



# Game World

Graphics



## Ideas:

### 1. Characters to choose:

- a. Barbarian - **Medievile**
- b. Elf - **Enchanted Forest**
- c. Wizard - **Misty Swamp**
- d. Dwarf - **Frozen Empire**
- e. Faerie (Magical Fairy) - **Lovey-dovey Land**

### 2. Biomes:

#### a. **Enchanted Forest**

- Druids
- Elves
- Treant (drzewce)

#### b. **Misty Swamp**

- Ogres
- Donkeys
- Blind Rats

#### c. **Medievile (Village with fields)**

- Smiths
- Farmers
- Big Ravens (Big Black Birds)
- Escaping vegetables
- Wheat Monster

#### d. **Frozen Empire (with ice mountains)**

- Yeti
- Big Wolves
- Friendly Snowman ( with 3 parts of the body)

e. **Specular Waters (Lake with sand)**

- Mermaids
- Crabs
- Big Fish

f. **Coastline (with the possibility of going into the sea to the bamboo island with pandas) - Stormy Pier**

- i. Bamboo Island
  - Pandas
  - Lemurs
  - Big Monke (Gorilla)

g. **Lovey-dovey Land**

- Unicorns
- Fairies
- Leprechauns

h. **Primaeval bush**

- Amazons (wild women with javelins)
- Snakes
- Tigers

i. **Dreary Forest**

- Spiders
- Vampires
- Dark Elves

j. **Desolation of abomination**

- Dark Wizard
- Dragons
- Fire Elemental
- Earth Elemental

## **BARBARIAN**

### **Appearance**

- scars
- long, dark hairs, tanned, dark eyes
- tattoos
- leather waistband
- shield with badge

### **Character traits**

- traditionalists, duty, honour
- rage, fury, ANGER
- less talking, more fighting

### **Weapon**

- heavy weapon
  - Swords/hammers and shields

### **Sides**

- GOOD
  - animal spirit
    - tiger - claws attack, shield with tiger

- bear - stronger, more hp, shield with bear
- wolf - faster, shield with wolf
- EVIL
  - Berserker
    - reckless attack
    - without control
    - primal rage, fury
    - shield with horns

## Skills

- damage resistance
- short battle range
- rotation/tornado sword attack

## Background/ History

- The barbarians were created to overcome all the dangers lurking for humans and from the source of evil. As they are mainly good at fighting, they often become bored and cannot find their place when peace has reigned for a long time. As such, they are constantly in need of activities and are eager for new adventures and a dose of adrenaline.

They usually travel alone but are able to get along with other good barbarians. They are not very talkative, so for races other than their own, they can be the cumbersome company for an expedition.

They derive their primal strength from their spirit animals. Every barbarian at puberty must undergo a trial in order to merge with their spirit animal. This trial involves a solo expedition into the Primeval Bush full of challenges and dangers. If he passes the trial, he becomes a barbarian with new skills and spiritual fulfilment, if not, he dies trying and his dead body, which was swallowed up by the Primeval bush, will never be found again.

During the age of the Great Order, when there were no battles or wars, the barbarians started to become fewer and fewer and the number of those who

managed to survive the trials decreased significantly.

During one of the trials, a young barbarian accidentally came across a strange stone statue, it represented a figure similar to an ordinary barbarian but without any symbol indicating what his spiritual guide was, instead, it had horns in flames and a helmet with horns as an emblem of a shield. He was a Berserker, known as an evil barbarian who draws his strength from the primal fury of the first humans. He is not sociable, dislikes contact with other races and follows his designated path. He is a man without honour and his attacks, although they inflict a lot of damage, are reckless and very exhausting. To achieve such strength, it is enough to worship him and regularly sacrifice farmers. Those who follow his path will never again return to the path of spiritual fulfilment.

The bad barbarians are the opponents of the good ones, so since they have risen, the good barbarians have once again found purpose in their existence and have sworn anew to knock out every evil Berserker.

### Quests:

#### GOOD:

- **Help the Amazons feed the wild tiger.** - obtained from **Amazons**
  - *Dark times have come, evil is spreading faster and faster through the world and its corruption is infecting various creatures, which are beginning to go wild. Only a brave hero, who has savagery written in his blood, will be able to cure the sick creature.*
  - To draw:
    - meat for tiger
  - Name → `help _feed_tiger`
- **Prove your connection to your spirit animal** - obtained from **Farmer**
  - *There are rumours that the spiritual connection is one big scam. Show everyone that they are wrong and find your animal in the deep wilderness and and convince him to give you his one of the magic necklaces, which allows him to communicate with you.*

- To draw:
    - magic necklace
  - Name → `spirit_animal`
- **Save the villagers' harvest from the Big Ravens** - obtained from **Farmer**
  - *For several days now, Big Ravens have been destroying the villagers' harvest. They can't cope with them alone and need a strong big hero to do the job for them.*
  - To draw:
    - raven's feathers
  - Name → `harvest_ravens`
- **Save villagers from dying from a lack of home** - obtained from **Smith**
  - *Oh no! The blacksmith has run out of materials with which to build a new house for the settlers, if he doesn't get 3 stones as soon as possible, the villagers will get sick from lack of a roof over their heads or worse, die....*
  - To draw:
    - miniature stone
  - Name → `bring_stones_smith`
- **Update your weapon.** - obtained from **Smith**
  - *A brave and powerful warrior like you needs a better weapon. But it has to be earned.... Head to the enchanted forest, where various magical creatures lurk, and find a magic crystal to upgrade your sword. Take it to the blacksmith and show patience.*
  - To draw:
    - magic crystal
  - Name → `update_weapon`
- **Save faeries from ugly, evil spiders!** - obtained from **Faeries**
  - *One of the dark spiders, dared to enter the land of fairies and eat one of them! As fairies are a very tasty snack, the news spread and now other spiders are*

*trying to invade the territory of magical beings. Help them by killing at least 3 spiders.*

- To draw:
  - Spider's fang
- Name → `kill_spiders`

## EVIL

- **Deprive the good barbarians of their strength** - obtained from **Orc**
  - *Your greatest enemy are the good barbarians, they spread goodness and help.... The opposite of what you represent. Don't let them be the ones to win this eternal war between the sides of good and evil. Go to the wilderness, find a tiger and bring its fur to the Orc who is your ally.*
  - To draw:
    - tiger's fur
  - Name → `kill_tiger`
- **Make the sacrifice to receive the Berserker's blessing** - obtained from **Druid**
  - *To stay in touch with the source of your supernatural power, you must regularly sacrifice the most venomous snake. Go to the deep bush and bring a snake body to the Druid from the Enchanted Forest, which he will then anoint and carry to the altar.*
  - To draw:
    - Snake dead body
    - Berserker's statue and his altar
  - Name → `snake_sacrifice_berserker`
- **Prove your strength to the Dark Wizard** - obtained from **Dark Wizard**
  - *News of your power has spread throughout the land, but there will be those who do not believe it without proof.... Prove the Dark Wizard, one of the most powerful dark beings, wrong, defeat the dragon and bring him his fang.*
  - To draw:

- dragon's fang
  - Name → `kill_dragon`
- **Steal gold from the Leprechaun.** - obtained from **Dark Wizard**
  - *You love gold, and it just so happens that the Leprikons have too much of it, well why do they need so much anyway? If one pot disappears for them nothing will happen.... Find a pot of gold that belongs to a Leprikon and steal it, take the gold, and sell the pot to a dark wizard.*
  - To draw:
    - gold
    - pot
  - Name → `steal_leprechaun_gold`
- **Exchange the Orc's mace (maczuga) for gold at the Blacksmith's place** - obtained from **Smith**
  - *The orcs were your allies, but you decided that you want their mace, and they would not voluntarily give it up.... Stand in battle with an orc, defeat him and take his mace. Exchange it for gold at the blacksmith.*
  - To draw:
    - Orc's mace (maczuga)
  - Name → `mace_for_gold`

## DWARF

### Apearance

- short,
- stocky,
- described as ugly or having childish appearance (ruddy cheeks),
- thick, long, braided beard that is usually tucked into belts,

- never bald,
- wear many layers of simple, durable clothing,
- armor specially crafted and masked with symbols.
- Dwarves are short and stocky creatures that are usually described as ugly or sometimes having childish appearance thanks to their ruddy cheeks. They are never bald and have thick, long beards that they make braids of and eventually tuck in their golden or silver belts when long enough. Dwarves usually wear many layers of simple, durable clothing but when it comes to the battle, they wear specially crafted armor that is masked with symbols.

## Character traits

- bold,
- proud,
- hardy,
- stubborn,
- easily offended,
- loyal,
- sturdy,
- greedy,
- it is hard to earn their friendship, suspicious.

## Weapon

- WEAPON OF CHOICE: **AXE**.
- EVENTUALLY: hatchet, mattock, short sword, hammer.
- Dwarves usually use axes as their weapon of choice (they believe it can be used as a tool or a weapon), but they could also be using hatchets, mattocks, short swords, war hammers.

## Skills

- Quick learners of new artisanal skills (those dealing with metal or stone).
- Great craftsmen, smiths, jewelers, artisans and miners.

- Resistant to external influences and less susceptible to poisons.
- They can store additional armour in their beard.

## Sides

- GOOD
  - can use only basic weapons
  - has ability to improve their weapon - increase its power, aim or fatality
  - it is more probable for them to find treasure while mining
- EVIL
  - everytime it encounters any character, you steal their gems, jewellery
  - can use rune forged weapons - out of ordinary characteristics

## Background/ History

Dwarves are the long bearded, stocky creatures that have their origins in the hollow mountains of Frozen Empire. Their prime duty was to dwell in the mountains and in the earth. Thanks to this, they have grown and evolved into great miners, smiths, craftsmen or even jewelers.

Dwarves of our world, have been present since the very beginning of the formation of the Frozen Empire. For the most of the times, they lived a calm and peaceful life digging, mining, exploring the prosperity of their land. Tones of shiny gems, beautiful, breathtaking jewels! But nothing can be so good for a long time, right? It all started with the greed of possessing even more opulence... Some of the dwarves started to secretly take the treasures and sell it to other races, races that should not be permitted to acquire, touch or even look at the great possessions of the Dwarven race! When dwarves noticed the lacks in their treasury, they started to worry, suspect, they became distrustful. All until, the Greatest Gem of the Dwarven empire had disappeared!

Dwarves were devastated. They looked everywhere, in all of the empires of the world but without any result. From that point in time, the dwarves of Frozen Empire divide themselves into the good and evil ones... Those rightful, and those greedy evil ones that would rather give away the prosperity of their race rather than keep and cherish it...

Couple of centries ago, all of the habitants of the Frozen Empire must prove their intentions by undergoing a trial of keeping the treasury safe during one, long, winter night. Those who fail, are sent to the top of the mountains, where they can encounter wolves, snowmen or even Yeti... In order to atone for the failed trail, one might bring the valuable fur of the Yeti, but do not be hopeful... Yeti was last seen thousands of years ago...

### Possible quests:

- **GOOD:**
  - **find the Greatest Gem of the Dwarven Empire**
    - name: *Long Lost Treasure.*
    - quest from *Druid.*
    - '*The grestest mistery of our world... the long lost Greatest Gem of the Dwarven Empire. It has been missing for so long. I suspect that you may be the one to finally solves this mistery. Go find it. It may be useful to find the only living creature of Frozen Empire that was present during the times - the Snowman. May the luck be in your favour!*'
    - the Greatest Gem of the Dwarven Empire hidden somewhere in Bamboo island.
    - things to draw:
      - the Greatest Gem of the Dwarven Empire
  - **learn a new artisanal skill (you get to decide what skill - craft, art or trade)**
    - **find a smith that is crafting a metal/gem and ask him/her to teach you.**
      - name: *Artisanal skill.*
      - quest from *Dark Wizard.*
      - '*I have a piece of advice for you. If you want to survive you better learn something useful. Like crafting or trading. Even something art connected. Go to Medievile and find someone that will teach you.*'
  - **Kill the dragon and bring its fang back**

- name: Deadly dragon fangs.
- *quest from [Amazons](#).*
- *'You want to do something good? Beat our greatest nemesis so that we could use its fangs on our weapon! It will be so great to kill with it on our spears. Beat the dragon and bring its fangs back to us.'*
- things to draw:
  - dragon's fang
- **find and beat the thief of the Greatest Gem of the Dwarven Empire**
  - name: The thief.
  - *quest from [fearies](#).*
  - *'As a rightful creatures we believe that the right thing to do is to find this filthy thief. Find the one that is responsible for the missing treasure of the ones of your kind - the Greatest Gem of the Dwarven Empire. If you want a piece of advice - it may be useful to find lemurs first.'*
  - things to draw:
    - the Greatest Gem of the Dwarven Empire
- **Climb the highest mountain of the Frozen Empire and help a creature that is living there**
  - name: Safe comeback.
  - *quest from [unicorn](#).*
  - *'My old, old friend is stuck and noone could help him. Maybe you will be the one - please climb the highest mountain of the Frozen Empire and help my friendly Snowman, that is living there, go down the mountain.'*
- **Kill the big raven that is haunting the Medievilles rural areas and get food in return**
  - name: Saved crops.
  - *quest from [farmers](#).*

- ‘Kill those bastards that are eating and plondring our crops! Kill those big ravens!.’
- things to draw:
  - small eatable crops
- Kill the escaping vegetable monster (form the Medievile) and bring the carrot to the snowman so that he could use his smell again
  - name: Running carrots
  - quest from *friendly Snowman.*
  - ‘I would appreciate your help with finding a nose for me. I haven’t smelled anything since the Great Hunger. Please kill the escaping vegetable and bring it to me. ’
  - Things to draw:
    - marcheweczka
- **EVIL:**
  - find a Snowman and make him steal the treasure of the dwarves for you
    - name: snowman\_the\_thief
    - quest from *Leprechaun.*
    - “
    - to draw:
      - treasure - pot with gems
  - cause an avalanche that will kill the habitants of the highest mountain of the Frozen Empire. (e.g. 5 hits by axe on the ground on the top) —> *quest obtained from the Dark Wizard.*
    - name: deadly\_avalanche
    - quest from *Dark Wizard.*
    - “
    - to draw

- ice / snowball
- make a weapon out of ice and beat the Yeti with it —> *quest obtained from friendly Snowman.*
  - name: icey\_weapon
  - quest from *friendly Snowman.*
  - “
  - ice weapon
- find and steal (keep it for yourself) the Greatest Gem of the Dwarven Empire (you may use it later!) —> *quest from Druid, aquire tips from friendly Snowman (only living creature of Frozen Empire that was present during the times) (beat the Gorilla who is its keeper).*
  - name: Become the thief
  - quest from *Druid.*
  - ‘*The grestest mistery of our world... the long lost Greatest Gem of the Dwarven Empire. It has been missing for so long. I suspect that you may be the one to finally solves this mistery. Go find it. And steal it. It may be useful to find the only living creature of Frozen Empire that was present during the times - the Snowman.*’
- sacrifice one of your belongings in order to get through the pack of wolves —> *quest obtained from the big wolves.*
  - name: Sacrifice
  - quest from *big wolves.*
  - ‘*If you want to get through us - you better give us something worthy. Sacrifice one of your belongings in order to get through.*’

## **ELF**

### **Appearance**

- Tall and lean creatures with gentle features. Their faces are delicate and almost głównie with pure light. They have long, mostly bright hair and green eyes. It's

difficult to differentiate between males and females based on facial features only.

## Character traits

- Elves are peaceful, trying to avoid conflict if possible. They are a bit mysterious, keeping to themselves and don't really like outsiders getting in their business. They can be prideful and it can be hard for them to admit they are wrong. They live long, centuries upon centuries, but they are not immortal.

## Weapon

- Their weapon of choice is bow and arrow, possibly a crossbow and some small daggers for close combat to be used for self defence. Generally they prefer the long range weapon.

## Skills

- They are great scouts. They can move without making any sounds, which makes them great spies and hunters. Moreover, they are closely connected to nature, living in peace with it and because of that they can communicate with animals and use some basic earth magic.

## Sides

- GOOD:
  - Use their earth magic to help the land, to make it thriving.
  - Can heal animals and every being they consider their friend.
  - Keepers of world balance.
  - Live in Enchanted Forest, place that is bright and full of sunlight.
- EVIL
  - Bring destruction to nature.
  - Live in Dreary Forest.
  - Spiders and other animals of the night serve them.
  - They walk in shadows, their brightness is dulled. The dark surrounds them.

## Background/ History

The elves were created by the god of earth at the beginning of times to keep peace in the realm and to maintain the balance between forces of good and evil. They were supposed to be the guardians of all living creatures and bring prosperity to the whole land.

They lived in truth to their purpose while they were the only race living in the realm. But with time other races started to emerge. Some of the elves became greedy of power. They felt jealous of the magic the Wizards had, started seeking the ways to become more powerful. They found runes that were believed to be left by the gods, the realm creators. They decided to call upon the gods, believing they were the chosen creatures since it was them that created them. But the gods didn't answer. They didn't want to grant the elves more power, more abilities. But some of the elves were persistent in their search. But they went too far. Unknowingly, they released from prison a god that was banished there for their crimes. But the god wasn't the only thing released. Together with it, the hoards of demons/evil spirits under its command emerged and claimed the bodies of the elves, taking them under their control. They changed them into the tools of destruction and destroyed every last good thing in them. They became nothing more than the puppets in the hands of the god wanting revenge on other gods that imprisoned him, starting by destroying the realm and the creatures that live there - the gods' beloved creation. But the plan isn't realising as smoothly as the god hoped for, because the rest of the elves are fighting against them to restore peace and save the realm from being destroyed.

### Possible quests

GOOD :

- Find the big old oak. (Oh no! The sacred elf tree is sick)
  - [find\\_big\\_oak](#)
  - **From:** No one - original quest
- Find the Dark Wizard and ask him for the healing potion paying with gold.
  - [find\\_potion\\_wizard](#)
  - **From:** Treant

- **Draw:** healing potion
- Fight the leprechaun for the gold.
  - `gold_leprechaun_fight`
  - **From:** Dark Wizard
  - **Draw:** pot of gold
- Prove you worth by fighting the dragon. Bring back dragon eyeballs.
  - `fight_the_dragon`
  - **From:** Dark Wizard
  - **Draw:** dragon eyeballs
- Go find wheat monster and ask them for some wheat.
  - `wheat_from_monsters`
  - **From:** Dark Wizard
  - **Draw:** Wheat
- Find the little Fairies and ask them for the magic dust from them and return to get healing potion.
  - `fairies_magic_dust`
  - **From:** Dark Wizard
  - **Draw:** Magic dust (can be used the one from fairies spells)
- Kill the gorilla that hunts the fairies and get the magic dust from them.
  - `kill_the_gorilla`
  - **From:** Fairies
- Pour the potion over the roots of the sacred oak.
  - `pour_potion_oak`
  - **From:** Treant
- Help the oak bloom with your earth magic.
  - `magic_oak_bloom`

- **From:** Earth elemental
- Healing of the oak brings the god to thanks you granting you a wish. You ask for freeing all dark elves from the demons under the rebellious god control.
  - `ask_freedom_dark`
  - **From:** Spirit/god (to do)

EVIL:

- Find the ancient runical stone that can be used to summon gods.
  - `find_runical_stone`
  - **From:** No one - original quest
  - **Draw:** Runical stone
- Kill the big Raven to collect its blood
  - `kill_the_raven`
  - **From:** Vampire
  - **Draw:** Raven's blood
- Go to the Forest and find someone who has sage (Amazon).
  - `sage_from_forest`
  - **From:** Vampire
  - **Draw:** Sage
- Ask Dark Wizard for Liar's potion.
  - `liar_potion_wizard`
  - **From:** Vampire
  - **Draw:** Liar's potion
- Look for druid and if you find them, drink the Liar's potion and ask them kindly for some of their sacred fire.
  - `get_sacred_fire`
  - **From:** Dark Wizard

- **Draw:** Fire (Can be used the one from fairies' spell)
- Steal the voice of a mermaid. (e.g. via stealing her necklace)
  - `voice_of_mermaid`
  - **From:** Vampire
  - **Draw:** Mermaid's necklace
- Ask Dark Elf for the scroll with the incantation.
  - `get_the_incantation`
  - **From:** Vampire
  - **Draw:** Scroll (The one from quest, slightly modified)
- Get the heart of a unicorn.
  - `heart_of_unicorn`
  - **From:** Dark Elf
  - **Draw:** Heart of unicorn
- Go to the place where you found the stone, pour raven blood over it, burn the sage in the sacred fire, release mermaid's voice and say the incantation to summon the god.
  - `summon_the_god`
  - **From:** Vampire
- Fight the god's champion to prove you worth.
  - `fight_god_champion`
  - **From:** Spirit/god (to do)
- Eat unicorn's heart to gain extra power, more mana and raster regeneration.
  - `eat_unicorn_heart`
  - **From:** Vampire
- Kill the god you summoned and take control over the demons he controlled.
  - `kill_the_god`

- **From:** Unicorn
- Send the demons to destroy the whole land of the Realm.
  - *destroy\_the\_realm*
- **From:** None - themselves

## FAERIE

### Appearance

- Faeries are very beautiful creatures with pointy ears and shiny skin. Most of the faeries are in the form of a small, beautiful women with long hair and butterfly wings, and green emerald eyes. The faeries are very tiny, they can be about 20 cm tall

### Character traits

- Fairies are very self-righteous and pay a lot of attention to their appearance. They can be jealous when someone complements the appearance of other fairies and not theirs. Fairies are quite malignant creatures and are not exactly eager to help. They are also humorous and can play pranks. They have a soft spot for sweetness, they love honey. You have to be very careful with fairies because they are very vindictive and if you do something they don't like, you can expect them to be very mischievous. The fairy's greatest weakness is iron, as it negates their magical powers and causes them pain.
- malicious
- funny
- playful
- vindictive
- cheerful
- cunning

### Weapon

- The fairies' weapon is their magical power.

### Skills

- Faeries have almost unlimited power. They can fly and glow in the dark. They can conjure up gold and make flowers bloom. They can distort reality and make you see things that are not really there. These tiny creatures can create and cast new spells, and their curses can last for hundreds of years.

## Sides

- GOOD
  - live in the north part of the Lovey-Dovey Land
  - they are very nice and friendly creatures
  - they are willing to help and expect nothing in return
  - they will be happy to show you the way and be your guide
- BAD
  - live in the south part of the Lovey-Dovey Land
  - they should not be trusted as they may mislead you on purpose
  - you have to be very careful with them because they can manipulate you in an easy way
  - sometimes they can help you, but everything has a price

## Background/ History

- The oldest fairies in the Land of Lovey-dovey are winged, humanoid creatures of small size, known to be great lovers of mischief. They are believed to be hybrid descendants of demons and angels. Faeries have long lives, longer than other mortals, and have a choice when they die. Once upon a time, they were immortal, but once they trusted one dwarf and lent him one of their magical flowers. This one that made them immortal. The dwarf deceived them and ran away with the Magic Flower of Immortality, the faeries found the dwarf after some time, but the flower of immortality was no longer with him. What has happened with the Magical Flower? It is unknown. What happened to this dwarf? It is also a mystery, there are rumors that the fairies cursed him and to this day he wanders in the dungeons. Since then, faeries have become distrustful and reluctant to help. They also guard the fields with their magical flowers so that they will not run out of power. However, if you are

kind to them and show your good intentions, they can help you. You also have to be careful, because they are quite malicious creatures and have already feinted many of these that wanted their help. Their power is practically unlimited, so if you get under their skin, you can have a hard fate .. It's good to have your ally in the faerie, when they trust you, they can entrust you with their magic flower, which can often turn out to be a solution to your problems...

## Possible quests

### GOOD:

- **Find the lost Flower of Immortality that was stolen by the Dwarf** - obtained from Little Faeries
  - *Find the lost Flower of Immortality, which was stolen by the Dwarf years ago .. Allegedly a Friendly Snowman wrote down on a piece of paper where there might be a hidden flower. Obviously, the clumsy snowman lost the paper... Find the lost piece of paper and you will find out where the Flower of Immortality is.*
  - Required items to draw:
    - a magical flower
    - a piece of paper
  - Name → `find_immortality_flower`
- **Go to the Leprechaun and convince him to give you a gold bar and bring it back** - obtained from Smith
  - *I need some gold for my work... Please go to the Leprechaun and convince him to give you a gold bar and bring it back to me.*
  - Required items to draw:
    - Gold bar
  - There must be a dialogue with the leprechaun, if the dialogue is conducted nicely, the leprechaun will give gold
  - Name - > `smith_needs_gold`

- **Fly to the cloud and bring back a piece of the cloud and take it to the dry part of Medievile so that the rain can fall and the vegetables will start to grow** → obtained from Farmer
  - *Oh no! A drought has come. Please find a cloud and take a piece of it to dry farmland so that the crops can grow again*
  - Name → `make_vegetables_grow`
  - Required items to draw:
    - clouds
    - piece of cloud
    - dry land
    - land with vegetables
- **Kill the ice monster that is attacking the poor snowman** → obtained from Elves
  - *The Nasty Yeti! Lately he has been haunting and attacking the poor Snowman all the time .. Kill Yeti so that the Friendly Snowman can finally live in peace.*
  - Name -> `kill_Yeti`
- **Get to the bamboo island and help the panda find a ball that is stuck somewhere in a bamboo tree** → obtained from Mermaid
  - *Oh no, poor panda. Her ball got stuck on a bamboo tree. Find the ball and give it to the Panda so she can play again*
  - Required items to draw:
    - the ball stuck on a tree
    - ball
  - Name -> `find_pandas_ball`

**EVIL:**

- **Kill the unicorn and bring back its horn** → obtained from Dark Wizard
  - *Unicorns are powerful creatures... They are friendly, but who knows ... Maybe then they will use their power against us. Better not let that happen! Go and kill the unicorn and bring its horn back to me!*
  - Required items to draw:
    - unicorn horn
  - Name → `kill_unicorn`
- **Bring back the Mermaid blood** -> obtained from Vampire
  - *I am so poor... I have nothing to eat... I have heard that Mermaid's blood is very nutritious... Go to the Mermaid and bring back her blood to me!*
  - Required items to draw:
    - blood
  - Name —> `mermaid_blood`
- **Kill the blacksmith and take his tools** → obtained from Dark Elves
  - *I need tools to work... I used to have them, but a Smith stole them from me! Go to him and get the tools back. But as long as the Smith is alive, he won't give them back. Hope you know what to do.*
  - Name —> `bring_tools`
  - Required items to draw:
    - tools
- **Bring the tiger's fur** —> obtained from Elves
  - *Lately for us, the elf is very cold... We need a tiger fur to survive. Tigers are not worthy animals anyway! Please kill the tiger and bring its fur to me!*
  - Required items to draw:
    - tiger's fur
  - Name → `bring_tigers_fur`
- **Bring the buried panda skull** → obtained from Big Monke

- *Someone like you can help me! I lost a panda skull somewhere .. Someone buried it. You'll need a shovel to dig it up. You will find the shovel where it is made... And the skull? It is said to be buried 5 steps from a big tree in the Enchanted Forest. Find it and bring her to me!*
- Required items to draw:
  - shovel
  - panda skull
  - Big Tree
- Name → `find_panda_skull`

## **WIZARD**

### **Appearance**

- tall and slim (lean),
- usually wearing green, blue or purple robes with pointed hat,
- same, cloth armour at battle,
- resemble elelery and serious,
- their appearance inspires respect.

### **Character traits**

- wise and posses vast knowledge about the world,
- highly intelligent,
- posses magical powers, that they gain by making a deal with a magical creature,
- longevity.

### **Weapon**

- Wizards do not tend to use any weapons, except the object that enhance their magical powers. It may be a wand, orb, rod, stick etc. Mages never leave their chosen object behind.

### **Skills**

- easiness of learning new spells,
- with each new spell they grow in power,
- can use many types of magic depending on the type of a wizard they are,
- can heal the wounded whether animals or similar creatures to human beings.

## Sides

- GOOD
  - WIZARD
    - reside in Misty Swamp,
    - they usually use light or forest magic,
    - they fight with the darkness and the shadows,
    - they can heal the wounded.
- EVIL
  - DARK WIZARD
    - can be met in Desolation of abomination,
    - they use the dark magic (magic of the void or magic taken from the demons) and deceive with it,
    - focus on necromancy (bringing dead back to life) rather than healing,
    - good at preparing poisons.

## Background/ History

Wizards, or mages as some prefer to call them, descend from the light and nature. They are the creatures of the subduing magic and science. Through their longevity, they aspire to broaden their knowledge thus their magic is not a gift or a talent - it is a demanding, rewarding art.

Wizards of Misty Swamp... Oh they don't like to stand out of the crowd, do they? They usually spend their time on experimenting, practising new spells, broadening their knowledge and mystic powers in the place of their origin, which is of course the Swamp. Of course there are exceptions to this lifestyle. Some choose to travel the world and

practise their magic during the various adventures that they encounter. The power and energy that wizards use come from the deepest parts of the swamp. Some of the wizards decided to find another source of their power, something more powerful, something that cannot be tamed... Mentioned fraction of the wizards has moved to the Desolation of abomination where they found something dangerous, something mysterious. Some believe that they have found the access to the void itself, but who knows? Maybe something that is even worse...

### Possible quests:

- **GOOD:**

- convince the chosen donkey to travel the world with you (give him a carrot - beaten vegetable monster from Medievile). (ew. zamień osła w kamień i noś go ze sobą :) ) —> *quest obtained from Dark Elf, seek information from Dark Wizard*
  - name: donkey the companion
  - quest from *Dark Elf*
  - "
- create and learn a new spell that enables you to heal yourself when harmed (ask for help - how to create a spell, what do you need and where you should look for it - seek the information at the Lovey Dovey land where fairies reside.)
  - name: learn and heal
  - *quest aquired from druid.*
  - "
- swim in a swamp to regain all your magical power (mana)
  - name: mud swimming
  - *quest obtained from fairies.*
  - "
- expel blind rats from the Misty Swamp (lead them out of the swamp so that they can't find their way back).

- name: expell the blinds
  - *quest obtained from Ogrs.*
  - "
- find a big old oak and take a piece of wood (trunk) so you could gain a wand
  - name: make a wand
  - *quest obtained from treants*
  - "
- **EVIL:**
  - acquire the secret of the Ogrs (sacrifice one of the dark spells in order to get it)
    - name: secret of ogrs
    - quest from *treants*
    - "
  - learn a spell that will regain blind rats eyesight —> seek dark wizard at Enchanted Forest).
    - name: bring eyesight back
    - *quest aquired from blind rats*
    - hints: Dark Wizard
    - "
  - clean the ogrs feet using mud from the swamp (learn a spell that will enable you to change the mud into water - ask for help —> seek the information from dark elves). (ew. oblej go wodą)
    - name: clean the feet
    - *quest obtaines from Ogrs.*
    - "
  - beat the spiders —> quest obtained from pandas who are scared of spiders
    - name: Spiders gone

- quest obtained from *pandas*
- ‘We are so scared of those uhhh gross creatures from dreary Forest... They have 8 legs! Kill them. Kill them so that they would never be seen again! ’
- **prove the Dark Wizard that you are of their kind**
  - name: true in blood
  - obtained from: *Dark Wizard*
  - ‘I see you are a wizard. But I don’t see the bad in you. You have to gain my trust first. Find a way to kill the vampire and bring its tears back so I can make a powerful potion to rule the world. ’
  - things to draw:
    - vampire’s tear.