***MAPS (with short descriptions and content list)***

**Maps**

**Domon Castle Region**

**Throne Room Map**

**War Room Map**

**Seren’s Quarters Map**

Small granite room that Seren calls home. In it he

keeps his sword Vyral and his armor Vale. Also,

a magical gem that hangs from his headband, an

arcane relic that has the power to absorb magic.

**Domon Earth Gate Map**

A massive gate that separates the entrance to Domon Castle from the city of Domon in the valley to the south.

**Domon Courtyard**

Entrances to Emperor’s Tower, Equipment Dock,

Ruin Dock and Ministers Dock + New Castle

**Emperor’s Tower Maps**

**First Floor Map**

**Royal Laboratory Map (first floor)**

**Tunnel to Aqua Gate Map (basement floors)**

**Lagoon Tunnels Maps (basement floors)**

**Dynasty Harbor Map (basement floors)**

**Ninja Guard Quarters (upper floors)**

**Board/War Room (upper floors)**

**Exit to Throne Room Tower**

**Throne Room Tower (outcropping)**

**Emperor’s Throne Room**

**Emperor’s Personal Quarters**

**Secret Passage to Mech Containment Bldg**

**Emperor’s Balcony**

**Equipment Dock and Sky Gate**

**Sky Gate (top floor)**

**Airship Docks (Map 1, 2, and 3)**

**Dragon Roosts (Map 1, 2)**

**Railway to Mines and Factory**

**Old Castle and Ruins**

**Castle Ruins**

**Bath House**

**Old Monestary Basement**

**Fire Gate**

**Cursed Crypt**

**Minister’s Tower and the New Castle**

**New Castle**

**Knight’s Quarters**

**Armory**

**Training Field**

**Minister’s Tower**

**Minister of Magic Quarters**

**Minister of Science Quarters**

**Prime Minister Quarters**

**General Tolstov Quarters**

**Slave Docks**

**Engineering Room**

**Slave’s Quarters**

**Factory**

**Rail**

**Dungeons (basement)**

**Wizard’s Tower**

**Floor 1 Map**

**Floor 2 Map**

**Floor 3 Map**

**Domon City Region**

A city caught somewhere between the industrial revolution and the modern age. Fruit and fish vendors lines the cobblestone streets as automobiles and trucks pass by.

**Domon City Square Map**

The center of Domon CIty

**Ruby Hotel Lobby and Front Desk Map**

The most expensive hotel in Domon. It is a skyscraper

Pressing high into the clouds above the pollution riddled clouds in the city.

**Ruby Hotel Bar Map**

**Blacksmith Map**

**Items and Relic Shop Map**

**Chapel Map**

**Grocier Map**

**Southern Road (to City Gates) Map**

**Domon City – East Town**

**Domon City Shipyard Map**

**Southern Domon Region**

Directly south of Domon City Gates. Frequented by marauders and thieves trying to glean the money they can from travelers to the capital.

**Southern Domon ((SW)Road to Levix) Map 1**

**Southern Domon ((SW)Road to Levix) Map 2**

**Southern Domon (S) Road to Zig) Map 1**

**Southern Domon (S) Road to Zig) Map 2**

**South Western Prairie**

A prairie like reigon with the occasional patches of forest that stretches from the gates of Domon City south and west along the continent. The mountains that surround Domon City extend to its west, north of the prairie.

**Prairie Domon (Levix Rd) Map 1**

**Prairie Domon (Levix Rd) Map 2**

**Domon Gargoyles Spine**

The mountain formation that runs from the east region (where Domon City is) to the western settlement where Levix is. North of the south western prairie.

**Gargoyle’s Spine Map 1**

**Gargoyle’s Spine Map 2**

**Westmost Mountain Range**

A range of mountains running south to north along the coastline of Domon, with the southern tip merging into the Gargoyle’s Spine. These mountains hold many ancient secrets and are the site where Levix was established.

*(north of Western Domon and Levix Rd)*

**WestMost Range Map 1**

**WestMost Range Map 2**

**Western Domon (Levix Rd)**

**Western Domon (Levix Rd) Map 1**

**Western Domon (Levix Rd) Map 2**

**Western Domon (Levix Rd) Map 3**

**Levix Mining Outpost**

An outpost on the fringes of the island of Domon. Set high up in the mountains on the far west end of the continent, it has encountered an increase in the number of monster attacks and a bad omen hangs over the town.

**Levix Mines Map 1, 2, 3, and 4**

Nobody is sure what was being mined at Levix, but what they found in the process was devastating. Deep within the mines a demon door was discovered and opened.

**Levix Demon Door Map Map 1**

The boarderline between the world of man and dead

**Hell’s Bridge Map 1 Map 2 Map 3**

The portion of the demon realm that the Levix Gate opens into. The deepest regions beyond the Demon Door. An inferno filled with ungodly flames, islands of lava rock floating among the seas of steaming magma, and the walls filled with tortured souls and insidious cackling of demons.

**Damon Castle**

*Damon Castle*

A majestic castle built of marble and mountain pearl. The outer wall surrounds a vast courtyard and various different towers and chapels.

The innermost wall surrounds an enormous statue of the founder of

Damon, with his arms embracing the Yggdrasil, the world tree, in its protection. The throne room and offices of the republic are within this

nassive stone statue, which serves as the center of the castle.

*Yggdrasil Tree*

An ancient tree, once protected and nurtured by the elves. It is said to be

The only one of two trees of certain species, a species of sentient trees that

live for millions of years. Their exists one other, its sapling that lives on the island of Freya, protected by the elves. The people of Damon are descendents of those same elves, in a pact formed between elf and human, the humans agreed to watch over the Ygggdrasil and from thence forth the Holy Republic of Damon was formed.

**Pool of Living Waters**

**1 Map.**

The pool of Living Waters sits at the base of the Yggdrasil. The tree of life drinks the waters of this pool. It is the home of many different faery who fly about the tree, monitoring and protecting it. The depth of the pool is unknown. The pool has many ancient stone structures around it and once served as a shrine for the elven people.

**Yggdrasil Shrine**

**1 Map.**

The Yggdrasil Shrine is a holy place not reachable by man. Only faery and those with special permission can cross over into this most holy place. The Shrine is built of white marble and the walls are lined with stained glass windows.

**Damon Tower Construction Site Map 4**

The four maps surround the massive tower being built.

They Holy Republic of Damon has become corrupt and have been secretly harvesting wood to build a massive tower to heaven.

The tower is surrounded by wood and uses wooden beams for supporting the inner structures. A massive golden pilar, surrounded by coils of silver and gold point skyward, piercing the clouds from the unfinished ziggurat.

**Make Shift Shipping Port (2 Maps)**

There is a make shift port that has been built on the shore nearby the construction site. The port is used to haul supplies from different parts of the continent.

**Smoldering Crypt of Seal 4 Maps**

While the door is open over the village of Seal, the village is overrun with putrid scent of death and the reanimated corpses of the villlagers, possessed by demonic forces, leaving both demon and monster in wait for their next victim.

**Village of Seal Restored 4 Maps plus the shop interior maps**

With the village’s demon door closed, the seal village bustles once again, nobody knowing the evil that had lurked there only minutes ago. The village of Seal is a small fishing community along the coast line of Damon.

**Damon Marshland Maps 1,2,3**

To the far north – east of the continent that Damon resides upon, a series of smallt tributaries of a branch of the Indigo River form a marsh at the continents coast. The marshland was once a thriving farming community upon the fertile land, but after a horrible tragedy the land fell to evil and became evils only place of residence in all of the empire of Damon. The marsh has all sorts of different flora and fauna particular to only this region. The waters of the swamp of green and muddy. Lillypads sprout up and cover the water in some spots. In other spots it is just mud and reeds with various ruins made of granite dotted to and fro.

**Damon Marshland Ruins Maps 1,2,3,4**

The site of an ancient shrine now desecrated by the worshipers of Beelzebub, The ruins are littered across the marsh, moss covered granite monoliths and ancient tombs peaking their heads out of the thigh high waters of the marsh, giant leeches attached to stone pillars and other sorts of unpleasant fauna traveling through the putrid waters. This desecrated shrine is home to not only one of the demon doors of Damon, but to the most powerful of the undead: Lichs, Banshees, and Reapers.

***Obsidian Bridge***

**Obsidian Bridge Map 1, 2, 3, 4**

**Baal-Rel’s Laboratory Map**

A section of the Demon World entered by traveling through the

Demon Door in the Marshland Ruins. The obsidian path leads over various pools of magma and fire to Baal-Rel’s laboratory and is populated by various sorts of demons.

***Indigo Ferry (from Seal to Glaw)***

**Boarding Ferry Map**

**On River in Ferry Map**

**Ferry Interior Map**

The Ferry runs from the Village Seal to the City of Glaw outside Damon. While riding the ferry, an angel named Amon appears, sent from the Master to aid them. The Indigo river is named after its blue-green appearance at its mouth, where the deep blue river water mixes with the green sea water.

**Wormhole On the Indigo Rive*r***

**Wormhole Map 1, Map 2, Map 3, Map 4**

A dangerous phenomenon has occurred along the Indigo River. A worm hole has opened, swallowing travelers along the river. Inside the wormhole strings of light stream past them as they pass through a transparent membrane, protecting them from the lifeless vacuum of space around them. They are sent past stars, through planets, and around moons in this alternate dimension.

**Time-Space Ruins**

**Time-Space Ruins Map 1, Map 2, Map 3, Map 4**

The Time-Space or Space-Time ruins is a sort of garbage can of the multiverse where the remnants of rejected or destroyed universes reside. It is similar to the wormhole in nature, except floating about are shreds of lost universes. Old homes, chunks of asteroids, even small cities, float through the never ending void.

**Time-Space Tubes**

**Map 1, Map 2, Map 3 – FMV --, Bimia Crystal Map**

The Time-Space Tubes exist outside of space-time in the vancancies of the multiverse The worm their way like spaghetti, burrowing through and crossing over different spaces, times, and universes. The time space tubes are like a living, bloody red, membrane and supply the ethereal life blood of the universe. They

can be controlled for travel by interfacing with the massive crystal that is in its crossroads, also called the Nexus of Time.

**Freya – Forest of the Elves**

**Freya Mooring Spot (Where Domon’s Ships Park)**

**Freya Forest Thickets 1, 2, 3, 4, 5, 6 Maps**

An ancient forest upon the south western continent that is home to the last remaining elves of the world of Terra.

**Inner Clearing Map 1,2,3,4**

The home of the Lifa Tree, sapling of the Yggdrasil. Also, near a place in the forest called the clearing of divination, where one can see the many possible futures if one has the gift. The Maps surround the massive Lifa Tree (although not as big as the Yggdrasil).

**Elven Village Map 1,2 (plus shop interiors)**

Beyond the clearing, here is where the elves spend their day to day lives.

**Village of Serenity Map 1,2,3 (plus shop interiors)**

A small village near the castle in the floating continent. Seren’s birthplace.

**Castle Strattas**

An ancient castle filled with wonders and magic. It is the home to the ruling body of the people of Serenity.

**Map – Throne Room**

**Map – Entranceway**

**Map – Bridge over Moat**

**Map – Courtyard**

**Map – Inner Castle**

**Map - Aleph Device**

**Map – Shrine of the Navine**

**Map – Chamber of D-Type**

**Mt. Destiny Map 1, 2, 3, 4, 5, 6**

The largest mountain on the flying continent. At its top is a Demon

Door. It is a very steep mountain, virtually cliffs all around.

**Destiny’s Bridge Map 1,2,3,4, and Baal Rel’s Lab**

The portion of the demon realm accessible through the Demon Door at Mt. Destiny. Seren travels through here alone to meet Baal Rel in his lab to fulfill his destiny. Similar in nature to the obsidian bridge.