



# THE WITHERED ALCHEMIST

- PITCH BIBLE -

DIZON, MA. ALTHEA E. | BMA TD01

# MAIN CHARACTER

## DUNKELMANN VERWELKT

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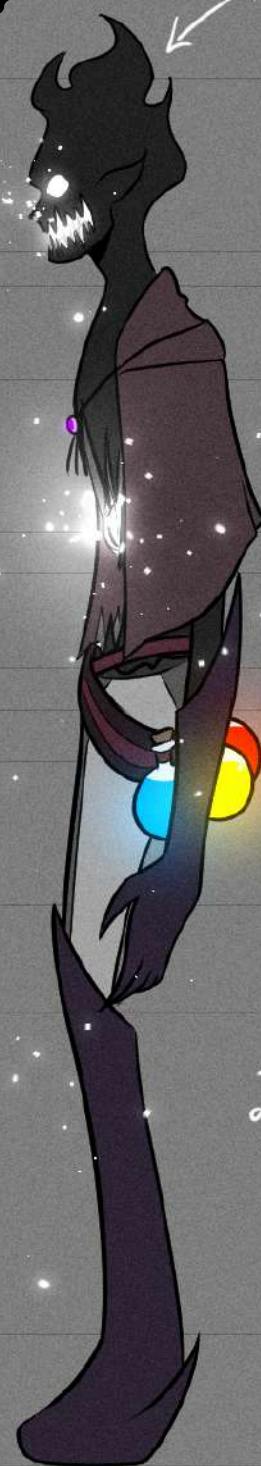
- Withered humanoid
- Former human
- Alchemist
- 28 Years old

Soul  
Vessel

Floating  
hair

Potions

\* emits particles  
out from his face  
and torso





DUNKELMANN USED TO BE A NORMAL BOY PLAYING IN THE VILLAGE WHO GREW UP TO LEARN ABOUT POTIONS AS HE BELONGED TO A FAMILY THAT BREWS POTIONS. WHEN HE WAS 20, HE WAS CURSED BY A MALEDICTOR FOR HARVESTING A RARE INGREDIENT FROM A SACRED ISLAND FOR A POWERFUL POTION TO BREW. THERE WAS A SAYING ABOUT THE ISLAND THAT ONCE YOU ENTER, YOU CAN NEVER GET OUT. DUNKEL PLEADS FOR HIS LIFE AND WAS GIVEN A CHANCE TO LEAVE THE ISLAND, BUT IN ONE CONDITION; HE HAS TO SURRENDER HIS MORTAL LIFE IN EXCHANGE WITH A WITHERED SOUL TO CONTINUE LIVING.

HE GETS BACK TO THE VILLAGE AND IT TOOK SOME TIME FOR THE VILLAGERS TO GET USED TO HIS NEW PRESENCE. HAD EXPERIENCED DISCRIMINATION, THREATS, AND TO BE OSTRACIZED. BUT HE SHOWED HIS WORTH WITH HIS NEW SORCEROUS ABILITIES THAT CAN GIVE BENEFITS. HE WAS THE ONLY CURSED HUMAN THAT WAS WITHERED, AMONG THE VILLAGE FILLED WITH HUMANS, BEASTFOLKS, GOLEMS, AVIAN CREATURES, AND MORE HUMANOID.

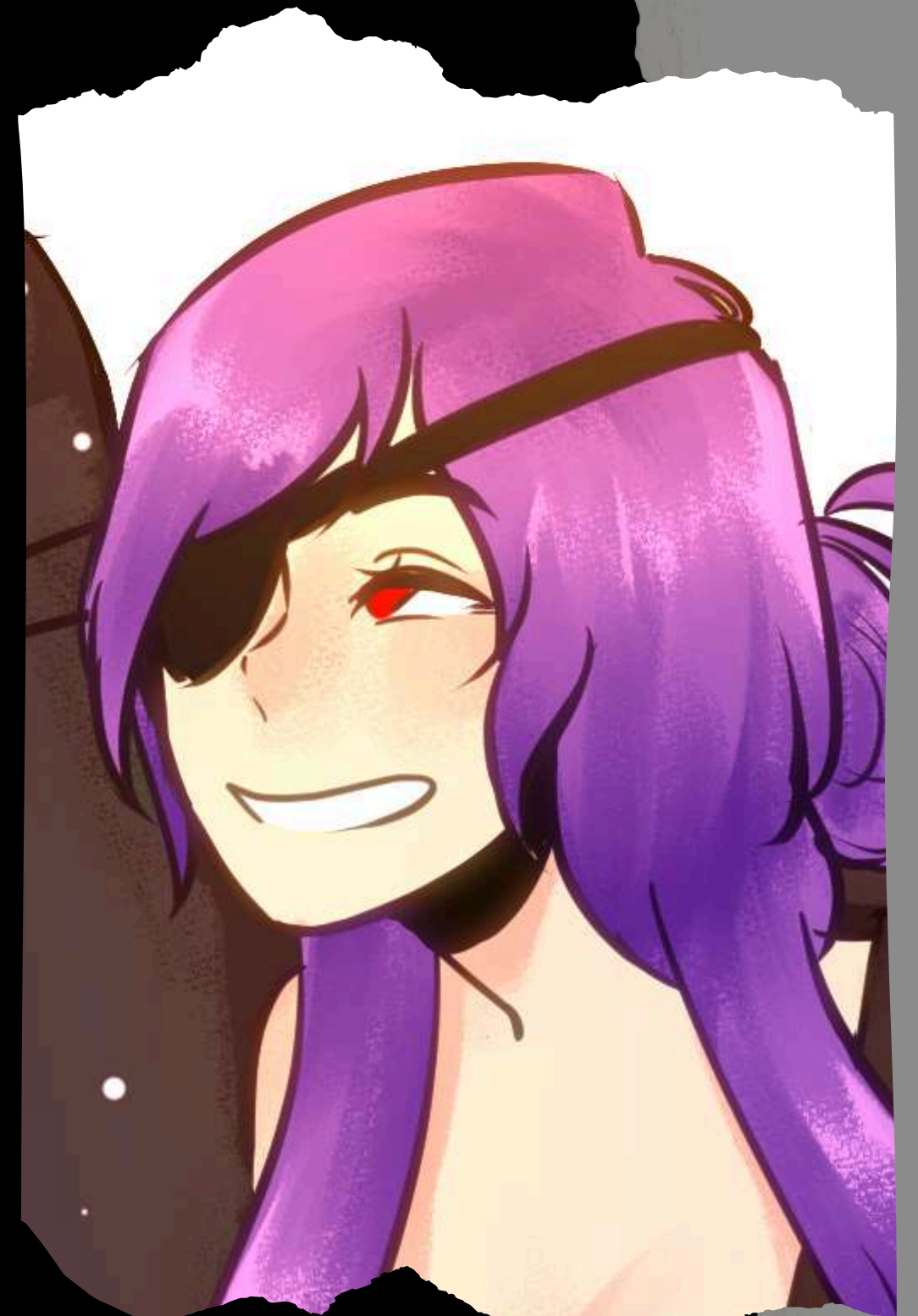
8 YEARS LATER AND HE'S NOW JUST A NORMAL POTION BREWER THAT HAS INHERITED HIS FAMILY'S POTION SHOP DESPITE BEING A WITHERED HUMAN, WHO WOULD SOMETIMES TRAVEL DIFFERENT VILLAGES, REGIONS, TOWNS, TO SELL SPECIAL POTIONS THAT HE MADE FROM TAKING ADVANTAGE OF HIS SORCEROUS ABILITIES OF BEING A WITHERED HUMANOID.

DUNKEL MET A GIRL, A 19 YEAR OLD PIRATE ADDRESSED AS ARCHEN. SHE CAME TO ROB THE SHOP BUT SOON SURRENDERED AFTER FINDING OUT THAT DUNKEL WAS "ONE OF THOSE WITHERED BEINGS". THEY HAD AN AGREEMENT, ARCHEN GETS PAID OR EVEN GIVEN FREE POTIONS FOR HELPING DUNKEL SELL POTIONS IN DIFFERENT REGIONS. THIS WENT ON AS THEY FORMED A STRONG BOND.

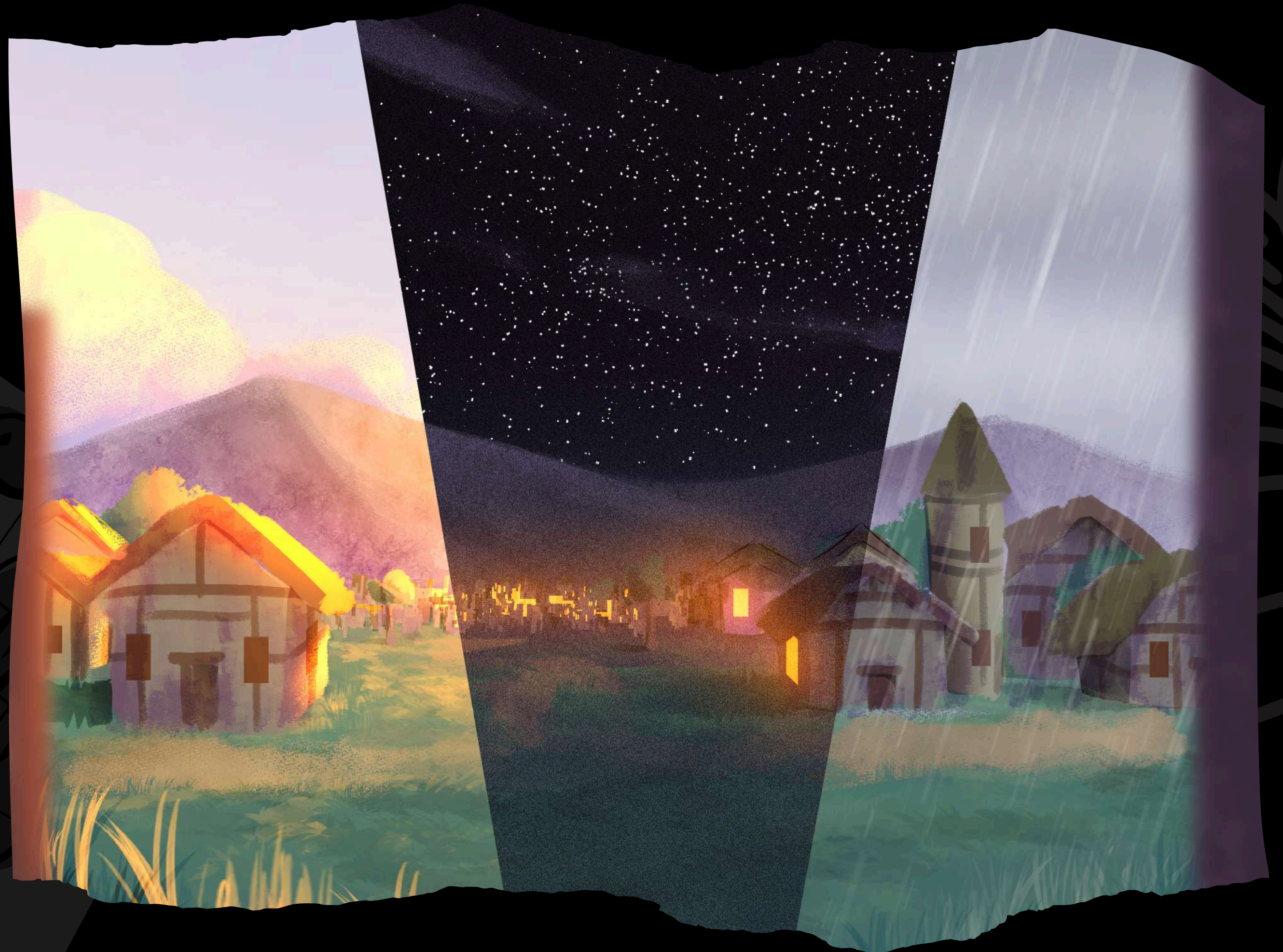


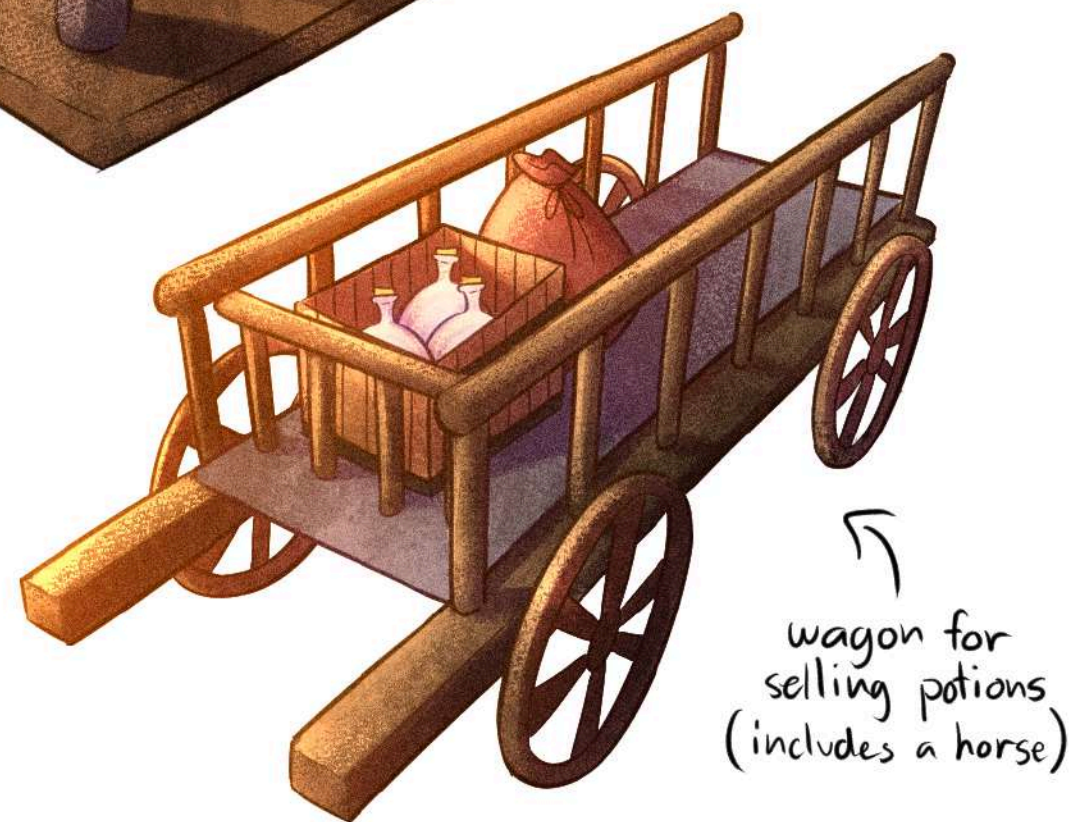
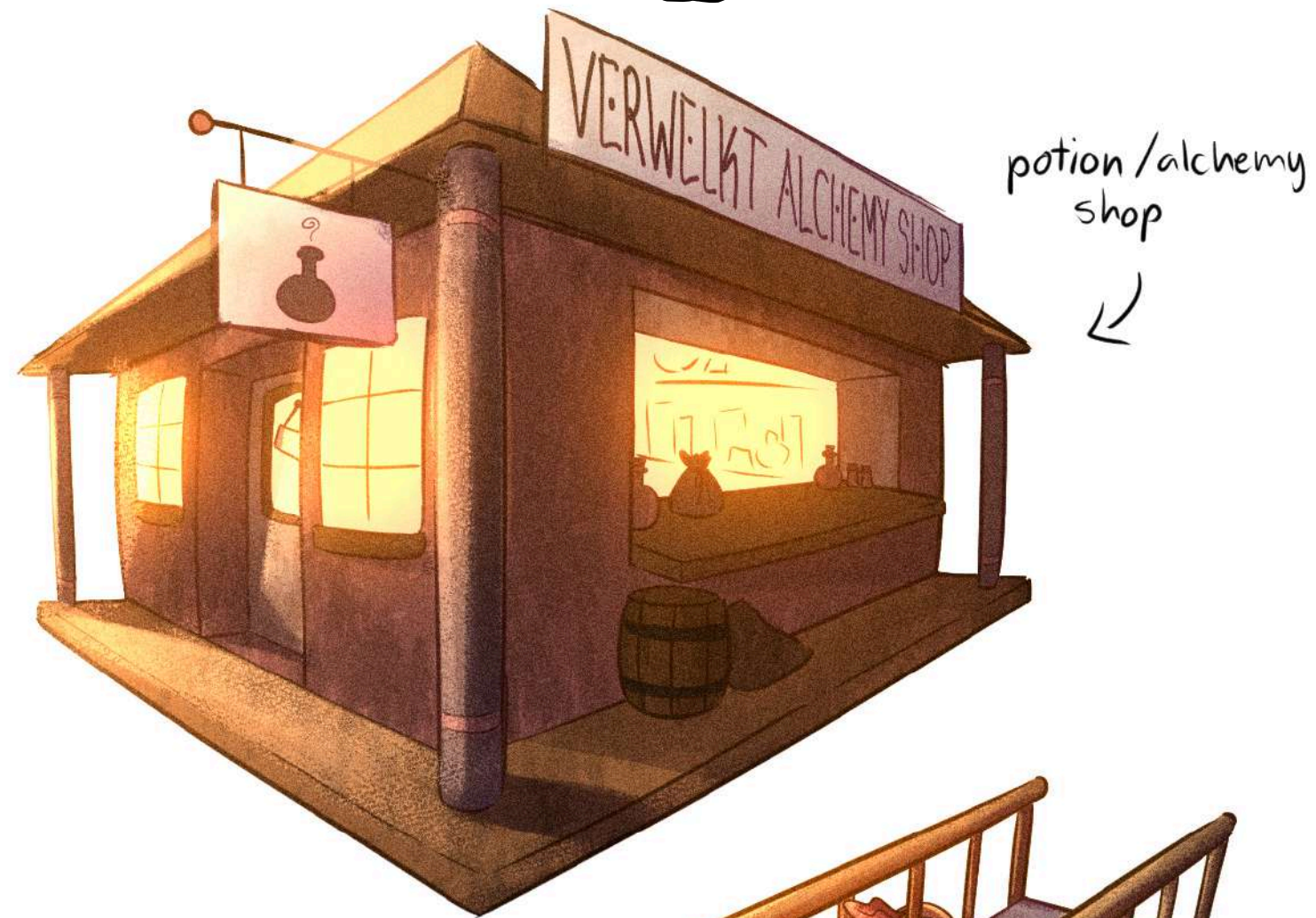
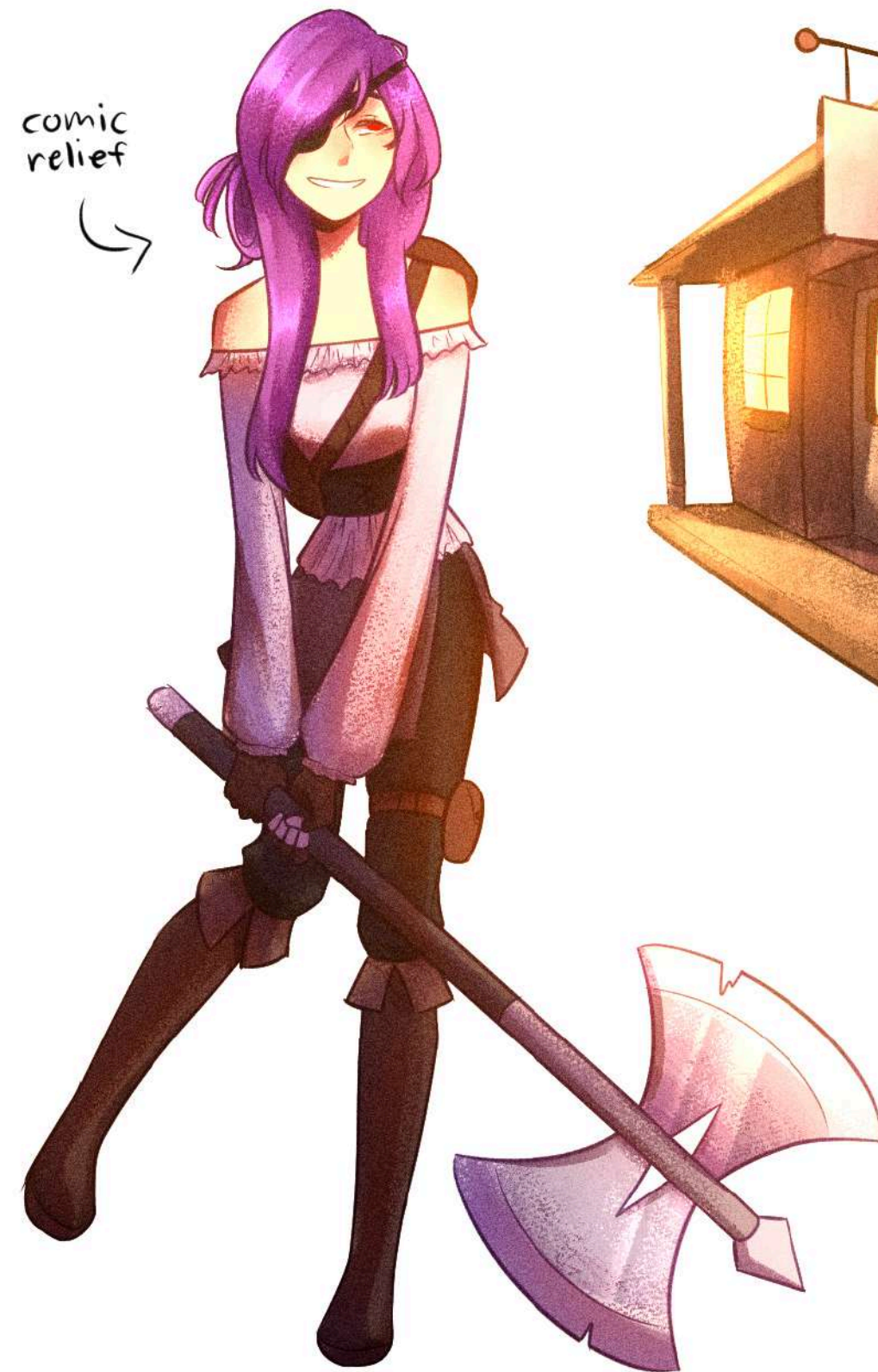
#### ADDITIONAL PROFILE: **ARCHEN JOUVEFFET**

SHE IS A 19 YEAR OLD PIRATE WHO HAS TRAVELLED THE SEAS SINCE SHE WAS 11. SHE HAD SEARCHED FOR TREASURES WITH HER FAMILY OF PIRATES FOR YEARS, AND WAS BLINDED ON HER RIGHT EYE FROM PREVIOUS BATTLES WITH FOES. SHE'S NOT A BIG FAN OF RANGED OR PROJECTILE WEAPONS, SO SHE DECIDED TO STICK WITH A BATTLE AXE THAT SHE GOT FROM HER FIRST RAID.



# SETTING TOWN OF WELLORACH





## ASSETS

- SUPPORT CHARACTER
- ARCHITECTURE
- VEHICLE