

Lands of Azadi - Lore Doc

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Moon Names:

White - *Caddan*

Blue - *Modre*

Red - *Sor*

Green - *Yesh*

Moon Elements:

- Earth - bonus to Foraging, Mining, Woodcutting, Defense
 - Day
 - Nature - Wood, Plants, Growth (reacts with Water)
 - Stone, Crystal (reacts with Fire)
 - Night
 - Metal (reacts with Fire)
 - Poison (reacts with Air)
- Fire - bonus to combat Attack, Destruction, Creation at the atomic level
 - Day
 - Light (reacts with Air)
 - Cosmic (reacts with all of the Elements)
 - Night
 - Blood (reacts with Water)
 - Death (reacts with Earth)
- Water - bonus to cooking, alchemy, swimming, fishing, Slowing enemies, Healing
 - Day
 - Ice (reacts with Air)
 - Life, Healing (reacts with Earth)
 - Night
 - Illusion (reacts with Air)
 - Darkness (reacts with Earth)
- Air - bonus to Knowledge, Sprint, Sneak, Evasion, Control Time, Wind/Storm
 - Day
 - Time (reacts with all of the Elements)
 - Wind (reacts with Water)
 - Night
 - Thunder (reacts with Earth)
 - Lightning (reacts with Fire)
 - Storm (reacts with Water)
 - Shadow (reacts with Fire)

Other potential sub-genres:

Spirit

Dream

Psionic

Lore Opening:

In the far reaches of the universe, lies the fantastical planet of Azadi - a world of magic, mystery, and danger. The planet is surrounded by four mysterious moons, each shining with a different color and wielding a powerful magical element of Earth, Water, Fire, and Air. Some of the inhabitants of Azadi are infused by the power of the moons, while all of them live in a medieval society, relying on the gems the moons provide to cast powerful spells and enchantments.

At night, the power of each moon twists into something dark and dangerous, unleashing creatures from the depths of the planet's imagination to roam the land, preying upon the weak. Despite the dangers, the inhabitants cling to their settlements, living on scattered islands of high mountains and snaking by rivers. Ancient bridges and roads of a long-lost civilization connect many of the settlements. Most of the world is dotted with crumbling ruins, forgotten temples, and haunted by the spirits of those who came before.

- *Five major states rule different parts of the Azadi world: Ardenia, Ilmare, Wiembo, Eldrida, and the Windriders*
- *Five unique races inhabit the Azadi world: Serean, Pakirukk, Bardur, Anakchi, and Tarcs*

Brave adventurers may venture into the dungeons of Azadi, filled with traps and monsters, in search of powerful artifacts, ancient knowledge, and untold riches. However, the price of these treasures is steep, and many who seek them never return.

The world of Azadi is a place of wonder and awe, where magic and mystery abound. From bustling cities to the wild, untamed lands of mysterious forces, each region of Azadi has its own distinct culture and history waiting to be explored. The Chronicles of Arak universe presents the Lands of Azadi, the first chapter of an epic journey filled with danger and adventure at every turn.

Lore:

[Opening Cinematic Script](#)

[Azadi Names](#)

Bestiary:

[Surtr](#)

[Satyyri](#)

[Werewolf of the Red Moon](#)

World:

4 moons, each with a different energy released by the energy entity living in each specific moon. In the red moon, the Fire Energy has been replaced with strength by a different energy, the "Chaos energy" (many games and films use this, so we can change the word chaos even if it perfectly fits with the description), and through a Bardur's rebel leader, the energy found the perfect weapon to reach her objective: getting control of all the moons, destabilizing the whole Azadi and taking the power of everything.

No one has ever come in contact with a portal or seen the rest of the portal, no magical traits, no print traits, nothing: this was the first time and the Chaos energy is culpable of the act, the energy released from her power opened the first portal and she now needs more power to open the other portals to get to the other moons.

In Azadi, everything is affected by the 4 Moons:

Each one releases his unique energy that affects the Azadi world directly and indirectly.

This energy doesn't come alone from the moons, it's released from the entities that create these moons:

Water energy;

Earth Energy;

Fire energy;

Air Energy.

People in Azadi believe in these energies because of the way they affect the environment depending on the active moon and their side effects, called "magical effects" that improve their lives and skills.

There have been wars, fights, and disputes between civilizations that believed in a different moon, especially coming from a specific part of the Bardur civilization, the one that lived at the volcano's foot.

When the "Ansky", the army of the Sky was created, wars stopped and raids became much less frequent because of the incredible speed and combat skill of the Sky's elite.

But in recent times, something strange started to happen in Azadi: New powerful creatures and already known animals now stronger, empowered by some sort of red energy started to appear destabilizing the whole region, from north to south, east or ovest there wasn't a single place that

hadn't to take action to defend themselves from this attacks that happens even if the Red moon isn't active, just like any other magical effect.

These attacks compromised the sky's army job which now can't anymore defend the whole planet from both Bardur's rebels' rides and this monster's attacks.

Many are wondering who's behind everything, surely the Bardur's rebels are the first suspected but without proof or knowledge of what's going on with the Red Moon, the Azadi world is now suffering...”

ASTROLABE:

Long ago, there were five civilizations in the Lands of Azadi: the Sereans, the Pakirukks, the Bardurs, the Anakchis, and the Tarks. Each civilization was unique, with its way of communicating, customs, and beliefs. But despite their differences, they shared one thing in common: they all relied on the astrolabe.

The Astrolabe is a complex device that allows civilizations to navigate the stars, chart the movement of celestial bodies, and predict the weather and the next upcoming moon. It is a vital tool for survival. Predicting which of the 4 moons would come allowed civilization to prepare for the benefits and/or evils that were coming. Each of the larger villages has its giant astrolabe in the town center. Creating an astrolabe is extremely difficult and the only ones capable of creating it are the Tarcs but, with their belief that they were the guardians of Azadi, receiving an astrolabe became even more difficult.

Only a few for each civilization own their personal astrolabe, they're known as “**Randgr**” and to obtain this title they had to convince the Tarcs of their ability through a series of challenges created directly by the Tarcs themselves. Despite everything, success in the challenges wasn't a guarantee for the conquest of the astrolabe: the Tarcs want the last word on the moral integrity of every pretender.

No one knows the criteria of moral fitness they have and that is why so many try to get the Astrolabe and so few succeed. Knowing which moon is actually active and which will come next, along with detailed information about the effects of the moon even with day/night differences, has made the astrolabe so important that many have tried to fight the Tarcs, to steal the astrolabe from them or to steal the giant astrolabe from another village.

That's why every giant astrolabe has been installed with powerful magic that avoids the chance to move that astrolabe forever.

For the Sereans, the astrolabe was particularly important to know when in their area the Blue Water Moon was going to come. This moon has a powerful effect on their tides and weather patterns, and the Sereans needed to be able to predict its movements to avoid disasters like floods and hurricanes or to use these disasters to their advantage. They believed that the moon was sacred and that its movements held important messages.

The Pakirukks, on the other hand, relied on the astrolabe to track the movements of the green Earth moon. They try to avoid going out of their home if there isn't a green Earth moon (also because most of their houses are created under trees that become giant when there is the Earth

moon and reduce themselves with the other moons, hiding the Pakirukks' houses. They also believe that the Earth's moon holds the secrets to their existence. By charting its movements, they hoped to unlock the mysteries of their world and understand their place in the universe.

The Bardurs are a fiery people, and their astrolabe was designed to track the movements of the red Fire Moon. They believe that this moon is the source of their power and vitality and that it also holds the key to their spiritual enlightenment. After coming in touch with the real power of the red Fire moon, some of them started to enslave the beasts to become stronger and to sharpen their skill with the new incredible strength. After a violent eruption, the same group started to share the belief that sooner or later the same huge power that they managed would also destroy Ardenia and for this reason, they started to enslave the whole island of Ardenia creating a furious army also changing their aspect thanks to the energy released by the red moon, becoming brutal beasts that are unlike anything the inhabitants of Azadi have ever seen, with scales of red and orange, sharp claws and teeth, and fierce intelligence that allows them to control the very flames that give them life.

The Anakchis rely on the astrolabe to chart the movements of the white Wind Moon. This moon is believed to be the embodiment of the wind and air, and they're convinced that it holds the key to their wisdom and intelligence. By studying its movements, they hoped to gain new insights into the world around them and unlock the secrets of the universe, and, after a lot of studies, tries, time, and resources the unknown sorceress found out how to control the winds and the skies. Thanks to their capability to travel long distances with the phoenixes and other animals, they can easily defend their kingdom and often help others. Despite their differences and the powers acquired by the moons, the five civilizations all recognize the importance of the astrolabe. They once lived in peace, and shared their knowledge and discoveries, building a vast library of information that helped them navigate the universe and unlock its secrets.

Moon-Touched Races

Serean

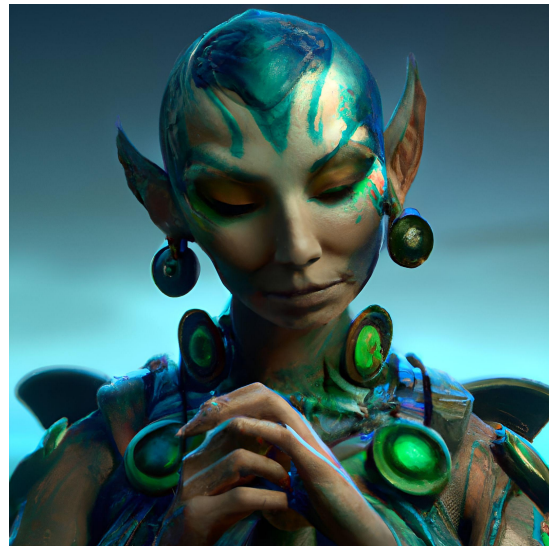
In the vast and mysterious ocean of the Lands of Azadi, there existed a proud and powerful race of aquatic peoples known as the Serean. These ancient and wise beings were the descendants of the first inhabitants of the planet, and they had honed their mastery of the sea over generations of seafaring. Their greatest source of power came from the Blue Water Moon, which they nearly worshiped as a deity and channeled its power into their civilization through the use of mystical runes and offerings.

The Serean were a formidable force, able to control the mighty sea creatures that swam in the depths of their realm. From giant sea serpents to schools of enchanted fish, the Serean had harnessed the power of the Blue Water Moon to bend the will of the sea to their whim. They

used these creatures for transportation, defense, and work, building wondrous and awe-inspiring cities beneath the waves.

The Blue Water Moon had a profound impact on the Serean, not just in terms of their mastery over the sea, but also in their physical appearance. Over time, their skin had grown tough and scaly, their eyes had become large and luminous, and their hair had become long and flowing, like the tendrils of kelp that swayed in the current. They are a proud and noble people, and they use their power to create a civilization unlike any other in the world of Azadi.

Despite their strength and mastery over the sea, the Serean faced many challenges. The tides and storms of the ocean were unpredictable, and their enemies were many. From vicious sea monsters to rival civilizations seeking to conquer their power, the Serean had to be ever-vigilant to defend their realm.



And yet, they remained steadfast in their commitment to their way of life, never losing sight of the wonder and majesty of the Blue Water Moon. For the Serean, the sea was a source of life, power, and magic; they would stop at nothing to protect it and the civilizations that had grown from its depths.

Pakirukk

The Pakirukk peoples of Azadi are a proud and ancient race, long revered for their connection to the land and their mastery of the Green Earth-Moon. These elegant beings are known for their deep connection to the forests, jungles, and meadows that cover much of the planet's surface. They are a highly spiritual people, communing with the spirits of the earth and the creatures that call it home.

The power of the Green Earth Moon is woven into the fabric of Pakirukk society, fueling their magic and their way of life. The Pakirukk use their connection to the moon to cultivate and control the plants and animals of their lands, creating wondrous gardens and herds of fantastical creatures. Their power extends to the creatures of the earth as well, taming beasts and training them to serve as mounts, allies, and protectors.

The Pakirukk of Azadi are divided into several different tribes and clans, each with their unique customs and traditions. Despite their differences, they are united in their reverence for the Green Earth Moon and the power it provides. They are a fiercely independent people, fiercely protective of their lands and their way of life, and are known for their bravery and cunning in battle.



Whether it is through the gentle touch of their magic or the sharp points of their weapons, the Pakirukk of Azadi is a force to be reckoned with. To the other races of the planet, they are a symbol of grace, wisdom, and power, their wisdom and guidance sought after by those who would seek to harness the power of the Green Earth Moon for themselves. To the Pakirukk, however, the moon and its power are sacred, and its secrets are guarded fiercely.

Bardur

The creatures known as the Bardur are a fearsome race of monsters that dwell in the fiery depths of Azadi. These brutal beasts are unlike anything the inhabitants of Azadi have ever seen, with scales of red and orange, sharp claws and teeth, and a fierce intelligence that allows them to control the very flames that give them life.

Long ago, the Bardur discovered the power of the Red Fire Moon, and through it, they learned to harness the raw power of fire to their will. They built towering cities of stone and metal, lit by the glow of their blazing fires, and created a society based on strength and domination.

With their newfound power, the Bardur turned their gaze to the other inhabitants of Azadi. They enslaved the native peoples and beasts, using their magic to bend them to their will and build an army that was unmatched in its ferocity. The Bardur unleashed their fury upon the world, marching across the land, and destroying all that stood in their way.



Yet, even as they conquered, the Bardur knew that their reign would be short-lived. The power of the Red Fire Moon was fickle, and its destruction could bring their civilization crashing down. To ensure their survival, the Bardur created a powerful magic that would allow them to infuse the essence of the Red Fire Moon into the hearts of their most loyal followers.

Now, the Bardur roam the world of Azadi, hunting for new sources of power and new creatures to bend to their will. Their reign is absolute, and their power unmatched, as they strive to maintain their control over the Red Fire Moon and ensure the survival of their brutal civilization.

Anakchi

In the far-reaching corners of the world of Azadi, there exists a race of magical beings known as the Anakchi. These beings are said to have descended from the stars themselves and are gifted with the ability to control the winds and skies. They make their homes in the cloud-shrouded

peaks of the highest mountains, where they have built a civilization that harnesses the power of the White Wind Moon.

The Anakchi are a proud and noble race, known for their grace and mastery of magic. They are gifted with the power to infuse their civilization with wondrous powers, using the energy of the White Wind Moon to control the very air itself. They have harnessed fantastical flying creatures, such as dragons, griffins, and phoenixes, to their will, using them as mounts and guardians.



The Anakchi are a mysterious and reclusive people, and few outside their race have ever seen them. Those who have spoken of beings with wings as white as snow and eyes that sparkle like diamonds. They are said to be able to soar through the skies with ease, leaving trails of shimmering magic in their wake.

Despite their power, the Anakchi are a peaceful people, and they use their abilities to protect their lands and to help those in need. They are respected and revered by the other races of Azadi, who see them as protectors of the skies and guardians of the winds.

The Anakchi have built a magnificent and beautiful civilization, surrounded by towering peaks and shrouded in mist. It is a place of magic and wonder, a place where the skies are always filled with the songs of the winds and the whispers of the clouds. For those brave enough to venture into the heart of their domain, the Anakchi offer a glimpse into a world unlike any other, where magic and wonder reign supreme.

Tarcs (Non-Playable)

The Tarcs are a proud and ancient race of dwarves who have lived deep underground for centuries. They are masters of metallurgy and blacksmithing, using their exceptional skills to craft magnificent works of art from the raw earth elements. However, the Tarcs are much more than mere artisans. They have a deep connection to earth magic, and their bond with the land has enabled them to harness its power to protect their underground kingdoms and maintain their way of life.

The Tarcs believe that they are the guardians of Azadi and its hidden treasures, and they have honed their mastery of earth magic into an art form. They use their magic to create elaborate underground cities, lit by glowing gems and powered by rivers of molten gold. Their cities are places of wonder, filled with intricate and beautiful sculptures, and ornate halls lined with precious metals and gems.

The Tarcs are reclusive by nature, and they keep their underground kingdoms hidden from the outside world. However, their skills as blacksmiths and their mastery of earth magic have not gone unnoticed. Many have sought their assistance in creating powerful weapons and armor, or in mining for the precious minerals that can only be found deep beneath the earth. The Tarcs are proud and independent, but they are not unkind, and they have been known to offer their assistance to those whom they deem worthy.

For the Tarcs, their connection to earth magic is not just a tool, it is a way of life. They are deeply spiritual, and they believe that the earth is a living entity with its consciousness and desires. They communicate with the earth through their magic, and they believe that they must protect and nurture it. The Tarcs are fiercely loyal to their kingdoms and their people, and they will do anything to protect their way of life, including defending their underground cities against any who would seek to do them harm.

Kingdoms of Azadi

Ardenia, Ilmare, Wiembo, Eldrida, and the Windriders Khanate

Ardenia, the Kingdom of the Eternal Flames:

The Kingdom of Ardenia is located on the southernmost continent of Azadi, a land of fiery deserts and towering mountains. The people of this kingdom hold the Red Fire Moon in the highest regard, and they have learned to harness its power to create wondrous magical fire. The kingdom is ruled by a powerful emperor who commands an army of fierce warriors and fearsome beasts. The Ardenians are feared by all who know of them, for their mastery of the Red Fire Moon has made them the most powerful kingdom on Azadi.

Ardenia is a monarchy, ruled by a powerful king or queen who holds absolute authority over their subjects. The monarchy is advised by a council of powerful nobles, each of whom holds a significant amount of land and resources. Ardenia is known for its strict laws and efficient government, as well as its powerful army.

Ardenia, the Kingdom of the Eternal Flames, is a land of ancient traditions and fiery passions. The Ardenians are a proud and strong people, known for their love of battle and their unyielding devotion to the Red Fire Moon. The kingdom is a place of extremes, where the blazing sun beats down on the desert sands, and the mountains are home to fierce volcanoes that belch forth molten lava.

The Ardenians are deeply religious people, and their beliefs are tied to the power of fire. They worship the Red Fire Moon as a divine being, and they believe that it grants them the power to control and shape the flames. The kingdom's rulers are considered to be the physical embodiment of the Red Fire Moon, and they are venerated as living gods.

Ardenia's government is a monarchy, and its rulers are considered to be the ultimate authority in all matters. However, the emperor is advised by a council of powerful nobles, who represent the interests of their various regions. The nobles are chosen for their wisdom and experience, and they serve as the emperor's most trusted advisors.

Ardenian society is highly stratified, with a rigid class system that separates the nobility from the common folk. The nobles hold vast estates and have access to the kingdom's wealth and resources, while the commoners work as laborers or soldiers. Despite this, the Ardenians have a strong sense of community and family, and they are fiercely loyal to their kind.

The Ardenians are known for their military might, and their armies are feared throughout Azadi. They are expert strategists and fierce warriors, trained from a young age in the arts of war. The kingdom's military is supported by a network of forges and foundries, where the Ardenians use their mastery of metallurgy and fire to create the most fearsome weapons and armor in the land, only second to the Tarcs' metallurgy in quality.

In addition to their strengths, the Ardenians have a powerful ally in the Bardur, who have allied themselves with the Ardenians in exchange for a share of the kingdom's wealth and power. The Bardur use their control over fire to create powerful magical spells, which they use to protect the Ardenians and wreak havoc on their enemies.

Ilmare, The Enchanted Isles:

The Enchanted Isles are a group of small islands located in the eastern seas of Azadi. The people of the Enchanted Isles hold the Green Earth Moon to be the strongest, and they have learned to harness its power to create wondrous magical forests and meadows. The islands are ruled by a council of wise Pakirukk and Serean, who use their magic to maintain peace and harmony among the people. The Enchanted Isles are renowned for their beauty, and they are a haven for travelers and adventurers seeking refuge from dangers.

The Republic of Ilmare is governed by a council of elected officials who represent the various regions of the Enchanted Isles. The council is headed by a prime minister who serves as the figurehead of the government. Ilmare is known for its rich culture and diverse population, as well as its thriving trade and commerce.

According to legend, a great cataclysm had destroyed the ancient city of Vahalan and scattered its survivors across the world. Among them were the founders of Ilmare, who had sailed east in search of a new home finding the Enchanted Isles.

The people of Ilmare are a mix of different cultures and races, each with their own unique traditions and beliefs. The majority of the population are Serean, who lived on the Enchanted Isles for centuries and are deeply connected to the magic of the Green Earth-Moon. They are a proud people, valuing knowledge and artistry above all else. The Serean of Ilmare are known for their love of music, dance, and poetry, and they have created many beautiful works of art and literature.

In addition to the Serean, Ilmare is also home to a significant population of Pakirukk, who are known for their hunting and gathering skills. They are hardworking and friendly people, with a deep respect for nature and the environment. The Pakirukk of Ilmare have a strong connection to the jungles and the land, and they are skilled in using both to provide for their communities. The largest concentration of them can be found near the center of the largest of the Enchanted Isles.

The Enchanted Isles also has a sizable population of Tarcs, who are masters of engineering and invention. They have created many innovative machines and devices that have helped to advance the technology of the islands. The Tarcs are curious and creative people, always searching for new ways to improve their lives and the lives of others.

Lastly, Ilmare is also home to a small but influential population of humans. They are a diverse group, with many different backgrounds and beliefs who have come from near and far to settle the Enchanted Isles. Some humans are traders and merchants, while others are artists, scholars, or adventurers. They have brought new ideas and perspectives to the Enchanted Isles, enriching the culture and traditions of Ilmare.

Wiembo, The Sky Dominion:

The Sky Dominion of Wiembo is a kingdom located on the northernmost continent of Azadi. The people of the Sky Dominion revere the White Wind Moon above all others, and they have learned to harness its power to create wondrous magical flying creatures. The kingdom is ruled by a powerful sorceress whom none have ever seen. Some even whisper that she is one of the Anakchi. The Sky Dominion is a land of towering peaks and treacherous cliffs, and it is home to some of the most powerful magic users on Azadi.

The people of Wiembo are deeply connected to the winds and the skies, and their culture reflects this. They are highly spiritual people who place great importance on living in harmony with the natural world. Their traditional clothing often incorporates feathers, and many wear wings or other avian-inspired accessories. The people of Wiembo are also known for their unique music and dance, which often incorporate graceful movements that emulate the flight of birds.

Wiembo is a land of great innovation and creativity, with many talented inventors and craftsmen. The kingdom is famous for its wondrous flying machines, powered by the same air magic that the people of Wiembo use to create their flying creatures. The Sky Dominion also has a strong tradition of exploration and discovery, with many expeditions sent out to explore the unknown corners of Azadi and beyond.

Despite their love of the skies, the people of Wiembo are not isolationists. They are a proud and ambitious people, and the Sky Dominion maintains diplomatic relations with many of the other kingdoms and city-states of Azadi. They are respected as a powerful military force, with their army of flying creatures and skilled magic users. However, they are also known for their strict code of honor and respect for life and are quick to offer aid to those in need.

The Confederation of Eldrida:

The Confederation of Eldrida is a land rich in history and diverse in its landscapes. Founded over a thousand years ago, the confederation was established as a way for the various city-states and regions of the land to come together and form a unified government. Each of the constituent states was allowed to maintain its independent lord or lady, but all worked together to govern Eldrida as a whole through the high council.

The high council is made up of representatives from each of the constituent states and is responsible for making decisions that affect the confederation as a whole. Despite the presence of the high council, however, Eldrida is known for its loose laws and decentralized government, which allows its citizens a great deal of freedom and autonomy.

Throughout its history, Eldrida has been a land of many cultures and traditions, and this diversity is reflected in the many unique styles of architecture, music, and art that can be found throughout the confederation. Despite its loose laws, Eldrida is a land of strong tradition, and its people are proud of their history and unique customs.

Despite the challenges of governing such a large and diverse land, the Confederation of Eldrida has thrived, and its people are proud of their rich and storied past. With its loose laws and decentralized government, Eldrida remains a land of freedom and opportunity, where the dreams of its people can take flight and be realized.

Cultures of Eldrida:

Eldridians: The Eldridians are the native people of the Confederation of Eldrida. They are a diverse group of individuals, with a variety of cultural traditions and beliefs. Many Eldridians are farmers or craftsmen, living in small villages scattered throughout the region. Others are traders or merchants, traveling between the different states of the Confederation to buy and sell goods.

Hestarians: The Hestarians are a group of people who migrated to Eldrida from a far-off land many years ago. They are known for their fierce independence and love of the sea. Many Hestarians are sailors or fishermen, making their living on the water. They are also known for their skill in shipbuilding and navigation.

Sarmish: The Sarmish are a group of people who live in the western part of the Confederation. They are known for their stoicism and their deep connection to the land. Many Sarmish are farmers or shepherds, living in small communities in the foothills of the mountains. They are also skilled at stonemasonry and metalworking.

Nomads: There are several groups of nomadic people who travel throughout the Confederation of Eldrida. They are known for their independence and their skills as traders and artisans. Many nomads make a living selling their wares to the various settlements and communities of the Confederation.

Outsiders: Many people come to Eldrida from outside the Confederation. These include travelers, adventurers, and merchants from distant lands. They are often viewed with suspicion by the Eldridians, but many find a place in the Confederation and make it their home.

Overall, the people of the Confederation of Eldrida are a diverse and multifaceted group, with a variety of skills, beliefs, and backgrounds. Despite their differences, they are united by a common bond of loyalty to their homeland and a deep sense of community.

Khanate of the Windriders:

The Khanate of the Windriders is a nomadic society ruled by a powerful Khan. The Windriders travel the skies of Azadi on their fantastical flying beasts, drawn by the call of the White Wind Moon and its mysterious powers. In centuries past thousands of Anakchi joined the Windriders when they were exiled from their people for preferring violence over peaceful ways. This fits well with the Windriders, as they are exiles of Wiembo, The Sky Dominion, having warred against their sorceress queen in ancient times.

The Khanate is a society of warriors, where strength and skill are highly valued and the art of battle is elevated to an almost religious status. The Khanate's armies are comprised of the swiftest and most skilled riders, armed with enchanted weapons and riding beasts infused with the power of the White Wind Moon.

The Khanate's nomadic lifestyle has earned them a reputation as raiders and conquerors, but they also hold a code of honor that dictates their actions. The Windriders believe that their way of life is the purest expression of the power of the White Wind Moon, and they will fiercely defend their beliefs and their way of life against all comers.

Despite their reputation as raiders, the Khanate is also a highly organized and efficient society. Their Khans are selected based on merit, and the best and brightest are given opportunities to rise through the ranks and become leaders. The Khanate is ruled by a council of Khans, who consult with one another and make decisions based on the good of the society as a whole.

The Khanate is not a settled kingdom like the other three, but their impact on Azadi cannot be ignored. The Windriders are a force to be reckoned with, and their powerful riders and beasts can bring death and destruction to even the strongest fortresses. But for those who earn their respect, the Khanate can also bring swift and powerful aid, and their riders are renowned for their skill and courage in battle.

BIOGRAPHIES:

Juna: She's a young woman in her early twenties who lives in the Enchanted Isles, a place full of magic and wonder. She is tall and lean, with dark hair that falls in waves to her waist and deep brown eyes that seem to hold secrets. Juna is a solitary person, preferring to keep to herself and stay away from the hustle and bustle of city life. However, Juna is not just an ordinary person. She is secretly a Gais, a holy warrior, which according to the Pakirukk, means Yesh chose her to protect the Enchanted Isles from evil. Her powers are not fully realized at the beginning of the story, but as she discovers more about her identity and purpose, her strength and abilities grow. Juna is a person of driven character, with a deep sense of justice and a fierce determination to protect those she cares about. She is also a skilled fighter, trained in the use of various weapons and hand-to-hand combat. When forced to fight she prefers to do so with a short sword and a dagger or a bow of the Pakirukk people she grew up with. Juna's powerful

magical abilities give her an advantage in battle, allowing her to cast spells in all four of the magical elements with ease. From creating a cloak of shadow around her with Air and Fire to summoning roots and vines to entwine her foes, she is a master of blending magical elements. Despite her strength and bravery, Juna has a vulnerable side as well. She is an orphan raised by the Pakirukk. This sense of misplacement and confusion drives her to fight against the darkness that threatens the Enchanted Isles. Throughout the story, Juna's character evolves as she learns more about herself and her purpose. She becomes more confident in her abilities and begins to form deep connections with the people she meets along the way, including a romantic one with Valtor. Ultimately, Juna's journey is one of self-discovery and redemption, as she finds her true calling and becomes a hero to those around her.

Valtor: He's a young man in his mid-twenties with a troubled past. As a child, he discovered he had a natural gift for fire magic, but his people, the Drevlonians, were averse to fire magic and believed it to be evil. Valtor was forced to keep his abilities a secret, but as he grew older, he found it increasingly difficult to hide them. One day, Valtor's powers got the best of him, and he accidentally harmed a member of his community during a confrontation. As a result, he was cast out and forced to flee into the wider world. Valtor has spent much of his life on the run, never staying in one place for too long. He has learned to keep his powers hidden and to rely on his wits and cunning to survive. Despite his troubled past, Valtor is a kind and compassionate person, always willing to lend a hand to those in need. When Valtor arrives in Ilmare, he is immediately drawn to Juna, who helps him survive an attack by the Stormbringer. Despite his initial confusion about her mysterious past, Valtor develops a deep affection for Juna. As he travels with his mercenary companions, Valtor begins to learn more about himself and his abilities, realizing that comradeship and friendships are an important part of life. This opens him up to the idea of a life with Juna if he can ever find her again. He discovers that his magical affinity to fire is more powerful than he ever imagined and that he has the potential to be a great mage. With Juna's guidance and support, Valtor learns to embrace his powers and use them to help others. But as he uses more fire magic he begins to change, his skin turning red and his features changing. Through his experiences with Juna and the other characters in the book, Valtor grows and matures, shedding his past traumas and becoming a strong and confident hero in his own right. Though he thinks he is becoming hideous with the changes to his appearance due to his fire magic affinity, this does not stop Juna from falling for him.

The Sorceress of Wiembo: In the Sky Dominion, there is a powerful sorceress who rules the kingdom. No one had ever seen her face because of the mask she wears, a mask that no one knows the reason behind. Her presence was felt by all who lived in the kingdom. Her name was whispered in hushed tones, and her power was feared by even the bravest warriors. Legend had it that the sorceress was born with her magical abilities, and as she grew older, her powers only grew stronger. It was said that she could control the winds, summon lightning from the sky, and even shape-shift into any creature she desired. The truth? No one knows the story behind the Sorceress but everyone in Azadi respects and fears her. Inside the Sky Dominion, everyone is inspired by her because of everything she's done during the years, since the many initiatives to return to the traditions that gave happiness and hope to the kingdom, to the "Ansky", a special army trained by herself that flew on the back of giant eagles. They protected the

kingdom from invaders and now help the other kingdoms in times of need thanks to the high mobility given by the flying machines. The flying machines are also another creation made by her genius: The Sorceress also invested a lot of resources in the training of the inventors. She believed that the key to a prosperous kingdom was innovation and creativity. So, she encouraged the inventors to think outside the box and come up with new and exciting inventions. The inventors of Wiembo were some of the best in the world, and the other kingdoms tried to copy their creations but even the Tarcs couldn't succeed in managing the skies as the Sorceress and her acolytes do.

Lord Neve Rennus: He's a man of great ambition and a fierce determination to regain the power he believes is rightfully his. Despite his exile from the Enchanted Isles, he has spent the past ten years building his strength and plotting his revenge against those who wronged him. As a Serean sorcerer who studied with the Pakirukk, Lord Rennus is known for his mastery of earth and water magic. He has honed his abilities to a fine point, allowing him to manipulate the elements at will and unleash devastating attacks on his enemies. His power is matched only by his cunning, and he is a skilled strategist who always seems to be one step ahead of his opponents. Lord Rennus was exiled from the Enchanted Isles a decade ago after attempting to seize power for himself. His plan was thwarted, and he was banished from the Isles and stripped of his title and lands. However, he has never forgotten his ambitions, and he has been biding his time, waiting for the right moment to strike. As the Stormbringer, Lord Rennus has been causing chaos and destruction throughout the Enchanted Isles, all in the name of weakening the council and paving the way for his eventual return to power. He has kept his true identity a closely guarded secret, manipulating events from behind the scenes and always staying one step ahead of those who would try to stop him. Lord Rennus was once married to Senator Vardine Baya, a powerful member of the council of Ilmare. Their marriage ended in acrimony, and Lord Rennus blamed Vardine for his exile from the Enchanted Isles. He sees her as a symbol of all that he has lost, and he is determined to destroy her and everyone else who stands in his way.

Vardine Baya: She's a formidable Serean politician and leader, respected by her constituents and colleagues alike. She is a skilled negotiator, able to navigate the intricate political landscape of the Enchanted Isles with ease. Vardine is fiercely independent, having worked hard to establish herself as a powerful force in politics after her divorce from Lord Rennus. As admiral of the Ilmare fleet, Vardine is responsible for the defense of the Enchanted Isles from external threats. She is a brilliant strategist, always thinking several steps ahead and anticipating the enemy's next move. Her years of experience in the military have given her a unique perspective on the politics of war and peace. Despite her many accomplishments, Vardine is haunted by the memory of her failed marriage to Lord Rennus. She still carries a torch for him, even though she knows that he is a dangerous and unpredictable man. Vardine is a complex character, with many layers of emotion and motivation that drive her actions.

Jen Hatullu: He's tall and broad-shouldered for a Pakirukk. He is a diplomat with a jovial personality and an infectious laugh. He is a wise and respected leader among his people, having served as a chieftain before giving up his power to his son to represent the Pakirukk in

the Council of Ilmare. However, he still harbors some resentment toward the Serean for the atrocities Lord Rennus committed, including destroying many sacred groves. As an ambassador, Jen is skilled in the art of negotiation and mediation, always striving to find common ground between conflicting parties. He is deeply committed to forging strong bonds of friendship and cooperation between the Pakirukk and their neighboring peoples, including the Sereans and the humans. Jen's most unique trait, however, is his deep connection to Yesh, which helps him guide the growth and vitality of plant life across the Enchanted Isles. He can sense the future and the presence of others with his powers, allowing him to locate the Stormbringer and track his movements through the Amethyst Expanse. Despite his jovial demeanor, Jen is a formidable opponent when provoked, capable of unleashing devastating magical attacks on his enemies. He is fiercely protective of those under his care and will stop at nothing to ensure the safety and well-being of his people.

Torsin Garlon: He's a highly respected politician and leader in the Enchanted Isles, known for his integrity and intelligence. As the Prime Minister and head of the Council of Ilmare, he is responsible for maintaining the peace and prosperity of the region. Garlon is a skilled artificer, able to craft magical artifacts that are highly sought after by mages and non-mages alike. He has a passion for exploring the mysteries of magic and is always eager to learn more about the power that courses through the world. Despite his formidable reputation and impressive achievements, Garlon is a kind-hearted and generous man, always willing to lend a helping hand to those in need. He is deeply committed to protecting the people of the Enchanted Isles and will stop at nothing to ensure their safety and wellbeing. Garlon's past is shrouded in mystery, with few people knowing much about his life before he became a powerful politician and artificer. However, rumors abound that range from the hilarious to the horrendous.

Bregent:

Bregent is the quietest village of Azadi. Here people from every village can easily travel, rest, eat, and access the emporium.

Bregentdal is placed ... into Azadi and this may be the reason why the village chose to be sociable.

Mayor Berthal:

Sarki's husband & Daeve's father, Berthal is calm, passionate, and respectful, he became mayor thanks to his ability to listen and convince others.

As Mayor of Bregentdal, he is trying to persevere while his beloved and always calm village is struggling.

This is the worst time in the history of Bregentdal, will he be able to keep the village and its inhabitants calm during the storm?

Sarki:

Sarki is the Mayor's wife, and together they have a daughter, Daeve.

As the village healer, she gets most of her supplies from the hunters but also spends most of her time healing them. Thanks to her balanced personality and willingness to help others, she's one of the best healers of Azadi.

With all the wounded that the village is suffering from after the attack, will the supply and Sarki's techniques be enough?

Alfdan:

A friend of everyone in the village, Alfdan the woodcutter is like a big friendly bear. He once married and had a son, Tuathal, but is now a widow after his wife died in childbirth. The only thing he cares about, except for his son, is Bregentdal, the village where he met his wife and has spent his life.

Tuathal:

Tuathal, Alfdan's son, is exactly what his father could always have hoped for. He is an easy-going, serious worker and lumberjack like his father. Tuathal's goal is to realize his father's greatest dream, to travel the world. He was ready to leave Bregentdal, but after what happened, he chose to stay and help the village where he grew up.

Angrik:

The Wise of the village.
No one knows his story or where he came from.
One day, after a month without rain, Angrik appeared and predicted rain coming to Bregentdal in two days. And the rain came in exactly two days.
Thanks to that rain, the crops grew and Bregentdal had a bountiful harvest that they shared with the other nearby villages.
Later Angrik became the sage of Bregentdal and, thanks to his knowledge, often helped Sarki with the sick and wounded.
Yet, no one has ever understood how he can talk to crows.

Berivard:

Berivard, son of Berivard, is the village's blacksmith, like his father before and his grandfather even before him.
He is married to Fallna, and they've got together a young daughter, Vadis.
He lost his father some time ago and decided to keep the family tradition: Bregentdal blacksmith once, Bregentdal blacksmith forever.
Berivard is an inventive blacksmith who always tries to analyze and study new ways to create the best equipment.
Thanks to his tenacity and curiosity, he is always on the verge of innovative adventures to motivate himself day after day.

Radimir:

A brave and incredible leader, Radimir is a great warrior and all that is required to become Chief Hunter.
The young Radimir, recently elected as chief hunter of Bregentdal, is trying to acquire and prove himself during the worst time of Bregentdal.

Radimir has all the potential to become a hero for the village, but his overconfidence has already left him on the ground once.

Will he succeed in learning from his mistakes to protect his village?

Daeve:

Daughter of the Mayor and the healer, Daeve is one of the most beautiful girls of Azadi. Many come to Bregentdal with gifts for the beautiful lady even if they know that she isn't interested in any of them.

With her cool mind and cynicism, she's trying to acquire all the knowledge and skills necessary to become the first woman mayor in the history of Bregentdal.

Fascinated by the story of the Sorceress of Wiembo, Daeve will stop at nothing until she gets what she wants.

Vadis:

The blacksmith's wife, Vadis, is the best cook in the village.

Before the war, she and her husband often invited the other villagers to their homes to eat and drink together, and Svarin was always the first to come and the last to leave.

Vadis is friendly, generous, and fun to be around.

But she is still the wife of the blacksmith, never to be underestimated.

Fallna:

Fallna, daughter of Vadis and Berivard, is just like her mother but with her father's adventurous spirit:

Always trying to help others, even if it means getting into trouble, Fallna is still a child who dreams of becoming a hunter.

She knows how to use a bow and how to catch a wild animal.

Although she is young and her parents disapprove of her dream, she's determined to fulfill every goal she has set for herself.

MERCENARIES:

Viper: The group's leader, and the only reason this motley group of mercenaries is still alive. Viper is a tough-as-nails woman with a deadly aim and no-nonsense. As a battle-hardened veteran the only thing sharper than her wit is her curved scimitars and armor-piercing crossbow bolts. She earned her nickname from her ability to strike like a snake, quick and deadly, and her reputation as a ruthless fighter is well-deserved. She commands respect from her fellow mercenaries, and though she may come across as aloof at times, she cares deeply for her team and will stop at nothing to protect them. Viper is a skilled tracker and strategist, and her experience in countless battles has given her a wealth of knowledge and a cool head under pressure.

Chucklehead: A large, burly man with a thick beard and a booming laugh. Not only is he second in command as Sergeant, but he's also the jester of the group, often telling jokes and

making everyone laugh. But don't let his humor fool you, he's also a skilled fighter with a battle axe.

Axe and shield, 2-handed axe.

Snicker: A lanky, wiry man with a sarcastic sense of humor. He's a rogue, specializing in sneaking and stealing. He always has a sly grin on his face, and his nimble fingers are always searching for loot. His brother Jumper ignores his sticky fingers but worries that it's going to get him into trouble sooner or later.

Shield and Scimitar, shortbow.

Jumper: A short, wiry man with boundless energy. He's a skilled acrobat, able to jump and flip over obstacles with ease. He's also a bit of a daredevil, often taking risks that make the rest of the group nervous. His brother Snicker jokes about him a lot but is very worried he's going to hurt himself.

**Spear and shield, crossbow.*

Jolly: A large, jovial woman with a big heart. She's the group's cook, morale officer, and quartermaster who is always ready with a hearty meal and a joke to lift spirits. She tries to stay out of the fighting when possible, making camp and tending wounds.

2-handed Hammer, siege crossbow, cookpot.

Blame: A grizzled veteran with a chip on his shoulder. He's a skilled archer, but he's also quick to place blame on others for any mistakes or mishaps. Despite his prickly demeanor, he's a valuable member of the team.

Longbow, longsword, and shield.

Dart: A wiry, lightning-fast woman with a talent for running. She's the group's messenger and scout, able to outrun anyone and get information quickly. She can get in and out of a tight spot in a hurry as well as throw her javelins to deadly effect. Though she doesn't love doing it, she can be a good assassin in a pinch.

Small shield and short spear, javelins (darts).

Gaspers: A rotund man with a nervous disposition. He's the group's trap expert, able to disarm and set traps with precision. He's also prone to panic attacks, which can be a liability in combat.

Longsword and shield, Traps.

Dingo: A lean, mean fighting machine, and drop-dead gorgeous to boot. She's a skilled martial artist with lightning-fast reflexes. She doesn't say much, but she's always ready for a fight. Her axe and scimitar style of fighting is unusual but vicious and deadly, not to mention beautiful.

Axe and scimitar.

Flapps: A flamboyant man with a flair for the dramatic. He's the group's mage, able to distract and confuse enemies with his illusion magics. If he plays his cards right, he can be very effective in a fight or escape.

Wand and rapier.

Bobber: An old man with a weathered face and long beard. He's the group's survivalist, able to find food and shelter in the most unforgiving environments. He's also a skilled trapper and hunter, but his favorite pastime is fishing. Usually, a quiet man, if brought to anger he fights with wild abandon and ferocity, striking fear into the hearts of his enemies.

Longsword and Shield, Longbow.

Hustle: A short, wiry man with a fast tongue. He's the group's negotiator and con artist, able to talk his way out of any situation. He's not much of a fighter on foot, but he's always ready with a smooth-talking plan. And no one can match him in battle on horseback.

Spear and Shield, Crossbow.

Albatros: A tall, lanky man with a crooked smile. He's the group's navigator and sailor, able to steer a ship through even the roughest waters. He's also a bit of a smuggler, always looking for a way to make a quick profit, as well as a terror in battle with his double-sided glaive.

Double-sided Glaive, Shortbow.

Slick: A smooth-talking, good-looking man with a silver tongue. He's the group's healer. His ability to blend minor spells makes him very effective at a variety of minor magics, as long as he keeps away from seducing any women.

Staff and short sword.

Sparky: A boyishly thin woman with a wild mop of hair. She's the group's tinkerer and inventor, always coming up with new gadgets and gizmos to help the team. He's not the most capable fighter, but she's certainly the most inventive.

Weapons? What for? He's got bombs and gadgets!

Categories:

- Assassins, Thieves, and Spies
- Holy Orders - Both Light and Dark aligned
- Crafting
- Knowledge & Magic
- Adventurers
- Beastriders
- Corporations

On Azadi

Assassins, Thieves, and Spies

- The Ghostblades - A group of assassins who operate in the shadows, carrying out covert missions for those who pay them.
- Shadowrunners Guild - A band of rogues and pickpockets who excel at thievery and burglary, stealing from the wealthy and corrupt.
- The Darkhand Society - A secretive organization of spies and infiltrators who gather information for their patrons.
- The Pirate Posse - A band of swashbuckling pirates who roam the seas, plundering ships and battling navy vessels. Both whimsical and murderous, they provide a great way to explore sea travel on Azadi.

Holy Orders - Both Light and Dark aligned

- Knights of the Silver Hand - A chivalric order of knights who seek out monstrous creatures in the darkest dungeons. Joining them is a great honor for formidable warriors, as they allow only the most elite into their ranks.
- The Crimson Crusade - A militant group of warriors and mages aimed to spread the power of the red moon *Sor* by force, often clashing with other factions in the process.

Crafting

- The Steelcraft Consortium- A guild of blacksmiths, miners, and engineers who specialize in crafting weapons, armor, and machinery.
- Lumberjacks- A group of rough and ready woodsmen who are also skilled craftsmen and enchanters.

Knowledge & Magic

- The Arcane Council - A group of powerful mages who study and wield magic for the greater good of their people. One must achieve great feats of magic before being invited into their ranks. But they often hire adventurers to take care of specific tasks that they deem important enough to meddle in.
- The Circle - A group of nature-oriented spellcasters who use their connection to the natural world to heal and protect their allies. Using the power of Yesh, they are some of the most ardent protectors of Azadi's natural landscape.
- The Thaumaturgical Society - A guild of wizards and alchemists who focus on developing new spells, potions, and magical artifacts.

Adventurers

- The Dungeoneer's Guild - A guild of adventurers and mercenaries who take on quests and contracts for treasure and fame.
- Order of the Pinkheart - A group of swordsmen and warriors who value chivalry and appearances above all else, and are known for being the very pinnacle of Azadi fashion.

It is rumored that they care more about the ruffles on their shirt than sharpening their swords.

- The Hunters - This group of skilled hunters tracks down and captures (or kills) fugitives and other wanted individuals. However, they are known for their lack of morals and willingness to do whatever it takes to complete their job, regardless of who gets hurt in the process. Unique name: Shadowhunters' Guild.
- The Relic Seekers - This group of treasure hunters, archaeologists, and rascallions travel the world in search of riches and artifacts, exploring ancient ruins and forgotten tombs, and encountering all manner of danger along the way. While some are motivated by greed, others seek knowledge or the thrill of adventure.
- The Greyarms - This group of guns-for-hire is willing to fight for anyone who can pay their price. They specialize in combat and are willing to take on any job, whether it's defending a kingdom, attacking an enemy stronghold, or guarding a wealthy merchant's caravan. They are known for their efficiency and ruthlessness in battle.

Beastriders

- The Winged Warriors- A group of beast riders who bond with and ride mythical flying creatures into battle.
- The Beastmasters' Guild - A group of skilled trainers and tamers who bond with and train exotic beasts to aid them in battle.

Active in the Solar System

- The Technomancers - A faction of scientists and engineers who use their knowledge of technology to build advanced machines and weapons.
- The Outcast's Coalition - A faction of exiles, refugees, and outcasts who band together to survive and thrive in a hostile world.
- The Coven of the Moon - A society of witches and warlocks who practice dark magic and are always scheming to exploit resources and topple governments.
- The Arcanist's Syndicate - A league of cunning and deceitful spellcasters who manipulate their enemies and allies alike.
- The Darkmasters- A sinister organization of necromancers and undead minions who seek to conquer and dominate all life.

DUNGEONS:

Dungeon Location: Citadel of Flames: *Crystal Cave*.



The Cave is a network of caverns filled with magical energy. It is said that the cave was once a site of great power, where ancient mages gathered to harness the elements themselves. However, over time, the cave has fallen into disrepair and become overrun with animals and dangerous creatures.

The crystal and the flower are the keys to the magic of the cave, maintaining a delicate balance between the elemental forces of the cave. The Crystal represents the Dark energy of the Green Moon, Yesh. While the Flower represents the Light energy of Yesh.

If the crystal is taken first the magic of the cave will stay the same. However, if the flower is disturbed, the creatures will become violent and wreak havoc once again. The players must choose wisely whether to prioritize the crystal or the flower, as their decision will determine the fate of the cave.

Enemies:

- Normal Scorpion-Spiders: Nasty pests that inhabit caves and are known to carry disease.
- Empowered Scorpion-Spiders: They look like normal Scorpion-Spiders except for the green moss on their back and the green pupil. These are also stronger and faster due to the form they took as a consequence of the crystal's effects.
- Elementals: Powerful creatures made entirely of elemental energy. They are extremely dangerous and difficult to defeat.

Animals:

- Bats.
- Baby Scorpion-Spiders (Childs of the biggest ones).
- Butterflies (near the Flower).

Rewards:

- Necklace: Near the Crystal, there'll be a skeleton with a small purse rapped in the cobwebs, if the players destroy the cobwebs (normal attack/magic) they can get what's inside the purse, a necklace that makes all the defensive magics stronger in some way (Duration, shield HP, or whatever).
- In a spot still to decide, crowded with Scorpion-Spiders that players can choose to complete or not since it'll not affect the access to the deep cave's location, there'll be an old small spider egg that works as a trophy for the prologue/Item that player can sell.

Dungeon Location: Citadel of Flames: *The Fortress*.

Deep within the heart of a dense forest, shrouded in mystery and surrounded by towering trees, lies an ancient fortress. 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.

Dungeon Location: Citadel of Flames: *The Gatehouse*.

The entrance to the dungeon is 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.

ENEMIES inside the Dungeons:

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.

Each Dungeon has a special Artifact as a reward.

ARTIFACTS:

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 shock waves, 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.

Federico Di Benedetto & Konrad Hughes.