* 1. There are 2 important non-playable characters in this story

1. Masendor king (previously the prologue hero) who gives out the quests to the player.
2. Masendor king’s advisor and military commander.

So as mentioned before, the King selected a group of heroes to take on the quest to save the Masendor Kingdom. The truth is that the king is actually the hero in the prologue mission. This hero went on the journey in the prologue chapter to satisfy his lust for a challenge to his skill and strength in combat. After killing a dragon, albeit gravely injured, the fairy tribes that he saved in that mission give him an immortal potion.

With him being immortal, he continued his quest for challenges for many years and ended up saving the Masendor Kingdom from the dragon attack crisis. The previous Masendor's royal family went extinct in said crisis, so the king's advisor, who knew that the hero was immortal, chose to convince the hero to become king to make the kingdom (the advisor believed that an immortal king would make an eternally strong empire).

A deal is made between the two, with the hero being the ruler who acted with the advisor from the advisor, and the hero can use the kingdom's resources (in a reasonable amount) to pursue his. Now to the game's main story, the heroes are selected for their growth potential to become strong enough to challenge the king. Most of the invasions, quests, and conflicts are orchestrated by the king himself to make the heroes stronger.

## Character Stat

1. Each character start with a specific set of stat they specialise in. For example, warrior class character start with higher Strength, Dexterity, and Constitution, while mage character starts with higher Intelligence. Most of their attacks and skills performance will also be based on those stats most of the time.
2. Strength + max physical attack, item number carry and slot (100 stat should make max attack can deal 3x damage of based attack)
3. Dexterity + min physical attack, critical chance, skill cast speed (100 stat should make min attack always deal base damage)
4. Agility + animation speed, dodge (max stat should double animation speed from base)
5. Constitution + hp, block, knock resistant
6. Intelligence + Max non-physical attack, skill cast speed, resource generation bonus (same as strength damage)
7. Wisdom + Min non-physical attack, everything a bit (same as dex damage)
8. Charisma + companion stat, max companion points

Each char at lv 1 start with some stat already pre-defined, player can reassign them at will. Level 1 give 100 points to assign. Then each lv up give 30 points

Stat 1-10 cost 1 stat point to increase, then increase by 1 every 10 points, stat max at 100 for player char.

## Character Skill

1. There are 2 types of skill in this game, common skills that all characters can use and specific character skill. Skills can be unlocked and improved when player level up. Characters also start with some skills already unlocked. All skill max lv at 5.

stat 3850 skill 95

start stat 100, skill 2

1. ch1 stat 200, 40 per missions skill 5, 1 per missions
2. ch2 stat 300, 60 per missions skill 10, 2 per missions
3. ch3 stat 400, 80 per missions skill 15, 3 per missions
4. ch4 stat 500, 100 per missions skill 20, 4 per missions
5. ch5 stat 600, 120 per missions skill 25, 5 per missions
6. sum stat 2100 skill 77
7. **Common Skill**

* Ground movement,

1. slide attack move (can knockdown), press weak attack when run
2. tackle move (can knockback), press strong attack when run
3. dash move (double press move while doing action, i-frame)
4. weight no longer affect move speed
5. unlock

* Air movement,

1. can double jump
2. jump forward dash
3. half weight effect on jump
4. higher knock resistant in air
5. unlock hover

* Tinkerer skill

1. start with free items
2. 35% chance to not consume item when use
3. food increase more stat
4. unlock new item effect
5. unlock summon random item skills.

* arm master

1. unlock combo for pick-up weapon
2. increase more usage
3. i-frame during pick-up weapon attack
4. unlock weapon unique power
5. unlock summon random pick-up weapon skills.

* Wealth

1. coin also increase score
2. coin also increase resource (mana, arrow)
3. increase enemy drop gold item drop chance
4. unlock lord of money skill (use money to deal damage and inflict charm to all enemies on screen)

* Immunity

1. knockback and knockdown can be cancel with jump to quickly standing up
2. shorten cc duration by half
3. when die rescue team come to resurrect two times for free
4. Immune to weather effect
5. unlock immune barrier that block damage once every 10 seconds

* Resourceful

1. automatically regen resource
2. hitting enemy now also increase resource
3. blocking and crashing increase resource
4. increase auto regen, double resource cap
5. Unlock control fate, completely replenish source and resource can not be reduced, cooldown 30 secs

* Combat contest

1. increase max block
2. can walk while blocking
3. block cost is now half
4. attack crashing buff agi
5. attack crashing make the next attack deal 100% more damage

**Character specific skill**

All skills are active skill that require specific command input to use. Level 1 unlock the skill.

# Character List

Prologue/demo

Vars, human male

Play style: Close melee, medium speed

Weapon: sword, heater shield

Special ability:

**Couch:**

Weak: Shield punch, jab, pummel punch

Strong: Sword jab, sword slash out, then slash down

**Ground:**

Weak: Shield punch, shield semi bash up, sword pierce

Strong: Sword slash 3 times

Combo:

1 weak + strong = downward sword slash that can knockdown enemy

2 weak + strong = upward slash that can lift normal weight enemy

3 weak + strong = all direction spin slash

Special: Determination, activate when hp reach 0, no cooldown, increase all stats, defence, heal full hp, last 30 secs

**Air:**

Weak: sword slash,

Strong: shield bash

Down Strong: diving sword pierce

Skill:

1. Triple Slash (increase crit chance)
2. Endure (no stagger, immune debuff)
3. Great Offensive (7 fast melee attacks, can stun enemy, bleed)

## Warrior Characters

**Vraesier**, human female

Class: Demon Warrior

Path:

A: Demoness (Special no longer require activation, activation improve stat further, blood no longer decrease overtime, special move use more blood but has larger aoe effect)

B: Justiciar (Special move no longer use blood, blood decrease slightly slower than before)

Age: 19

Play style: Close melee, slow to medium speed, bleeding

Weapon: Longsword, Greatsword

Special ability: Demonic blood, gain special resource (blood) from enemy damage to unlock demon state to use greatsword for powerful attack, nearby bleeding dot also increase blood resource

**Normal Attack:**

**Couch:**

Weak: ground kick, kick up, rotate slash

Strong: Sword lower slash out, slash in, punch

**Ground:**

Weak: punch, Sword small slash, quick jab

Strong: Sword large slash,

Combo:

1 weak + strong = upper sword slash that can lift light weighted enemy

2 weak + strong = fast slash that inflict minor bleeding

3 weak + strong = all direction spin slash

Special: Greatsword swing, great sword downward slash, greatsword upward slash (can lift normal weight enemy up)

**Air:**

Weak: down kick, front kick, left down right slash

Strong: full arc slash

Special: Greatsword swing, great sword downward slash, greatsword upward slash (can lift normal weight enemy up)

**Skill:**

1. Double Slash (fast 2 hits attack), 3 hits, 4 hits, 5 hits increase speed after,10 hits blind enemy
2. Parry, counter attack (1 hit), counter cross slash (2 hits), also gain blood when success parry, apply marked for death, 100% crit chance
3. Vital Slash (bleeding dot), add slow debuff, add daze debuff, add panic debuff, no longer has cooldown
4. Second Wind (recover 20% hp 15 secs cd), also add 2% hp regen for over 10 secs, remove various debuffs, increase all resistance, half cooldown and cost no resources
5. Eclipse Slash (high dmg), add excited buff, add range effect, add pale dance buff, ignore enemy defence
6. Bash (inflict disorient), higher impact, inflict stagger, inflict Vulnerable, inflict Blacked Out

**Justiciar:**

1. Guard Smash (Penetrate guard), add stun effect, unlock 2nd move close slash
2. Onslaught
3. Great Cleave (greatsword, hold to charge attack power), full charge also unleash a wave in both direction,
4. Justice above all (+all stat, dmg reduction, stun all enemy on screen),
5. Punishing crime (grappel if possible, headbutt, punch, knee, then jump back and slash), headbutt now deal stun, punch now deal disorient, knee now deal slow, slash now deal bleeding

**Demoness:**

1. Beheading (greatsword 100% crit chance)
2. Blood Drain (grapple if possible, drain enemy hp and give blood resource), also regenerate hp, also drain nearby enemies
3. Fatal Blood,
4. Blood Flood (summon wave of blood from left to right, cover whole screen),
5. Demonic Sight (all enemy in screen get fear), enemy also get slow, enemy also get

**Orsanoas,** human male

Class: Berserker

Path:

A: Wrath

B: Jovial (Ozna companion)

Age: 23

Play style: Very close to close melee, medium to fast speed, crash counter

Weapon: Knuckles, Greataxe

Special ability: Unleash, gain special resource (fury or joy) overtime. Used for special moves that depend on selected path.

### Skill:

1. Grapple
2. Super punch (knockback), if crash triple power, stun enemy
3. Spinning slash
4. Iron Wall (can not be stagger), also immune to all debuff,
5. Taunt, enemy reduce stat,
6. Chopping Crash (smash with handle first, if crash with attack then slash with very high power), completely immune to damage during animation,

**Jovial:**

1. Cheer (increase all nearby friend stat)
2. Tag team whirlwind
3. Pure World (+speed for all friend, immune damage)
4. Combo assault
5. Tag team beat up

**Wrath:**

1. Berserk (increase STR, AGI, CON, all skill increase stun power), berserk also taunt all enemy
2. Crushing Wave
3. Bone Reconstruction (Grab)
4. World breaker (deal damage to whole screen, stun and disorient all enemy on screen)
5. Brawling

## Archer Characters

**Minara,** dwarf female

Class: Depth Hunter

Path:

A:Innovation

B: Tradition

Age: 48

Play style: Medium to long range, slow to medium speed

Weapon: Twin pistol crossbows, Heavy Crossbow (Arbalest)

### Skill:

1. Pinning shot (pistol crossbow, pin enemy in place),
2. Blunt bash (inflict stun),
3. Heavy bolt (heavy crossbow shot ignore enemy defence), ignore guard,
4. Combined arms (attack with pistol crossbows 2 times, heavy crossbow 1 time, throw fire bomb reload and shoot it, has super armour)
5. Ricochet shot (heavy crossbow shot ricochet different enemy 3 times), 4 times and each ricochet deal higher damage,
6. Bolt dance (pistol crossbow, shoot 2 directions multiple times),

**Tradition**

1. Harpoon shot (high pull),
2. Bayonet (Heavy crossbow bayonet),
3. Traditional Prayer

**Innovation**

1. Bolts Barrage (heavy crossbow)
2. Serrated Rusting Bolt (bleeding and poison)

**Rodhinbar**, human male

Class: Combat Archer

Path:

A: Conflict

B: Peace

Age: 25

Play style: Close melee to medium range, medium speed

Weapon: Shortsword, Bow

Special ability: Arrow resource require to shoot, can use special arrow depending on path

### Skill:

1. Barrage (3 arrows at once), 4 arrows, 5 arrows add some crit chance, 6 arrows improve impact, 7 arrows add finest archery buff
2. Charged shot (high power), can penetrate enemy, high crit chance, double impact, extremely higher power and no defence
3. Arrow shower, more arrows, inflict suppressed, double number of arrows, ignore dodge
4. Precision slash (no dodge), inflict major bleeding, always crit, ignore defence, ignore guard
5. Retreating Shot, inflict disrupt, inflict confuse, inflict daze, penetrate
6. Rapid Acceleration (increase attack speed), add speed up buff, add strengthen buff. Add resource generation, also affect nearby allies

**Peace:**

1. Imbue poison, add slow, add paralysis, poison can spread to nearby enemy
2. First Aid (heal all friends nearby), Field Surgeon, Battle Medic,
3. Pinpoint shot (can not miss),
4. Free Destiny (all allies gain speed, attack bonus),
5. Peace Adaptation (Make everyone unable to attack or use skills for 3 seconds), enemy receive same status for 6 seconds instead,

**Conflict:**

1. Explosive arrow, blind nearby (outside dmg aoe) enemy, knockback enemy, burn effect
2. Infernal arrow (leave trail of fire), Fire now reach medium height,
3. Wings of War (Every enemy on screen take damage with very high up impact)
4. Masterful Momentum (increase defence, speed),
5. Great Conquest (resource not use for 10 seconds in anyway), increase attack power,

## Thief/Assassin Characters

**Iri Kada Whe**, Hafling female

Class: Trapper

Play style: Close to medium range, medium speed

Path:

A: Mage (Son)

B: Engineer (Daughter)

Weapon:

Special ability: Trapping parts for trap skill, gain half of use from used trap drop, crafting

### Skill:

1. Fire Trap, inflict persist burning, increase effect size, inflict panic
2. Stink Trap (reduce attack and defence), inflict teary eye, inflict blind
3. Snare Trap (pin enemy in place), also inflict paralyze, also inflict bleeding,
4. Poison Trap, slow enemy, inflict deadly poison instead, also inflict long poison, inflict necro status
5. Ballista Trap (summon), increase health and duration (more shots), penetrate, ignore guard, ignore defence
6. Focused Engineering (reduce all skill cooldown by half but reduce all stat), double power bonus,

**Son:**

1. Gravity Pull Trap
2. Darkclaw Trap
3. Freezing Trap
4. Supersonic Burst Trap
5. Illusion Decoy Trap

**Daughter:**

1. Exploding Arrow Storm Signal Trap
2. Acid Trap
3. Flash bang Trap
4. Homing Shock Trap
5. Victory Doll

**Bauqah,** lion beastman male

Class: Beastial shaman

Path: Infusion /

Age: 24

Play style: Close melee to long range, very slow to slow speed

Weapon: Staff

Special ability: ,

Skill:

## Mage Characters

Elmaliern, human female

Class: Necromancer

Path:

A: Grieving Friends (pact int+charisma)

B: Love Eternal (binding strength+wisdom)

Age: 29

Play style: Close melee to medium range, slow to medium speed

Weapon: Book

Special ability: Summon undead, gain soul from death enemy

Skill:

1. Summon Skeleton
2. Resurrect Zombie (Resurrect nearby enemy corpses)
3. Summon Blood Golem
4. Bone Wall (good for blocking missile)

**Love Eternal:**

1. Mind Domination
2. Summon spector, summon banshee
3. Soul Reaper, inflict fear

**Grieving Friends:**

1. Sympathising Cause
2. Summon old guardian
3. Soul Shield, inflict fear

**Pasgelo**, male sun high elf

Class: Mage of Season

Path:

Special ability:

Age:

Play style:

Weapon:

Special ability:

### Skill:

## Support Characters

**Yuawies, female nymph**

Class: Druid

Path: Sweet / Salty

Age:

Play style: Close melee to medium range, slow to medium speed, food item

Weapon:

Special ability: Hunger, resource can be refill with food item, can carry more food and food effect triple

### Skill:

**Sweet**

**Salty**

**Duskuksa**, male dwarf

Class: Rune sage

Path: Offensive / Defensive

Age:

Play style: Close melee to close range, medium to fast speed

Weapon: A set of rune hammers

Special ability:

### Skill:

1. Heat Burst
2. Heat Inner
3. Heat Burst Inner
4. Chill Burst
5. Chill Burst
6. Chill Burst Inner

**Offensive:**

1. Hammer Burst
2. Hammer Inner
3. Axe Burst
4. Axe Inner
5. Hammer Axe Mastery

**Defensive:**

1. Armour Burst
2. Armour Inner
3. Helm Burst
4. Helm Inner
5. Armour Helm Mastery

## Special Characters

**Nayedien Traitor of Elvenkind,** androgynous sun town elf

Class: Arcane warrior

Path:

A: Pinnacle of mind

B: Pinnacle of body

Age: 125

Play style: Close melee to medium melee to long range, medium to fast speed

Weapon: 6 element summon weapons (magic shield)

Special ability: Energy, all attacks require resource to perform unless resource is at 0 then they use health instead.

### Skill: all skill level reduce resource cost and improve damage stat

1. Wind Spear Throw
2. Flame Flail Tornado
3. Ice Sword Throw Down
4. Light Hammer Radiate
5. Dark Mace Engulf
6. Earth Axe Crush

**Pinnacle of mind:**

1. Ascended Mind (+ resource regen)
2. Absolute Parry (perform parry like vraesier but counter deal no dmg), inflict greater vulnerable,
3. Beacon of Hope
4. Existence Beyond Matter

**Pinnacle of body:**

1. Temporal Invincibility (become immune to damage for a short while)
2. Unparalleled Beauty
3. Eternal Self (+ hp regen)
4. Unbound Incarnation

**Laguasangte**, male lizardman

Class: Assassin

Play style: Very Close melee, fast speed

Weapon: short spear, dagger

Special ability:

### Skill:

## Missons

Prologue Vars (later king) origin, forest, wildlife, goblin, troll, boss black dragon

6 main chapters, each chapter happens a few years after the previous one:

1. Bandit = forest: # old european, Western early to late medieval art style

Mission 1: rabbit tribe Boss Bigta and Sertors (dog and rabbit) (Bigta hound master)

Mission 2: forest road stage human bandit Boss Adaqua (human, master of hunt) no more olding white

Mission 3: wildlife, miniboss unicorn, Boss Armina (old elf, chief verderer) celtic art

Mission 4: human, dwarf, bandit camp mission Boss Mengkja (human), no decision reward

Mission 5: human bandit citaldel mission Boss Pao La Sin (orge, court herald) and Mengkja

World events: chronicler member attempt flying, Noise from heaven, sight of moving trees

9 months skip

1. Orc and goblin = mountain,

Mission 1: steppe stage centaur, boss (Entium, master of ride)

Mission 2: mountain stage harpy, goblin ()

Mission 3: cave stage troll, orc, goblin

Mission 4: cyclop

Mission 5: elite orc, war troll, goblin, Boss Vok

Aztec+ tribal art style

World events: Solar flare (Aurora in town sky), hell gate sighted near Masendor, Mounniley band visit Masendor (NPC group in town for lore)

2 years 3 months skip

1. War = field, village and fortress:

all 3 kingsdom and the empire invade

Court unrest start at 0 Each Decision A (Thumb up) add +1 unrest, B (Thumb down) add -1, character path also same, value affect number of troops in npc army with higher value give more special troops in high number but lower number give traditional type troops.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 |
| Unity |  | Support |  | Relief | Neutral | Doubt | Discontent | Oppose |  | Crisis |

Path A: Petal Fall Crisis, half Masendor kingdom rebel, more enemy Vars become prince emperor consort civil unreset score more than 0

Path B: War of Black Masen, Masendor kingdom united, Vurus die

Masendor armies:

Royal retinue (Vars auto win but will fight only every 3 turns), Vurus, Enshomair Aebaredy, heroes, Knedhel Akamanes, Picrieas Verltes, Serlon Masrtos, Luriel Masrtes, Severn Turneose (Kervos Lohes, Solhatar Volus)

Empire enemies:

Remance (Knight of The South powerful cavalry), Niavesia (Knight of the West powerful pike), Gaf Ra Naf (Knight of the North powerful heavy infantry), Gillasis (Knight of The East powerful cavalry and horse archer), Aquanturas (Knight of the Empire balanced), Venvilov (Emperor empire army balanced), Liwa (Empress empire army powerful mage), Rello (Royal army of Samsiamanu), (Royal army of Donimalin powerful skirmisher), (Royal army of Safienty)

Masendor old noble enemies (if path A) enemy get free nuke use instead:

Kervos Lohes, Solhatar Volus, Viskes Lodehes, , Merlaros Vorehmus, Hermanos Vorehmus, Velmidas Lohes

Western renaissance art style

World events: tornado sight at, (human) bone fertiliser discovery, triple rainbow

special personal story mission for class branch

end chapter events:

path A: assassination attempt by royal guards (Maelsen Lostrer leader, Lostrer execution), royal wedding with Nayedien (regardless of player nayedien char choice)

path B:

1 year 1 months skip

1. Undead = wasteland: Boss Adupelel,

Western high medieval art style + spanish

World events: gunpowder discovery in northern dwarf kingdom, dancing plague, st.elmo fire tale

3 years skip

1. Assassin = civilisation, Boss Unsi Ed, Miyilya Cui An

Black hour book style

World events: breakthrough in astronomy, questioning heaven, mages population booming

1 year 5 months skip

1. Demon = hell, Boss

mixed Christian + Indian + Buddhist art style

World events: trouble at east side of continent, dragon priestesses bark like dogs and bite people for days, comet

(Maybe) special personal story ending mission

Bonus boss missions after story

1. Little Boy and Little Girl, run + dodge game

Kid fairy tale art

1. Hona vs Bahmarn and Feydiavy, 3 teams free for all
2. Sonagsha

Fairy tale manuscript style

1. Aunnial (saint mother, Quadruplets 2 months suspense)

Middle East + Buddhist + Christian

1. Vars

## Difficulty level

Difficulty affect enemy health, damage, attack speed/cooldown, enemy aggressiveness/randomness

1. Normal
2. Challenging
3. Macabre (Also add blood and gore)
4. End Game, similar to Macabre but now all enemies in all chapters get maximum buff, with same difficulty level

## Important NPC

### Town Masendor scene chapter 1:

Player can buy/sell item with golds

1. **Throne: King (Vars) Masendor king that give out story quest, start mission, Nayedien as king’s aide, Vurus as strategist and military commander, Hermanos as court herald for noble/royalty info**
2. Bedroom (not accessible/event)
3. Council: Solhatar Volus as chancellor telling country situation, Serlon Masrtos as lord chamberlain telling court situation, Elghest Lostrer as lord steward telling financial situation, country map to go to previous mission
4. Castle hall: Aerlnarn as Head servant for court rumor, **Kapuni as master of ceremonies**, as royal guard, **Bauqah**, Kervos Lohes as lord judge (mission 3)
5. Library: Peurrus as health keeper, **Dashisi as court jester**, as court mage, book to look at court structure, (later book to look at prologue)
6. Blacksmith: **Amunsa as blacksmith that craft gear, Velmidas Lohes as chief architect**, **Duskuksa**
7. **Tavern: Duhon as bar owner sell food, Vraesier, Nraesier, two worker cats, 2 patron male humans, quest board**
8. Herbalist: **Sasinola as potion seller,** Pasgelo
9. Market: as consumable item seller, **Rodhinbar**, **Elmaliern**, 3 citizens (1 talkable)
10. Artificer guild: Lisha as Magic shop seller sell accessory, **Kemilsz as Enchant service that can reroll gear stat**, **Minara**
11. Church: **Monnirl Maaeir as faithkeeper for buff**, 2 citizens, **Orsanoas**
12. Scriptorium: Abbey 7 chroniclers, Brother Micorte (Supervisor), Sister Quivenly (illuminator decorator), Brother Roeveo (scribe), Brother Orgatonion (Assistant and scribe), Master Vigumatik (illuminator, advisor, and Editor), Journeyman Wigorsein (Character illuminator), Apprentice Jurmon (background illuminator)
13. Garden: **Rudehst Nocvius as flower keeper**, Viskes Lodehes/adaqua as master of hunt, **Yuawies**
14. Plaza Centre: 3 children playing game, 1 citizen, town crier, **Iri**
15. Barrack: Severn Turneose as chief justiciar, (bigta as hound keeper), **Merlaros Vorehmus** **as master of ride**, **manequin for going to training ground**
16. Training ground

### Party NPC:

1. Dashisi as Fairy carrying speaker (play music during battle) and score board
2. Rescue team (6 people): Runner Utoff, Runner Tordicz, Runner Ittator, Runner Sursadi, Nurse Tyebie, Scout Lytivnen

## Random event / NPC (can occur in any stage except boss):

### Rare event:

1. Kidnapper
2. Toosiavi Beggar
3. Devil contact
4. Bounty hunter attack (become more severe each time win against them)
5. Flying hand attack
6. Filia thief (pay money to rob random store)
7. Oanogoht and Vellese Archaeologist digging mini game
8. Rock paper scissor game
9. Wolf mockery reduce hp to everyone
10. Lamorkul Red Dragon fire
11. Unsi Ed assassinate someone or monsters on screen
13. Surprise boss, killer bunny, vampire,
14. Champion duel event (lose not mean end mission), every player regain hp to full after event
15. Shedna Dryad request
16. Olsilin Fairy trick
17. Rescue team rescue
18. Wandering priest in background, buff and heal nearby players

### Common events:

1. Shrine buff
2. Travelling merchant
3. Goblin + Orc squads attack
4. Undead spawn
5. Demon teleport
6. Wildlife attack, wolf, bear, boar, eagle, bat,
7. Big chest/ mimic/ trap
8. Extra traps
9. Save villager from monsters
10. Resting Camp, can sleep to heal, cooking?, sleep + slime Item eater, random bandit ambush,
11. Alcohol maker (give random drink buff, drunk)
12. Mission Challenger (pay money, finish mission to get more money)
13. Investor
14. Random spell attack
15. Weather/ rain, snow, windy, (with different strength)

# Expansion?

Characters:

1. Dancer: Eona human female songstess, Chavu halfling male bard
2. Enchanter: Amunsa human male blacksmith,
3. Beastmaster
4. Jester?
5. Engineer
6. Puppet doll
7. Gremlin musketeer

Campaigns:

1. gremlin
2. high elf
3. dragon
4. magic empire
5. changing dungeon
6. giant northern mountain
7. doll factory

## Chronicle of

## Message

Text in bracket means marginalia.

### Defeat:

1. In the greatest show of bravery, the heroes rush back to town fearing that enemies will attack it after their defeat.
2. The enemies prove too much to bear. A tactical withdrawal is a necessary step for our quest from time to time. (why our king waste wealth to hire these people again?)
3. With the grace of God, the heroes safely return to the city, albeit not in triumph.
4. The illustration may show the heroes running in the opposite direction of the enemies. But this is simply the moment of an ingenious feign retreat! (or not)
5. Every journey has a return trip, although some are just a bit earlier than others.
6. The heroes claim that they heard a retreat signal from the king himself, or else they would never leave the battle midway like that. Their loyalty to the king is truly unequal.
7. This record is the stage of skirmishes that the heroes executed against the kingdom's greatest threats. The main combat and coup d'état parts are yet to come.
8. This is not a defeat for the heroes, only a momentary delay to the inevitable glorious victory.
9. Some people are good at fighting, and some are better at fleeing. It is likely that the hero may be too good at one of these.
10. No citizen in the fair city of Masendor blamed the heroes during their tattered return. Or at least we haven't really heard of such things from our Scriptorium.
11. Our finest rescue team get their wage paid once again. Hopefully, the treasury will still hold tight after all this is over.
12. A troubled day indeed that our foes become so strong. May the heroes return with vengeance in hands and valour in hearts.
13. Another day, another chance for the journey of the greatest heroes of Masendor. (I wonder how many pages this chronicle will be about the heroes' retreat.)
14. By the grace of our king and his brightest mind that the heroes will never fall into the wretch of enemies' hands. Death is not an option in this quest.
15. Through hell and high water, our children back home sigh in relief to still have the chance to hear the next tale of the heroes.
16. This failure resonates in every citizen's heart that the foes we faced are no doubt the crisis we will never be able to overcome just by ourselves. Glory be to the heroes and may God give them the strength to safeguard all that is good in the world.
17. Failure is often an important lesson and stop for success. Of course, if that lesson does not incur too much of the learner's life or the sponsor's wealth.
18. One may think the heroes take too much time to finish the quest, but patience is a necessary component that no generation of readers should ever forget.
19. The heroes of yore all faced failure before, and so do the heroes of nonce.
20. The heroes feared not death but failure in their quests and anguish in their beloveds' hearts. Now they march back to reprepare for triumph.
21. Only soulless celebrate our failure this day. All children of the lord God wept for a better day. Come next morn, the heroes will set things right.
22. Serene heart and calm mind, a failure is not the end. The greater sky possesses no limit, and so neither the rescue squad in vigilance.
23. The temple will be full of commitment for this day. Scapels will sink, dungs will drop, and healers will be here to help.

**Character Profile**

Vars = King in secret, Royal Champion in public, impossibly strong and extreme growth, immortal, everything to get challenge (combat most), don’t mind handicap, like strength, merciful (because no point killing those who can grow),

Vraesier = Past Bandit, not socialble especially with stranger, love and respect her sister but not show directly, has bloodlust but can endure most of time (unless become demon), muscle brain, can’t read or write, like numbing/very spicy food, does not like nobles, story focus on family

Orsanoas = warrior, like strength and training, prone to anger, story focus on anger, friendship, and

Minara =

Rodhinbar = desert chieftain, story focus on leadership and warfare

Iri = traveller, known king before, love travelling, take mercernary/adventure job sometimes, like to chat, most friendly in group

Laguasangte =

Elmaliern = necromancer, single mind (about her dead husband), story focus on love and grief

Bauqah = beast shaman, prideful

Yuawies = druid, love food of all taste, like to have fun, hate clothing, monks draw her with some leaf cover for modesty, story focus on food

Duskuksa = story focus on work and corporate (clan) ladder

Nayedien = king’s aide, care about strength most (due to martial sect upbringing and culture), strongest in the group, absolutely respect and adore King, become aide after fleeing country and recruit by king, not that good at social activity and cue, childish but hiding it,

Pasgelo = mage of season,

Vurus = Commander, good strength, larger build, strategic genius, main aim is to improve kingdom and his dynasty, know king during his merc time, plan the rise of king and hero group

Dashisi = court jester, like to play prank in free time, actually good warrior,