

Gemforge Chronicles

Phase One – The Hunt

Executive Overview

“When the Void Forge fell, Grawgonia began to breathe once more.”

In the twilight of **Grawgonia**, the world stands on the brink of annihilation.

For decades, the realm has been assaulted by abominations wrought by **Ul’Nethar**, a master of the **Void Forge** — a colossal, ancient engine capable of weaving life from death. By embedding **Voidtouched Gems** within fallen cadavers, Ul’Nethar birthed legions of hybrid horrors, each infused with the essence of *The Void*, his home beyond the veil.

The Void Forge a relic of immeasurable power, once served as Ul’Nethar’s crucible of creation, drawing upon energies from the **Netherealm** to bind void-born souls into flesh and steel. Under his command, these constructs swept across Grawgonia, and victory seemed certain.

But in his arrogance, Ul’Nethar left a single weakness — a sliver of complacency.

Through stealth and cunning, an **unknown hero** slipped past the horrors guarding the Forge and planted charges within its heart. The resulting detonation shattered the fortress and flung **999 Voidtouched Gems** across Grawgonia.

The explosion changed everything.

The blast embedded many of these gems deep underground, awakening ancient delves that had long lain dormant. Where dust and silence once reigned, new life now stirs — some twisted, some pure. The land breathes again, dangerous and alive.

Behind the walls of **Roboka, the City of Steel**, the last bastion of humanity, whispers spread:

“The gems are alive... and they are ours.”

For the **Grawgonites**, these fallen gems are not curses but salvation.

If the Void could forge monsters, perhaps mankind could forge defenders.

Adventurers, known as **Delvers**, now venture into the perilous wastes — risking everything to recover the scattered Voidtouched Gems. Each gem reclaimed brings hope that the people of Grawgonia might finally stand against Ul’Nethar’s growing shadow.

Yet few return unchanged. The Void’s gift is powerful — and unpredictable.

The Road Ahead

Each chapter of the **Gemforge Chronicles** charts the evolution of Grawgonia's defiance — from survival to ascendance. While much remains concealed, the saga unfolds through six pivotal epochs:

1. **The Hunt** – Delvers rise from Roboka to claim the fallen gems.
 2. **The Forge** – Humanity learns to channel the Void's power for creation.
 3. **The Anvil** – Mastery refines invention into strength.
 4. **The Armoury** – The age of crafting gives birth to conflict.
 5. **The Arena** – Forged creations battle for dominance and legacy.
 6. **The Chronicle** – The truth of the Void and Ul'Nethar's origin is revealed.
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The Team

KawaiiCornerStudios

Shnato

A studio founded on atmosphere, artistry, and sustainable game design.

KawaiiCornerStudios builds immersive, player-driven experiences where ownership, creativity, and narrative depth converge, blending nostalgia with next-generation interactivity.

The Shattered Forge

Lore Overview

“All creation begins with curiosity... and ends with consequence.”

— Historian of the Steel Archive, Roboka

Grawgonia was once a land of brilliance — a civilisation of inventors, artisans, and scholars who balanced industry with magic. At its centre stood **Roboka**, the City of Steel, a fortress of iron will and innovation whose walls gleamed with the light of a thousand forges.

But even the brightest minds crave more power.

Deep within the **Borderlands**, a sect of Robokan mages sought to harness a new form of energy — a whisper from beyond the known weave of magic. In their desperation to reshape the world's limits, they tore a **rift** to the **Netherealm**, a dark mirror of existence known as **The Void**.

The breach lasted mere seconds.

It was enough.

Through that shimmering wound stepped **Ul’Nethar**, a being of immense intelligence and cruelty — the self-proclaimed **Forge Master of the Void**. Before the mages could seal the rift, he slew them all, claiming the Borderlands and the ritual site as his own.

In the years that followed, Ul’Nethar constructed the **Void Forge**, an otherworldly engine built from both machine and corpse. By embedding **Voidtouched Gems** — crystalline relics from his realm — into the bodies of fallen beasts, he birthed abominations of steel and sinew. These creations obeyed his will absolutely, their hearts pulsing with the same dark energy that sustained him.

At first, the people of Grawgonia mistook the beasts for monsters of nature.

Then they learned they were *made*.

And so began **The War of Hollow Crowns** — a desperate struggle between Grawgonia’s ingenuity and Ul’Nethar’s endless forges.

The war raged for decades. One by one, cities fell, until only **Roboka** remained — its arcane barrier flickering, its streets lit by the glow of dying furnaces. Just when the end seemed certain, a lone **unknown hero** infiltrated the Borderlands. Through stealth and cunning, they slipped past Ul’Nethar’s horrors and planted charges within the Forge’s heart.

The **detonation** that followed shattered the Void Forge and sent **999 Voidtouched Gems** hurtling across Grawgonia.

The explosion unleashed waves of volatile energy that tore through land and sky. Many of the gems embedded deep within the earth, others fused with ancient ruins and forgotten delves. Some breathed life into the dying world — reviving withered forests and reawakening slumbering creatures. Others cursed what they touched, seeding corruption and chaos anew.

Grawgonia was reborn, but untamed.

The iron grip of Ul’Nethar had ended, and in its absence, **the wilds returned**. The winds carried strange new life, and the soil itself pulsed with the power of the Void. The world was no longer conquered — it was **alive** once more.

Within Roboka, hope flared for the first time in generations.

The Grawgonites understood what must be done. The **Voidtouched Gems** could rebuild what was lost — if they could be reclaimed.

Thus began the rise of the **Delvers** — brave souls who venture beyond the city’s great walls to recover these gems and bring them home. For the first time in centuries, the fate of Grawgonia lies not in the hands of its rulers or its forges, but in the courage of those willing to brave the wild.

To harness the gems is to risk everything.

To ignore them is to let the Void return.

And beyond the horizon, in the quiet places where the light does not reach, whispers speak of a forge rebuilding itself in shadow... and a master who will not rest until his work is complete.

Gameplay & Core Loop

Phase One — The Hunt

“In Grawgonia, death is not the end — only the debt you pay to live again.”

At its heart, *Gemforge Chronicles: The Hunt* is a **risk-versus-reward delving experience**.

Players become **Delvers**, souls bound to the fate of Grawgonia, venturing beyond the walls of **Roboka** to reclaim the scattered **Voidtouched Gems**. Every expedition is a wager: press deeper for greater spoils, or retreat to survive another day.

The Core Loop

Each session follows a deliberate, escalating rhythm:

1. Prepare in Roboka

Within the City of Steel, Delvers equip gear, soulbind precious items, and prepare supplies. Every upgrade, repair, or soulbinding ritual consumes **Arcane Ash (AA)** and **Crystalline Animus (CA)**, reinforcing the loop of expenditure and replenishment that sustains the game's economy.

2. Explore

Crossing Roboka's arcane barrier opens procedurally generated wilds and delves, each altered by the unpredictable energies of the scattered Gems. Players scavenge resources, uncover ancient ruins, and seek the elusive Voidtouched Gems —the ultimate relics of the Void.

3. Fight

Grawgonia's wilderness teems with corrupted beasts, rogue constructs, and newly awakened life. Combat rewards positioning, stamina management, and intelligent use of resources. Encounters grow harsher the farther one travels from the city, compounding both danger and reward.

4. Extract or Press On

At any point, players may choose to return to safety or push further into the unknown. The deeper a Delver ventures, the greater the *risk multiplier* — amplifying potential rewards but increasing the chance of irreversible loss.

5. Return & Upgrade

Back in Roboka, resources are refined and spent to repair, craft, and enhance. AA fuels routine upgrades and restoration; CA empowers advanced forging and experimentation. Every refinement consumes supply, maintaining long-term economic balance.

Death and Soulbinding

When a Delver dies, their **soul is pulled back** through the barrier to Roboka.

There, the morbid craftsman **Garthek the Stitcher** constructs a new vessel from flesh and metal — imperfect, but functional.

- **Soulbound Items:** Players may bind equipment to their soul through a ritual before departing. Bound items return with them upon death.
 - **Unbound Items & Loot:** Everything else is left where the player fell — their body's remains, inventory, and newly gathered spoils.
 - **Recovery & Loss:** Dropped items persist in the world for a limited time. Other players may find and claim them; if unrecovered, they fade back into the wilds.
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Good Karma System

Morality matters in Grawgonia.

If a Delver discovers another's fallen trove, they can **return** any portion of the loot to its original owner once back in Roboka.

- Returning all items grants **significant Good Karma**.
- Returning some grants partial Karma.
- Keeping everything yields no moral gain — but greater material wealth.

Players with the highest Karma earn recognition in **The Hall of Virtues**, a public leaderboard celebrating generosity. Beyond prestige, Good Karma may influence future blessings, access to special NPCs, or divine boons from Grawgonia's mysterious pantheon.

Delve Tiers & Risk Scaling

Grawgonia's frontier is divided into ascending **delve tiers**, each defined by Void saturation, creature strength, and environmental hazard.

Tier	Environment Example	Risk Multiplier	Reward Profile
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I	Shallow Ruins near Roboka	×1	Base Ash and low-tier CA nodes
II	Fungal Hollows	×1.5	Greater Ash and mid-tier CA clusters
III	Crystal Groves	×2	Rare CA veins and artifact components
IV	The Borderlands	×3	High-grade CA and unique materials
V	The Shattered Forge Core	×4 +	Legendary drops and Voidtouched Gems

Each tier tempts players with increasing prosperity — and peril.

Environmental volatility, weathered terrain, and roaming forge-born horrors ensure that no two delves are ever alike.

Play Philosophy

The Hunt rewards **calculated courage**.

Every decision — what to carry, what to bind, when to flee — shapes a player's story.

The loop blends strategy, morality, and survival to echo Grawgonia's core theme:

To claim the light, one must first step willingly into the Void.

The Economy of Anima

Arcane Ash (AA) & Crystalline Animus (CA)

“From the ashes we rebuild. From the Animus, we endure.”

— Garthek the Stitcher, upon awakening a Delver’s soul

In Grawgonia, every spark of progress flows from a single source — **Anima**, the living energy that binds soul, steel, and spell alike. When Ul’Nethar’s Void Forge exploded, its ripples transformed the flow of magic itself, splitting Anima into two tangible forms:

- **Arcane Ash (AA)** — the residue of exhausted magic. Common, versatile, endlessly useful.
- **Crystalline Animus (CA)** — condensed and volatile Anima in solid form. Rare, powerful, and perilous to handle.

Together they define Grawgonia’s new age of survival and progress — a closed-loop economy that rewards effort, consumes excess, and sustains long-term value.

Resource Acquisition

Arcane Ash (AA)

- Found in the remains of defeated creatures, deconstructed gear, and reclaimed ruins.
- Primary functions: repairs, low-tier upgrades, forging consumables, and soulbinding rituals.
- Constantly burned through everyday play, ensuring perpetual demand.

Crystalline Animus (CA)

- Extremely scarce, harvested from deep-tier delves or transmuted in rare events.
- Primary functions: advanced crafting, enchantment, and artifact synthesis.
- Often required in small amounts but at exponential value.

No additional tokens or currencies exist; all systems feed back into AA and CA, preserving clarity and scarcity.

Controlled Emissions & Burn Systems

To prevent hyper-inflation and maintain a stable in-game economy, resource creation and destruction are intentionally balanced through **continuous burn mechanics**.

AA Burn Mechanics

- Equipment repairs and maintenance.
- Soulbinding rituals (consumed on each death).
- Crafting consumables and tools.
- Entry taxes for high-tier delves.

CA Burn Mechanics

- Forging new equipment tiers.
- Enchanting and transmutation rituals.
- Creating unique Void-resistant artifacts.
- Powering city-scale upgrades and community events.

Both resources are emitted only through active play and consumed through nearly every interaction.

No idle minting, no passive yield — value is earned, not inflated.

Resource Flow Diagram (*conceptual*)

- 1 **Delving** → Gather AA & CA through exploration and combat.
- 2 **Extraction** → Return to Roboka to refine or trade resources.
- 3 **Consumption** → Spend AA/CA on forging, binding, and progression.
- 4 **Attrition** → Death, degradation, and decay remove supply.
- 5 **Renewal** → Players re-enter the loop, sustaining equilibrium.

This cyclical design ensures that *participation*—not speculation—drives the economy.

Scarcity & Stability

1. Finite Emission per Epoch

Each season or major update introduces a capped emission pool of AA and CA tied to total player activity and global progression metrics.

2. Dynamic Drop Rates

As the global stock of either resource rises, drop rates subtly decline, automatically self-balancing.

3. Progressive Sinks

High-tier crafting and soulbinding costs scale with player advancement, ensuring veteran players remain resource-hungry without punishing newcomers.

4. Player-Driven Redistribution

The **Good Karma** system encourages returning resources to circulation through generosity and social prestige.

Economic Philosophy

The Economy of Anima is designed around three guiding principles:

Principle	Description
Transparency	One ecosystem, two resources. Every cost and gain visible to players.
Deflationary Balance	Every act of creation burns a proportional amount of Anima. Value appreciates through participation.
Sustainability	Systems scale with player population; inflation and over-supply are automatically resisted through adaptive tuning.

Gemforge Chronicles replaces speculative token farming with purposeful play — a design that values time, skill, and community contribution over extraction.

Tokenomics & Play Philosophy

The Heart of the Anima Economy

“Power is forged through risk — and risk is what keeps the world alive.”
— Forgewright’s Oath, Roboka Hall of Makers

The tokenomics of **Gemforge Chronicles** are built on one enduring truth:
progress carries peril.

Every system — forging, death, soulbinding, and survival — consumes energy.
Every act of play contributes to the pulse of Grawgonia’s living economy.
Value is not inflated through yield, but *forged through courage.*

The Dual-Resource Framework

Resource	Nature	Function	Behaviour
Arcane Ash (AA)	Common / Fungible	Primary utility resource for forging, repair, soulbinding, and expedition supplies	High emission × High burn
Crystalline Animus (CA)	Rare / Limited	Catalyst for enchantment, artifact crafting, and high-tier creation	Low emission × Low burn

Together, AA and CA form the core of the *Anima Economy* — a self-sustaining system of creation, decay, and rebirth.

Arcane Ash as Lifeblood

AA fuels every action a Delver takes within or beyond Roboka:

- **Repairs & Maintenance** — restoring damaged equipment after delves.

- **Soulbinding Rituals** — preserving select items through death.
- **Crafting & Consumables** — potions, traps, and field tools.
- **Expedition Supplies** — rations, light sources, survival gear, and Void resistance tonics.

These supplies are a *strategic investment*:

spending AA before departing reduces immediate capital but **extends time in the wild**, enabling greater returns in CA, rare loot, and Voidtouched Gems.

In economic terms, every player creates a **micro burn–return loop** — consuming resources for a higher probability of survival and reward.

This keeps AA circulating rapidly while providing tangible player value.

Gear Upgrading & Forging Risk

Forging and enhancement in Grawgonia follow the **+1 to +9 system** — a structured path of risk and mastery.

Tier	Success Chance	Failure Result	Destruction Risk	Cost (AA / CA)
+1	95%	No change	None	100 / 0.1
+2	85%	No change	None	250 / 0.2
+3	70%	Downgrade	None	400 / 0.3
+4	60%	Downgrade	None	600 / 0.5
+5	45%	Downgrade	10% destroy	900 / 1.0

+6	35%	Downgrade	15% destroy	1300 / 1.5
+7	25%	Downgrade	25% destroy	2000 / 2.5
+8	15%	Downgrade	35% destroy	3000 / 3.5
+9	10%	Downgrade	50% destroy	5000 / 5.0

Beyond +5, the **Void's corruption** interferes with mortal forging, introducing real peril — destruction, loss, and scarcity.

Each destroyed item permanently removes materials from circulation, reinforcing a deflationary economy where value is born through attrition.

The Shiny System

Occasionally, when fortune or the Void intervenes, a forged item becomes **Shiny** — a rare variant that glows with residual life energy.

Tier	Base Shiny Chance
+1 – +4	0.5%
+5	0.75%
+6	1.0%
+7	1.25%

+8 1.5%

+9 1.75%

Shiny properties:

- Immune to destruction (but still subject to downgrades or failure).
- Distinct appearance and nameplate.
- Tradable proof of prestige — minted as unique collectibles if desired.

Shiny items act as **emotional anchors** in the economy — aspirational goals that inspire play, without undermining scarcity or balance.

Deflation Through Action

Every meaningful action consumes Anima:

- **Repairing** burns AA.
- **Soulbinding** burns AA.
- **Forging & Upgrading** burns CA and AA.
- **Dying** consumes soul energy and materials for resurrection.
- **Staying Alive Longer** burns AA through expedition supplies.

These systems ensure that **value is earned, spent, and reborn** through participation. Nothing inflates. Everything returns to the cycle.

Ownership & Integrity

- **Voidtouched Gems (NFTs):** The purest form of ownership; finite and player-discovered.
- **Forged Artifacts:** Advanced CA-crafted gear optionally mintable as proof-of-effort collectibles.
- **Soulbound Gear:** Non-transferable functional items that persist only through ritual rebinding.

Every form of ownership carries corresponding responsibility — a safeguard against economic exploitation.



Design Philosophy

Pillar	Description
Risk Creates Value	Destruction and decay are not punishments; they're the foundation of rarity.
Participation Over Passive Gain	Only active Delvers generate value. There is no idle yield.
Sustainability Through Burn	Each success and each death contributes to deflation and equilibrium.
Emotion Over Extraction	Upgrades, soulbinding, and Shiny discoveries tie value to personal achievement.
Choice Over Chance	Players control how much they risk, how long they stay, and how much they spend.

In Summary

Gemforge Chronicles transforms risk, generosity, and courage into the foundations of its economy.

Every AA spent, every CA forged, and every Shiny discovered strengthens the living heartbeat of Grawgonia.

This is a world where **loss has meaning, creation has consequence, and value is not given — it is earned.**

The Roadmap

The Six Ages of the Gemforge Chronicles

“Time moves not in circles, but in forges — each age melts the last to shape the next.”

— Inscription above the Gate of Makers, Roboka

The journey of **Gemforge Chronicles** unfolds across six mythic epochs — each a reflection of Grawgonia’s struggle to reclaim life from the Void.

Every phase deepens the world, introduces new mechanics, and expands the living economy of Anima, yet none reveals the full truth.

Only when all are complete will the Chronicle be whole.

Phase One – The Hunt

“The world breathes again, and with it, danger.”

The Delvers emerge.

Grawgonia awakens as ancient delves stir beneath its soil, and the Voidtouched Gems shimmer faintly in the dark.

Players take their first steps beyond Roboka’s walls, scavenging, surviving, and claiming relics to bring back to the City of Steel.

The Hunt defines the foundation — exploration, risk, and reclamation.

It is the story of humanity’s first breath after centuries of fear.

Phase Two – The Forge

“From ruin, creation. From courage, craft.”

With the gems recovered, Roboka’s forges ignite once more.

Delvers learn to shape Anima through artifice and will, crafting weapons, armour, and tools of light and shadow.

New systems of crafting, refining, and Shiny forging emerge, allowing players to influence both the economy and the evolving look of Grawgonia itself.

The Forge marks the beginning of innovation — where imagination becomes industry.

Phase Three – The Anvil

“To temper steel, one must know its breaking point.”

Refinement replaces invention.

Delvers seek mastery of the forge, discovering the deeper rules of creation and consequence.

CA synthesis, resource transmutation, and high-risk refinement rituals test the limits of what Anima can sustain.

The Anvil is the crucible of perfection — where strength and failure become indistinguishable.

Phase Four – The Armoury

“The makers become warriors.”

Creation demands conflict.

As Roboka’s ingenuity blossoms, so too does the hunger for control.

The first mechanical sentinels rise — soul-forged constructs powered by Animus and bound by the will of their creators.

Delvers learn to craft, program, and command these sentient armaments.

The Armoury ushers in an age where the forges themselves march to war.

Phase Five – The Arena

“Glory is a flame that consumes both victor and vanquished.”

Competition takes form.

In vast arenas of light and ash, players pit their forged champions against one another — automated, strategic battles where skill, configuration, and legacy determine supremacy.

Seasons emerge. Wagers rise. The finest warriors are immortalized in the archives of Roboka’s Eternal Colosseum.

The Arena transforms mastery into spectacle — an age of challenge, prestige, and legacy rewards.

Phase Six – The Chronicle

“Every forge remembers its first flame.”

The culmination of all that came before.

The truth behind Ul’Nethar’s arrival, the purpose of the Gems, and the shadowed power behind the Void will finally be revealed.

In this ultimate phase, creation and corruption collide.

The champions of Grawgonia must confront what lies beyond the veil — and decide whether to wield or destroy the Anima that sustains them.

The Chronicle closes the circle — yet for those who endure, a new one may begin.