

The following is an excerpt from G26: Winds of Fate, a main story update from Mabinogi. In this excerpt, the main antagonist of the update, Delga, has teleported the player away from their allies to explain why she thinks the player shouldn't intervene. The player has encountered Delga before, but only briefly. Since it's the first place Delga's character, voice, and motivations are really established, I edited it with extra care. All lines are Delga's, except for the blue highlighted ones, which are player dialog choices.

Rough Translation	My Edit
...	...
I'll let go of your hand.	There. You can let go now.
What the...	What--where are we?
Was that teleportation?	Did we just teleport?
Is that what's important?	Do you truly believe that that question is worth answering?
No. It's not. What's important to you right now is...	Do not answer. It is not. This place does not matter, except in that it is quiet. We can talk privately here.
You have started to become a meaningful person to me.	I will tell you what is important to you right now.
(You feel Delga's eyes, which are hard to truly understand, continuously on you.)	(Delga's unreadable gaze never leaves you. You feel hyper-aware of all your limbs, every movement of your face.)
I chose a place with the least noise. I like how we can talk quietly here.	You have made yourself relevant to me.
The reason why I came here to find you is because you came into my sight.	Once I came to understand who you were, I had to find you.
You seemed different from other people, so I looked into who you are.	It was undeniable that you are unique, so I looked into your identity. People have quite a bit to say about you.
They say you're not a normal elf.	They say you're not a normal elf.
They say you're not a normal giant.	They say you're not a normal giant.
They say you're not a normal human.	They say you're not a normal human.
You're strong like the angry Goddess, and you find a way to not die easily.	You bear the power of an enraged Goddess, and you do not die when felled.
It may be hard to believe, but if we assume it's the truth, there is information here that we can take away.	It is hard to believe, and yet even the most farfetched myth contains grains of truth. So what can we glean from your stories?
You are of great reputation to others, and they do not compare your fame with others.	Your reputation is widespread, and puts you in a class of your own.

This probably means that you are the greatest protagonist of the heroic tales.	So: you are a habitual doer of heroic deeds. You consider yourself the protagonist of a great saga.
But from observing your behavior, I can tell that you are not aware of something.	However, from your behavior, it's clear you are sorely uninformed.
I'll tell you what it is. There is a disturbance occurring in the space of Uladh.	Let me enlighten you. There is a disturbance in the very fiber of Uladh.
What's causing this are uninvited beings. They absorb their power to exist from the outside.	We have uninvited guests. Strange beings that draw their power and existence from another plane.
You already know	I know that already.
Ask why she's telling you this	Why are you telling me?
Stare at Delga	Stare at Delga
...I guess you didn't need that information. I thought you were going around defeating them because you didn't know their true identity.	Hm. I see. Perhaps I was too generous in my estimation. I believed you were fighting against them because you did not understand their true nature.
...Ah.	Ah.
I see that you know why these things are appearing. Usually, those with intelligent will do not act without motivation.	So you understand why they are appearing, I see. Generally, intelligent beings have motivations behind their actions.
If you know the cause of this anomaly, you will not find it unreasonable that you are chosen as the solution.	If you know the cause of this anomaly, then it follows that you might see yourself as the solution.
One other premise. There is a high probability that you play a part in the cause.	But I could draw one other conclusion. You interfere because you bear responsibility for its cause.
If not, then you would not be working so exhaustively.	If not, then you would not seek to correct it with such urgency.
(Delga keeps staring at you with an unwavering gaze, as if she has finished proving everything inside her head.)	(Delga's gaze never wavers. It seems she's finished your trial in her head, and deemed you guilty.)
Say it's not your fault	It was not my fault!
Nothing will change if you stay still	Nothing will change if I do not try...
Stare at Delga	Stare at Delga
This is only out of good will? You should know best that that is hard to believe.	So you claim you are doing this purely from the goodness of your heart? You must understand I find that hard to believe.
... It sounds like you're not at fault, but you're only helping out of good will.	You seem as if you truly believe in your own righteousness.
... Agree or disagree? Either way, it doesn't matter.	Well, it makes no difference either way.
Regardless, the answer is the following.	The conclusion is unchanged.

You are someone who complies with God, and you were aware that the world would fall into chaos. You are trying to quell that chaos.	You, yourself, have power like unto a god, and you've seen signs of the world falling into chaos. Therefore, you are trying to quell that chaos.
One could find this touching, but that would be an incorrect reaction.	One might find that touching, if one were a particularly misguided sort.
...	...
Listen.	Listen.
I hope you will stop everything you're doing at once.	You need not agree, only listen to me. Stop everything you're doing at once.
Ask what she means	What do you mean?
Refuse	I will not.
Stare at Delga	Stare at Delga
I expect that you will no longer catch monsters, go around to interrogate people, or do anything that will affect Erinn.	When a monster appears, do not fight it. When a mystery presents itself, do not investigate. When Erinn's fate hangs in the balance, do not intervene.
Those monsters will not disappear just because you are defeating them. They will keep pushing through until they make a space for themselves.	Defeating these monsters will not cause them to disappear. They intend to carve a space for themselves in the world. The harder you try to push them back, the more they will push forward.
I'm saying that there is no point in going around defeating them. So stop what you're doing.	Do you not see? Your actions will not have the effect you desire, so there is no reason to continue.
As long as the most foundational problem is not being solved, your actions are only causing more problems.	As long as you focus only on symptoms, ignoring the problem's root cause, you will only add to the harm.
Don't interfere with the flow of ordinary people.	Do not interfere with the fates of us mortals.
Deny what Delga is saying	Reject her words
Prepare for battle	Prepare for battle
Stare at Delga	Stare at Delga
I see you do not have the ability to make good judgments despite your skills.	For all your skills, it seems a sharp mind is not among them.
The best solution right now is to put an end to the meddling of a transcendental being like you.	Transcendental beings like you must not be allowed to meddle in our affairs.
The reason why uninvited beings are appearing is because the God does whatever they please with the wishes of humans in the first place.	The logic is not difficult to grasp. Uninvited beings are entering the world due to the Gods toying with the wishes of mortals.

You should know this wouldn't have happened without that kind of interference.	So there is no way to solve the problem with yet more interference. You must see that.
I'm saying that this problem never would have existed if the God didn't interfere in the first place.	If we could entirely excise the influence of the Gods, these problems would not plague us.
If only people fought and died naturally, and if some people's dreams did not come true.	If we were only allowed to fight and die naturally, without an unnatural hand granting some wishes and not others...
There would be no present full of paradoxes, nor would there be a past with winners who shouldn't have won.	We would have no present full of paradoxes, nor a past full of unworthy victors.
...Seeing your expression, it appears you have no intention to accept my answer.	By your expression, it appears you have no intention of considering my reasoning.
Why is that? I'd like a response.	Why not? You must tell me.
You do not want to cause even the slightest disturbance	I cannot allow harm to come to this world.
You must take care of it yourself, as it's related to you	It is my fate, so it is my responsibility.
You have friends with the same goal as you	I must help my friends, who fight for the same ends.
What should you say?	What even is there to say?
...	...
As I expected...	I expected as much.
You have started to become a hindrance to me.	You are set on becoming a hindrance to me.
As it seems you have no desire to accept my warning, take this.	If you will not accept my warning, you must take this.
This will become a clue to help you solve the problem. ...It is a pendant full of my power.	It may at least help you understand. It is a pendant imbued with my power.
This will become a very important clue.	I hope it brings you to the right conclusions.
Ask what it is	What is it?
Ask about Delga's power	What power?
...You already know something similar.	It should be familiar to you. You have experienced something similar before.
It just transports you to another location. I have predecessors who possess that power.	All it does is transport you to another location. It is a power passed to me from my ancestors.
Ah, I must apologize for something. I wasn't able to return some owls that were supposed to go to you.	Ah, I nearly forgot. I owe you an apology. I intercepted some owls intended for you, and was not able to return them.
I was wondering if humans can recognize problems... I was looking into that. I'm sorry.	I was investigating how other mortals perceive the threats that face them. Anyway, I am sorry.

Well, then. I will return you to your original location. Give me your hand.	That is all I have to say to you. Give me your hand, and I will return you to your prior location.
Take Delga's hand	Take her hand
Tell her you'll go on your own	I would rather walk.
Now...	Hm...
...I don't think you will be able to cross on your own. Just leave it to me.	I do not think you will be able to cross back on your own. It's in your interests to let me handle it.
Next time, I won't be here to talk to you alone.	Keep one thing in mind. The next time our paths cross...
Keep that in mind.	I won't only be looking to talk.