

Chloe Walsh

Essence Bound
Narrative Bible

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Title: Essence Bound

Story Brief

Genre

Action-Adventure Role-Playing Game

High Concept

An open-world RPG featuring characters with deep backstories who must travel through an expansive fantasy world and save the magical races who are being hunted down for their power.

Story (high level)

Essence Bound concerns the plight of four magical races repeatedly hunted by the invading race of Vaelthari. The Vaelthari are a form of low-magic dark elves who fled their land and invaded the peaceful country of Zarathys. When they came to the country, they discovered that if they took some of the parts of the magical races and brewed them like tea, they could gain magic—the thing they were cast out of their country for not having.

So started the hunting of the magical races and a land that had once lived peacefully and happily among each other was war-torn. The game follows three people: Senna, a Florwyn, Crispen, an Eisrynn, and Aradel, a Vaelthari. After Senna and Crispen are kidnapped and taken to the palace, Aradel helps them escape. From there they make their way around the country, allying themselves with all of the different factions and finding out more about their troubles.

Fluff Text

“All my life I thought they were scared of us; that they thought we would kill them and eat their children like a creature of folklore. But really they were never scared at all, they were hungry, and we were the meal.”

Story Integration

Cut scenes would be used for important moments pertaining to the story. A quest system would be used to keep the player on track and follow the story. Branching dialogue with choices for small and large story moments. All characters big and small have

World Overview

Setting

The game takes place in a high-fantasy world with dark fantasy aspects. Set in the country of Zarathys, the country was once peacefully shared amongst four clans of magical races. Without any countries to border it, the expansive land was

home to these clans. The Eisrynn took up residence in the North, a cold and foreboding place that fit perfectly for their culture. The Celestynn sat to the west, a place of mostly flat land and temperate climate. The Florwyn took up the south, a region of a boreal forest. Finally, the Thryvokyn took up the northeast, closer to their ties with the Eisrynn and the cold yet habitable environment. All of the clans stood clear of the direct east, a portion of the country that the mythology of the clans all held, the portion that was home to gods and beasts alike. It is also the place where the Vaelthari arrived and took up residence. When the game begins, the Vaelthari have been living in the country for centuries and have full civilizations in the east.



Technology / Magic

Four magical races have lived on this land for ages and are rich in magical abilities. Their magic is so strong that it runs through every inch of their body. When parts of their body are removed while they are alive then steeped as you would a tea, Vaelthari can ingest the liquid to increase their magical abilities. Vaelthari are born without a lot of magic, but have a small amount running through them. If one of the four magical races drinks the Essence Brew, they can also gain more magic.

World-Altering Events

Discovery of the Essence Brew

When the Vaelthari—a culture broken off from the elvish races in the country they fled—arrived in Zarathys, they discovered the magical races who had lived there since the dawn of time. When the Zarathys arrived with more advanced weapons and technology, they began to take the magical races as slaves, soon discovering the large amount of magic that they held. On a whim, an alchemist made a tea with the hair of a Florwyn and discovered that doing so gave him great magic, but only for a month or so.

When this discovery spread throughout Zarathys, the magical races soon started being kidnapped and held prisoner. The brew only works if the parts are taken from a live being, and so slavery for the consumption of parts began to become popular. Many Vaelthari, especially the wealthy, regularly took the time to make the essence brew.

Vaelthari War and New King

Soon after the Vaelthari arrived and began taking magical beings for consumption, the magical races banded together to defeat them and rid them of their continent. Outmatched by the more advanced race, however, the magical races were defeated and raiding of villages became commonplace.

With the Vaelthari winning the war, the wealthy elected their new king, and so began a monarchy in Zarathys that was not there previously. They took on slaves and servants, humans and magical races alike.

Magical Races go into Hiding

Due to the wars and attacks they were facing, the magical races went into hiding, fearing for their safety. They split up their own cultures, along with some humans who elected to go with them and found hidden places to take up residence. With their strong magic, many of the races were able to create wards around their towns.

Wards and hidden towns did not always ward off the Vaelthari, however, and they became more power-hungry over time. When the game begins, the Vaelthari are beginning to get more aggressive, finding towns of magical races to raid and take some people as prisoners.

Cultures / Character Classes

Florwyn

A race of people who are druid-like and in tune with nature. They are loosely based on the ancient Celtic tribes of Europe and the Navajo tribe of North America. This race has skin that ranges from yellow to green and hair of much the same color. They are small people, making them better at climbing trees and slipping through small places.



Eisryn

The Eisryn are a hardened people who live in an arctic environment. They are based on the Sami people. The Eisryn people have blue skin and hair that ranges from completely



translucent to white and large bodies that allow them to endure the harsh climate while hunting and fishing for themselves.

Celestryn

An angelic and art-based race. They are based on ancient Roman culture. Celestryn don't have one skin color in particular, but it glows as if glittered. Adorned with large, feathered wings on their backs, they also have the ability to fly. Their culture is one of art and elegance.



Thryvokyn

An intellectual race that is well known for their intellectual abilities, and feared for their mental magic. They are loosely based around the system and ideals of ancient Confucianism. Their grey skin and ability to see in the dark allow them to live underground to hide. Their culture values learning and psychology. Though extremely powerful, the Thryvokyn are not usually captured by the Vaelthari due to their abilities to manipulate them and use mind magic.



Vaelthari

The Vaelthari is a feudal society and is based on medieval European culture. Though called Vaelthari, they are actually elves that fled a war on their home continent. On their home continent, the Vaelthari were called Dark Elves and looked down upon.



They rebranded themselves when they moved so that they were no longer lower class and could be the upper class citizens of their country.

Humans

Humans have long been in the country and lived in peace among the magical races. However, they were for the most part enslaved or put to work as servants by the Vaelthari. Almost all humans are low-class or living among the magical races in hidden villages.

Major Landmarks / Locations

Aurethar

Aurethar is the capital of Zarathys and the location of the king's palace. The majority of its residents are Vaelthari, though humans are intermingled but mostly as servants and peasants. The only magical races that would be found here are slaves. Aurethar is a large city with winding streets that are densely populated. The classes are separated by districts and all have their own areas in which they live. The wealthiest live closest to the palace while the poorest live furthest away. Outside the large city walls, farms grow the food the city relies on. Florwyn slaves can be found here helping crops to grow more quickly.



Oakspire

The hidden town that Senna lives in initially. This is just one of the towns that the Florwyn people have hidden in. It is in the middle of dense forest and has a ward around it, making it appear that nothing is there at all. When people come near who do not have the mark of the oak, given by the elders of the tribe, they get an intense feeling of fear, leading them away from the area. With the mark of the oak, a mark that everyone who lives in Oakspire has, residents are able to come and go as they please. The elders



recommend not going out of the warded bounds, however, unless they have a specific reason to. The town is made up on wood buildings with roofs of grass, though the grass is enchanted so that it is strong and wind resistant. The town also has a community garden, where they grow and harvest their food.

Glinheart

Glinheart is a small town located on an island that holds a portion of the Eisryn people. The landscape is mountainous and treacherously cold. The Eisryn people hunt on land and by sea for their food and are able to grow very little for themselves. The island is surrounded by a thick fog that chokes anyone who comes near and is not of the Eisryn race. The Eisryn are generally not fond of humans and none live on the island. Many of the buildings are made up of packed snow and ice, similarly to igloos, as well as stone and wood to be sturdy in the high winds that plague the island.



Character List

Playable Character One: Senna

Physical Characteristics

Gender	Female	Complexion/Skin Color	Light green
Age	21	Hair/Hairstyle	Yellow hair.
Height/build	5' 3	Eye Color	Yellow/green
Race/Ethnicity/Species	Half human/Half Florwyn(People of nature)	Appearance	Thin and willowy.
Real-life or Fictional Inspiration	Shallan Davar from <i>The Stormlight Archive</i> by Brandon Sanderson		

Personality and Traits

Governing Trait:	Truthful	Conflicting Trait:	Anxious
Secondary Traits:	Patronizing, loving, empathetic,	Breaking Point:	Being taken out of her sheltered life.

Extroverted or Introverted:	Introverted	Strongest Dream:	To make the world safer for magical races and humans.
Strongest Fear:	The village being overrun and her family being killed. On the same note, being eaten or brewed for magical effects.	What makes them laugh:	Her brothers and their goofy humor.
What makes them cry:	Her inner loneliness		
Personality:	Senna is usually quiet, though her personality tends to come out when she's around her family and close friends. She's conscious of others.		

Internal Thoughts and Feelings

Dark Secret:	She developed mental manipulation as a part of her magic as a young child, which her parents quickly hid due to its taboo nature.
Religious/Spiritual Beliefs:	Senna beliefs align with that of her culture.
Attitude toward government:	Senna has a negative attitude towards the Vaelthari government, though she doesn't know much of anything about it. To her own village's small government she has a positive attitude.
Attitude toward law:	Negative towards some laws, such as those allowing Vaelthari to ingest other magical races to enhance their magic. Otherwise she has a positive attitude towards her own village's laws.
Attitude toward cultures:	Positive, she is very integrated in her culture.
Belongs to Subculture	Humans thanks to her father.

Education, Employment, & Personal Life

Education:	Very educated in certain areas while she has no education in others. For example, Senna knows much history of her own land, while she doesn't know any external geography or history. She's been educated in art, math, magic, and especially
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	botany. She was homeschooled and went to group tutoring once a week with other children.
Economic status:	Her family is lower-middle class, though her village deals completely in trade so money is irrelevant for the most part.
Current job/career:	Works in the community garden that supplies food for the whole village.
Love life:	Not very active, though she has just started to just begin to have feelings for a close friend.
Family:	Both of her parents are still alive. Her father is human while her mother is of the magical Florwyn race, known for not only their exceptional skills with plants and magic that involves nature, but also the vines and flowers that decorate their bodies. Additionally, Senna has two older brothers, only one of whom still lives with them. Senna has a very good relationship with her family.
Behavior toward strangers:	Given that almost no strangers visit her hidden village, Senna is put off by strangers. She's used to people she knows and has known all her life, strangers are an entirely foreign concept to her.
Favorite Food:	Her favorite food is rosemary bread her mother makes, especially when it's warm.
Favorite Drink:	Lemonade
Favorite Clothing:	A dress weaved by her mother from the blooming weeds that grow and infest their garden. It reminds her that anything can be made beautiful.

Story

Bio	Senna is a young woman living in a small village filled with humans and Florwyn people who are hiding from the vaelthari kingdom. Senna embraces her culture wholeheartedly and has a great relationship with other villagers and her family. However, she is fearful of the rumors she's heard of what Vaelthari do to her race.
Story / Plot Involvement	Senna is one of the playable characters in the game. Though the player begins the game in her village, learning some about the history of the world through rumors, they are quickly taken out of it as Senna is kidnapped and taken to the vaelthari kingdom while the rest of her village is murdered and consumed. At the capital, Senna meets Crispin, and they fight their way through the kingdom, working to find the spy network and take down the elvish kingdom. She lends a heavy hand in combat with her powerful magic.

Character development	She's first presented as an innocent and sheltered girl but she is slowly shown to be a strong, smart woman who grows with her situation, facing the unknown head on.
Character growth	Senna progresses from a sheltered, quiet woman to an outspoken, confident woman.
Relationship with other characters	At the beginning of the game, Senna has no connection with Crispen or Aradel.

Playable Character Two: Crispen

Physical Characteristics

Gender	Male	Complexion/Skin Color	Blue
Age	23	Hair/Hairstyle	White/transparent
Height/build	6' 5	Eye Color	Light blue
Race/Ethnicity/Species	Eisrynn(People of the ice)	Appearance	Crispen's an attractive man, and he knows it.
Real-life or Fictional Inspiration	Locke Lamora from the <i>Gentlemen Bastards</i> series.		

Personality and Traits

Governing Trait:	Charming	Conflicting Trait:	Fearful
Secondary Traits:	Arrogant, confident	Breaking Point:	If he is suffocated enough by routine that he feels trapped
Extroverted or Introverted:	Extroverted	Strongest Dream:	To get out of his village
Strongest Fear:	Rejection	What makes them laugh:	Others making fools of themselves, joking with friends and acquaintances, and having fun.

What makes them cry:	Rejection from the ones he loves and loneliness.
Personality:	Crispen is a charming character who is quick to a comeback and speaks his mind.

Internal Thoughts and Feelings

Dark Secret:	He has been writing to a source off the island regularly giving what is probably too much information about his location to them. He plans to leave the island soon, without his family knowing.
Religious/Spiritual Beliefs:	Doesn't align with his family's. He's not sure what to believe and is confused.
Attitude toward government:	Negative towards the Vaelthari government, neutral to the government of his village. He tends to disagree with his mother and butt's heads with her when they debate laws.
Attitude toward law:	Negative towards Vaelthari laws and neutral towards his own government's laws. His main issues with it come with his mother's judgments.
Attitude toward cultures:	Crispen feels stuck in his culture. They are serious, much more serious than he is. He doesn't fit in and so feels slightly negative towards the norms.

Education, Employment, & Personal Life

Education:	Crispen received basic education from the school in his village and lots of education based on his own race's history. All the education about other races is negative and biased.
Economic status:	In his village, Crispen and his family are considered rich.
Current job/career:	He serves below his mother for the government of their village and the network of spies that work in the Vaelthari kingdom.
Love life:	Crispen is an active flirt, using his love life as one of his only escapes from the rigidness of his culture. But he never settles down and never commits, he's committed enough to his village.

Family:	Crispen's family is small with Crispen having a little sister and only his mother. His mother does not have a close relationship with Crispen and is often on his case about his future, so Crispen has resolved to tell her nothing of his life. He's fairly close with his sister.
Behavior toward strangers:	Although Crispen has met very few strangers, he is friendly but not without his hesitation.
Favorite Food:	Soup
Favorite Drink:	Ice water
Favorite Clothing:	Loincloth, Crispen and other members of his race feel most at home in the cold when they have very little clothes on.

Story

Bio	Crispen is a young man who feels stuck on an island, quite literally. He dreams of bigger things, a bigger world with people with more space in their minds for people who think differently. His home is no place for that. The people are rigid and uptight, and he has only is quick tongue to get people to like him. He believes it will get him out of anything.
Story / Plot Involvement	Crispen is one of the playable characters in the game and a main character. He is kidnapped when his island is invaded. He blames himself for this due to the invaders knowing too much about his island. Crispen leads the other two characters through the workings of the spy network in the Vaelthari kingdom.
Character development	Crispen is shown as arrogant and uncaring in the beginning but slowly shows how he cares through the story, becoming more vulnerable in dialogue and being nicer overall.
Character growth	Crispen grows from a childish, seemingly uncaring young man to an adult who can be vulnerable and care with ease.
Relationship with other characters	Crispen doesn't know Senna or Aradel at first but gets to know them throughout the story, becoming close companions.

Playable Character Three: Aradel

Physical Characteristics

Gender	Male	Complexion/Skin Color	Brown/Gray
Age	88	Hair/Hairstyle	White/transparent
Height/Build	5' 11	Eye Color	Light blue
Race/Ethnicity/Species	Vaelthari	Appearance	Even though Aradel is 88 years old, he looks maybe 25.
Fictional Inspiration	Darrow O'Lykos from the <i>Red Rising</i> series by Pierce Brown		

Personality and Traits

Governing Trait:	Stoic	Conflicting Trait:	Angry
Secondary Traits:	Cold, selfless, loyal	Breaking Point:	His breaking point would be getting abused as he did as a child as an adult.
Extroverted or Introverted:	Ambivert	Strongest Dream:	For an Vaelthari kingdom like he remembers from when he was young. One with the ability for everyone to be free and a range of diversity.
Strongest Fear:	Getting a hunger for power like many of the other Vaelthari.	What makes them laugh:	Dry humor
What makes them cry:	The misery that Vaelthari cause innocents.		
Personality:	Aradel is a serious man.		

Internal Thoughts and Feelings

Dark Secret:	He's been using magical races to enhance his magic.
Religious/Spiritual Beliefs:	Aradel doesn't believe in anything anymore.
Attitude toward government:	Extremely negative, Aradel hates the Vaelthari government even though he works closely with them. He hopes to one day get the guts to take one of the nobles down, but he has yet to do so.
Attitude toward law:	Negative, Aradel does not approve of the way that the government allows the killing of innocents for consumption of their magical energy, he thinks it's disgusting.
Attitude toward cultures:	Neutral for the most part. Aradel has no problem with most of Vaelthari culture, what he does have a problem with is the normalization of hatred and mistreatment of those who don't deserve it.

Education, Employment, & Personal Life

Education:	Aradel had an extremely good education coming from a high class family with noble status. He knows four languages and is a history and culture buff.
Economic status:	Aradel grew up rich and is still middle class, though he is captain of the guard and insists on bunking with the rest of the men.
Current job/career:	Captain of the guard for the Vaelthari king's palace.
Love life:	He has flings every now and then but never lets it evolve past physical. He is scared of getting close to people and has never found someone who he really connects with.
Family:	He no longer speaks to his family who were neglectful and abusive. He has no siblings and sees his parents sometimes at events but does not interact with them.
Behavior toward strangers:	Aradel is fairly cold to strangers and is uninterested in connecting.
Favorite Food:	Roasted pork

Favorite Drink:	Whiskey
Favorite Clothing:	Armor

Story

Bio	Aradel is an 88-year-old elvish man who works as captain of the guard for the king's palace. He grew up in a noble family, but that doesn't mean he was spoiled. He was neglected by those close to him and grew to not trust the people around him. He hates the consumption of magical beings and hopes to go against the government one day.
Story / Plot Involvement	Aradel is on guard duty when the king brings in many young captives. Seeing this as Aradel finally getting the chance he's been waiting for; he breaks out a few of them but all but two die in the process. With Crispin and Senna, Aradel helps to navigate the spy network with his extensive knowledge, especially with geography. He also provides support with combat.
Character development	Aradel is presented as a resentful and cold Vaelthari at the beginning of the game but as it continues players see that he is caring and is making steps to understand himself and others.
Character growth	Aradel goes from an angry, cowardly man to a man who takes action and protects those in need. Through trusting his companions, he begins to trust himself.
Relationship with other characters	Aradel doesn't know Crispin or Senna at the beginning but grows to be close friends and companions to both of them.

Secondary Characters

Name	Peter	Height	5' 8
Age	21	Weight	150
Ethnicity/Race/Species	Florwyn	Eyes	Green
Complexion	Light green skin	Hair	Light brown

Personality and Demeanor	A bright and happy young man, Peter sees the good in just about everyone. He smiles, even when it's just a façade, as he knows it's his best chance to make another person smile.
Appearance	Peter has clear, light green skin with vines that twist and turn their way along his body, embedded into his skin. He's fairly attractive.
Biography	Raised in the Florwyn village, Peter is one with nature and a lover of water. He can be found often by the lake next to his house. He's best friends with Senna, growing up close to her thanks to the friendships between their mothers. Peter works on metal in the village, the canals his family built, and works on purifying the water for the entire village.

Name	Calix	Height	5' 6
Age	41	Weight	160
Ethnicity/Race/Species	Florwyn	Eyes	Pure yellow
Complexion	Deep yellow	Hair	Deep yellow
Personality and Demeanor	Humorous but serious.		
Appearance	Muscular with long yellow hair and a short cut beard. He's medium height for a Florwyn man.		
Biography	Calix is Senna's older brother. Though he's moved out of the house and has his own wife, he is still active with the family. He works as a hunter and provides food for the village.		

Name	Aster	Height	5' 6
Age	340	Weight	120
Ethnicity/Race/Species	Florwyn	Eyes	light green
Complexion	Deep green	Hair	Light green/brown
Personality and Demeanor	Slow, wise, and old, Aster is a classic elder leader.		
Appearance	With a stooped back and emancipated body, Aster has to use a cane to get around. He's feeble in body, but not in mind.		
Biography	Aster grew up in the circle of the council for the village. Now, he serves as the leader and top elder. All his family have gone and passed, most murdered for their magic. Aster is open-minded to the other villagers' thoughts but ultimately knows he has the most experience.		

Name	Hazel	Height	4' 9
Age	109	Weight	85 pounds
Ethnicity/Race/Species	Florwyn	Eyes	Blue

Complexion	Deep yellow	Hair	Light yellow
Personality and Demeanor	A happy woman, Hazel brightens the room wherever she goes.		
Appearance	A short woman, Hazel is willowy and graceful on her feet.		
Biography	Mother of Senna, Hazel has guided her daughter through life, but her children are not her entire life. She is the leader of the community garden, ensuring the village has enough food for everyone and that crops are being harvested on time. She's organized and accomplished, but ignores everything outside her bubble, even when her husband encourages her to educate her children further.		

Name	Cassia	Height	5' 7
Age	38	Weight	150
Ethnicity/Race/Species	Tan	Eyes	Grey
Complexion	Deep yellow	Hair	Red
Personality and Demeanor	Grumpy at times, Cassia is a bit off putting at first. She can be cold and rude, but truly cares about the people of her village in the end.		

Appearance	Cassia isn't well put together, she usually has stains on her shirts and a knot in her hair that's grown a little too long, but it's all due to her hard work.
Biography	Though Cassia is one of the few humans in the village, she is fairly well-integrated and owns the general store doing most of the trading for people of the town. Her partner also goes out of the bounds of the village to get other things that they may need.

Expanded Story Breakout

The Opening

I. Introduction of Senna

- Player first plays as Senna going about her duties in Oakspire
- Senna practices combat in the woods with her brothers
- The player does a walkthrough in the practice combat to get a feeling for the combat

II. The Introduction of Conflict in Oakspire

- Senna is woken up by her father
- He tells her to flee
- Senna goes outside instead
- Senna sees the conflict going on in her village

III. Combat in Oakspire

- Senna engages in combat throughout her village
- She searches for her family and friends
- After finding her brother and friend, they rush into the forest
- She's forced to choose which should live
- She fights hard but gets kidnapped anyway

IV. Aradel's shock

- Senna is taken to the palace where she is places in the dungeon and meets Crispin
- At this point, the playable character switches to Aradel
- Aradel begins in the throne room hearing the king speak of every magical creature he has kidnapped and how proud he is of his troops
- Aradel breaks off and walks through the hallway where he's stopped by one of his friends in the guard
- They have a conversation about how Aradel needs to calm down and that he can't do anything

- Aradel sees a child being dragged through the window
- Aradel takes out his bow and hits multiple of the guards in the courtyard in the head, picking up the boy and rushing to the dungeon to the rest of the prisoners.
- Aradel frees Crispin and Senna
- They flee to river

V. Launch Into Mid-Game

- Perspective shifts to whoever player wants to play as.
- The companions make camp and have to get to know each other
- They have to make a plan together

Mid-game

VI. The Thryvokyns

- The companions can't seem to figure out where the Thryvokyns are
- They keep asking around
- If their ability is high enough they can find out where a secret hideout is from an enslaved Thryvokyn
- If their ability is not they can stake out nearby towns and find tracks or find loose lipped NPCs of the town
- The Thryvokyns fight the companions initially, including using mind magic
- They make Aradel fight against Senna and Crispin, setting back the social progress they've made.
- The Thryvokyn realise they're not in danger and help the companions

VII. The Captain's Back

- After uncovering some facts from the spy network inside the Thryvokyn hideout, the companions figure out where another hideout is and that an invasion is being planned on it
- The companions go to a Florwyn hideout, where they are met by the original captain who killed whichever of Senna's close family members she chose.
- They encounter each other before the captain can go into the village
- The companions can kill the captain and try to find out more information from him

VIII. Rebel Sympathizers

- The next town they go to has the heads of humans hanging from the local town hall
- After asking around about it, they've found out the king is paying anyone to hunt down and take the heads of any rebel sympathizers
- The humans pull out of their pact
- The companions have to go to another village where the leader lives to convince them to join back with the rebellion

IX. Spy Network

- The spy network executes the plan for the meeting of the leaders of all five races, excluding the Vaelthari
- They make a plan on how to invade the capital and stop the king
- They're given plans for bombs

End Game

X. Set up of Coup

- At last, the Celestyn have joined and invited the companions to one of their cities in the clouds
- Here the companions can go on missions with the Celestyns and get new armor as well as make plans with them
- Increasing relationships with every faction would increase success in final battle

XI. Loss to the Dungeon

- Patrols around the capital ramp up and more magical beings get kidnapped
- Dungeon begins being filled up with allies
- Plans have to be tweaked

XII. Battle at the Palace

- With all the factions together, the group now starts their coup on the king
- Some of the Vaelthari start from the inside
- Perspective here shifts between all three characters
- Aradel is inside that palace speaking to the king
- Aradel tries to assassinate him but fails
- Crispin goes around planting bombs
- Senna helps prisoners in the dungeon
- A big scene occurs where the king calls attention from the people of the capital and executes Aradel

XIV. Consequences!

- Noble Vaelthari misplaced
- The king doesn't die but they're able kill many Vaelthari and the Queen and prince heir
- With so many magical races in one are, many were captured and harvested
- Aradel is dead
- Hidden villages start to leave the country after being given solace elsewhere
- The king ramps up hunts but with less support

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