

# Aztec Samurai Adventures — Series Bible

## Core premise

A conquered-but-unbroken homeland sits at the seam between worlds. When pale-haired warlords and sorcerers open demon-gates to seize land, relics, and souls, an Aztec-descended warrior-leader trained in a samurai code forges an alliance of spear, steel, and sun-magic. The war becomes a clash of philosophies: **presence and discipline** versus **hunger and domination**.

## Target tone + audience

- **Epic adventure** with fast pacing, vivid visuals, and big emotional stakes.
- **Teen/YA-friendly:** found-family, identity, courage, loyalty, rivals-to-allies, chosen responsibility.
- **Magic system** that feels rule-based (teen readers love "how it works").

## The two sides

### 1) The Aztec Samurai Army (The Sun-Blade Confederacy)

A coalition of warrior houses bound by a disciplined code (honor, restraint, clarity) and a sacred duty to protect living land.

**Visual motifs:** turquoise obsidian, gold filigree, jade beads, feathered crests, lacquered plates, patterned textiles, sun-disc iconography, clean silhouettes.

**Speech style:** direct, rhythmic, proverb-like lines; respect titles; sometimes playful teasing within the unit.

### 2) The Warlords + Wizards + Demon Legions (The White-Mane Dominion)

An imperial court of pale-haired warlords and mustached sorcerers who feed on contracts, fear, and stolen history. They present themselves as "civilizers," but they are collectors of power.

**Visual motifs:** bone-white hair, ink-black armor, silver runes, tall collars, long moustaches like talons, smoke-capes, mirror-masks, banners that ripple like torn parchment.

**Speech style:** ornate, persuasive, mocking. They love bargains, loopholes, titles, and humiliation.

---

# Magic + combat rules (simple, cinematic, consistent)

## Sun-Blade Arts (Aztec Samurai)

1. **Obsidian Edge:** obsidian-jade steel that cuts “lies” as well as flesh—breaks illusions, severs enchantments.
2. **Breath Forms:** sword/spear katas that shape energy (wind, heat shimmer, shockwave). Costs stamina.
3. **Glyph-Thread:** woven glyphs in cloth/rope that store one spell per knot (shield, bind, reveal, heal).
4. **Ancestor Resonance:** brief “echo counsel” in moments of stillness. Not omniscient—gives perspective, not answers.

## Dominion Sorcery (Warlords/Wizards)

1. **Contract Magic:** power gained through oaths, debts, and names. The more precise the wording, the stronger it is.
  2. **Mirrorcraft:** reflections as portals, spies, and traps.
  3. **Ash-Rites:** demon fuel; fire that burns memory and resolve.
  4. **White-Mane Glamour:** beauty/authority illusion that makes people obey “as if it’s their idea.”
- 

## Roster: 10 Heroes (Aztec Samurai side)

Each character is designed to be cover-worthy and series-long.

### 1) Xochitl Tenochi — The Sun-Blade Commander (Lead)

- **Age/role:** 23; supreme field commander.
- **Look:** warm bronze skin; long black hair braided with turquoise and tiny gold rings; a feathered crest (quetzal greens + deep blues) pinned to a lacquered shoulder guard; obsidian-flecked eyes; scar at her left collarbone shaped like a small crescent.
- **Signature gear:** Jade-Obsidian katana with sun-disc tsuba; short macuahuitl-style side blade; cloak with stitched glyph-threads.
- **Behavior:** calm under pressure; reads rooms instantly; refuses to waste life—hers or anyone’s.
- **Speech:** concise; uses “we” when taking responsibility; closes arguments with a simple decisive line.
- **Inner conflict:** burden of leadership vs desire for a normal youth.
- **Arc:** from “I must be perfect” to “I must be true.”

### 2) Itzcóatl “Coil” — The Shadow-Spear Scout

- **Age/role:** 19; recon, infiltration.

- **Look:** lean, fast; shaved sides with a high topknot; face paint in a black serpent spiral; eyes like quicksilver.
- **Gear:** collapsible spear; smoke pellets; mirror-shard compass that points to lies.
- **Behavior:** jokes to hide fear; fearless when others are watching, vulnerable when alone.
- **Speech:** playful, slangy; ends with a soft “yeah?” as if daring fate.
- **Arc:** learns that courage includes asking for help.

### 3) Acatl Yaretzi — The Temple-Engineer

- **Age/role:** 21; builds bridges, siege craft, glyph traps.
- **Look:** practical braid-wrapped hair; freckles; ink-stained fingers; wears layered cloth armor with toolbelts.
- **Gear:** sun-lens gauntlet; knot-caster spool; compact crossbow.
- **Behavior:** analytical; gets excited by problems; stubbornly optimistic.
- **Speech:** fast and precise; explains with metaphors (“Like a river choosing its path...”).
- **Arc:** from “I fix things” to “I can’t fix everything—and that’s okay.”

### 4) Tecuani “Jaguar” Olin — The Frontline Duelist

- **Age/role:** 24; champion fighter.
- **Look:** tall; jaguar-pelt mantle over dark lacquered plates; gold nose ring; dramatic amber face markings.
- **Gear:** heavy katana; clawed buckler; ceremonial whistle that signals charges.
- **Behavior:** proud; protective; struggles with restraint.
- **Speech:** bold, teasing; calls comrades “cubs.”
- **Arc:** learns that true strength is discipline, not dominance.

### 5) Nenetl — The Quiet Healer (Battle-Medic)

- **Age/role:** 20; healer and morale anchor.
- **Look:** soft features; calm eyes; white-and-turquoise robe under light armor; jade beads at wrists.
- **Gear:** herb satchel; glyph-thread bandages; small dagger for last-resort defense.
- **Behavior:** gentle, unshakable; sees pain without flinching.
- **Speech:** warm; asks questions that make people tell the truth.
- **Arc:** accepts that compassion can coexist with ferocity.

### 6) Cuauhtli “Sky-Eagle” — The Hawk Rider

- **Age/role:** 18; aerial scout/archer.
- **Look:** wide grin; sun-brown; feathered helm; goggles with amber lenses.
- **Gear:** recurved bow; grappling line; trained giant hawk (or spirit-hawk) **Tlaneci**.
- **Behavior:** impulsive; brave; thrives on movement.
- **Speech:** short bursts; lots of nicknames.
- **Arc:** learns patience and timing.

## 7) Miyako of the Reed Shore — The Exile Sensei

- **Age/role:** 31; foreign sword-master who became their teacher.
- **Look:** serene face; silver streak in black hair; simple indigo kimono under light armor; reed-fiber sandals.
- **Gear:** plain blade that never chips; a small bamboo flute.
- **Behavior:** strict, fair; sees through ego instantly.
- **Speech:** calm, measured; speaks in lessons without sounding preachy.
- **Arc:** from detached mentor to chosen family member.

## 8) Tlalocan “Rain-Dancer” — The Water-Knot Mystic

- **Age/role:** 22; battlefield control, shields, mist.
- **Look:** blue-green tattoos like rainfall; braided hair threaded with shells.
- **Gear:** gourd canteen that never empties; knot-amulets.
- **Behavior:** dreamy but deadly; listens more than speaks.
- **Speech:** poetic; sometimes sings under breath to focus.
- **Arc:** learns to lead rather than hide behind mystery.

## 9) Xipilli “Gold-Laugh” — The Diplomat-Spymaster

- **Age/role:** 26; negotiations, intelligence.
- **Look:** immaculate; gold earrings; layered textiles with subtle armor plates; always carries a fan.
- **Gear:** ink that reveals contracts; coded prayer-book.
- **Behavior:** charming; strategic; hides guilt behind wit.
- **Speech:** elegant, persuasive; can turn an enemy's insult into their weakness.
- **Arc:** confronts past compromises and chooses open loyalty.

## 10) Tonatiuh “Sun-Forge” — The Armorer

- **Age/role:** 28; makes blades, repairs relics.
- **Look:** broad-shouldered; burn scars; hair tied back with copper wire; soot-smudged cheeks.
- **Gear:** portable forge pack; hammer engraved with sun glyphs.
- **Behavior:** steady; quietly funny; sees people as “unfinished metal” with potential.
- **Speech:** slow, grounded; speaks in craft metaphors.
- **Arc:** faces the temptation to build a weapon too terrible to exist.

---

## Roster: 10 Villains (White-Mane Dominion side)

Designed as recurring antagonists with distinct flavors.

## **1) Lord Albérico the Pale Banner — Imperial Warlord**

- **Look:** towering; long flowing white hair; enormous moustache curled like scorpion tails; black-and-silver armor with a high collar.
- **Behavior:** theatrical cruelty; rewards betrayal; hates laughter.
- **Speech:** grand, booming speeches; calls enemies “children” and “savages.”
- **Power:** battlefield command aura—weak-willed soldiers feel compelled to kneel.
- **Arc:** his ego becomes his undoing.

## **2) Archwizard Moustache-of-Ivory (Maestro Marfil) — Contract Sorcerer**

- **Look:** pale skin; moustache braided with bone beads; rings on every finger; cape like shredded parchment.
- **Behavior:** polite, venomous; loves loopholes.
- **Speech:** velvet-smooth legal language; never lies outright.
- **Power:** contract magic; steals names to steal destinies.

## **3) Duchess Sable Requiem — Mirrorcraft Assassin**

- **Look:** white hair cut razor-straight; black lipstick; mirror-mask that shows your worst memory.
- **Behavior:** silent predator; never wastes movement.
- **Speech:** minimal—one line can ruin you.
- **Power:** steps through reflections; kills with “memory cuts.”

## **4) General Vezaro “The Moustached Wolf” — Beast Commander**

- **Look:** long white mane; thick moustache; fur-lined pauldrons; wolf-skull clasp.
- **Behavior:** militaristic; respects strength; despises magic users who hide behind spells.
- **Speech:** blunt threats; battlefield proverbs.
- **Power:** can command demon-hounds; tracks fear by scent.

## **5) The Luminant Monk, Brother Helios — Fallen Saint**

- **Look:** serene face; white hair in a perfect knot; moustache thin like ink strokes; glowing scar-mark on forehead.
- **Behavior:** genuinely believes conquest is “salvation.”
- **Speech:** compassionate tone that makes cruelty sound like mercy.
- **Power:** glamour that makes victims feel grateful.

## **6) Countess Vitra — Relic Collector**

- **Look:** white hair piled high; jeweled moustache (yes, deliberately absurd); long gloves; carries a relic case.
- **Behavior:** obsessive; treats cultures as “inventory.”
- **Speech:** refined, condescending; names objects more lovingly than people.

- **Power:** binds relics to explode if removed.

## 7) Señor Kharon, the Gatewright — Demon Portal Engineer

- **Look:** white hair like smoke; moustache split into two sharp points; soot-stained robes.
- **Behavior:** curious, cruel; speaks to demons like coworkers.
- **Speech:** technical jargon mixed with dark humor.
- **Power:** opens gates; rewrites terrain (stairs to nowhere, doors in midair).

## 8) The Choir of Ash — Three Sorcerer-Brothers (as one antagonist)

- **Look:** identical white-haired brothers; each has a moustache styled differently (needle, fan, hook).
- **Behavior:** finish each other's sentences; disagree violently when separated.
- **Speech:** sings spells in harmony.
- **Power:** ash-fire that burns courage; can erase a day's memories.

## 9) Lady Nacre, Demon-Bound Diplomat

- **Look:** white hair with pearlescent sheen; moustache-like face jewelry forming arcs; pale eyes.
- **Behavior:** negotiates truces to set traps.
- **Speech:** seductive logic, promises "peace."
- **Power:** binds people with "comfort"—they stop resisting because it feels easier.

## 10) The Crown-Demon: Tzitzimimeh-King "VASTRIX" — Final Threat

- **Look:** not human; bone crown; star-black skin with glowing cracks; voice like distant thunder.
  - **Behavior:** patient, ancient; feeds on surrender.
  - **Speech:** few words; every phrase sounds like a verdict.
  - **Power:** devours light; turns doubts into claws.
- 

## Suggested series structure (7 books)

A classic epic arc that can expand if you want more.

### Book 1 — Sunblade Rising

**Logline:** Xochitl unites rival warrior houses after the Dominion steals a sacred relic and opens the first demon gate. - Key beats: inciting raid, reluctant alliance, training, first gate battle, betrayal revealed, victory with a cost.

### Book 2 — The Mirror Siege

The Dominion attacks through mirrors across multiple cities. Xochitl must defend everywhere at once. - Key beats: mirror-ambushes, spy games, rescue mission, first major loss, counter-siege, mirrorcraft showdown.

## **Book 3 — Ash Oaths**

Contract magic spreads—people sign away freedom to protect their families. - Key beats: moral dilemma, undercover in Dominion court, name-theft threat, law vs justice, dramatic courtroom duel.

## **Book 4 — Hawk and Jaguar**

Internal fractures: rivalry, pride, and trauma threaten the Confederacy while demon-hounds devastate villages. - Key beats: character-centric arcs, wilderness hunt, beast-general duel, unity forged.

## **Book 5 — The Relic Storm**

Countess Vitra triggers relic catastrophes—sacred sites become weapons. - Key beats: artifact quest, ancient trials, underwater temple, reclaiming stolen history, relic reversal.

## **Book 6 — Gates of Night**

Multiple gates open; reality thins. The war becomes cosmic. - Key beats: allied nations, near-defeat, mentor sacrifice, learning the “true form” of Sun-Blade arts.

## **Book 7 — The Starless Crown**

Final confrontation with VASTRIX and the Dominion’s throne. - Key beats: liberation uprising, duel atop a collapsing gate, breaking the last contract, choosing the future.

---

## **Book 1 chapter blueprint (24 chapters)**

Teen/YA pacing: short chapters, cliffhangers, rotating POV (mostly Xochitl + 2-3 others).

1. **Smoke on the Water** — a village raid; demon silhouettes in mist.
2. **The Commander’s Oath** — Xochitl takes responsibility.
3. **Broken Relic** — sacred sun-disc shard stolen.
4. **A Rival’s Challenge** — Jaguar tests her leadership.
5. **Sensei at the Reed Shore** — Miyako’s rules.
6. **Scout of Serpents** — Coil returns with grim intel.
7. **The First Gate** — a door appears in midair.
8. **Feathers in the Wind** — Hawk rider’s near-fall.
9. **The Dominion’s Offer** — a contract arrives.
10. **Knot-Spells and Blood** — first real training montage.
11. **Mirror at Midnight** — assassin strikes through reflection.
12. **A Healer’s Hands** — aftermath; grief and resolve.
13. **The Hidden House** — reveal of a traitor’s motive.
14. **Siegecraft Sun-Lens** — engineer builds a counter.

15. **The Moustached Wolf** — villain introduced in battle.
  16. **Duel of Whistles** — Jaguar vs Wolf tactics.
  17. **The Price of Names** — contract magic explained via a victim.
  18. **Into the Gate** — team enters demon territory.
  19. **Ash Choir** — memory-burning encounter.
  20. **Stillness Before Dawn** — quiet chapter; vows.
  21. **Sunblade Form: First Light** — Xochitl unlocks a new technique.
  22. **Cliff of Mirrors** — major fight; betrayal twist.
  23. **The Gate Collapses** — victory, heavy cost.
  24. **A Crown in the Stars** — tease the true final villain.
- 

## Cover design hooks (so every cover feels like the same series)

### Hero covers (your Aztec Samurai characters)

- Turquoise + obsidian palette with gold accents.
- Feather + lacquer silhouette.
- A clear **icon** per character (Xochitl's sun-disc guard, Coil's serpent spiral, Jaguar's mantle, etc.).

### Villain covers

- White hair and moustache as immediate brand identifier.
  - High collars, smoke-capes, silver rune lighting.
  - A single ominous symbol (contract seal, mirror shard, bone crown).
- 

## Optional: expandable “character web” (easy drama engine)

- Xochitl & Jaguar: leadership vs pride (eventual mutual respect).
  - Coil & Xipilli: prankster vs diplomat (spy duo).
  - Miyako & Helios: mirror philosophies—discipline used to protect vs discipline used to dominate.
  - Nenel vs Ash Choir: healer vs memory-burners.
-

## Next step (ready for cover prompts)

If you tell me **which character to design first** (Xochitl, Jaguar, Coil, etc.), I can write: - a **front-cover portrait prompt** (9:16) - a **full-wrap print cover prompt** (front/spine/back) - and 3–5 **variant prompts** (different poses/backgrounds/lighting)