|  |
| --- |
| *Rex* |
| RexTerrae |
|  |

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Description

Amorous Arachnid Matriarch.

Assassin. Physical.

Area enemies: Assassin, Engineer, Guardian

* Primary strategy is inflicting DoT states (Poison & Bleeding)
* If the player does not cure these states, she can stun those that are inflicted
* Secondary strategy is to inflict Critical hits with multi-attacks
* Reproduces small spiders at 66% health and 33% health
* These spiders restore the Queen's health and Magic

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Description

Enigmatic Thalassic Calamity.

Engineer. Physical/Magical.

Area enemies: Sorceror, Scholar, Fighter

* Lightning Rod: Although Thunder damage is taken, it is immediately replenished and then some, with an added MAT buff.
* Will inflict Thunder on self and entire party.
* Physical Attacks all have armor piercing.
* Perforation has 100% armor piercing.
* Thalassic Rift: 100% armor piercing to all.
* Convergence: Magical crits on entire party.
* Calamity: Magic Gatling Gun except thunder. May hit self to trigger Lightning Rod.
* Thalassicism: Magic Gatling Gun except water.
* Enigmatic Shockwave: Water & Thunder damage to all.
* At 66% health, physical attacks may inflict Thunder Weakness on attacker
* At 33% health, water attacks may inflict Confusion on target

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Description

Ascended Omnipotent Beldame.

Guardian.

Area enemies: Trickster, Fighter, Engineer

* Cybell will cast Cover & Thorns on Neo until Neo dies.
* Cybell buffs Neo's DEF.
* Neoiasas inflicts bleeding with his Scratches.
* AoE Sandstorm (Tail Whip); small Earth damage, small chance to blind. Bonuses from DEF.
* AoE Flame Breath; high Fire damage, small chance to burn.
* Magnification: Cybell increases Neoiasas's Burn chance
* Cataclysm: If all enemies are burning, Cybell and Neo will use a team attack to deal AoE double damage.

AFTER NEOIASAS DEATH

Cybell distills Neoiasas's power into a Crystal (her plan all along) The crystal has three phases. Each phase affects Cybell's behavior and skillset. You may either break the crystal to deal high damage to Cybell, or inflict certain amount of elemental damage per phase to expedite the flight towards the sun, which kills Cybell faster.

* Phase 1: Do
* Cybell - Sun Ray: High single-target Fire damage
* Crystal: Advances to next phase when 1/3 of health is gone, OR 1/5 of health is taken via Fire damage
* Phase 2: Me
* Cybell - Solar Diffraction: Random elemental damage to all enemies.
* Crystal: Advances to next phase with 3/4 of health is gone, OR 1/5 of health (THIS PHASE) is taken via Water damage
* Phase 3: Sol
* Cybell - Sun Beam: High damage and chance to Burn all enemies.
* Crystal: Breaks at 0 health, OR 1/5 of health (THIS PHASE) is taken via Wind damage
* BREAK
* High damage to Cybell. Damage is increased if appropriate elemental damage is dealt per phase.

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Description

Seditious Clandestine Zealot.

Scholar.

Area enemies: Guardian, Trickster, Scholar

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Description

Aphotic Nefarious Abomination.

Fighter.

Area enemies: Sorceror, Trickster, Scholar

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Description

Illuminated Acrimonious Organism.

Sorcerer.

Area enemies: Fighter, Assassin, Engineer

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Description

Traitorous Boreal Saboteur.

Trickster.

Area enemies: Assassin, Sorceror, Guardian

Documents/Area Bosses/Desert: Cybell & Neoiasas

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Description

STATE Desert Boss Crystal

Custom Respond Effect If elemental damage is appropriate to the current phase based on a check of the Current Phase variable Add to TOTAL elemental damage temp var Add to temp var for elemental damage SINCE LAST TRANSFORMATION

Custom Turn End Effect Check temp variable to ensure that transformation #1 hasn't happened If not, and if HP <= 66% OR Fire elemental damage exceeds 1/5 of max health, execute transformation #1 (Common Event) Check temp variable to ensure that transformation #2 hasn't happened If not, and if HP <= 25%, OR Water elemental damage SINCE LAST TRANSFORMATION exceeds 1/5 of max health If it has, and IF dead OR Wind elemental damage SINCE LAST TRANSFORMATION exceeds 1/5 of max health Large damage to Cybell

Transformation Common Events Play animations on Cybell and Crystal Proceed with transformation as needed Add to Current Phase variable Reset temp var for elemental damage SINCE LAST TRANSFORMATION to 0

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Description

Specialty: Fighter

Age: 17

Characteristics: Hopeful. Optimistic. Headstrong.

Having grown up with a lot of siblings,

including Cherise, he knows the importance

of family. Thus, when his family is forced

to know suffering and loss, he knows it

is time for action.

Starting Area: Eloa Village, Cozy House

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Description

Specialty: Guardian

Age: 15

Characteristics: Cheerful. Compassionate. Naive.

Having grown up with a lot of siblings,

including Adame, she knows the importance

of family. Thus, when her family is forced

to know suffering and loss, she knows it

is time for action.

Starting Area: Eloa Village, Cozy House

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Description

Specialty: Sorceror

Age: 25

Characteristics: Earnest. Protective. Mindful.

As the owner of the local Inn, she

has always had an unmatched instinct

to care for her fellow Eloans.

Thus, the devastation of the attack

was almost too much to bear.

She had to do something.

Starting Area: Eloa Village, Inn

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| [Libou](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895627) | |  |
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Description

Specialty: Scholar

Age: 22

Characteristics: Thoughtful. Reflective. Studious.

Having spent most of his days with his

nose buried in a book,

the attack on Eloa leaves him with

more questions than any of his books

could ever answer.

Starting Area: Eloa Village, Church

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| [Arin](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895633) | |  |
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Description

Specialty: Assassin

Age: 19

Characteristics: Ragamuffin. Distant. Hardened.

Ever the aimless vagabond, amidst being

kicked from curb to curb for his streak

as an outlaw, happenstance to find

shelter in Eloa during its most dire

hour. The experience engorges him with

adrenaline and wonder that he has

never felt before.

Starting Area: Eloa Village, Abandoned House

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Description

Specialty: Engineer

Age: 17

Characteristics: Arrogant. Airheaded. Affluent.

Always the overachiever, granted the

biggest room in the biggest house

in the biggest little village,

the attack on Eloa is carte blanche

for him to finally prove himself as the most

powerful in all the land.

Starting Area: Eloa Village, Extravagant House

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Description

Specialty: Trickster

Age: ??

Characteristics: Quick-witted. Knowledgable. Enigmatic.

She always knew. She was always two

steps ahead. She knew it would happen.

She knew why. She knew where. She was there.

She was always there.

But she didn't know where to go from there.

Of course, she wouldn't tell anyone that.

Starting Area: Eloa Village, Exterior

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Description

3 Archetypes: Physical Mental Agility

Physical stats (ATK and DEF) affect physical damage rates, physical state resistance, phys crit Mental stats (MAT and MDF) affect magical damage rates, magical state resistance, magi crit Agility stats (AGI and LUK) affect state application rates, hit/miss chance, overall critical rates

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Description

Equipment may be purchased from vendors, or dropped by enemies. Enemies will drop equipment that corresponds to their respective class (Fighter enemies will drop axes, Sorcerors will drop light armor, wands, and staves).

Equipment may be upgraded with Upgrade Scrolls and with Augments.

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Description

Stats

Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **HP** |  | **MP** |  | **ATK** |
| High |  | Low |  | Highest |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **DEF** |  | **MAT** |  | **MDF** |
| High |  | Low |  | Lowest |

|  |  |  |
| --- | --- | --- |
| **AGI** |  | **LUK** |
| Low |  | Average |

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Description

5 levels of Aspects & Essences. Upgrade stats by a random flat value. Second two levels upgrade by a random percentage and take up two slots.

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Description

Equipment have a varying number of Augment slots, randomized on drop. Higher level equipment will have more Augment slots. Most Augments are permanently attached to an item.

Gem: Most common type of Augment, slots found on all equip types. +Param percentages. Minor Elem Amplify, Minor Elem Rate, Minor State Rate. HP / MP / TP Regen.

Rune: Weapon Augments. Element Amplify. Attack Element.

Glyph: Weapon Augments. Attack State. Damage other than HP. Pierce.

Sphere: Armor Augments. Element Rate / Resist. State Rate / Resist.

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Description

The Final Battle is the final test of the player's knowledge of the game.

You battle Omniscia, the Witch and Tenebris, the Servant.

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| [Omniscia, the Mad Witch](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895566) | |  |
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Description

Omniscia is a magic-based character that can manipulate the material world as she sees fit. Through primarily based on magic classes, she has skills that apply to every discipline.

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| [Tenebris, the Unholy Servant](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895572) | |  |
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Description

Tenebris is Undead, which means that healing magic damages him. He is a physical-based character whose normal attacks apply states. He is based on the Fighter/Guardian/Assassin combination of classes.

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Description

Turn 1: Flying Daggers: Summon multiple daggers to damage all allies. Has a chance to apply Bleeding. Mass Corruption: Magic/Dark damage that can Poison all enemies. Mass Decay: Magic/Dark damage that debuffs DEF and MDF of all enemies.

Turn 2: Enchant [Element]: Regular attacks deal elemental damage. Boost elemental damage of the corresponding element. Hex Praemium: In two turns, if the hex is not removed, target loses half health and all allies are damaged as well. Prism: Two random high-level elemental spells.

Turn 3: Consume Immortal: Consume some of Tenebris's life force, regenerating HP and MP while buffing all stats. Summon Demon: A Lesser Demon appears to do Omniscia's bidding. Only available once Tenebris is dead. Hex Pravitas: One enemy receives damage from healing (and can't be buffed?).

Turn 4: Dixit Purifico: Cleanse all allies' debuffs and status ailments. Dixit Pereant: Mind-altering states to all enemies. Prism (See Turn 2)

...

Turn 8: Dixit Praemium: Non-elemental damage to all enemies.

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Description

Power Strike: First-level physical skill. Double Strike: Attack the same enemy twice. Impale: Damage and cause bleeding in one enemy. Encourage: Boost party's ATK and MAT. Protect III: Double boost Omniscia's DEF for 8 turns. Shell III: Double boost Omniscia's MDF for 8 turns.

Quickstep: Damage one enemy and boost AGI for 4 turns. Disarm: Double debuff one enemy's ATK and MAT for 4 turns. Assassin's Eye: Double Crit boost from AGI.

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Description

The Seven unite when their hometown comes under attack. To seek protection and guidance, they travel to Nova Continent's capital: Cressidia, Namesake of the Old World. They are initially denied audience with the Sovereign, but are granted audience once they have proven their alliance with the Nation. King Ambiorix and Queen Irrara, thoroughly impressed with the Sevens' abilities, yet somewhat baffled by the proficiency of a motley crew of unknown country bumpkins, assign the Seven to investigate several other strange occurrences across Nova. The Seven embark on their journey, with but the hope of finding answers to fuel their fires.

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Description

The Seven have their own stories of how they came to rediscover the Old Divines, and their own individual fates...

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Description

They live in a fatherless Polygamist commune. The Old Gods brought them and their family all of the prosperity that they desired. they got everything that they prayed for, except for one thing - their father. because he's TAINTED with Unholy and fucked off somewhere because he's just a selfish motherfucker like that

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| [The Lamenting Nemesis](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863534) | |  |
| **Template** |  |
| **Project path** | Documents/Story Arcs/Journal Arcs/The Lamenting Nemesis |

Description

The Mad Witch has appeared. While the Seven were underground, she unleashed a volley on the Lands of the Nemesis, site of the Primeval Attack. These lands, though harsh, had just begun to prosper before The Mad Witch attacked. The Seven find a wasteland plagued by undead, and must face one of The Mad Witch's generals.

|  |  |  |
| --- | --- | --- |
| [A Fire in the Heights](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863539) | |  |
| **Template** |  |
| **Project path** | Documents/Story Arcs/Journal Arcs/A Fire in the Heights |

Description

|  |  |  |
| --- | --- | --- |
| [Black Ice](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863544) | |  |
| **Template** |  |
| **Project path** | Documents/Story Arcs/Journal Arcs/Black Ice |

Description

Documents/World Overview

|  |  |  |
| --- | --- | --- |
| [Overview](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895593) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Overview |

Description

Year 277 A.C. (After Cataclysm). Following the legacy of Eric Sisyphe, the world has abandoned religion and technology in favor of humanism and sheer magical proficiency. The Kingdom of Cressidia and the Queendom of Pleiades cease to exist - leaving behind only ashes... No longer is there a divide between men and women. No longer does belief in the Holy and Unholy, and thus, no longer do any grant power to those once-omniscient forces.

Of course...

Except...

For those Seven.

They, dwelling in the prosperous merchant settlement of Eloa, wouldn't dare share their secret to success with the rest of the village -- they prayed to the Old Divines! Yes, their faithfulness to the Old Divines have surely brought some Holy blessings upon them.

However.

It comes with a price.

It is known that with all things Holy, so too must Unholy exist, thus the forbidden practice of prayer and worship.

To some...

The devastation that befell Eloa was simply inevitable. To others, it was simply an earthquake, rabies, something in the water!

But to some...

Demonic, paranormal, metaphysical... Call it what they will, but clearly, nothing about it was natural.

Those Seven's destinies were thus entwined, moreso than ever. Should they successfully fend off the attack on their hometown, they must journey to the Castle Town of Cressidia, namesake of the Old World.

|  |  |  |
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| [Plydwell Forest (Lust)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863437) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Plydwell Forest (Lust) |

Description

The once-peaceful, always mysterious forest has become ill. There is a poison coursing through the veins of the forest, and it seems to be becoming as overpopulated as it is dangerous. Navigate the large, unforgiving forest to find the source and eliminate it.

Queen Jorogouma was corrupted by The Mad Queen's lust. Thus, she overbred and overpopulated the forest with tainted flora and fauna.

|  |  |  |
| --- | --- | --- |
| [Elchester Crystal Lake (Envy)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863442) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Elchester Crystal Lake (Envy) |

Description

Rusalka was corrupted by The Mad Queen's envy. The lake inhabitants became envious of the land-dwellers and sought to drag them into the depths. Rusalka was envious of humanity's capability for love, so she lured a child who frequented the lake. The corruption of the lake made it so that the child reflected the worst parts of herself.

|  |  |  |
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| [Silil Wastes - First Settlement (Pride)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863447) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Silil Wastes - First Settlement (Pride) |

Description

|  |  |  |
| --- | --- | --- |
| [Silil Wastes - Outlands (Avarice)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863452) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Silil Wastes - Outlands (Avarice) |

Description

|  |  |  |
| --- | --- | --- |
| [Lands of the Nemesis (Heresy)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863457) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Lands of the Nemesis (Heresy) |

Description

The site of the first invasion of the Unholy.

|  |  |  |
| --- | --- | --- |
| [Rosien Mountains (Wrath)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863462) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Rosien Mountains (Wrath) |

Description

Birthplace of the Darkness. Hot, scorching heights and violent, fiery depths, devoid of all respite. All that is born here knows only suffering and unrest.

|  |  |  |
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| [Blackside Expanse (Treachery)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863467) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Blackside Expanse (Treachery) |

Description

Birthplace of the Madness. Cold and devoid of all warmth. All that is born here knows only death and stasis.

Documents/World Overview/Overview

|  |  |  |
| --- | --- | --- |
| [Religion](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863486) | |  |
| **Template** |  |
| **Project path** | Documents/World Overview/Overview/Religion |

Description

The beliefs were that since the God and Goddess were able to be touched by a mortal, then they were simply powerful magic-users -- there was no mysticism, no omniscience, no need to have faith. The so-called "Divines" were deemed hominid and tangible, thus ended the Enlightened Era and began the Acuity Era. As it was discovered that belief in the Holy led to the uprising of the Unholy, and even worse, war between nations, worship of the Divines became associated with strife. The Order of the Ardent is formed as the Nation's crusade to eliminate all traces of Divine worship.

Entities

|  |  |  |
| --- | --- | --- |
| [Mavka](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863492) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities |

Description

Mavka of the Ardent.

A member of the Order of the Ardent that is tasked with accompanying and guiding the Seven through the Nation. Mavka offers guidance and wisdom to the party. When Shaitan executes her Second Attack and the Order is made aware of the Seven's worship of the Divine, Mavka initially turns on the Seven. However, over time, she cannot deny that she has grown fond of the Seven. After the Rosien Mountains, she is asked why she did not turn on the Seven as the rest of the order had done so gleefully.

"It doesn't matter to me what you believe, because the most important thing is that you believed in yourselves and it brought you to where you are now. Some of you have been judged for your upbringing, some of you have felt the pressure to excel and put on a show your whole lives, some of you have been mislabeled, some of you have been beaten down and dealt a bad hand, some of you have inexplicable gifts that are misunderstood. But you all share some things in common. Resolve, friendship, and love. That's what matters to me."

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 0 |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| - |  |  |  |  |

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| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
|  |  |  |

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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
|  |  |  |

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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
|  |  |  |

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| --- |
| **Class** |
|  |

Quotes

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| **Quotes** |
|  |

References

**Attachments**

**Involved in**

|  |
| --- |
|  |
| [**Journey**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627862574)  *Flow Fragment* |

**Related to**

**Placed at**

**Speaks in**

Entities/Antagonists

|  |  |  |
| --- | --- | --- |
| [Shaitan](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863481) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Antagonists |

Description

Shaitan, The Mad Witch. Formerly known as The Great Witch.

Borne of the Unholy in the Blackside Expanse. Shaitan's knowledge of magic propelled the world into the Acuity Era and away from the Enlightened Era. Though she was not a teacher, scholars who keenly observed and listened to all that she said synthesized it all into great wisdom, thus she was revered. Disappearing into obscurity, her innovation resonated throughout the land for years. She is not seen until after the Subterranean excursion, at which point she stages a direct attack on the Lands of the Nemesis, her second since the Eloa attack, at which point she remarks to the Seven that the Holy cannot be without the Unholy. It is revealed that her disappearance was to amass power and strategize ways to generate as much chaos in the world as possible. She wished to betray all that is good. She sought to destroy and regress the world into war and pandemonium. The purpose of her initial attack on Eloa was to rouse the Seven who still followed the Old Divine, thus creating conflict amongst the Acuity Era and the Enlightened Era. The Order of the Ardent turns against the Seven when the Kingdom discovers their beliefs.

The Seven were set on a path to eradicate all Sin in the world by Shaitan, unbeknownst to them. Shaitan would then become the Prime Sin and ascend to deification.

Shaitan's only motivation is to incite chaos and suffering. She is as omniscient as the God and the Goddess, and the Unholy. Amongst the Unholy, she represents the aspect of Madness.

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 0 |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| - |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
|  |  |  |

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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
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|  |  |  |
| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
|  |  |  |

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| --- |
| **Class** |
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Quotes

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| **Quotes** |
| "Do you know why your beloved hometown was attacked? Because you believed. You believed you were better. Such a foolish belief... That you will never lose your earthly possessions... That your relations are forever... That you can pray without penance... That you can have faith without treachery... That you can have Holy without Unholy. [...] My dear, there is a difference between foolishness and sheer madness. Which would you choose?" - After the attack on the Lands of the Nemesis  "I began the Ardency to welcome all who had an unbridled passion. My passion burned for knowledge and proficiency, and I see that passion has persisted. The passion that remains solely mine? Chaos, murder, and a little taste of blood." - After being traced to the Rosien Mountains |

References

**Attachments**

**Involved in**

**Related to**

**Placed at**

**Speaks in**

Entities/Classes

|  |  |  |
| --- | --- | --- |
| [Fighter](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863185) | |  |
| **Template** | Class |
| **Project path** | Entities/Classes |

Description

Mainly physical-damage based.

Use skills to lower enemy physical defenses.

Apply physical states.

Class

Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **HP** |  | **MP** |  | **ATK** |
| Average |  | Low |  | Highest |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **DEF** |  | **MAT** |  | **MDF** |
| Average |  | Low |  | Low |

|  |  |  |
| --- | --- | --- |
| **AGI** |  | **LUK** |
| Average |  | Average |

References

**Attachments**

**Involved in**

**Related to**

**Placed at**

**Speaks in**

Entities/Protagonists

|  |  |  |
| --- | --- | --- |
| [Adame](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895599) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Age: 17

Description: Hopeful. Optimistic. Headstrong.

Having grown up with a lot of siblings,

including Cherise, he knows the importance

of family. Thus, when his family is forced

to know suffering and loss, he knows it

is time for action.

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
| To protect his family and hometown at all costs. |  |  |

|  |  |  |
| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
|  |  |  |

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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
| Naive and headstrong. |  |  |

|  |
| --- |
| **Class** |
| |  | | --- | |  | | [**Fighter**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863185)  *Entity- Class* | |

Quotes

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| **Quotes** |
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References

**Attachments**

**Involved in**

|  |
| --- |
|  |
| [**1. Adame Intro**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863226)  *Flow Fragment* |

**Related to**

**Placed at**

**Speaks in**

|  |  |  |
| --- | --- | --- |
| [Arin](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863313) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Specialty: Assassin

Age: 19

Characteristics: Ragamuffin. Distant. Hardened.

Ever the aimless vagabond, amidst being

kicked from curb to curb for his streak

as an outlaw, happenstance to find

shelter in Eloa during its most dire

hour. The experience engorges him with

adrenaline and wonder that he has

never felt before.

Starting Area: Eloa Village, Abandoned House

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
|  |  |  |

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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
|  |  |  |

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| --- |
| **Class** |
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Quotes

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| **Quotes** |
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References

**Attachments**

**Involved in**

|  |
| --- |
|  |
| [**5. Arin Intro**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863264)  *Flow Fragment* |

**Related to**

**Placed at**

**Speaks in**

|  |  |  |
| --- | --- | --- |
| [Cherise](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863290) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Specialty: Guardian

Age: 15

Characteristics: Cheerful. Compassionate. Naive.

Having grown up with a lot of siblings,

including Adame, she knows the importance

of family. Thus, when her family is forced

to know suffering and loss, she knows it

is time for action.

Starting Area: Eloa Village, Cozy House

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

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| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
| To protect her family and hometown at all costs. |  |  |

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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
|  |  |  |

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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
| Overly naive and compassionate. |  |  |

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| **Class** |
|  |

Quotes

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| **Quotes** |
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References

**Attachments**

**Involved in**

|  |
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|  |
| [**2. Cherise Intro**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863233)  *Flow Fragment* |

**Related to**

**Placed at**

**Speaks in**

|  |  |  |
| --- | --- | --- |
| [Libou](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863306) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Specialty: Scholar

Age: 22

Characteristics: Thoughtful. Reflective. Studious.

Having spent most of his days with his

nose buried in a book,

the attack on Eloa leaves him with

more questions than any of his books

could ever answer.

Starting Area: Eloa Village, Church

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
|  |  |  |

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| --- |
| **Class** |
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Quotes

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| **Quotes** |
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References

**Attachments**

**Involved in**

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|  |
| [**4. Libou Intro**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863257)  *Flow Fragment* |

**Related to**

**Placed at**

**Speaks in**

|  |  |  |
| --- | --- | --- |
| [Malinda](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863299) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Specialty: Sorceror

Age: 25

Characteristics: Earnest. Protective. Mindful.

As the owner of the local Inn, she

has always had an unmatched instinct

to care for her fellow Eloans.

Thus, the devastation of the attack

was almost too much to bear.

She had to do something.

Starting Area: Eloa Village, Inn

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
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| **Class** |
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Quotes

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| **Quotes** |
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References

**Attachments**

**Involved in**

|  |
| --- |
|  |
| [**3. Malinda Intro**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863240)  *Flow Fragment* |

**Related to**

**Placed at**

**Speaks in**

|  |  |  |
| --- | --- | --- |
| [Oleander](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863327) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Specialty: Trickster

Age: ??

Characteristics: Quick-witted. Knowledgable. Enigmatic.

She always knew. She was always two

steps ahead. She knew it would happen.

She knew why. She knew where. She was there.

She was always there.

But she didn't know where to go from there.

Of course, she wouldn't tell anyone that.

Starting Area: Eloa Village, Exterior

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

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| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

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| --- | --- | --- |
| **Personality** |  | **Appearance** |
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Extended Character Properties

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| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
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| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
|  |  |  |

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| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
|  |  |  |

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| --- |
| **Class** |
|  |

Quotes

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| **Quotes** |
|  |

References

**Attachments**

**Involved in**

**Related to**

**Placed at**

**Speaks in**

|  |  |  |
| --- | --- | --- |
| [Tomas](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863320) | |  |
| **Template** | Main Character Template |
| **Project path** | Entities/Protagonists |

Description

Specialty: Engineer

Age: 17

Characteristics: Arrogant. Airheaded. Affluent.

Always the overachiever, granted the

biggest room in the biggest house

in the biggest little village,

the attack on Eloa is carte blanche

for him to finally prove himself as the most

powerful in all the land.

Starting Area: Eloa Village, Extravagant House

Main Character Template

Basic Character Properties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** |  | **Species** |  | **Born in** |
| 17 |  | Human |  | Eloa |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sex** |  | **Profession** |  | **Voice** |
| Male |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Personality** |  | **Appearance** |
|  |  |  |

Extended Character Properties

|  |  |  |
| --- | --- | --- |
| **Goals** |  | **Inner Conflict** |
| To create a beloved entertainment device. |  | As he was teased and outcasted for being the "smart kid," he learns to wear it as an armor. But it's an act that he puts on as a defense mechanism -- if it's this "character named Tomas" that's disliked & made fun of, it's not really him. |

|  |  |  |
| --- | --- | --- |
| **Skills** |  | **Weaknesses** |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **Quirks / Habits** |  | **Further Details** |
|  |  |  |

|  |
| --- |
| **Class** |
|  |

Quotes

|  |
| --- |
| **Quotes** |
|  |

References

**Attachments**

**Involved in**

**Related to**

**Placed at**

**Speaks in**

Flow

|  |  |  |
| --- | --- | --- |
| [0. Incipit](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895493) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit |

Description

The very first beginnings

References

**Attachments**

**Following elements**

|  |
| --- |
|  |
| [**1. An Unwell Forest**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863726)  *Flow Fragment* |

**Previous elements**

**Involved entities**

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [1. An Unwell Forest](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863726) | |  |
| **Template** |  |
| **Project path** | Flow/1. An Unwell Forest |

Description

Plydwell Forest has been experiencing overgrowth that the forestkeepers can't keep up with, and now an inexplicable illness.

References

**Attachments**

**Following elements**

**Previous elements**

|  |
| --- |
|  |
| [**0. Incipit**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895493)  *Flow Fragment* |

**Involved entities**

**Takes place at**

Flow/0. Incipit

|  |  |  |
| --- | --- | --- |
| [Beginning](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895506) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Beginning |

Description

Decide: Questionnaire to determine best starting character, or select main character from a menu?

References

**Attachments**

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

**Involved entities**

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [Journey](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627862574) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Journey |

Description

The Seven decide that this happening warrants Sovereign intervention. They trek to Cressidia, Namesake of the Old World. Their entrance to the castle is interrupted by an unusual march of the Order out of the castle. They are denied audience with the Sovereign by wary guards. After a search of the castle, they find Mavka, Professor of the Order, in the Halls of the Order. Mavka listens to them and offers quid pro quo: The Seven will assist with an investigation, and Mavka will procure an audience with the Sovereign.

References

**Attachments**

|  |
| --- |
|  |
| [**Mavka**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863492)  *Entity- Main Character Template* |

**Following elements**

|  |
| --- |
|  |
| [**0. Incipit**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895493)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

|  |
| --- |
|  |
| [**Mavka**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863492)  *Entity- Main Character Template* |

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [Suscito](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito |

Description

Business as usual is interrupted by the demon invasion. Meet up with 2 other companions and take the threat on.

References

**Attachments**

**Following elements**

|  |
| --- |
|  |
| [**Journey**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627862574)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Beginning**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895506)  *Flow Fragment* |

**Involved entities**

**Takes place at**

Flow/0. Incipit/Suscito

|  |  |  |
| --- | --- | --- |
| [1. Adame Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863226) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/1. Adame Intro |

Description

Adame and his sister Cherise are enjoying a peaceful morning and they are getting ready to wake up their families for breakfast. Suddenly, the earth shakes and there is screaming for help outside.

References

**Attachments**

|  |
| --- |
|  |
| [**Adame**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895599)  *Entity- Main Character Template* |

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

|  |
| --- |
|  |
| [**Adame**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895599)  *Entity- Main Character Template* |

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [2. Cherise Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863233) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/2. Cherise Intro |

Description

Cherise and her brother Adame are enjoying a peaceful morning and they are getting ready to wake up their families for breakfast. Suddenly, the earth shakes and there is screaming for help outside.

References

**Attachments**

|  |
| --- |
|  |
| [**Cherise**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863290)  *Entity- Main Character Template* |

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

|  |
| --- |
|  |
| [**Cherise**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863290)  *Entity- Main Character Template* |

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [3. Malinda Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863240) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/3. Malinda Intro |

Description

Malinda is tending to her inn, her biggest problem at the time being that a recent swindling traveler didn't pay up. She is thrown into a fit of many emotions when her inn gets the brunt of the attack.

References

**Attachments**

|  |
| --- |
|  |
| [**Malinda**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863299)  *Entity- Main Character Template* |

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

|  |
| --- |
|  |
| [**Malinda**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863299)  *Entity- Main Character Template* |

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [4. Libou Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863257) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/4. Libou Intro |

Description

Libou is tending to the church, lamenting that nobody will ever truly appreciate what these symbols once stood for. To his horror, the artifacts contort and make horrifying sounds, compounded by the sounds of utter destruction outside.

References

**Attachments**

|  |
| --- |
|  |
| [**Libou**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863306)  *Entity- Main Character Template* |

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

|  |
| --- |
|  |
| [**Libou**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863306)  *Entity- Main Character Template* |

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [5. Arin Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863264) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/5. Arin Intro |

Description

Arin uncomfortably awakens on a sack of some unknown produce. Lamenting on his own actions leading to this state and commenting on the "one thing keeping him going," his soliloquy is quickly interrupted by the sounds of chaos outside.

References

**Attachments**

|  |
| --- |
|  |
| [**Arin**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863313)  *Entity- Main Character Template* |

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

|  |
| --- |
|  |
| [**Arin**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863313)  *Entity- Main Character Template* |

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [6. Tomas Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863271) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/6. Tomas Intro |

Description

Tomas is upset that his hair is falling flat. He calls out to his servant and is met with silence, followed by the sounds of chaos outside.

References

**Attachments**

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

**Takes place at**

|  |  |  |
| --- | --- | --- |
| [7. Oleander Intro](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863278) | |  |
| **Template** |  |
| **Project path** | Flow/0. Incipit/Suscito/7. Oleander Intro |

Description

Oleander arrives at Eloa late at night. She visits the various landmarks and pays respects, seemingly aware of what's about to transpire. She returns in the morning just in time for the attack.

References

**Attachments**

**Following elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Previous elements**

|  |
| --- |
|  |
| [**Suscito**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057598332895513)  *Flow Fragment* |

**Involved entities**

**Takes place at**

Flow/1. An Unwell Forest

|  |  |  |
| --- | --- | --- |
| [Untitled flow fragment (02)](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863734) | |  |
| **Template** |  |
| **Project path** | Flow/1. An Unwell Forest/Untitled flow fragment (02) |

Description

References

**Attachments**

**Following elements**

**Previous elements**

|  |
| --- |
|  |
| [**1. An Unwell Forest**](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627863726)  *Flow Fragment* |

**Involved entities**

**Takes place at**

Locations

|  |  |  |
| --- | --- | --- |
| [Eloa Village](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627862586) | |  |
| **Template** |  |
| **Project path** | Locations/Eloa Village |

Description

Location



References

**Attachments**

**Placed entities**

**Happens here**

**Can be entered from**

**Can be reached from here**

|  |  |  |
| --- | --- | --- |
| [World](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627862581) | |  |
| **Template** |  |
| **Project path** | Locations/World |

Description

Location



References

**Attachments**

**Placed entities**

**Happens here**

**Can be entered from**

**Can be reached from here**

Locations/Eloa Village

|  |  |  |
| --- | --- | --- |
| [Untitled zone](articy://localhost/view/f42eab60-6b38-4222-9dbe-56f074019913/72057602627862595) | |  |
| **Template** |  |
| **Project path** | Locations/Eloa Village |

Description