

The background of the entire page is a dark grey or black field covered with a repeating pattern of numerous small, light grey symbols and icons. These symbols include various geometric shapes, stylized faces, and abstract designs, some of which are reminiscent of the Lord of the Rings or Middle-earth lore.

Lord of Mysteries

Pathways Guide

- The following pages contain Spoilers

[image]

Eternal Darkness

~ Twilight Giant Pathway ~



The Twilight Giant Pathway has traditional warrior abilities, including many powerful combat capabilities, both offensive and defensive.

They can easily master a weapons, conjure powerful weapons and armor, destroy evil spirits, take damage from others, enter an almost unbreakable defensive stance, and wield extreme strength, speed, and agility.

Eternal Darkness

~ Death Pathway ~



The Death Pathway is notable for its powers related to the dead and spirits.

They can create zombies, summon spirits to fight for them, resist cold and decay, travel through the Spirit World, communicate with the dead, and have enhanced abilities to fight the undead, wraiths, and other Evil Spirits.

Eternal Darkness

~ Darkness Pathway ~



The Darkness Pathway has powers related to the night and souls. They gain strength during nighttime, can pacify souls, enter others' dreams, cast AoE sleep spells, see in the dark, and suppress their enemies' moods and desires.