

SILENT EMISSARY: GAME STORY OUTLINE

The introduction sets up the world of Eloria: a quiet and melancholy tundra hidden from the real world. The land is covered with white snow and grey clouds that spread over the horizon. As we catch different glimpses of the snowy land and the vast mountains, Tristan narrates about how the strong bond of a close friend drives one to do crazy things. A person would risk their life and kill others if it meant to see someone's face again.

After his narration, we catch a glimpse of a giant huddled on top of a mountain looking out at the horizon. The giant is none other than the friend that Tristan is referring to, Omegeon.

In the existing world, a large aircraft hovers over Grave Limit, one of many dungeons owned by E'Synth. The military soldiers stationed at the dungeon start shooting the aircraft and Tristan, with his partner Villia, jump out of the aircraft and attack the soldiers. They do incredible flips and work well together to defeat them. Tristan might be focused, but Villia can't help but gloat at the losers, almost ashamed she ever worked side by them.

They make their way into the heart of the dungeon, battling against other monsters that E'Synth uses as minions. Once they arrive at Grave Limit Core, they face the first [required] battle against Spike Jaw, a giant golem with a lot of strength, but few battle tactics. Once they come out on top, they find out that the monster was guarding a gate that leads to an unknown realm. The gate sucks them without warning and they are transported out of the gate and into...

Soothing Grievlands – where all creatures that have perished remain. The planet is a desolate wasteland completely devoid of monsters and minions alike. All that remains are dark grey soil and despondent people who have come to remorse their lost ones. They make their way to find Sugther, who runs away from them. He turns out to be a grave digger and tells Tristan that no giant has ever perished. This comes as a surprise to Tristan, and now he must find Omegeon before he does perish. Tristan figures that if the giant is still alive and that there must be some way to find him. But if they're not careful, then Sugther will see them again very soon.

They move by chariot until they enter the world of Raxthorn Woodlands. They first make their way through Shredded Plains, a vast area where Bartholomew Gorro is being bullied by two monsters. Once you defeat him, you take upon his offer and arrive at Hysria, where he suspects that there are giants that are bound to inhabit the forests. But what he finds out is that all giants have disappeared from the forests. Perhaps they've run away, or perhaps they've been taken into captivity. He hatches an idea and gets ready to leave as military soldiers from the commander arrive (with Hunter Mortis) to make sure everything is going safely. From their words about keeping the world safe, the two keep on moving, but Tristan doesn't tell Villia where he plans on going, but she follows to keep an eye on him.

They pass through all of Raxthorn Woodlands and during so, they find out Bartholomew has been following behind them. He wants to become stronger, and Villia invites him with open arms, but Tristan doesn't have time for this, so he heads on, he's her responsibility.

They arrive in Psycholic, where there are breeds of strange and disturbing creatures (Villia and Bartholomew think this is where he wants to be.) But as they travel, Bartholomew gets captured by one of E'Synth's minions. The two heroes decide to save him ,but they end up far off the trail, much to Tristan's dismay. They travel through the mountainsides of Cyclore and the jungle of Pykia. They soon arrive in the village of Sapphris, where they encounter Ophelia, who ends up committing a whole lot of crimes and causing the commander's minions to chase after her. Tristan recruits her on his team (Villia and Bartholomew are surprised.) But he shouldn't be – Tristan sends those two on their own and tells them that he'll see them when he sees them.

Tristan and Ophelia move toward one of Ophelia's famous spots, where there are officials that are sure to be waiting for them. They move across different areas and trying to stand each other, until they arrive at Worlis Hepon, where there are soldiers upon soldiers tracking their every moves. The two of them start attacking them and Tristan waits for the commander to arrive, but he doesn't come. Now that they have enemy pursuits on their tail, they have no choice but to keep moving.

Villia and Bartholomew travel together through Bristling Den, where it is an eerie and dark world where day never seems to come. Bartholomew gets scared often, but Villia tries to toughen him up with battles. But once she gets captured, Bartholomew wants to save her, but decides to run away. Villia frees herself and when she finds Bartholomew, she tries to leave him, leaving Bartholomew on her own. But as she travels for awhile on her own, she finds Bartholomew captured by someone else, and when she saves him, she decides to save him – he reminds her of herself when she was young.

Tristan and Ophelia arrive in another city in Worlis Hepon in disguise, where they find out that they are common criminals of the commander. Ophelia realizes that he's out to find the commander, convinced he is using his friend as a giant. Ophelia begins to feel sympathetic now that she realizes that Tristan is friends with a giant. If he really wants the commander's attention, this time they raise hell! Ophelia starts attacking the humans while Tristan looks out for any military squads. Sure enough, they arrive and threaten to kill them. Instead, they hi-jack and aircraft and prepare for Neo Calia.

Once they arrive, they find many screens of them attacking the different cities and they are now public enemies. Soon enough, Villia and Bartholomew arrive with them and figured that they would get in trouble. Hunter Mortus finds them and tries to destroy them from city to city with monsters that seem different from all of the other monsters they face. Is it possible that there are two minions trying to kill them.

They arrive at the city of the commander and a giant monster is sent from E'Synth that destroys the city that the commander is in. Now everyone's teamed up to find and attack E'Synth.

Once they arrive at E'Synth's Dominion, they take down every monster possible, but they are too late when E'Synth puts his plan in action. The gate is now complete now that enough dark energy (energy from deaths of humans) have opened the portal. Tristan looks into the portal and sees Eloria, and the giants get brainwashed.

The giants start destroying the world, and the light force of all these giants is in Omegeon. E'Synth knew how much Tristan meant to Omegeon, his mind was poisoned with memories of him, but not anymore. Tristan ends up sacrificing his own life and saving Omegeon, and also destroying E'Synth.