

UNIVERSES:

- **Awal Planes** (Indonesian Word for **Start**):
 - **Minaria** - Main World or Middle Plane
 - **God**: Aboccoba, Domain of Magic, Balance, and Destiny.
 - **God Right Hand Warrior**: Talos, Warrior of Storms and Elementals.
 - **God Left Hand Sage**: Zehir, Sage of Poison, Fire, and Snakes. **TOUCHED**
 - **Verrona** - Underworld or Lowest Plane
 - **God**: Lolth, Domain of Trickery, Chaos, and Spiders. **TOUCHED**
 - Holds **Aramis**, Peralat of Armors. **TOUCHED**
 - **God Right Hand Warrior**: Kelemvor, Warrior of Death and Cold. **TOUCHED**
 - **God Left Hand Sage**: Myrkul, Sage of Necromancy, and Mindflayers. **TOUCHED**
 - **Exynn** - Overworld or Highest Plane
 - **God**: Pelor, Domain of Light, Sun, and Strength. **TOUCHED**
 - Holds **Porothos**, Peralat of Shields. **TOUCHED**
 - **God Right Hand Warrior**: Grumbar, Warrior of Earth, and Stone. **TOUCHED**
 - **God Left Hand Sage**: Chauntea, Sage of Plants and Water.
- **Astral Sea** (Beyond the Awal Planes which those in the Awal Planes do not know of):
 - **Peralata** (Based on the Indonesian Word for **Equipment**) - Plane of Sentient Beings that can become Weapons
 - **Interactions**: Chances of interacting with the Awal Planes are low but when they do, they come down like shooting stars.
 - **Abilities**: They all have the ability to have a Corporeal Form that depends on the type of Peralat, the name for those born on Peralata, they are. Their Peralat Form can be either a Weapon, Shield, or Armor of some kind.
 - **History**: These creatures were created in the beginning from space rock that was fused from the magical auras that the Astral Sea brought to them, this created the Triumvirate. The Triumvirate are the first three created their names were Athoria, Peralat of Weapons, Porothos, Peralat of Shields, and Aramis, Peralat of Armor. These magical beings have been awake for nearly as long as the creation of the universe and contain immense knowledge. They then began to use part of themselves to create offspring and deviations of Weapons, Shields, and Armor and have been doing so for as long as they have been awake. This length of time they had shows that they have nearly all forms of deviations and unique combinations imaginable.
 - **Dosa** (Indonesian Word for **Sins**) - Plane of all Sins Origin
 - **Hadaar**: Also known as the Red Star or Ever Hungry. This being is from Dosa and enjoys using what power he can reach to the Awal Planes to have these beings indulge in their greatest sins and follow his command, for nothing more than fun. He enjoys seeing all his small interactions do to the people. Although many are unable to see him those who do are immediately terrified. He is seen as a long, thin creature covered completely in red. His body is malnourished, his legs are thin, hands are large with long claws. His face has a large open mouth with sharp teeth and no eyes.

- **Hadaar Touched:** Creatures that succumb to their most sinful desires, can become Hadaar Touched. Those who are Hadaar Touched act on their sinful desires and will fight for them to death. Hadaar can also use one who is touched as his vessel where Hadaar takes complete control of the creature. A way to tell when one has become Hadaar touched is red tentacles or red lightning coming out of themselves or their magic.
- **Hadaar's Vessel:** Hadaar is very selective about who he chooses for a vessel. When a creature becomes Hadaar's Vessel the voice is the original along with a distortion of his voice. Hadaar being an ancient deity knows all Awal languages and will adapt what he says to whomever he is speaking to. This creature also gains some of Hadaar's Magic on top of the vessel's original strength. The longer he remains in a single vessel that vessel gains more and more strength.
- **Dosa People:** These are creatures that seem to interfere in other planes' matters and enjoy messing with them. With their ancient and powerful magic powers, they are normally able to be stopped. This is also seen as a way of nourishment for them, if they are unable to interfere with their lives, they can't have the creatures they control slowly relinquish their life force to themselves. As of late, they have destroyed many planes and no longer have a multitude of Planes to mess with anymore causing multiple Dosas to be lost and die. For the past millennia, all Dosas have had a malnourished lanky body type due to lack of nourishment.

VACILL

- **How to Open:**
 - **Items Needed:**
 - Elemental Divider; to have the Challenge come up
 - 2 Red Wild Magic Orbs
 - The Key ([The Requiem](#))
 - Once the Challenge is Finished and they present the 2 Red Orbs, they split into 4 Oranges then 8 Green, and 16 Blue. The 16 Blue then begin to spin and then the Requiem begins to glow when pointed up the 16 blue orbs spin around the Requiem to have the orbs become notes on the hilt surrounding the handle which then spells out a song called "Awakened Requiem" which is what the Requiem then becomes, The Awakened Requiem.
- **Challenge:**
 - The 4 Elemental Guardians come from the Door and say that they are here for one more test. They all pull out their weapons, summon their helpers, and are ready to fight. They are here to test and not to kill.

OTHER

- I am using Indonesian for translating words to make names for Locations, Weapons, etc.
- **Gelmir Grove** will have a town of Dragon Borne. One of the characters is Penguins Character (<https://ddb.ac/characters/25177213/voelw9>) a well-known persona in the city being the baker who makes amazing cakes. The town is holding a Red Wild Magic Orb that the King will protect with his life, he is greedy, NOT HADAAR TOUCHED, with the treasure that he has collected in his life. He will challenge the party eventually for the right to that treasure, this fight will be based on the Nameless King. A mythic creature with Phase 1 + 2 is the Nameless King fight from Dark Souls III and Phase 3 will be his Ancient Dragon Form.
- **Shesmont**, the town before Vacill, is there currently in control of the All-Seeing Religion all under a Hadaar Touched Cleric named Kera. She was a young girl abandoned at a young age who was taken in by the Church where she began to study the practice. Later on, she found out she was well-versed in healing magic that she used for the people of Shesmont. Sometime later, as she grew in power, found that her selfishness toward others with loving parents took over succumbing to Hadaar's Touch. She saw that families used to go up the mountains to view Minaria and have a wonderful time, Hadaar told her to stop people from going up due to the Door of the Mountain inside but that also coincided with her desire to stop loving parents. She eventually became the leader of the Church and used her healing powers as a form of torture, never hurting the one they were investigating. This Church will stop the party from going up to Vacill.