him that she was deeply sorry for his sister. Aldrin just mumbled. Choosing her words carefully, she told Aldrin that they still had the chance of making Alina's death not be in vain. If they could find the Nyx before Ezekiel, they could put an end to this madness and end the Rituals of Light. Aldrin knew that Carol was speaking sense, but her words could not reach him where he was. The institution responsible for saving mankind was killing their own and feeding them to the Darkness as experiments. If our protectors were doing that, what hope does he have as a mere human?

Act III

After much effort, Carol is able to make Aldrin stand up. Still broken, he decides to just follow Carol, despite failing to see the point of it all. They make their way through the Catacombs. On their way, Carol notices a narrow path amidst some debris. Following that path placed them in what seemed to be a massive ancient room. Although poorly lit, they could see that its walls were filled with writings in a language that they couldn't understand. Floating in the middle they found what they were looking for: The Nyx Relic. It just stood there, floating. An aura of light surrounded it, as if trapping it. As they walk towards the Relic, they notice a chasm separating the relic from the rest of the room.

Carol starts to examine the room in search of a solution and finds a contraption in a platform in the far north of the room that, when activated, raised a bridge to the middle of the room. She looks at Aldrin with excitement, but he still seemed to be elsewhere. She decided to be the one operating the mechanism, while he would go and grab the relic.

With the bridge now formed, Aldrin slowly makes his way towards the center of the room. Each step was harder and harder, as if something was pushing him away. The air close to the relic was very dense as well. At arm's reach from the relic, Aldrin stares at it. He thinks that he should be happy that they found it, but instead feels only disgust and hopelessness. Carol yelled at him, saying that she wouldn't be able to hold much longer. He finally grabs the relic and the moment his hand touches it, the light surrounding the relic explodes and fills the whole room. With the relic in Aldrin's hands, it was as if all negative feelings that surrounded him in the last minutes intensified to the point where it was hurting him. Yet he couldn't bring himself to let it go.

Back on the other side of the bridge, Aldrin can't get his eyes out of the Nyx. Celebrating their victory, Carol starts to make her way back and suddenly yells again, but this time, in despair. Her voice breaks Aldrin's trance and he raises his head to look at her, only to find her about to fall into the chasm. Above her, Ezekiel could be seen grinning. He compliments both of them for getting the relic and states that now Carol's usefulness has ended. Aldrin wants to confront the old priest about leaving him to die at the Catacombs, but the sadness inside of him was draining him of any will to fight. Carol begs Aldrin to save her, but her pleas seem to fall into deaf ears. Ezekiel laughs and asks Aldrin what would be the point of saving the Chronicler. He already has what he wants and says that regardless of what happens, the old priest will be waiting for Aldrin in the Summoning Chamber to finish it all. With that, he makes his leave and Aldrin must now make a choice.

Saving Carol

Aldrin doesn't know what to do. He wants to save Carol, but he is immobilized by his sorrow. He closes his eyes, trying to distance himself of the events in front of him and sees Alina. Immediately he opens his eyes and looks at Carol. Soon, he would be responsible for one more death. He refuses to accept that and is able to snap out of these dark feelings, puts the Nyx in a pocket, and rushes towards Carol. She loses grip and starts falling into the chasm, but Aldrin's hand is able to reach her in the last second. As he pulled her out of the hole, she could swear that she heard him saying "Not again".

After catching her breath, Carol, now safe and sound at Aldrin's side, thanks him for coming for her. He replies by apologizing for taking so long. He states that, while he didn't have the chance of being there for Alina, he was able to be there for her. She smiles and both of them get up and look towards the exit Ezekiel used. The time to finish all of this finally came. Aldrin grabs the Nyx from his pocket and notices that the relic doesn't seem to be affecting him as much anymore. They make their way to the Summoning Chamber.

Climax

Aldrin and Carol reach the Summoning Chamber. Somehow, Aldrin feels its way bigger than the last time he was there. He also notices that all the bodies were gone, although evidence of the destruction that happened was still present, with some stone pillars in pieces on the ground and fragments of the mirrored walls reflecting the light coming from the candles in the middle of the room where Ezekiel waited for them. He sees both of them entering the room and gets angry for Aldrin's incompetence in letting Carol's life end. However, he says that it doesn't matter, as soon the Entity would be there and they would be able to finish what they started. Aldrin asks him what he meant, but is ignored by the old priest, who just keeps talking and starts to walk around the center platform. He tells them that ever since he heard of the relic, he knew deep down that it would be the solution they were looking for to get rid of the Darkness. It turns out that the Nyx has the power to contain the Darkness indefinitely, but the process of trapping it inside the relic wasn't as simple. One needed to materialize the Darkness in order to draw it to the Nyx. At that point, Ezekiel looks at Aldrin, saying that that's where he came in.

Ezekiel needed a way of instead of pushing the Darkness away, attracting it. Since it is drawn to negative emotions, he devised a plan to feed it with humans that bear intense hatred moments before their death in order to materialize it in our world. However, bringing the Darkness here wasn't enough. He needed to avoid letting it be pushed back by the ritual. Aldrin's sister, Alina, was the connection Ezekiel needed to bind it to this world. Before the old priest said, Carol already knew where he was going. As if the Darkness now held part of Alina's essence, it reacted to Aldrin when he stepped into the Summoning Chamber.

Aldrin snaps saying that he's done allowing Ezekiel to use him and his sister. When he starts to run towards the priest, a big tremor knocks him off balance. The Entity finally found them. As it lunged into Aldrin's direction, it was brought to a halt when it sensed the Nyx Relic. Understanding what that meant, Aldrin held the relic high and it started to draw the Entity inside. Gusts of wind filled the room as if they were suddenly in the middle of a storm, but Aldrin held his feet. Soon, the unhuman screams coming from the Entity ceased. The Darkness was now trapped inside of the relic.

When Aldrin is about to get the relic again, he hears Ezekiel murmuring something and his muscles freeze. The old priest approaches him, and after thanking him for a job well done, grabs the relic. He also says that he forgot to tell them about another power of the relic: It grants complete control over the Darkness to whoever possess it. Now, with the Nyx Relic in his power, he could finally begin to cleanse the world of anyone he deems impure, ensuring that no more dark thoughts are created to feed the darkness. Mustering all the strength he could, Aldrin is able that Ezekiel only wants control over who lives and dies, a right he doesn't have. The old priest slaps Aldrin's face as a punishment for his insolence. He raises his arms and screams that he is now the god of this world and may do as he pleases.

At that moment, a rock hits Ezekiel's hand holding the Nyx, the relic falling and breaking into pieces. Ezekiel lets out a scream, madly looking for the culprit. His eyes rested at Carol that, with a smirk, says that gods are supposed to be omniscient and he miserably failed in noticing her. The moment the relic touches the ground, a big wave of air bursts out of it. The room around them starts to crumble. The tremors were almost too much for them to stand, but Carol manages to reach Aldrin, who is now free from Ezekiel's control. Together, they start to make a run for it. Right before leaving the room, Aldrin looks back and sees Ezekiel trying his best to assemble the Nyx together to no avail. He knew he should be extremely angry at the old priest, but at that moment he instead felt pity. Shaking that feeling aside, he gestures to Carol to move and they escape as Ezekiel is buried with his madness.

As it turns out, it wasn't just the Chamber of Summoning, but the whole Cathedral falling apart. Aldrin and Carol manage to leave the Main Hall just in time to see the magnificent structure falling apart.

Epilogue

Staring at the ruins of the Cathedral of Light, Aldrin and Carol both stare at it in silence, as if mutually agreed to give themselves some time to process everything. The Darkness was no more, but so was the Cathedral of Light. Aldrin, says that perhaps that is for the best. Perhaps humans can finally move past the eternal struggle between Light and Dark. He stops talking for a second, only thinking that he hopes that Alina is watching him right now and that the events that occurred today somehow gave her peace.

Aldrin looks at Carol and thanks her for saving his life. If wasn't for her, he would be with Ezekiel now. Carol smiles and says that he also saved her life and together, they saved the world. She asks what he intends to do now. Aldrin takes a deep breath and says that there's nothing for him there anymore. Carol decides to ask what he would think if she offered him a position as a Chronicler. The offer catches him off-guard. She continues to say that after so many meaningful events, she will probably need help writing everything up. Aldrin smiles and nods at her. Finally, both of them start walking away from the Cathedral and Carol says that all of this is going to make a hell of a story.

ALTERNATIVE EVENTS / ENDINGS

Failing to save Carol

As much as Aldrin tried to, he couldn't bring himself to move. Carol screams as loud as she could, as she disappears into the nothingness of the chasm. Aldrin knew he should be feeling sad for her, but his body couldn't handle any more sorrow. He instead stares attentively at the Nyx Relic in his hand and remembers that Ezekiel is waiting for him in the Chamber of Summoning.

When he reaches the Chamber, Ezekiel is standing in the middle of the room with open arms. He tells Aldrin how happy he is that he made the right choice and ended the Chronicler's life. She didn't need to be there for what was about to happen, after all. Ezekiel explains his plan and how he used both Alina and Aldrin, but Aldrin was beyond the point of caring. The Entity would soon find them in the Chamber and he was one step left from falling into the abyss of sorrow and accepting defeat.

The tremors that announce the Entity's arrival begin. Ezekiel yells how remarkable it is and how he soon shall control it. It enters the room and rushes towards Aldrin. The old priest gently approaches Aldrin and asks that he hold the Nyx high. Doing that, brought the Entity to a halt, as it started to be sucked by the relic. Soon, the unhuman screams coming from the Entity ceased. The Darkness was now trapped inside of the relic.

Drowning in Sorrow

With the Entity trapped, Ezekiel demands that Aldrin give him the Nyx Relic, saying that his role in all of this is complete. He whispers in Aldrin's ear that this is what Alina would have wanted. That the Lux Divinus would reign supreme and get rid of the Darkness for good. Aldrin was tired. Exhausted. He didn't want to fight anymore. However, he knew what awaited him once he gave Ezekiel the Nyx Relic. Still, the thought of seeing Alina again in death actually brought him some comfort.

Aldrin gives the relic to the old priest and gets down on his knees. Ezekiel contemplates its new possession and immediately summons the Entity again. Aldrin stares at his end. His last thought being "I'm sorry, Alina". The Entity pierces through his heart and shreds his body, consuming it entirely. Ezekiel calls it back to the Nyx. He was drunk with power and starts to laugh hysterically. That was the beginning of a new age. An age devoid of Darkness and also devoid of free will.

Succumbing to the Nyx Relic

With the Entity trapped, Ezekiel demands that Aldrin give him the Nyx Relic, saying that his role in all of this is complete. He whispers in Aldrin's ear that this is what Alina would have wanted. That the Lux Divinus would reign supreme and get rid of the Darkness for good.

The moment Aldrin heard his sister's name something clicked inside of him. He started to clench the Nyx tighter and all his sorrow suddenly became anger. He throws a punch at the old priest, launching him further than a human could. Aldrin says that he's done listening to Ezekiel's bullshit and how he feels like he just woke up from a terrible dream. He looks down at the old priest and says that he is not fit to rule this world with the power of Darkness. But Aldrin is. At that moment, he summoned the Entity as if it was the most natural thing to do. He stares at it, contemplating it and says that his sister is inside there. And he is going to create a world where people like Ezekiel would have no place in it.

Ezekiel begs for Aldrin's forgiveness. He says that he only meant the best for the world, but a few sacrifices were required for the greater good. If Aldrin spared him, they

could lead the world in a new age of prosperity where people would have complete obedience for those who vanquished the Darkness. Aldrin agrees with him, in that a world like that was going to exist. The only thing was, Ezekiel would not be a part of it.

The moment he says that, the Entity grabs Ezekiel by the neck and raises him. Aldrin turns as it slowly starts to tear the old priest's limbs apart and devouring him. When its done, Aldrin calls it back to the Nyx and remarks at how powerful the Darkness really is. For him, it would be a shame to banish such a marvelous thing of this world. He was determined to start a new age. An age of Darkness. He looks at the Nyx and thinks of his sister. They would be together, forever.



Characters

Aldrin Cornell

Overview:



While most people welcomed the chance of serving the Lux Divinus, the dominant religion in the Dark Ages, without a second thought, Aldrin Cornell wasn't one of them. In his 26 years of existence, he never felt the inclination to dedicate his life towards what he saw as mere gibberish. That, however, changed when his devoted sister passed away. Feeling extremely guilty about her death, Aldrin decided to join the Lux Divinus in order to carry on his sister's wish of serving in the order.

Little did he know that that promise would set him in a path of indescribable pain and suffering as he is dragged to a chain of events that culminate with the release of a supernatural being made of pure darkness known only as The Entity. With an overconfidence mask born out of fear of

showing insecurity, Aldrin will need to hold on to the only concrete feeling he has left in this world, his love for his sister, if he is to survive the dangers of both Light and Dark.

History:

Aldrin was born in a very humble family in the countryside of a small coastal European town. He and his younger sister Alina didn't have the easiest of childhoods. After losing their parents at an early age, both had to figure out how to overcome life's hardships rapidly. While his sister ended up responsible for administering their land and house, Aldrin started working as a serf for a lord in the neighbor lands. That, however, meant that he would spend most of his days away from his sister, something he wasn't thrilled about. Ever since their parents' death, Aldrin and Alina became even closer, realizing that they could only count on each other to survive. For that reason, Aldrin holds an irrational fear of losing his sister and being left alone.

That fear was carved in his being when a sudden storm seemed to bring down the skies close to their home. Aldrin was going through his normal day of work as much as possible, but as the storm became more violent, he couldn't get Alina out of his mind. He left his work in a hurry and desperately made his way back home on foot, risking his life against the deadly storm. For him, that storm was nothing compared to the pain of possibly losing his sister. With his home now in sight, Aldrin ran as fast as he could inside, only to find the place a big mess because of the storm. Alina, however, was safe, hiding inside their basement. Both of them never felt bigger relief than when they saw each other that day. That day they promised to never leave each other again. A promise that would last for a couple of years, until the day Alina would finally be accepted in the Lux Divinus.

As much as Aldrin dreaded the idea of his sister leaving, he knew how important the religion was to her. There has never been anyone so passionate and willing to serve the order as Alina was. The day she finally became of age to be a priestess was the day they had to say goodbye for each other. Alina, however, made Aldrin promise that he would visit her in the Cathedral of Light, despite knowing full well her brother's indifference towards the church.

Not so long after that, he got the news of her death from the High Priest of the Lux, Ezekiel. After grieving for about a year, he decided to take on his sister's shoes and serve the order, as she would've wanted. After speaking with the High Priest, it was decided that Aldrin would join the Lux in time for the yearly Ritual of Light, an event of enormous significance for the Lux Divinus and soon for Aldrin himself.

Mannerisms:

Speech: Because of his limited education, Aldrin uses a lot of unpolished words. More often than not, he may come across as abrasive, but that comes from his childhood and lack of contact with people. He's very introvert, limiting his interactions with everyone else to a need-to-know basis. That all changes when he is with his sister. Aldrin feels safe when in the presence of his sister and is much more approachable, even if he still doesn't talk that much.

Behavior: Aldrin is short tempered. As a result of his distrust in other people, he hardly allows someone to get to know him better, preferring distance. This, however, doesn't mean Aldrin enjoys being alone. When he is with someone that is not his sister, he tends to display himself as a very overconfident person to mask his fears and insecurity.

Dress: Given that his family never had a lot of money, in a regular day Aldrin can be usually seen in his regular farming clothing, the only one he has: Black boots, beige shirt and pants with a vest on top. When he becomes a priest of the Lux Divinus, his wardrobe gets fancier, with a Yellow & White garb and a single white belt around his waist.

Aldrin Cornell's Experience	Character Arc
Aldrin lives a resentful life, blaming himself for the death of his sister, Alina. In the hopes of atoning for this sin, he joins the Lux Divinus.	Filled with Remorse and Distrust
Ritual of Light takes place. The Entity is partially summoned to our world and kills everyone in the Chamber of Summoning. Aldrin manages to escape, only to find a Cathedral filled with death.	Limited Awareness of the Problem
While exploring the Cathedral's library, Aldrin comes across some disturbing information about the Lux Divinus and the true meaning of the Ritual of Light.	Increased Awareness
Aldrin escapes the Entity and finds Ezekiel in the Twin Towers. He confronts the old priest about the Lux and discovers it all to be true. He also is made aware of a way of destroying the Darkness: The Nyx Relic. In possession of the new information, Aldrin begins to trust Ezekiel.	Attempting First Change
Aldrin witness the supposed death of Ezekiel by the hands of the Entity. Again he is left alone to deal with the Darkness of the world and in his own mind.	Struggles with the Past
When Aldrin reaches the Episcopium, he finds out that Ezekiel has been obsessed with the Nyx Relic and somehow both Alina and Aldrin had a role to play in his plan to acquire it. Ezekiel knocks him unconscious and throws him in the Catacombs.	Filled with Anger and Regret
Aldrin meets Carol, the Chronicler. Through her, he finds out the truth about the circumstances surrounding his sister's death. The realization proves too much for Aldrin's mind to bear and he shuts down of the outside world.	Overcoming Grief
With Carol's help, Aldrin manages to acquire the Nyx Relic. At that moment, Ezekiel tries to kill her, prompting Aldrin to break from his remorse and save her.	Final Attempt at Big Change
Back where it all started, Aldrin and Carol confront the High Priest Ezekiel. Aldrin understands that the Nyx should never be allowed to be held by anyone and together with Carol, destroys it. He leaves Ezekiel to meet his doom.	Filled with Hope

Caroline Raynott

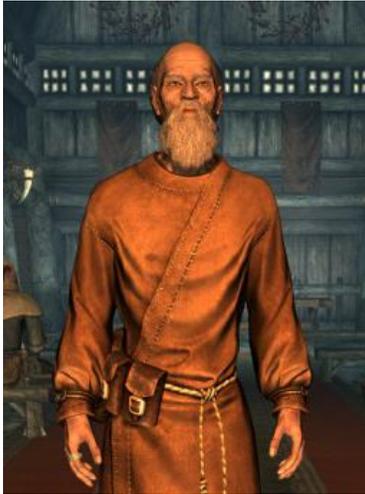


If there is one single trait that defines Caroline is her thirst for adventure. Born in a prestigious family, the redhead woman had everything anyone could ever ask. But she wasn't anyone. Her curious and intellectual mind would not be satiated if she didn't try to know everything about the world we live in. And so, she ran away. Although still in her teenage years, she was smart, always able to talk her way out of most difficult situations. Carol realized that it wasn't her fault, mostly. People always tended to underestimate her just because of her playful personality.

One day, she arrived in a town where a major political figure had just been assassinated. Determined to learn more about what happened, Carol sneaked in the castle of the deceased. While looking for clues, someone caught her attention. A man, wearing an emerald robe, silently taking notes in what may be the biggest journal she ever saw. She knew that whatever happened in that castle, that man was aware of it, and consequently, his journal. Carol patiently waited for the man to leave it unnoticed and managed to take it. The moment she opened it, a hand touched her shoulder. It was the emerald man. He gently asked her to give what was his back. Carol, startled and embarrassed, handed it to him. He proceeded to tell her that he could feel her curiosity and determination to know about the world. The man introduced himself as a member of the Custodes Veritatis, an order in charge of recording all the major events of the world and preserving their memory. Her eyes sparkled with joy when the man invited her to join their order, and from that day onwards, Carol the Chronicler was born.

Carol spent years being trained in the order's ways. Her first assignments were recording local events here and there, always with the presence of a more senior member. Her big chance to shine would come in the form of the 500th Ritual of Light. Upon hearing the news, she couldn't contain her excitement. Her first job by herself as a Chronicler would be recording the newest ritual in the eternal struggle the Lux Divinus find themselves to banish the Darkness from our world. When the day finally came, Carol left her order with her head held high. Little did she know that She would have way more to write about than she bargained for.

Ezekiel Ashworth



Ezekiel is the latest in a line of priests coming from the Ashworth family. While growing up his teachings were all inspired by the church and when he finally came to the age of becoming a priest of the Lux Divinus, he was overcome with joy and didn't think twice about following the family's tradition. Since his early childhood, it was evident that Ezekiel was different. He carried a passion for the order rarely seen even in its senior members. As such, he became extremely well-versed in the ways of the Lux Divinus and quickly rose up in their ranks.

It wasn't long before Ezekiel was allowed to participate in the most important activity in the order: The Ritual of Light. Watching the ritual, he was marveled by the way the order has been fighting the Darkness for so long, but also questioned the effectiveness of the procedure. Even though the other priests insisted that the ritual was the only way of us standing a chance against such evil, Ezekiel wasn't convinced. After leaving the ritual, he spent following years obsessively searching for an alternative. That's when he stumbled on the existence of the Nyx Relic. He quickly brought the idea to the other priests, who laughed and immediately dismissed it. Enraged and humiliated, Ezekiel made it his life's mission to prove not only that the Nyx was the definitive way of putting an end to the Darkness, but also that he was the one destined to do so.

Years passed and Ezekiel reached the highest rank possible in the Lux. Using his influence, he started to slowly modify the Ritual of Light to include human sacrifices in order to feed the Darkness with their negative emotions born from extreme torture, eventually allowing him to bring it into our world and trap it into the Nyx. However, one thing still stood in his way. He needed sacrifices with a strong bond to this world to help sustain the Darkness here. The solution would arrive in the form of Alina Cornell, a new priestess of the Lux Divinus. It was clear to Ezekiel that she had a strong passion not only for their order, but for her brother. Determined to exploit that bond, he sacrificed her and tracked her brother down. As soon as Ezekiel had him participating in a Ritual of Light, the next and final step of his insane plan would be finally put in motion and almost nothing would be able to stop him of becoming the owner of an insurmountable amount of power...

The Entity



Since the beginning of time, Darkness has been the natural enemy of the forces of Light. Despite the common knowledge, scholars theorize that Darkness is made out of an overflow of negative human emotions manifesting as a pure dark energy that consumes whatever it touches. Although Darkness by itself isn't a sentient being, it has an inherited need to expand itself and is pulled to us, humans, for it is from us that it was born. What no one could have predicted was that this trait would be exploited in order to create the world's worst enemy: The Entity.

The Entity is the physical manifestation of the Darkness in our world. After the High Priest Ezekiel sacrificed enough humans filled with hatred, it became powerful enough to sustain itself in a material form, in spite of the Ritual of Light. However, some priests noticed what was happening and tried to stop the ritual by obstructing the portal where the Entity was coming from. Unfortunately, their efforts were not enough to stop it from entering our world, but they crippled it. The Entity was only partially summoned to our world and its movement was limited to spots where light and dark intertwined, or shadows. Even with such a handicap, the Entity's visceral instincts would not be contained forever. The more it stayed in our world, the more it was able to influence it.

Despite having the single goal of devouring mankind, traces of a conscience can be found in the Entity's behavior. It uses its predator instincts to reach its victims and murder them with deadly effectiveness. But, perhaps what's more fascinating is the fact that it feels itself pulled to a human being more than to others: Aldrin Cornell. That is due to the fact that Alina Cornell was one of the last sacrifices to it. Being born out of the sacrifices it consumed, the Entity is somehow able to partially retain their emotions and the love that binds these two humans together connects it to them. Now it is in a hunt to "connect" with Aldrin and it won't stop before it has consumed every bit of his flesh.

Alina Cornell

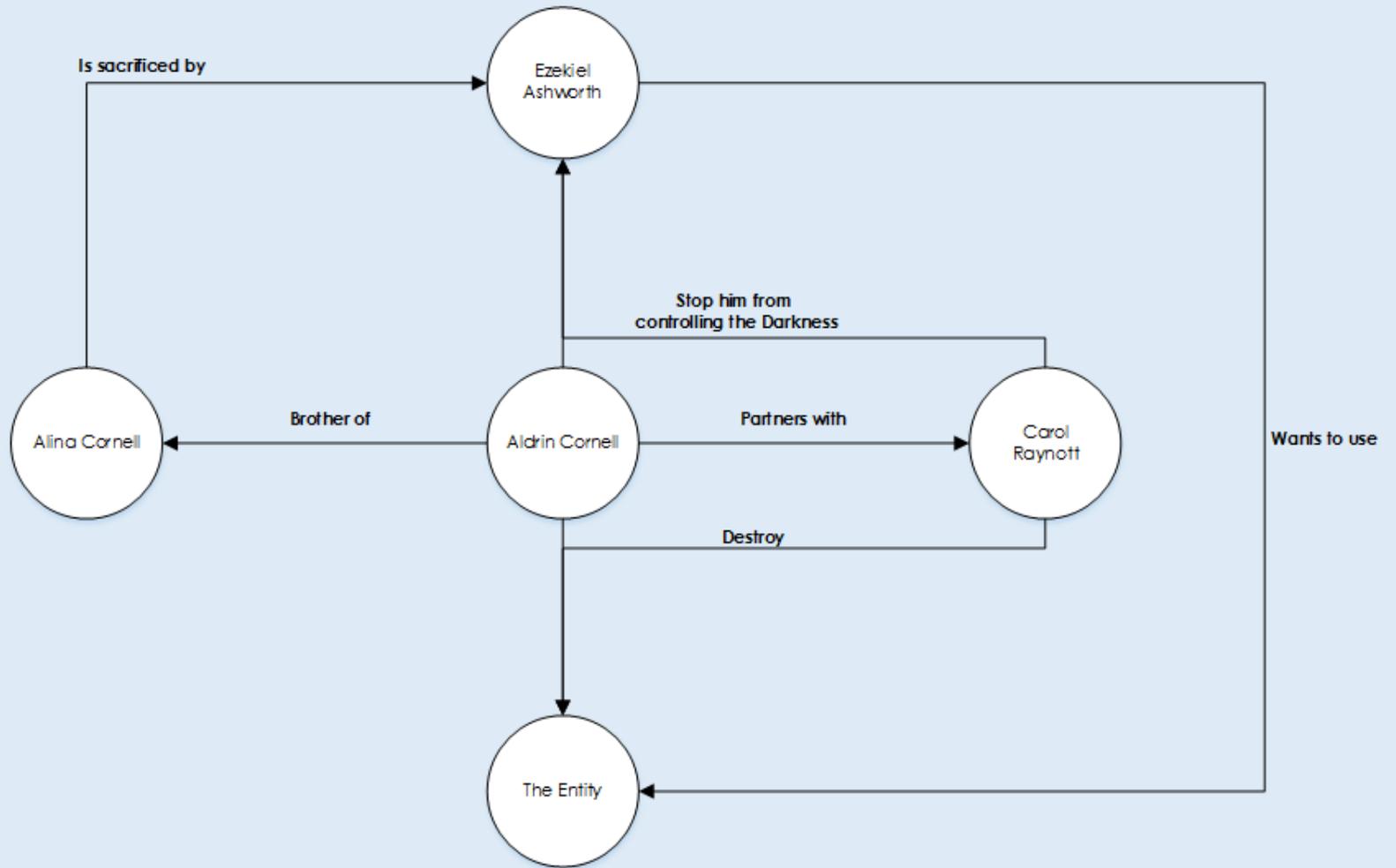


Among the good people of the world, there are always those who distinguish themselves by showing unparalleled kindness. Alina Cornell was certainly one of them. Her love and willingness to help were only matched by her natural beauty. However, she was still a very serious woman, despite all that. Having lost her parents at an early age, she quickly assumed the role of administrating her family's land while her brother, Aldrin Cornell, worked the farms of the neighbors to bring them some money.

Alina was also a very religious person. Often she would bore Aldrin to death talking about the many good deeds that the Lux Divinus did and how she couldn't wait to be able to serve them. In her 21st birthday, that wish became true. Even though she would miss Aldrin dearly, she couldn't pass the opportunity of joining the Lux Divinus as a priestess.

When Alina got to the majestic Cathedral of Light, she was breathless just by seeing the enormous structure home to the order she was about to devote her life to. She was greeted by none other than the High Priest Ezekiel himself, whom she knew loved the Lux as much as she did or even more. What Alina didn't know was that Ezekiel's love was twisted and would propel him to do atrocious acts if that meant him doing what he believed was the best for the order. He tricked Alina to go to the Chamber of Summoning to rehearse for the Ritual of Light, and submitted her to intense torture before murdering her to feed the Darkness. Although it took longer to break her, eventually even Alina held hateful thoughts for Ezekiel and the lies of the church. Amidst all the pain and hate, she was able to whisper one last word: "Aldrin..."

Her death would initiate a chain of events that would shake the foundation of the world and put her beloved brother in great peril.

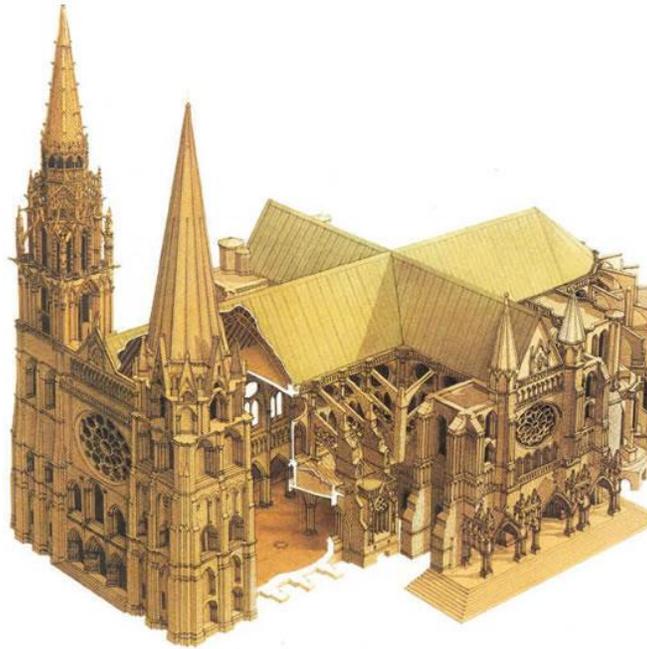


In Betwixt Character Web



Locations

Cathedral of Light:



The Cathedral of Light is home to the Lux Divinus, the religion started after a group of priests first saved our world from the Darkness 499 years ago. Their teachings state that the Divine Light is the one true god and it is only by believing in it that we are to find salvation against the powers of Darkness. The Lux quickly rose to become the most prominent religion in the region, mostly because it was hard for people to doubt the Lux when they have priests that walk among the common folk performing small miracles using the powers of Light. As if that wasn't enough, the Cathedral of Light was built on higher ground and serves as a reminder of the omnipresence of the Lux.

The majestic structure that composes the Cathedral's grounds spans over thousands of squared meters. It includes major locations such as the largest library in the region, two prominent mirrored towers, an incredible garden, the dormitories for the servants of the order and the old catacombs that give access to the place where the portal used to banish the Darkness lies.

With the order being regarded as the saviors of the world, it was as if they could do as they pleased with society. And so, they did. No one could ever tell that they withheld knowledge from the common folk, for they believed if the Lux didn't want them to know, it wasn't worth knowing. Even when rumors started about the order sacrificing people for their rituals, their faith would not be shaken. Despite the public not believing, the sacrifices became more and more frequent and one of the last lives to me claimed in such atrocious act, Alina Cornell, would mark the beginning of the end.

Main Hall – Cathedral of Light:



As one enters the Cathedral of Light it becomes evident that its insides leave nothing to be desired. The Main Hall captures all the splendor of the place in one massive hall. Its marble floors reflect the light coming from all sides through the many stained glass windows. By approaching the center of the hall one can see appreciate all the splendor of the Statue of the Champions of Light, a piece that depicts the first great win against the forces of Darkness so long ago.

The Main Hall also serves as a connecting point to all major locations inside the Cathedral: To the west is the Library's entrance, the north holds the entrance to the Two Towers in the second floor of the hall, the east takes one to the Gardens of Enlightenment and finally a secluded door pointing south close to the center leads into the Catacombs.

When Aldrin first enters the Cathedral, here is where he starts his tour around with the High Priest Ezekiel. After contemplating all the splendor of its immenseness, he is led to the Catacombs and then to the Chamber of Summoning, where his fate awaits.

Library – Cathedral of Light:

The Library of the Cathedral of Light acts as the repository of all knowledge the Lux Divinus gathered throughout its history. Countless books, tomes and more fill the massive shelves of both its floors. For a first timer, it's quite easy to get lost in the library's long halls, which is why in a regular day, many priests can be seen wandering around to help those looking for something specific. There is also an off-limits section in the second floor reserved only to the highest ranking priests and is supposed to contain the order's deepest secrets.



Furthermore, in the first floor it's possible to find the Chief Librarian's Office. It is in there that Aldrin finds not only the keys to the Garden of Enlightenment, but much more. The Chief Librarian being a high-ranking priest, had in his possession journals telling of the truth behind the Ritual of Light and more. When leaving, the Entity corners Aldrin up and forces him to break in the off-limits section and use a secret passage there that takes him to the Two Towers.

Two Towers – Cathedral of Light:



Many cathedrals have two great towers in their structure, but none rival the beauty of the Cathedral of Light's Two Towers. Their sharp stone-shaped architecture are designed to mirror each other, as the night mirrors the day. On the top of each tower, a bell can be found and whenever both bells are rang at the same time, a contraption on the ground floor activates unlocking a passage to the Main Hall. Since they are out in the open, it's possible to clearly see the opposite tower from their respective tops. Perhaps pitting the priests that must climb all the way to ring the bells, an old service elevator was created to spare them of the tiresome journey.

Given that the priests in the Lux Divinus only go the Two Towers occasionally to ring the bells for certain special occasions, their insides have seen better days. Dust fights with silence to fill their echoing halls and many sections are unlit or crumbling. Two poorly maintained bridges link the two towers together in the ground and second floors. It is here that Aldrin meets with the High Priest Ezekiel again. Their encounter is short-lived however, as the Entity is close on their tails.

Gardens of Enlightenment – Cathedral of Light:



The beautiful Gardens of Enlightenment are located to the east of the Main Hall and are truly a sight to behold. Kilometers of individual gardens filled the view as far as the eye could see, each with their unique flora that give away a comforting aroma. Most of the time priests would go there to meditate on the matters of the day.

Even though all gardens had their unique traits that enhanced their beauty, the central one had something special. In its center, a giant fountain could be found, with its water flowing through small grates around the whole complex. The fountain itself was protected by the giant hedges that comprised the garden.

When the Entity was set loose in the Cathedral, some priests sought refuge among the massive hedges and maze-like gardens. One of them made it to the fountain of the central garden, but fell to the Darkness there, his blood now filling the water in the Gardens. He also was in possession of the key to the Episcopium, which Aldrin needed in order to access the High Priest's chambers.

Dormitory/Episcopium – Cathedral of Light:



After a hard day's work, all the priests in the Cathedral of Light return to the Dormitory section of the complex. The Lux Divinus praised the priests that devoted their life to it, so the ranks were respected even here, with beginner priests being allocated in the common areas with bunk beds divided in male and female sections. Here, each priest had one chest to store their belongings. The senior priests had a separate and more comfortable section with more comfortable and private beds.

The highest level priest in the place also have a special room dedicated only for him in the Episcopium, past the dormitories. Its insides were clearly an improvement over the regular wood beds found in the dormitory, even when compared to the senior priests. Traces of gold and beautiful furniture could be seen all around the place, which included an ornate desk where the high priest could conduct private studies, a fireplace, a luxurious bed and shelves for their personal collection of books.

When Aldrin comes across this place in search for answers about Ezekiel's research, the place resembles a vision straight from hell. Dozens of priests lay dead in their beds with blood spilled everywhere. The Entity clearly didn't plan to let anyone escape its vicious rampage and soon Aldrin would be next.

Catacombs – Cathedral of Light:



Ironically, not all places in the Cathedral of Light are filled with it. The Catacombs are very dark and filled with moist due to it being barely used anymore, with its cells now serving as storage places for items that the Lux Divinus needs to get rid of, but can't let the common folk know about. The only reason that brings priests there is when it comes the time to

prepare the Ritual of Light in the Summoning Chambers.

Efforts have been made to ensure that at least the path to the Summoning Chamber is well-lit and can be safely traveled. This is mostly because of the many accidents that were happening with priests wandering off to a long forgotten section of the Catacombs and God only knows what happened to them. Deep somewhere in this section, the Nyx Relic awaits to be discovered by Aldrin and Carol when the stage for their final confrontation with Ezekiel is set.

Chamber of Summoning – Cathedral of Light:



The Chamber of Summoning is arguably the most important place inside the Cathedral of Light, for it is there where the Ritual of Light, yearly practice to banish the Darkness from our world, takes place. Located in the deepest level of the Catacombs, below the cathedral, one could feel the history of the massive circular room, with its worn-out pillars touching the ceiling and mirrored walls shining light from all directions, its rays converging on a pit in the center of the room that held the portal used to banish the Darkness 499 years ago lays dormant.

Given that the Ritual of Light was a very delicate process, it wasn't open to any priest. As such, to be invited to attend was one of the biggest honors a priest could have during their time serving the Lux Divinus, an honor that Aldrin Cornell, a beginner priest was inexplicably given in his first day. The room also contained some benches spread around to accommodate any special guests and priests while they await and prepare themselves for the ritual.

This sacred place is the stage where the High Priest Ezekiel would enact his plan of materializing the Darkness in our world and attempt to control it. After sabotaging the Ritual of Light, all he needed was that Aldrin found the Nyx Relic for him so he could contain the Entity inside of it. As a twist of fate, the only thing standing between him and his perverted goal is Aldrin and Carol.