

The earth was trembling under Falldale with the rage of a warring neighbors, the Druid's Cult of Gaia, and Orc Chief's Battalion of the Brave. Falldale was in the crossfire of anger. As Falldale's barrier and people were falling from the violence of a war it never partook in, our king summoned two adventurers as their cry for help, but as they could not cross the walls, they crossed worlds. Two adventurers cemented a deal with forbidden magic, and broke the human law to travel dimensions.

A decade later, they returned, four stones (Obsidian, Diamond, Emerald, Ruby) and an infant in tow. Each stone had a spirit trapped by a promise, a promise that they would be protected. The obsidian trapped Nychta, the night. The diamond hid Fos, the Light. In the emerald sat the soul of Mitera, the mother. The ruby was the home of Gennaio, the warmonger. The stones were embedded into a crown by the lad of a blacksmith who labelled it Exoius. With the crown, all kinds cowered before the King, but like wounded animals, the Druid and Orc Chief directed their attacks to a new power, the first strong human, the King. A new war began, a war that enveloped the forest floor with the sea of blood and fear that was not Falldale's, but it still hurt the King.

Even with the reluctance of royals, he initiated a truce by breaking his crown and splitting the gems amongst the leaders. The Druid took Mother as it was the protector of nature. The Orc chief took Gennaio, the talisman of warriors. The king kept Fos, one of the strongest, as the symbol of the initiator of peace and to compensate for human weakness. As a final sign of peace, all kinds buried their dead together. The dead of which were the two adventurers, the harbingers of death and peace. As a tribute to them, Nychta was embedded to their grave so the cemetery would be known as a safe haven where all kinds could find protection as it negated all forms of magic and strength. That's how the adventurers kept their promise to protect even after death.

However, Falldale would never find peace, for that is the curse of forbidden magic. The stones in the face of madness will become madness. The stones will pave a path to domination to die at the hands of a hero. The hero will have in each hand the blood of a dearest and kill the land's beloved, but with the loss the hero will bring another out of madness and free the world from the curse of the forbidden magic.

**Story beats:**