

Emberbone Bow- Dungeon and Lore

Dungeon Location: Citadel of Flames

An ancient fortress lies deep within the heart of a dense forest, shrouded in mystery and surrounded by towering trees. Once a symbol of power and might for a long-forgotten civilization, it now stands in ruin and decay.

The fortress, built of dark and ominous stone, is known as the "Citadel of Flames", a name that evokes images of the once-mighty civilization that created it. With massive walls and towering battlements, the fortress looms menacingly over the surrounding forest, a testament to its former glory.

But the glory of the ancient civilization was not to last. A magical cataclysm decimated their society, leaving the fortress abandoned for centuries while the forest surrounding it flourished. As time passed, rumors began to circulate about the powerful artifacts and weapons that lay hidden within its walls.

Though the Citadel of Flames can only be found under the red moonlight of *Sor*, adventurers and treasure hunters soon flocked to the forest seeking the fortress. They are eager to uncover its secrets and claim the powerful magical items that lay within, especially the fabled artifact, the Emberbone Bow. But the fortress proves to be a dangerous and treacherous place, filled with traps, puzzles, and deadly enemies. Only the bravest and most skilled adventurers can navigate the treacherous halls and claim the powerful artifacts hidden within.

[DESIGN NOTES: The theme of the dungeon is ancient and mystical, with a focus on magical weapons and ancient civilizations. The locations, enemies, and items all reflect this theme, with undead guardians and elemental creatures guarding powerful magical weapons and secrets.]

Locations Within the CoF:

The Gatehouse: The entrance to the dungeon, a large stone structure standing at the edge of a dense forest. The gatehouse's walls are covered in moss and vines, and its wooden doors are rotting and partially broken. The entrance is partially hidden by the overgrowth, making it seem as though the structure has been abandoned for years.

Upon entering the Gatehouse, the players will find themselves in a dimly lit room with cobweb-covered walls. The room is sparsely furnished with a few rusted weapons and pieces of armor scattered about. In one corner, a small campfire flickers, illuminating the room with a

warm orange glow, the scattered bones and armor of long-dead inhabitants litter the floor. The sound of dripping water deeper inside the dungeon echoes throughout the chamber, and the scent of mildew and decay fills the air. If disturbed, the skeletal guards rise and attack, defending any attempt to enter the dungeon.

The only way forward is a set of stone steps at the center of the room, leading down into the Armory. It's clear that the Gatehouse was once a fortified structure, designed to keep intruders out, but now it's been abandoned and taken over by the dungeon's denizens. The players will need to summon all their courage to descend into the darkness, knowing that danger and adventure await them in the depths below.

The Armory: The Armory is a series of rooms filled with racks of weapons and armor that players can scavenge, including plate armor, shields, swords, axes, and the Ice Blade (a minor magic weapon). However, the most notable weapon of the dungeon, the magical Emberbone Bow, is not here but rather in the hands of this dungeon's boss, the lich Pyrothrax.

From training rooms to storage closets to enchantment chambers each room of the armor has a different theme and purpose. The enemies within the rooms also reflect their purpose: ex. Enchantment Chambers have floating weapons and armor that attack the players.

The Forge: A hot and fiery chamber where the ancient civilization once crafted their magical weapons. Here, players can find various items, including hammers, anvils, and magical ingots. The Thunder Hammer can be found here. To get through the final doors, a player must solve an intricate blacksmith's puzzle moving different mechanical pieces into the correct configuration.

The Crypt: Once the player has fought their way through the Armory and Forge, they can enter the Crypt. A dark and creepy underground chamber that contains the remains of the long-dead inhabitants of the fortress. It is said that some of the tombs hold magical items, but players must be cautious, as the restless spirits of the dead still haunt this place. If a player is brave enough they can try to loot all of the crypts, but if they get too greedy, they might awaken an ancient malevolent spirit who guards these halls that even the dungeon's master fears.

[DESIGN NOTES: This second, hidden BBEG is difficult to activate but provides an even more challenging battle for the players than the final boss of the dungeon. To activate this second boss, players must steal all the items and gold from every single crypt in this level of the dungeon. Then to defeat him, they must take idols/artifacts to specific locations in the level to temporarily bind the boss to this plane of existence and deal damage to him. All the while more hordes of undead attack the players.]

The Sanctum: The Sanctum is the innermost chamber of the dungeon, hidden deep beneath the ruins of the ancient Citadel of Flames. It is a massive circular room, with a high domed ceiling that glows with an eerie red light. In the center of the room stands a raised platform, upon which the lich Pyrothrax awaits, wielding the powerful Emberbone bow.

The walls of the Sanctum are lined with intricate carvings and runes, which pulse with fiery energy. Flames flicker and dance across the room, casting long shadows across the floor. The air is thick with the scent of smoke and sulfur, and the sound of crackling flames echoes throughout the chamber.

As the players enter the Sanctum, they can feel the intense heat emanating from the lich and the powerful elemental spirits that surround them. They know that this is the final battle and that their fate hangs in the balance.

[DESIGN NOTES: In the final combat with Pyrothrax, he begins by fighting them with the bow from the platform with his fire elementals defending him against the players. He will use the bow to cast AOE spells down on clustered players as well as devastating single hits on players who are dealing a good amount of damage. When this form seems to be defeated, Pyrothrax turns into a Fiery Demon or a Dragon as a final form that must be defeated before the dungeon is complete.]

Magical Weapons Found in the Dungeon:

Emberbone Bow: The Emberbone Bow is a magical weapon crafted from the bones of a phoenix, imbued with the power of fire. The bow's design is sleek and elegant, with intricate engravings etched into its surface that seem to glow with a fiery light.

When used in battle, the Emberbone Bow fires arrows that burst into flames upon impact, engulfing enemies in a blazing inferno. With the proper training, even more powerful and varied kinds of attacks can be unleashed with the bow. But for even the untrained, the arrows deal significant damage to both living and undead foes, their magical fire properties able to incinerate even the toughest armor and defenses.

The bow's magical properties make it a major weapon of immense power, capable of turning the tide of even the most difficult battles. Its arrows are highly sought after by warriors, adventurers, and mages alike, and the Emberbone Bow is widely regarded as one of the most potent magical weapons in existence.

As with all magical weapons, the Emberbone Bow requires skill and mastery to wield effectively. However, for those who can harness its power, the bow is a force to be reckoned with, capable of unleashing fiery destruction upon any who stand in their way.

Thunder Hammer: The Thunder Hammer is a massive weapon that crackles with electricity, pulsing with raw power. The weapon's head is made of a rare, enchanted metal that conducts lightning, and its hilt is wrapped in soft leather for a comfortable grip.

With each strike, the Thunder Hammer unleashes a deafening boom that echoes through the battlefield. Its lightning strikes are capable of dealing devastating blows to enemies, leaving them reeling and stunned.

While the Thunder Hammer is considered a minor magic weapon, its sheer size and destructive potential make it a formidable tool in the hands of a skilled warrior. The hammer's electrical charge can also be used to create powerful shockwaves, stunning or even knocking back nearby foes.

Ice Blade: The Ice Blade is a finely crafted sword with a razor-sharp edge that glitters with an icy sheen. Its blade is imbued with powerful freezing magic, allowing it to chill the air around it and freeze enemies in their tracks.

With each strike, the Ice Blade unleashes a burst of frigid energy that can encase enemies in a layer of ice, leaving them vulnerable to shattering blows. The sword's enchantment also allows it to slice through even the toughest of armor and defenses, making it an ideal weapon for taking down heavily armored foes.

While the Ice Blade is considered a minor magical weapon, its freezing properties can be devastating in the right hands. Its ability to freeze enemies in place can also create openings for allies to strike, making it a valuable tool in group battles.

Enemies Found Within the Dungeon:

Skeleton Warriors: The ancient guardians of the fortress, these undead warriors are armed with swords and shields, and are fiercely loyal to their lich master. Three different versions: Archer, Sword and Shield, and Two-Handed Axe

Zombies: Undead creatures that alone are not much of a threat but are so numerous that they can overwhelm a party who has “aggroed” too much.

Fire Elementals: Fiery creatures made of molten magma, these elementals can ignite the ground and create massive explosions.

Ice Wraiths: Ghostly creatures that glide through the air, leaving a trail of frost and cold air in their wake. They can freeze enemies in place and deal significant damage.

[DESIGN NOTES: Ice Wraiths can be befriended by the players if they complete a small task for them. After befriending them, the Ice Wraiths will fight the Fire Elementals for the players for the rest of the dungeon.]

Magical Bow Lore:

The magical bow found in the dungeon was crafted by an ancient civilization that was known for its mastery of fire magic. The bow was created as a devastating weapon, allowing one to rain down flaming arrows upon their enemies. The bones of a phoenix, a mythical bird known for its ability to burst into flames and be reborn from its ashes, were used to create the bow, granting it the ability to ignite anything it strikes.

The bow was lost for centuries after the fall of the ancient civilization, but rumors of its power eventually led to its discovery in the dungeon. Those who wield the bow are said to feel the heat of the fire spirit coursing through their veins, granting them increased accuracy and the ability to light their arrows on fire and cause AOE damage.

Narrative:

[DESIGN NOTES: By discovering the origins of Pyrothrax and how he created the Emberbone Bow, the player learns more about crafting powerful magical items and the fate of this ancient civilization of the Fiery Red Moon's adherents.]

Long ago, a High Mage of Fire sought to make unstoppable weapons for his King's armies, but when he failed, he was exiled from the kingdom. To get revenge on his King, the High Mage captured a Phoenix, the King's symbol of power, and sacrificed it in a dark ritual, extracting its bones to create the Emberbone Bow. He then took the bow and shot an arrow over the walls of the King's castle and struck him through the heart. However, the King's other mages had placed a curse upon his killer: they would suffer undeath for all eternity. Little did they know that this curse would combine with the power of the High Mage to turn him into not just a mindless zombie, but a lich of immense power.

Naming himself Pyrothrax, the High Mage, launched a war against his old Kingdom, unleashing terrible necrotic powers across the land to poison everything and bring an end to an epoch. With the Kingdom in ruins, the inhabitants dead, and the land laid to waste, Pyrothrax thought that he had conquered all and won. But all was not over from a faraway land, where the devastation had only been worrisome news, a band of adventurers set out to destroy this lich and end Pyrothrax's devastation. The adventures were able to fight their way to Pyrothrax and lock his spirit within a Sanctum, but they all perished before they could fully defeat the lich.

Now that the Tomb of Pyrothrax has been found once again, players will have to find the clues in the dungeon as to how to defeat the lich and fight their way through his undead hordes and elemental guardians to face an ancient evil that is fire-made death, Pyrothrax.