

A concept and rule humanity follows, a keystone to unlock the power they can wield. Knowledge is the pillar of it all.

Humanity has long searched for power like the gods, but even in the ancient days they did not fully understand where the runes came from. Did they draw their power from nature, from the gods, or from something yet unknown, something that returned from the realm of Cox beyond even their understanding?

For a long time, humanity took the knowledge of the runes and trained through that knowledge, together with the gods, finding balance and harmony in them, combining and crafting them into wonders to behold. Hundreds to thousands of years of study went into these arts. Most spent years learning the basics of the runes and many more years to understand how to combine them.

Not all runes were taught to everyone. Some were only for a select few in ancient times, holding more powerful and abstract concepts such as Light and Darkness. These runes would become crucial in the War of Gold, where humanity fought against one another, the Evernight, and even the gods using the runes they wielded.

But the knowledge of how to use this keystone, the understanding we once had, has long been forgotten. Until our current age.

Released by the unfortunate miner Elonar, the Curse of Dark now roams the world once again.

Proof of Concept

Fire - energy, assertiveness, war, and passion

- Attack and defense - Have lore attached to them from the start of the game.
- (Defense) Energy - All things are an interchange for fire, and fire for all things, just like goods for gold and gold for goods
 - Learn the teaching of how fire caused humanity to move forward and channel their energy to evolve.
 - Fire breathed new life into humanity, how it spread, and how it fought for our survival.
- (Attack) Passion - Hidden harmony
 - How harmony came to be with fire.
 - the movement of the flame. Harsh and destructive but beautiful in nature - The passion to set your soul ablaze and follow your dreams
- (Buff) assertiveness
 - to follow the flame within your being
 - to assert yourself forward and not be stuck in one place.

- to be beautiful even if you seem harsh. To become better for yourself
- (Heal) War
 - The destruction, the flames they carried to war. To end one another.
 - the lasting effect on each one of us for many generations
 - the psychological impact of the world
 - Player will need to have learned all 3 before being able to know this
 - possible to learn this as 3th but understand the order of knowledge is important
 - and things cannot be rushed??
 - mortality and disability than any major disease
 - disrupts the development of the social and economic
 - But let them bloom anew with new energy and motivation to assert themselves and find passion in what lies ahead.
- Scaling - Game play mechanic
 - The more the "player" knows about each set rune, the more abilities (buffs) they have. Heal) They will unlock through the campaign (scaling of attack and defense, different animations to show strength increasing?).

War and assertiveness should be learned in one map together as one of the first starter missions. Giving lore on what the ancient humans and gods Ignis understood and setting a stepping stone for game play but also giving the player an understanding of how much destructive power they hold and will learn to hold to defeat the enemy.

Sources

- [https://en.wikipedia.org/wiki/Fire_\(classical_element\)](https://en.wikipedia.org/wiki/Fire_(classical_element))
- https://en.wikipedia.org/wiki/List_of_fire_deities
- <https://pmc.ncbi.nlm.nih.gov/articles/PMC1472271/> (War)
- <https://en.wikipedia.org/wiki/Phanes> (First Being) (will be used through out the entire campaign)