

ELFCORE ONLINE Piano Concert
Saturday 15th August 2026
9:30am EST
Program
Performed by Lyntharia

1. The birth of ELFCORE

(Never Coming Back — Violet Evergarden)

2. Journey to 60

(Lumiere — Clair Obscur: Expedition 33)

3. Slattz's Suicide

(Majula — Dark Souls II)

4. Vigiltwo's Death

(Snow in Summer — NieR Gestalt & Replicant)

5. The Fallen Leaves of Northwatch Keep

(Unforgotten/Never Forget — Halo 2/3)

6. Skeetus' Sacrifice

(Old Lumiere (Reverence) — Clair Obscur: Expedition 33)

7. Tweelala's Theme

(Shorekeeper's Theme — Wuthering Waves)

8. Meatwad's Final Act

(Beautiful Song — NieR: Automata)

9. Dittzy's Departure

(La Vagulette — Genshin Impact)

10. Shobek's Passage

(To Zanarkand — Final Fantasy X)

11. The Loneliness of Lyntharia

(Song of the Ancients — NieR Gestalt & Replicant)

12. Entering Molten Core

(Radagon's Theme — Elden Ring)

13. The Shattered Core

(Gwyn: Lord of Cinder — Dark Souls I)

EPILOGUE

14a. Looking Forwards

(Journey of a Lifetime — Frieren: Beyond Journey's End)

14b. Looking Backwards

(Avid — 86)

Companion Notes:

1. The birth of ELFCORE

(Never Coming Back — Violet Evergarden)

This piece serves as a musical depiction of the exact moment ELFCORE came into existence on 3rd April—like a fleeting wisp drifting from a branch of the Great Tree in Teldrassil. I felt that the gentle, descending F major chords from ‘Never Come Back’ would capture that ethereal sensation perfectly, and the tranquil, meandering D minor oscillations instill a sense of boundless curiosity.

2. Journey to 60

(Lumiere — Clair Obscur: Expedition 33)

My own path for World of Warcraft began on the 2nd of March, 2026, just over a month before ELFCORE was born. I set myself the ultimate trial: to reach level 60 on a solo, self-found, blind playthrough. The music here sonically captures the sheer gravity of this undertaking, as well as the beauty and extreme danger of this challenge. Armed with fourteen years of ‘hardcore’ experience in single-player RPGs (I’m a Souls addict and enjoy doing no-death runs), I foolishly believed this journey would be a breeze.

As I quickly found out, Azeroth does not care about your past. The path to 60 is an onerous gauntlet that tests absolutely everyone. My own climb, which I completed on the 23rd of April (just under 12 days played), became one of the most emotionally intense and gruelling expeditions I have ever undertaken.

May every single member of ELFCORE share solace in this shared crucible in our quest to the summit.

3. Slattz's Suicide

(Majula — Dark Souls II)

Slatzz was the first ELFCORE-bred champion to reach level 60, a feat he achieved in just over six days of playtime. For a brief, golden time, it was just the two of us, and we embarked on a few duo adventures that I will fondly remember. Yet, Slattz grew starved for content, yearning to tackle those endgame dungeons. He left ELFCORE for Death Happens, and following a bitter dispute, along with getting kicked out of a group he had tried to form (Lower Blackrock Spire), Slattz decided he had endured enough. In an act that caught me entirely off guard (at the time, I had never even remotely conceived that players would kill themselves in a hardcore realm), he committed suicide by drowning in the waters of Azshara to head to softcore.

His final words, spoken hours before his plunge, will haunt me indefinitely. The melancholy of this music reflects the quiet, hollow time I spent standing in the Bay of Storms in Azshara, mourning his sudden departure as I waited for the next soul to reach 60 and join me.

4. Vigiltwo's Death

(Snow in Summer — NieR Gestalt & Replicant)

In early May, things began to stabilise and hope surged anew within our ranks. Former council member Vigiltwo, at level 58, stood as the second-best geared healer in all of ELFCORE, eclipsed only by Hardtoheal (HTH). HTH, Dittzy, and I were the only 60s then (Yoishma, Meatwad, Fjorne, Toons, and Deagganoth were in the mid-high 50s), and were excited to welcome a second healer into the 60 fold.

Fate, however, is a cruel architect. While questing in the frigid expanses of Winterspring on the 9th of May, Vigiltwo was struck from behind in a brutal ambush by Azurous and felled in just two strikes. He was given no time to bubble up. His sudden death spurred Dittzy and I to revenge-kill Azurous multiple times. Yet, what left the deepest scar was the sight of Vigiltwo's corpse, resting untouched near the town center for nearly a week. This was the first time where I learned that corpses can persist (until the next weekly maintenance?) if the player opts not to delete the character.

It was a stark reminder that Winterspring is both a beautiful, yet deadly place.

My take on *Snow in Summer* is performed with a more deliberate, menacing, and ultimately darker tone than the original soundtrack, painting the chilling image of Azurous slowly creeping up on an unaware Vigiltwo, before inflicting the fatal blow.

5. The Fallen Leaves of Northwatch Keep

(Unforgotten/Never Forget — Halo 2/3)

The Battle of Northwatch Keep was a savage, hard-fought conflict waged in the name of Elune on Saturday 25th April 2026. Countless elves fell that day, including our revered Lord Shobek. At the time, Slattz and I were the only level 60s, constantly goaded into the fray by Horde players logging on Alliance alts.

Although this event was for level 20s, Toonswarrior (level 52+) and Panichealz (level 49-50), ranking among our highest-leveled elves, bravely answered the call to arms. Toonswarrior carved a notorious path of destruction, even managing to take down a level 60 and forcing another to use a Flask of Petrification to survive. Sadly, Panichealz was ganked by a level 60 rogue, but not before unleashing Holy Nova to take out eight or nine Horde players.

Date	Lvl	Name	Class	Race	Guild	Zone/Instance	Death Source	Playtime	Last Words
04/25/26, 14:31	60	Bigscars				The Barrens	Toonswarrior in PvP		
04/25/26, 14:27	19	Mooyamama	Shaman	Tauren	HERDCORE	The Barrens	Toonswarrior in PvP (Nig...	1d 4h 41m	Omg my cast isnt casting lol
04/25/26, 14:27	20	Warnews	Hunter	Orc	ZUGCORE	The Barrens	Toonswarrior in PvP (Nig...		
04/25/26, 14:27	1	Herewegoboy	Druid	Tauren	HERDCORE	The Barrens	Toonswarrior in PvP (Nig...	1h 3m	OH FK
04/25/26, 14:27	8	Bianumbasix	Shaman	Tauren	HERDCORE	The Barrens	Toonswarrior in PvP (Nig...		
04/25/26, 14:27	5	Celthund	Hunter	Tauren	HERDCORE	The Barrens	Toonswarrior in PvP (Nig...		
04/25/26, 14:27	2	Moolynn	Hunter	Tauren	HERDCORE	The Barrens	Toonswarrior in PvP (Nig...	1h 22m	fort p:z
04/25/26, 14:27	12	Razgoul	Shaman	Orc	ZUGCORE	The Barrens	Toonswarrior in PvP (Nig...		
04/25/26, 14:26	22	Kushhealz	Priest	Troll		The Barrens	Toonswarrior in PvP (Nig...		
04/25/26, 14:19	3	Kuzokmarine	Hunter	Tauren	HERDCORE	The Barrens	Toonswarrior in PvP (Nig...		Green names for the Horde

I chose *Unforgotten* as I'm ingrained with this idea of a sweeping, panoramic view of the battlefield...a somber landscape strewn with the corpses of the fallen elves who gave their lives for the guild.

6. Skeetus' Sacrifice

(Old Lumiere (Reverence) — Clair Obscur: Expedition 33)

In the early days of ELFCORE, a human rogue named Thelle prowled in the level 30s, leaving a trail of elven blood in his wake. His sinister tactic was to lure significantly lower-level elves into a Mak'Gora under the false pretense of wishing to be reborn as an elf. Once the duel began, Thelle would swap to twinked gear and murder the unsuspecting victim in cold blood.

He repeated this grim ritual time and time again, despite repeated warnings to avoid him. Such was his threat level, that ELFCORE even had to make a guild announcement to warn lower-level players to avoid Thelle.

But on the 4th of May, Skeetus (a level 30+ Priest) decided enough was enough. Someone in ELFCORE had to stand against the tide. Knowing Thelle would only accept a Mak'Gora he believed he could win, Skeetus bravely stepped forward, fully aware of his fate. Despite possessing no PvP experience and being severely out-gearred, Skeetus fought a valiant duel outside the towering gates of Stormwind.

Though he ultimately fell, I will always remember the moment Skeetus stood tall for the entirety of ELFCORE. *Old Lumiere (Reverence)* sprang to my mind as a work that could convey both the bravery and finality of that hour. Skeetus knew he was marching towards death...and yet....he chose to fight anyway.

A Note on Vengeance: Seething with revenge, Freakier took up arms, outfitting his warrior with the finest gear he could muster for the 30s bracket. I recall his fierce determination, even whispering to me in desperation to carry him through the Scarlet Monastery. Alas, I was 60. I did point him towards guildies in the 50s who could aid his crusade. I believe it was Deagganoth who helped out, but my memory fades. Once geared, Freakier challenged Thelle to avenge Skeetus. After a grueling 20-to-25-minute duel of attrition, Freakier was tragically slain on the 5th of May, etching yet another chapter of sacrifice into our history.

7. Tweelala's Theme

(Shorekeeper's Theme — *Wuthering Waves*)

Twee. Through all the turbulent tides of our journey in ELFCORE, your presence was the anchor that kept the guild steady. While we occasionally saw the path ahead differently, our discussions were always rooted in mutual respect and a desire to see the elves thrive. We all know that ELFCORE would have collapsed long ago had it not been for your tireless and quiet dedication. I remember when we had such a lively chat about making the Tome and surprising Shobek at the second guild meeting...and it still feels like yesterday when I saw you as a level 8 running around Wetlands. -sighs-....how time flies.

I'm sure that many readers who have played *Wuthering Waves* would immediately see the similarities between Shorekeeper and Twee. Not just for the striking narrative parallels, but for an underlying sweetness and vulnerability that I always felt a kindred spirit to, which I responded to in turn. So this piece is for you.

8. Meatwad's Final Act

(Beautiful Song — NieR: Automata)

We can all attest to the complex duality of Meatwad: a remarkably kind and patient mentor whose spirit could turn tempestuous and fiery at the flip of a switch (often with good reason). One truth remains absolute: he was an extraordinary tank with a clean sheet (no party deaths) and his generosity in running people through dungeons was unmatched. His immense contributions to ELFCORE simply cannot be overstated.

When tragedy struck and we suffered the untimely losses of Fjorne and Toons, it was Meatwad who stepped forward to unite the remaining level 60s (HTH, Deagganoth, Yoishma, and myself) forging the 60s into a cohesive dungeoneering force. Later, following the sudden death of Vigiltwo, Meatwad went into full protection mode, dedicating every ounce of his energy to gearing us up and keeping us alive.

It was also thanks to Meatwad that the *Tome of the Living and Lost* came into existence. Few know this, but he was the one who gently encouraged me to create a spreadsheet tracking our active, missing, and fallen 60s: a simple ledger that eventually evolved into our guild's sacred historical record.

To think that Meatwad was my very first tank in WoW is staggering. He set an impossibly high standard for skill, leadership, and dungeon knowledge that still stands tall today. I owe a tremendous amount to his patient advice. I will cherish the memory of him accidentally ditching me (everyone hearthed out!) on my first run of the Sunken Temple, only to realise his error and then profusely apologise. I will never forget the trust he placed in me to kite General Drakkisath after only watching Jatkinz do it the previous run, humoring me enough to

let me declare my final words just in case I died: *“Meatwad forced me to do this. He is a big poopoo head.”*

Beautiful Song encapsulates Meatwad’s final, tumultuous chapter. It captures the storm of his abrupt departure from the guild in a blaze of fury, culminating several days later in a final, defiant suicide charge into Molten Core, presumably damning ELFCORE with his last words. The true reasons behind his exit are known only to a few: a secret I will honour and take with me to the grave.

Some whisper that with Meatwad’s death, our genuine hopes of conquering Molten Core in its totality were forever lost. Whether that is truth or mere conjecture, one thing is certain: he was one hell of a player.

Thank you, Meat, for being Meat.

9. Dittzy's Departure

(La Vagulette — Genshin Impact)

Oh, Dittzy. My partner in crime. I still remember how excited I was when you dinged 60. That made three of us (Slattz, you, and myself). Remember the duos we did in Silithus all the way back in April? And then shortly after that, you tried to pickpocket mobs in Lower Blackrock Spire and got yourself killed. And then Slattz drowned, which left me all alone again.

Then I accompanied you for a good portion of your journey on your second character, helping you with elites. When you dinged 60, you saved me from going exploring into the Undercity (never heard you yell before until then). Hey, how was I supposed to know that the Undercity was off-limits? No one told me this. I'm a new player :3

I gave you another heart-attack when I went into Zul'Gurub solo to poke my nose around, and banned me from entering unless you would accompany me. But what's the thrill of things when there's two of us and a safety net? Sometimes you have to live life dangerously!

Dittzy, you were one of the most selfless and hardworking players among us. You constantly put the needs of others before your own, especially during those gruelling months of May and June. It deeply pained me to see that some within our ranks held a different opinion and failed to see your quiet sacrifices.

That's why *La Vagulette* feels like a fitting tribute. Although it seems like a curious choice at first, narratively speaking, both you and Furina bore an immense burden and had to put up a front to hide your pain. You really did give your all to ELFCORE, even when your efforts were misunderstood and severely underappreciated.

10. Shobek's Passage

(To Zanarkand — Final Fantasy X)

To the King of the Elves, Lord Shobek. I could recount endless tales of everything you did for ELFCORE, but I will instead focus on the personal weight of your (gradual) departure, lest these notes expand to rival the sprawling archives of the Temple of the Moon. When word reached us that you had shifted your attention to Final Fantasy, I must confess I experienced a mixture of emotions. On one hand, I was simply happy that you were happy. I heard many good things about Final Fantasy XIV Online and its wholesome, tight-knit community. I am certain many others share that exact sentiment, too. But on the other side, it was a blow to the morale of the entire guild. Although we knew that your interest in WoW was waning, it did not mean that it felt any easier.

I wished you well on your new adventure, but still, there was a quiet part of me hoping and praying that the King of the Elves, with his natural charisma and stage presence, would one day return to lead us. And lead us you did, spearheading ELFCORE's one and only Molten Core attempt. Yet, that would become one of the last known sightings of our King. *To Zanarkand* serves as the musical personification of that void. It is a melancholic reflection of your transition to Final Fantasy, felt by all of ELFCORE.

11. The Loneliness of Lyntharia

(Song of the Ancients — NieR Gestalt & Replicant)

For the past fourteen years, my gaming life was defined by the solitary crucible of hardcore, single-player experiences. I was entirely accustomed to the isolating challenge of no-death / no-hit runs across titles like *Demon's Souls*, the *Dark Souls* trilogy, *Sekiro: Shadows Die Twice*, and *Elden Ring*. Because of this, the social landscape of my very first MMORPG completely caught me off guard. Stepping into Azeroth for the first time meant that every encounter was entirely new, making the emotional stakes feel incredibly raw and unfiltered. I was fundamentally ill-equipped to deal with forging deep bonds only to lose those friends in an instant.

It is no secret that Meatwad and Gusi were the only two tanks I ran with. I also naturally gravitated towards a small but familiar group of players, running alongside perhaps no more than fifteen unique members in total (not including 10-man Lower Blackrock Spire and Upper Blackrock Spire runs). HTH, Mmejean, and Martucci, a true friend of the elves, were my trusted healers. It was never about keeping others out. I was just...enamoured with the concept of a dedicated fellowship, braving dungeons together until one of us inevitably fell.

Gusi's death in Stratholme (Undead) was entirely preventable. I will spare the full details, but the memory of Gusi's final moments still replays in my mind like an old cinema reel, compounded by my helplessness as a Hunter to do much about it other than drop a trap, fire a desperate Distracting Shot at my own risk, or throw some Magic Dust. There were simply too many of them.

Song of the Ancients is a sonic representation of the feelings of isolation and loneliness that washed over me immediately after Gusi fell. With Dittzy's absence and Gusi's passing, virtually all of the friends I met at the beginning of ELFCORE were gone. I have tried a different take on this venerable classic from *NieR*, choosing a significantly slower tempo to space out the arpeggiations and opting for a more vaporous, ethereal touch to the keys.

12. Entering Molten Core

(Radagon's Theme — Elden Ring)

At long last, the glorious day arrived. On the 1st of August, just shy of four months after the inception of ELFCORE, approximately thirty-four brave elves marched into the fiery depths of Molten Core, led by our Lord Shobek. Had he not been a rogue, he would have undoubtedly led the vanguard from the very front. Nevertheless, his electrifying personality galvanised the elvish forces to tear down the molten giants guarding the gates. FOR ELUNE!!!

It was an incredibly proud moment for our fellowship. Although I could not take part personally due to differing timezones and my working hours, I was absolutely thrilled for my brethren. I eagerly watched Hapipapi's replay of the raid afterwards.

The greatest triumph of that entire expedition was that ELFCORE emerged with zero casualties.

Following that victorious first foray, preparations immediately began for a second delve. The mandate was clear from Tweelala. ELFCORE was to push even deeper into the caverns and slay the first few bosses that awaited us in the dark.

I could only think of one piece of music capable of capturing the sheer, earth-shaking monumentality of this occasion. *Radagon's Theme* carries the exact weight, majesty, and thunderous triumph required to immortalise our historic march into the fire.

13. The Shattered Core

(Gwyn: Lord of Cinder — Dark Souls I)

Yet fate has a cruel way of striking at the worst possible moments. In the space of a single week, our hopes of entering Molten Core for a second time were thrown into serious doubt. Seven level 60 elves perished between the 3rd and the 7th of August.

But the 8th of August would go down as the most devastating day in our history. A cascade of unfortunate events within the Lyceum of Blackrock Depths resulted in the tragic loss of Eleraan, Verisperra, and our revered vice guild leader, Tweelf. To deepen the wound, Amestus, Wreks and Yokelono fell in battle during three separate, tragic instances on that very same day.

With Tweelf's passing, guild morale sank to an all-time low. The upcoming Molten Core raid was cancelled due to a severe lack of healers and raw numbers. Several days later, after a heavy-hearted discussion, the ultimate decision was made. ELFCORE would host its concluding guild meeting on Saturday 15th of August, 2026.

Gwyn, Lord of Cinder is an ode not only to the brave elves who perished just before our second attempt at the raid, but also a mournful tribute to the exact moment we all collectively realised that ELFCORE's dream of conquering Molten Core had been reduced to ash.

EPILOGUE

14a. Looking Forwards

(Journey of a Lifetime — Frieren: Beyond Journey's End)

As Twee eloquently said: “As we see hundreds of leaves fall slowly to the ground, spinning and floating and fluttering from this direction to that, we spy a new sprout pushing up from beneath the fallen. It is a strong sapling; the trunk is surprisingly firm and the leaves sprouting are a crisp and brightly coloured green. The moon shines brightly on this one. It stretches up and outwards, bathing in the moonlight. It is NIGHTCORE, reborn.”

While ELFCORE has ceased to exist in name, a brand new journey has already begun within NIGHTCORE, It has become a new home built without the unforgiving restrictions of our original crusade. It is more than just a sanctuary...it is a place where we can continue to cultivate the incredible friendships we forged along the way. Before the weight of Molten Core consumed us, I fondly recall my simple and profound joy of finding a genuine community in ELFCORE. That same spirit now exists in NIGHTCORE. And who knows! If the opportunity presents itself, NIGHTCORE could march to Zul'Gurub and we'll see where fate takes us next.

Journey of a Lifetime epitomises these enduring feelings of hope, adventure, and warmth. It is a bright, uplifting reminder of the sheer fun we shared. It perfectly echoes Lord Shobek's timeless message that the journey itself, the bonds we made, and the joy of our camaraderie were always far more important than the final destination. Looking back at the rich history we all wrote together, we certainly succeeded in restoring the 'RP' in the MMORPG.

Thank you, Shobek. For everything.

14b. Looking Backwards

(Avid — 86)

But what if... in some alternate timeline, had the winds of fate blown differently, could we have stood victorious over the ashes of Molten Core?

It is difficult not to surrender to the bittersweet reverie of what might have been. What if...time had simply been on our side back in mid-to-late June, when our collective strength was arguably at its absolute zenith?

What if...the brave elves who fell in that cursed week leading up to our second attempt were still standing beside us, charging into the fire as one unbroken fellowship? These questions are born purely of a lingering, aching yearning. For all of ELFCORE's undeniable success, the heart cannot help but wonder: if we could turn back the clock to the exact moment that first wisp left Teldrassil and begin anew, could our legacy have been even greater?

And amidst the grand tragedy of our fallen fellowship, there are also the quiet, personal dreams I have left behind. I wanted to be the first to solo clear Dire Maul (North) with no prior experience. Yet, I could barely reach the main courtyard before my courage and conviction faltered. I had never stepped foot in Dire Maul (West), viewing it as the absolute pinnacle of 5-man dungeons. But when Gusi fell, the drive to pursue those dreams vanished completely.

To outlive the entire lifespan of your first-ever guild you care so deeply about, with your first character on your first MMORPG, brings a profound and quiet agony. It is the heavy sorrow of standing alone in a great guild that was once vibrant with life and kinship, but now burdened with the knowledge that you survived only to bear witness to its end.

To capture a feeling this heavy, my hands instinctively turned to one specific piece. *Avid* is a beautiful, weeping tribute that binds those who went missing, those who fell, and our aching nostalgia into one shared, echoing resonance.

Leaving this piece for the very end ensures that the true heart of this concert remains untarnished. Yet, doing so is also a quiet necessity for my own sanity. I knew that if I performed this work before *Journey of a Lifetime*, the weight of the sorrow would have made continuing impossible.

...I know the tears are going to come. For all the elves that have either vanished or lost their lives. For the closure of my very first guild in my first MMORPG. And for the beautiful, fleeting dream we dared to build together.

With that, the last leaf falls to the earth, and the story of ELFCORE is written into eternity.

Lyntharia

POSTLUDE

Like any special tale, there are always pages left unturned. Due to time constraints and thematic concerns, many pieces were sadly unable to be included into the final broadcast.

These unplayed works were primarily dedicated to fellow guildmates who made this journey unforgettable, and notable events that defined our quest. Though you did not hear their melodies today, please know that those dedications remain written in the margins of this program, and their memories are just as cherished.

However, the story of ELFCORE will not remain confined to this digital farewell.

I am proud to announce that I will be performing a fully fleshed-out, 80-minute live iteration of this program in concert venues here in my city, starting in late November. This expanded runtime gives me the musical canvas to breathe life into a curated, rotating selection of these unplayed works, weaving different untold chapters alongside the core repertoire we just shared. It is an opportunity to take this incredible journey we experienced in Azeroth and immortalise it on a physical stage.

The leaves may have fallen, but the music plays on.

(Listed in alphabetical order)

Amberspoons' Theme

(Furina's Entrance — Genshin Impact)

Blessings' Arrival

(Linebeck's Theme — The Legend of Zelda: Phantom Hourglass)

Breehin's Agony

(Sadness and Sorrow — Naruto)

Demonchosen & Demongarbage's Pact

(Parting: Riko in the Aquarium — Jujutsu no Kaisen Season 2)

[E]nd of the Line

(Weight of the World — NieR: Automata)

Erenithil's Last Stand

(Bauklötze — Attack on Titan)

Go Again

(I was Born for This — Journey)

Gusi's Request

(River Flows In You — Yiruma)

Hapipapi's Morning Routine

(Rosalina's Comet Observatory — Super Mario Galaxy) OR
(Rapunzel, Rapunzel, Let Down Your Hair — Chua)

HUNTCORE

(Kick Back — Chainsaw Man)

In search of Julesen

(Stay Alive — Re: Zero - Starting Life in Another World)

In Memoriam

(Old Stories — Made in Abyss Season 2)

Kaahi's Farewell

(Ciela's Parting Words — The Legend of Zelda: Phantom Hourglass)

Looking Backwards (alternate)

(How does A Moment Last Forever — Beauty and the Beast)

Lyntharia's First Visit to the Barrens

(Gerudo Valley — The Legend of Zelda: Ocarina of Time)

Meatwad's Final Act (alternate)
(Raphael's Final Act — Baldur's Gate III)

Neevie & Winteroak
(Songs Without Words, Op. 19 No. 1 — Mendelssohn) OR
(Olive Tree from EPIC: The Musical — Rivera-Herrans)

Nolady and the Fire Trap
(Sealed Vessel — Hollow Knight)

Rabbitt's Plight
(Choral Chambers — Hollow Knight: Silksong)

Sneaky Chookz!
(Pink Panther — Mancini)

The Fall of Threenine
(Final Duet — Omori)

The Patheodox Dilemma
(Maiden Astraea — Demon Souls)

V for Vecs
(Devil Trigger — Devil May Cry 5)