

INT. OFFICE.

An old dwarf by the name of GAEL holds up a small, finely cut blue JEWEL. He frowns and sets it aside on his cluttered desk. Maps and documents lay strewn about it, one marked with a big red X spot.

GAEL

These...Echos...these...leftovers,
from the Old Gods. Said to bring a
user great power. Ha...power.

He shakes his head.

GAEL (CONT'D)

What good is power, in the long
run? You can have it for a short
time, maybe even make it longer.
But sooner or later, it does you
in.

EXT. LONESOME CASTLE.

A man, dressed in worn and ragged royal robes, a crown slumping from his head.

GAEL (O.S.)

What good is power? You kill for
it, and for what? What then?

An armored knight approaches the king, a bloodied longsword in his hand. In the cross guard is a red jewel, similar to the one Gael has, but with a crack in it. The armored knight roars and swings his sword. The crown falls to the ground, rolling before coming to a halt.

GAEL (O.S.) (CONT'D)

What do you even do with that
power?

The armored knight strides forward onto a battlement, holding the crown in one hand, and the sword in the other. He is greeted by a surrounding army.

GAEL (O.S.) (CONT'D)

Use it to conquer? To hurt? What
good is that?

EXT. EMPTY CROP FIELD.

A young woman with a hoe in hand looks over an empty field, a farmhouse with broken windows and worn-down roof behind her.

Gael

What does power mean to those
without? Power is...

The woman throws down her hoe and goes back into the
farmhouse. She heads inside and retrieves a worn looking
sword. In the pommel is a green jewel.

Gael (O.S.) (CONT'D)

A poison. Drives a man insane, and
good people become desperate.

The woman heads out, strapping the sword to her waist. A
little brother clings to her, but she shakes him off. The boy
cries for her, but the woman doesn't care.

EXT. BATTLEFIELD.

The woman, now dressed in ragged armor, is fighting in a
raging battlefield. Humans, elves, dwarves, all of them
engaged in a relentless bloodbath. Her short sword stained
and bloody in her hands.

Gael (O.S.)

And with that poison, what will you
do?

The woman spies the armored knight, his head bare. The two
look similar to each other, almost like family. The woman
spots the man, and with fury in her eyes, charges at him.

INT. FARMHOUSE.

The boy looks at a picture of himself, the woman, a mother, a
man, and the armored knight, all standing together, like a
family.

Gael (O.S.)

What is power? What does it
accomplish?

INT. OFFICE.

Gael sighs and puts down the gem.

Gael

And what do you hope to do with
your power, Alyss?

Sitting in front of him, her face illuminated by candlelight,
is a young half elf girl, hands clasped together.

ALYSS

I um...would like to earn lots of money. T-to support my mom, I mean. My dad left when I was young, so...

Gael frowns, and notices on her left wrist is a GLOWING sapphire, akin to the gem he has on his desk.

GAEEL

And then?

ALYSS

...I think that...I think I would like to be strong, not powerful.

He raises an eyebrow, and Alyss performs a wild series of gestures with her hands.

ALYSS (CONT'D)

I-I mean, there's a difference between strength and power, right? Strength is something you earn; power is something you take.

Gael stands up and sets aside a sheet of paper. It looks like a D&D stat sheet with Alyss's name on it.

GAEEL

Alyss Lowern...

Alyss gulps in fear.

GAEEL (CONT'D)

Let us say that you accomplish your dreams, accomplish with your so-called strength...what will you do then?

Alyss thinks for a moment.

ALYSS

...Become a grumpy guild master who likes to interview people in a dark office to showcase my power?

Gael narrows his eyes, then lets out a short chuckle.

GAEEL

Hm, Alyss Lowern.

Alyss winces and closes her eyes.

GAEEL (CONT'D)

Welcome to the Adventurer's Guild.

Worldview/Setting

Gael tells Alyss that power is a double-edged sword, and the land they live in is populated with people who have the Echoes leftover by the Old Gods. They grant the user power, but at the same time, that power can be dangerous. Alyss believes that strength is different from power, and as such, can be used to help rather than hurt.

The setting itself is generally a standard fantasy setting located in a world called Urn, but were I to go into the story more, it would be revealed that the "fantasy" setting is actually Sci Fi, with the "Old Gods" being revealed as humans who wound up reverting the world/found a new one, with modern buildings being located across the landscape. The various kingdoms are after the various Echoes to secure their power, and many would be conquerors do the same. The adventurer's guild is in charge of 'clean up,' where they take care of the bandits made by the various wars, go through dungeons to dispose of traps/creations made by mad mages, and so on.