

Synopsis

Approximate Game Timeline: x994 A.D. - x999 A.D.

At the turn of a distance millennium, the war-torn continent of Ameros has trouble brewing underneath the surface. Prophecies, old and new, tell of this time being when a great danger will threaten the entirety of this iteration of the continent, and all the races that dwell within.

Twelve young inhabitants of this world will face the ultimate challenge to defend their lives and those of the rest of Ameros... but not before grappling with their own realities. A five year odyssey, told through the eyes and experiences of ten different warriors, and set in a high fantasy meets cyberpunk-esque pseudo-open world, it will truly become it's own epic, ultimate experience for these men and women... if they can live to tell the tale.

Major Locations (and their inhabitants)

- The Kingdom of Hampshire (Humans)
 - One of the two (and only) human settlements with a central monarchy. It is a technologically advanced society that also taps into magic to support it's growing population. However, humans are often viewed as a weak race (usually with substantial precedent), and as such are not a threat to the other kingdoms on the continent. They however, must be vigilant and protect themselves from the conflicts that always grow between the two other major races in the known world. They believe (along with all other humans) that the world is currently approaching the year 1999 A.D.
 - Almost all who study magic in Hampshire are traditional sorcerers.
 - Their territory consists of the budding landscape all the way until the start of the Wood (Veneficia Grotto) in the west, and the Great Plains to the north. Hampshire covers most of southern part of the continent, ending at the shoreline in the most southern reaches.
- The Great Dark Woods of the West (Humans - Pyromancers)
 - The second largest human settlement with a central authority, it is a more medieval and slightly techno-phobic grouping that is for those with a knack for pyromancy. It's governing rules and regulations are centered around self-government and self-protection through mastery of flame; only egregious and extremely dangerous matters are ever dealt with by the central authority.
 - All who study magic in the Wood are pyromancers by tradition. All who cannot perform magic are usually exiled, killed by the more savage inhabitants of the more southwestern reaches, and/or are shunned (but not outright exiled) by the people living there.
 - The territory here consists of the main Wood, plus the Great Swamp (to the west), Veneficia Grotto (to the southeast), Atkins Grotto (to the north), and other minor locations and smaller gatherings of humans.
- The Great Plains (Pixies and Faeries/Outcast Humans)
 - A delicate land that covers the distance between the Wood, the Great Lands, and the White Mountains, it is host to a number of both friendly and hostile creatures of varying magnitude. It is flat from decades of war between the valkyrja and the serpens, which limits the expansion of life here.
 - Historically, before their destruction, this was the site for the Society of Pixies, before their destruction and dissolved due to the wars between the Great Lands and the Sodomy. With it gone, so were most of the interactions between humans and pixies, resulting in the super race - faeries - going extinct for long periods of time.
- The Great Lands of the Old Dragons (Serpens and Dragons)
 - A war torn landscape that is home to the draconian Serpens race. Deep inside, their leader, Rapture, is the only known Dragon left in existence. He commands the serpens with absolute impunity, with virtually no known resistance. His elite squadrons are impossible to

defeat on their home turf, making him virtually unkillable, and possibly unending if the rumors about his age are true...

- The outer most hatchery is the southern boarder, known simply as Drz, while the inner "capital city" is known as Rzn. There are past human buildings that dot the landscape, while mostly earthen structures shape the hatcheries and living quarters for the majority of the area.
- Sodomy. (Valkyrja)
 - A mysterious nation ruled by a secretive central government, this land is inhabited exclusively by the Valkyrja, a race of warriors descended from the Old Gods themselves, imbued with their powers. Sodomy. often conflicts with the Great Lands due to historical tensions, of which only the valkyrja have known historical records on. Most humans speculate it is due to their territorial lines and markers, but this isn't the entire truth. The valkyrja believe the world is currently approaching the year 3999 A.D. due to their historical texts, but simply allow the humans to believe in their version of time and not disrupt them.
 - Their territory also consists of the Hidden Grotto, which houses the lowest of valkyrjans in their society, as well as non-threatening outsiders. The rest of the "higher" kingdom is exclusively resided by the valkyrja themselves - no exceptions.
- The White Mountains
 - An area in the northeast of the continent, that walls off that entire section and the far east from travelers. Only a few known passes have been carved through time, mostly to venture into the Hidden Grotto. Of them, only two are usable now (the Central and Southern passes), and only three are known to human-kind (the last being the unusable Northern pass). It is a natural barrier that protects the Sodomy., and due to their natural capacity for flight, almost all valkyrjans fly over the mountains without issue during their travels, and haven't ventured into the passes for hundreds of years.

The geographical location and landmarks are inspired from multiple real-life locations: Southern California (and the wooded/beach regions within), the White Mountains in New Hampshire, Northern Worcester County in Massachusetts, and Rockingham County in New Hampshire.

Central Characters

- **Iustus, the King's Squire** (Red Mage - "Summoner")
Full Name: Iustus Iohannes Spectatores Sepulchra
A squire in King Boston's court, assisting the ruling body of the Kingdom of Hampshire, Iustus lives a simple existence., communicating often with his friend Elizabeth and his brother Gairdener, while also focusing on his own studies and experiences in his own time. A quiet and gentle character, he can often become excitable at small intricacies and random events that seemingly have little (or rather nothing to the untrained eye) to do with one another. When relaxed, in one moment he can be extremely supportive, in the next slightly combative and secretive, in another moment deliberate and calculating... his personality reflects his scope in the game as a "jack-of-all-trades" character.
The story he goes on is immediately present, where he saves Elizabeth moments after she gifts him one of her katana swords during her farewell before her mission. He goes with her, his brother, and Yehonatan to the Veneficia Grotto, and battles his long thought lost friend, Céilidh.
After their "skirmish," and explaining the current predicament of Elizabeth essentially being targeted by the Kingdom, Céilidh decides to join the group's ongoing adventure, as both an act of forgiveness for attacking them unprovoked, and because of her general curiosity over the situation at hand.

As events evolve and spiral quickly, Iustus often finds himself on his own due to delays and incidents during their trip to the outskirts of Drz, in the Great Land of the Old Dragons. As such, he often has time to monologue by himself and question out the strange going-ons and rumors that are present at each new location him and his friends visit, deepening the lore and history of the continent.

Once his team arrives the approach to Drz, they find it littered with bodies of the valkyrja, and that the serpens are on an extreme defensive. Not having heard even a whisper about a new conflict between the races - only that the serpens were attempting to expand without remorse - they decide to travel to the White Mountains - mistakenly hearing they can cross through the northern pass to visit the Sodomy. and determine what exactly is going on.

To the players surprise, the northern pass is open, with a conflict between the valkyrja, Daphne, and her own people to explain the tear in the mountain reopening the passageways long sealed in ice.

It is here they run into Daphne, mistakenly battle her, and then add her to their roster as they venture back out of the mountain, with Daphne reading a prophecy on the walls of the cave detailing the current situation of their predicament in great detail.

Realizing the real threat the Serpens pose with their current expansion, and a prophecy about a successful battle for freedom in Atkins Grotto, the group races to get their before the turn of the millennium happens, signaling the success of Rapture and the end of the known world and all races.

While not apparent until late in the game, Iustus is a delicate empath, who recognizes when there are issues in a group or between people, but not often the exact cause unless he knows enough information. This often results in attachments to people focused on resolving their problems in a deliberate, calculating, and painfully secretive and obscure manner that often causes him to become emotionally attached to the issues in a group, or about an individual, in unhealthy ways.

As such, Iustus is a character that struggles with his personal emotions and interpersonal experiences (between characters). Often being too keen and stringent on his morals (often very obscure morals), and his intrinsic attention to only specific details (and not all details in a scenario, and either in a big or small scope), make him both extremely useful, and at other times a burden to others - which is actually a deeply realized fear of his.

The key to getting the most out of Iustus to work with him, not against him. Keeping secrets - and to a larger scope, choosing to ignore him and simply placate his curiosities - will rebound in unpredictable ways. As a character who struggles to simply convey his emotions to others, it's a shared, evolving dynamic that creates his relationships with others - for better or worse.

As an F.Y.I.: Little does he know, he is one of the only Summoners of his time - beings capable of calling on the dead for assistance and debuffs. He learns this later on in the story. In combat, Iustus is capable of utilizing his katana sword for close up combat, and to utilize it as a rod for his magic. He also can shoot arrows from a distance when unable to cast spells due to fatigue. He is capable of learning all mid-level white and black magic spells, never acceding well in either field. He learns later on he can summon the dead to elicit special debuffs and to assist in mass healing endeavors. He is, in short, a "jack-of-all-trades", but unable to be strong in any particular category, including with melee and ranged fighting.

Concept inspired by the High Summoner, Yuna, from Final Fantasy X and X-2.

- **Gairdener, Knight of the King's Men** (Knight - "Knight")

Full Name: Venator Gairdener Sepulchra

A lively and creative character, Gairdener enjoys people and sharing experiences with others. He is a close friend of Elizabeth and Céilidh, and the brother of Iustus

He is there the night Iustus rushes to assist Elizabeth, along with Yehonatan, who is a mage member of his platoon. Recognizing the hypocrisy of the situation, he travels with the group to help Elizabeth reenter the Kingdom after a successful mission.

He is with Iustus for the majority of his trip throughout the continent, with a few minor situations where ends up by himself.

Gairdener struggles with maintaining his emotions, just like Iustus, but it is a more pronounced issue in his narrative; he often swings between emotions and choices on a whim, which is a concern for everyone who meets him, and to the team. Often, this hides the depression he experiences at random junctions throughout the quest, sometimes becoming suicidal. While more grounded as a personality early in the game due to the rigor of his training, that eventually wears off and uncovers the instability that hides within. He has to learn to develop new rituals outside of his normal existence. in Hampshire in order to maintain his sanity - and save his friends on occasion.

Very much the typical knight class in any game, he wields a sword and shield for the entire game. He has no magical abilities or skill sets, and cannot even jump because of his hefty suit of armor.

Concept design inspired from the Knight class in Final Fantasy, and Final Fantasy II.

- **Elizabeth, Mistress of the King's Night** (Ninja - "Assassin")

Full Name: Julie Amanda Elizabeth III

A recluse, she is a modified human with various body, beauty, and internal weapon enhancements. She no longer goes by her full name; instead only by part of her last name. She is part of a secret enhancement program by the Kingdom of Hampshire - over-sighted specifically by King Boston - in order to produce the most deadly fighting force in the world, in case either the Valkyrja - lead by Iohannes - or the Serpens - lead by Rapture - ever decided to try and take over the continent, and their Kingdom.

She is a close friend of Iustus, Gairdener, Yehonatan, and Céilidh. She is sent as a government spy northwest to scout out the Great Land of the Old Dragons because of new disturbances and skirmishes coming out of the boarder to that territory. She is gravely injured in a cover-up attempt on the government program she is a part of - by the Kingdom itself.

Saved by Iustus, Gairdener, and Yehonatan by chance, they travel with her to complete her mission; by doing so she believes she will be free to reenter the Kingdom as a full citizen again. This endeavor spirals into a 5 year odyssey from the Kingdom, to the Great Dark Wood of the West, to and through the Great Land of the Old Dragons, to the Sodomy., and finally accumulating in the historic "Battle of Atkins."

Secretly, she struggles from a lack of confidence in her physical appearance, often chastising her body and shape and struggling to accept her appearance (though most considered her - both before and after her body enchantments - as flawless). Her more robotic existence. makes her often silently question her humanity, and is a big part of her quest of self discovery and, more importantly, self acceptance.

Elizabeth utilizes a number of weapons and gadgets in battle that a typical ninja/samurai would have (shrikes and a katana, while also having more modern weaponry: guns and shear blades. Because of her nature as essentially a cyborg, she has limited self-healing and repair functions that aid her in drawn out combat situations. Because of her less than human nature she has no access to magic based skills and techniques, so called due to her "rejection of the earth" through her self and government sponsored modifications. She is an agent of stealth, and excels in silent kills and knock-outs.

Concept design inspired from the Ninja class in Final Fantasy, and Final Fantasy II. Also from character designs to be featured in the upcoming "Cyberpunk 2077" video game, as well as from the original Japanese manga film/movie "Ghost in the Shell."

- **Céilidh, the Forgotten** (Black Mage - "Hexer")

Full Name: Céilidh Ann Spoff

A past citizen of Hampshire, she lives in the southern grotto bordering the Great Dark Wood of the West, named Veneficia Grotto. After suffering emotional abuse from her family and from the government, she fled to live a life as an apostate mage, teaching herself all there was to know about destructive magics, and learning to harness her anger toward civilized society into raw magical energy ("Hexes"). She was a close friend of Iustus, Gairdener, Yehonatan, and Elizabeth before disappearing over 5 years before the start of the game. Her entrance into the game is subtle; she lives her life as she would, battling off more and more Serpens that seem to be "migrating" down from the north, something she finds highly unusual. Eventually, Iustus, Gairdener, Yehonatan, and Elizabeth venture into her grotto by accident, resulting in a physical conflict. Eventually, after some serious blows and heated banter (as well as being highly curious about Elizabeth's new "outcast" status in the Kingdom) she decides to join their band as their quintessential Black Mage and "arcane adviser."

She is a highly depressive and unstable personality, exacerbated by half a decade of living by herself. She is the self proclaimed "Witch of the West Wood," and has little to no remorse for those she defeats in combat. Her unrelenting nature hides the vulnerabilities she has tried to shore up for years. As the adventure draws on, her old emotions and mannerisms get the best of her, and she is forced to challenge her past self (quite literally) in order to progress in her narrative.

A skilled, but chaotic, mage, she has the potential to learn every single damaging spell (she is the only playable character who can learn Decay, Death, and Infinity), while also harnessing the power of her raw anger in the form of "Hex" magic.

Hexes can be of two types - Black Hexes, or Probability Hexes. Black Hexes deal specific Dark elemental damage to enemies - and allies - while Probability Hexes have an element of randomness; they either severally aid her and her allies, or severally hurt them, which is determined by her "Internal Alignment" statistic (unique only to her).

Concept inspired by the Black Mage, Lulu, the Marvel anti-hero Scarlet Witch, and the Summoner, Yuna/Esca, from Final Fantasy X and X-2. Some of her skills are derived from the concept of hexes from Dark Souls II. Some of her surface character qualities and design are inspired by Morrigan from the Dragon Age series of video games.

- **Daniel, the Pyromancer** [later, Student of Machines] (Pyromancer/Sorcerer - "Pyromancer/Sorcerer")

A member of the One Clan of Pyromancers in the Great Dark Wood of the West, he is the youngest of three siblings. He is an introverted and experimental soul, one that is ritualistic and deliberate in his methods. While truly quiet character, he is quite insightful and earnestly kind-hearted, attracting attention from unknown sources and sections of the world, as well as an acute jealousy from others less talented in the One Clan. He is often misunderstood because of his mixed perspectives on life, and his unique experiences within the One Clan (often trumped up by his older brothers as him simply being childish). Though he is talented, he ironically started his training later, and is slightly older than his peers by 3 years. He is thus the oldest of the main characters featured in this tale.

Wanting to expand his knowledge of the magical world, he ventures on his own accord (ostracized by the One Clan after expressing an interest in traditional sorceries) to the Kingdom of Hampshire, looking for a teacher that matches his own curious appetite.

Hearing about the "Great" Ifan, the Technomancer, he begins a long journey northeast through the White Mountains, and into the Hidden Grotto.

There, he discovers first the village of the more lowly Valkyrja - Amora - and asks about the whereabouts of Ifan. The villagers tell Daniel that the "jerk" and "asshole" sorcerer had left on his own quest to test out this new magic - Technomancy - almost 2 years ago, and hasn't been heard from since. Last sightings were of him out northwest, near the canyons before the Great Land of the Old Dragons - a.k.a. Rapture's "kingdom" and domain. Most hoped - even wished - that he was dead during his travels.

As if by coincidence, Ifan had finished his quest and is present to hear the remarks being made about him and - in a show of his "kind" nature and superior magical talents - immediately decides to teach Daniel the traditional arts before possibly making him an apprentice in Technomancy. Daniel's training is harsh, but rewarding, and during it a strange Serpens with a kind of sapience, whom Azer tells (through writing) that it has named itself Izzy, desperately wishes to impart information about a possible plot by Rapture to take over the Four Kingdoms (a.k.a. the Great Land of the Old Dragons, the Sodomy., the One Clan, and the Kingdom of Hampshire), on the continent.

This revelation spirals a new quest out south and westward to prevent the possible crisis (with Izzy, Ifan, Azer, and Daniel traveling together), all coming to a head during what would be known as the historic "Battle of Atkins."

Secretly, he suffers from believing he is "late" in his training and experiences because of his age, while also lacking self-confidence in the growing arenas he faces during battle... a character flaw noticed and acknowledged by others. Ifan uses this character flaw to make fun of him brutally during his training, which causes a strain on their student-mentor relationship at times. His greatest strength is his belief in his faith of the Pantheon - something that gives him the ability to connect with most of the empathetic characters in the series, and even break the ice with Ifan on occasion.

Starting off with the most basic of Pyromancy spells, his story arch covers him learning more and mastering the craft (minus the best spells that Gwilym knows). During his travels, he gains strength, and then learns some of the most mid-level sorceries during his training with Ifan, but doesn't learn any Technomancies due to the upcoming crisis revealed during the middle of his story arch.

Concept design based off of Big Hat Logan and Laurentius, from Dark Souls.

- **Ifan, the Technomancer** ('Blue' Mage - "Technomancer/Sorcerer")

A citizen of Hampshire, he chooses to be seclusive and live past the White Mountains in the Hidden Grotto, right beneath the Sodomy. He is both private, and especially vivacious. Self described as having "only" two moods - either agitated, or neutral. He is, typically, viewed by others initially as kind and friendly, but over time seen as fake and slightly demeaning; known to care only for himself, and to a fairly large degree, takes little interest in others beyond the superficial. This brings him quickly into conflict with some of the more insightful and empathetic main characters (Iustus, Elizabeth, Gwilym, and Daniel) he meets and aligns with - to the extent he is hated by most in the pivotal hours before the historic "Battle of Atkins."

Secretly, he suffers from depression and hides his insecurities behind his fake, "jumper" nature and "in-and-out" concern for others. Having suffered from being too emotional and naive in the past - and having those vulnerabilities abused - he bars himself from others and develops his own style - of magic - in an attempt to prevent repeating his past (spoiler: it doesn't work). He is an open character of faith.

He takes care of a single, rare, magical Drakon - thought to be the last of it's kind - named Azer. She allows him to tap into his original, refined magical prowess before he gave it up to develop his own magic - Technomancy.

Technomancy - the magic he developed during his time in seclusion in the Hidden Grotto - allows him to control and destroy electronic enemies, and to immediately eliminate or take control of enemies with "gems" attached to them. He can also use this mind control to learn specific magically spells that they possess, allowing him to augment his arsenal of spells.

When tapping into original magical techniques, Ifan has access immediately to most Healing and Elemental Damaging Spells in the game, but does not have access to specialty magics (like Necromancy, Hexes, Summoning, and Sword Magic), nor does he have access to the most powerful Damaging Spells in the game, regardless (like Decay, Death, and Infinity, which are non-elemental, and also has no access to Purity). If Azer is too far from him on the battlefield (or if she is "expired" - KO'ed) he can only access the first rank spells from both typical "White" and "Black" magic categories.

Concept inspired by a heroScape character, the arch-mage elf Sonlen, and the Dark Souls characters Griggs of Vinheim and Big Hat Logan, as well as some of his abilities from Kimhari from Final Fantasy X and X-2.

- **Azer, the Last Drakon** (White/Black Mage - "Drakon" [Minor Magical Creature - Dragon-like])

Azer is a Drakon, a dragon-like miniature with magical affinities. She is known to understand human speech, but 'unable' to vocalize words herself, but is able to write and read. Later, she chooses to talk to others... but never to Ifan (for unexplained reasons), leading him to not believe this fact about his "pet." Azer is known to understand the verbal language of the Serpens - and to a larger extent the language of the Old Dragons - and aids Ifan in creating the translation device for Izzy. Affectionately called a "Snapdragon" by Daniel during his training and travels with Ifan.

Azer can, in battle, enable Ifan to tap into more traditional sorceries, such as healing and fire magic, which Ifan cannot access anymore due to his Technomancy. By herself, she usually casts healing and debuff spells in combat when away from Ifan. She is usually perched on Ifan's left shoulder, as to not obstruct his casting arm during combat. Her healing spells are extremely powerful when she is separated from Ifan, and her magical capabilities and range are increased ten-fold. The only restrictions is she cannot heal herself when not with Ifan, and that she cannot heal him without being in his vicinity - a catch twenty-two on their otherwise independent, but also dynamic, combat relationship.

Concept inspired by the "dragon" Lockheed, the "pet" that the Shadowcat of the X-Men keeps for company. Also inspired from the character design of a heroScape character, the arch-mage elf Sonlen.

- **Kayleigh, the Faerie of the Great Plains** ('Grey'/White Mage - "Faerie")

She is the daughter of a female human and a male pixie. Originally meant to be a shining light of hope for the often dangerous Dark Wood of the West, Kayleigh suffered a terrible childhood accident at the hands of Gwilym - who would later become the Master Pyromancer of the One Clan - through an uncontrollable forest fire that would severally damage one of her wings, and singe her other one to be black as night.

Her story begins when she decides to go against her parents after turning eighteen and find - and challenge the One Clan for the pain she endured as a child - which results in her going on a one year journey to the White Mountains in the northeast to hone her skills, and learn about her forgotten race, before returning to face Gwilym.

After a heated battle and verbal face-off, Kayleigh realizes that Gwilym is tortured enough the event that changed her life, that she decides to leave him be. Intrigued by his inner, silent strength and personal self doubt, she decides to visit him often, accumulating in the both of them entering into a relationship after a few short months.

After Gwilym's father, Mark, tries to enact his own, slightly villainous, intentions on his son for the One Clan, Gwilym takes her and his brother, Niall, on a quest into the White Mountains for more answers on both the Faeries, his brother's prophecy, and his father's desires behind his sinister intentions. They meet Ifan, Azer, Izzy, and Daniel while they pass over the mountains, and decide to travel with them to the Great Dark Wood of the West to participate with the other main characters in the "Battle of Atkins."

As a character, Kayleigh, though initially vengeful, is kind-hearted and known to "not be able to say a bad thing about anyone" during her tenure as a guardian of nature on the Great Plains (before her adult conflict with Gwilym).

Secretly, she doubts herself and her skill set, which often holds her back until Gwilym helps her unveil her full potential, allowing her to heal from her previous psychological scars.

At first, Kayleigh has access to learning all manner of damaging and healing magic, very similar to Ifan, with the exception that she can learn EVERY spell (including Decay, Death, and Infinity... and the only damaging, and final White magic spell, Purity - she is the only one able to learn this spell). When she finally overcomes her psychological barriers, she loses access to all of her Black Magic spells, and becomes a strictly dedicated White Mage for the rest of the game (her experience from Black Magic spells gets converted over to her new, limited skill set). She also gains some unique debuffs due to her race, and is one of three playable characters who can fly in the game.

Concept and character design based on the tale of the titular character in the dark fantasy movie "Maleficent."

- **Gwilym, Master Pyromancer of the One Clan** (Pyromancer - "Pyromancer" [Traditional])

The youngest of four siblings, and the third son of Mark, Gwilym ironically was the most talented pyromancer in his family, much to the chagrin of the One Clan. His greatest display of power at a young age resulted in severe damage to parts of the eastern section of the Wood, while also resulting in harm to a young faerie, something that scarred him into the present day in the story.

Initially reluctant to accept it, Mark passes on his title to his youngest son after he passes through the Trials of the Dark Swamp - an area of the Great Dark Wood of the West that is out further west, in uncharted territory. Thus, Gwilym becomes the Master Pyromancer of the One Clan.

After an extended period of time, Gwilym is forced to face off against Kayleigh after she enters and threatens the Wood. After a heated battle.

A few months later, he discovers his father trying to invoke an old rite - passing an Old God's soul (specifically Gwyn's) into a pre-selected human vessel - onto him, Gwilym! In a flurry of events, he challenges his fathers, narrowly defeats him, and then grabs his brother, Niall, and flees with him to the Great Plains to see Kayleigh. After a series of discussions about what had just transpired (and more importantly, why), this group agrees to head toward the White Mountains for answers on the Old God, Gwyn himself, because of scriptures that Kayleigh had seen referenced etched into the southern mountain pass during her original trip there.

In defiance of his father's intentions, he renames himself "Liam," and decides to assist in fulfilling his brother's prophecy and help save the continent from the forces of evil.

In terms of the overall story, while his and Kayleigh's are one of the quickest to cumulate in the timeline, they are one of the last groups of characters to venture toward the Atkins Grotto,

because of delays in their journey to the White Mountains which takes over 3 years to accomplish, versus Kayleigh's initial one year trek.

Gwilym/Liam is a quite, but vibrantly talented, man in the pyromantic arts. He often feels secretly lonely and protective of others he is especially close to (Niall and Kayleigh in particular) because of his more distant and power oriented relationship with his parents, two older siblings, and the rest of the One Clan.

He is a character who doubts himself and his families affections towards him. He is worse off for trusting his abilities than Kayleigh is, but because he is so powerful, he can measure up to even his father early on. After healing, along with Kayleigh, later in their narrative, his full potential is finally unlocked.

Gwilym/Liam is the only character in the story who can learn all of the pyromancies available in the base game, and is primarily "mage tank" of sorts. He is fast and highly damaging in his attacks, but can be damaged and taken out of battle quite easily.

Concept design from characters such as Gwyn, the Witch of Izalith, and Quelana of Izalith from Dark Souls. Powers and clothing design inspired mostly by the Witch of Izalith and Quelana of Izalith.

- **Izzy, the Serpens from Drz** (Bruser/Tank - "Serpens" [Dragon's Cousin])

Original Designation: UL-756-890

A Serpens born out of the Drz hatchery, Izzy become, with the span of three days since then, sapient - a rare quality for a Serpens. Recognizing her own self consciousness, she navigated her current existence. within the Hive on instinct, realizing her fellow "siblings" had no self awareness of their own. Hating her "Designation Code" given to her, she silently renames herself "Izzy" after the hissing noises she hears some of the higher order Serpens make on occasion. when they see her. Upon her tenth day alive, she was brought forward from the hatchery into the outside main "city" in the Great Land of the Old Dragons - a massive building complex, called Rzn - with their Leader, Rapture, housed in the inner layers of the ancient, yet well kept, building.

Izzy learns, while waiting to enter, from the higher order (each Serpens fulfills a role in their Hive, with some have different degrees of awareness, but none being fully sapient like Izzy) Serpens talking to one another. They affirm that this group of recent hatchlings, the group Izzy is in, will be consumed by their "Divine Ruler" to extent his lifespan and grow his power, all in a scheme to prepare for the upcoming "War of the Four Kingdoms" that Rapture would commence in order to being establishing himself as the only entity in the entire world.

After he was done with conquering, he would wipe out his own people as well, as an insurance policy against his unrelenting rule. A Serpens purpose was to serve the goals of their ruler, and serve the would.

Izzy (quite understandably), flips out at this realization and runs - while occasionally fighting - her way out of the Hive and into the Great Plains.

She had only been alive for a few short days, but she knew a few things: 1) She didn't want to die right away, 2) she had no ill will toward other living beings, with no personal desire to kill (unlike her brethren), and 3) she had a lingering distrust of the whole situation she was suddenly thrust upon while she was in Rzn and Drz. She listened to herself, and decided she should wander east until she could discover a way to address the issue.

The rest is history. She eventually wanders to the house of Ifan, who is currently training Daniel. After a brief battle, Azer intervenes after hearing Izzy speak in her native tongue, and helps talk to both parties. In a strange turn of events, Izzy aligns with the two sorcerers and the drakon, as all are concerned about the meaning behind the story Izzy tells them.

Quickly crafting an electronic translator for Izzy, they head through the central pass in the White Mountains to see what activity is happening on the edge of Drz, only to find that Izzy can

read the scriptures on the walls there (only Valkyrja, Faeries, and Serpens can read the unique script on the walls innately - valkyrja usually don't go into the passes and simply fly over the White Mountains, and Faeries have long been vacant from the region surrounding the mountains. Serpens, in general, are vicious creatures, and cannot be understood or talked to under normal conditions).

The group then discovers the tale of an alomancer from the One Clan, who was born over 200 years ago, and foretold of a prophecy where Rapture would use an "ancient vessel" to attempt to amass great power to take over the continent at the turn of the next millennium. Mistakenly taking the idea of the "great vessel" to be the thousands of life-forms Rapture has consumed and absorbed over the millennia, they rush to Atkins Grotto to intervene, only putting forward the prophecy into history by putting Izzy in the cross-hairs of Rapture.

Unknowingly, the key to Izzy's own sapience and emergent consciousness (on top of her unquestionable degree of mysteriously, already attained, knowledge of the world she lived in) is because she is the vessel of the Old God, Isabella, which allows her to explore herself and her create her place in the world, while instituting her own whims through slight interactions and events. Why she inhabits Izzy's body is unknown, but concerning to the narrator (the main characters have no way of knowing this, even Izzy herself!).

Izzy's strength comes from her raw natural abilities as a Serpens: she can breathe elemental flame from her jaw, use her tails a whip, and her talons as defensive tools. When she later encounters humans and bipedal creatures for the first time, she learns how to better utilize her talons and strength by learning to stand on her hind legs for certain maneuvers. As she grows and develops, she eventually grows wings that allow her to fly and give her aerial combat options. Izzy is one of three playable characters in the game who can fly.

Concept design, and powers, based off of numerous classical draconian mythologies.

- **Daphne, Representative of the Skydom** (Warrior/Sword Mage - "Valkyrja")

A fiercely independent warlord in the last conflict with the Serpens almost ten years ago (when she was ten years old), when several bands of the creatures decided to try and invade beyond the White Mountains, Daphne is as dangerous as she is resourceful. As private as she is observant of others - a survival technique she learned during her initial battle experiences.

These days, she acts on the Representative Council of the Skydom; they are a body of valkyrja similar to a Senate that advises their ruler, her father Iohannes - or "Johnny" as he likes to be nicknamed - on matters of both local and international affairs between the varying lands and races. When activity began to spike both in the west with the Serpens, and down in the central south with the Humans, Daphne wanted to launch a strike force on the Great Land of the Old Dragons, as she suspected that was the major of the two issues to investigate, citing the sheer power of the valkyrja as being unbeatable by man or machine in the past 3,000 years of recorded Valkyrjan history. The Dragons, on the other hand, had always been a menace.

The Council outvoted her - much to her chagrin - with her father even agreeing before the vote that it was useless to go after the Dragons, since Rapture, the Serpens Leader and the Last Old Dragon known to history, has been unreachable to kill in the last 1,000 years after the last attempted assassination by the valkyrja. Daphne naturally objected to the vote, and challenged the Council's authority and wisdom outright.

Instead, the Council voted to send Daphne (as punishment for her outburst after the last vote) to be a "Representative" to the humans in the Kingdom of Hampshire and spy on them until further notice - her father taking her vote in the Council in the meantime. She thus began a year long pilgrimage just to reach the "lowly" kingdom - all the while evading the dangers of the continent as they crossed her path.

During the night she came upon Hampshire, she flew overhead and witnessed a strange scene below - an agent of the Kingdom (Elizabeth in actuality) being assaulted by the King's own

guards, to then flee off into the night after some assistance from other humans who arrived on the scene (Iustus, Gairdener, and Yehonatan). Believing human affairs to be beneath her, she refused to intervene in the event, but recognized the omen the whole theatrics represented. She now more willingly accepts her place in spying on Hampshire to protect her people.

While in Hampshire, news breaks that the Council in Skydom has fallen - they are no more, and that their ruler has now been embroiled in some scandalous affair with his own people.

Distraught, Daphne ends her visit in Hampshire (after a two year stint) and ventures quickly through the White Mountains and to the Hidden Grotto, where she witnesses from below utter turmoil in the Skydom up above. She fights has to fight her own people alone as she ventures toward her ancestral home, only to find it ransacked and locked shut.

In that moment of weakness, the remaining valkyrja in Skydom grab her, and throw her across the Hidden Grotto into the Northern White Mountain pass - opening it after decades of ice had sealed the way shut.

She fights off monsters and undead the reside there for days, before a band of humans (Iustus, Gairdener, Elizabeth, and Céilidh) cross into the pass accidentally and encounter her. It is a short altercation, but quickly they all realize they are on the same side - investigating the disturbances that plague the entire continent now. While in the pass, they find scripture from a Alomancer born over two hundred years ago to the One Clan, detailing the specifics (more than Niall's prophecy), about the "encounter in Atkins Grotto," prompting the group to head immediately west to the grotto.

Secretly, Daphne struggles with her own sense of inner strength and ability to control situations throughout her narrative. She doubts herself almost every step of her adventure, and - more importantly - limits herself to the character interactions and relationships she can have beyond her own "mission." Early on, she has a chance to team up with most (if not every main character, besides Izzy) because of her journies both to Hampshire and in spying around Hampshire (including near the Great Dark Wood of the West). She only learns to trust when it's almost too late for her in the northern pass of the White Mountains, something other characters (Elizabeth in particular), comments on later when they first meet her and hold a non-hostile conversation, and during the start of their combined trip out west down the pass.

She is the only character to spend almost 80 - 90% of the main game by herself in almost all quests and activities related to her. All others quickly team up by the latest of at least 40 - 50% into the main story.

Daphne has access to a specific spell class - Sword Magic - that she can use to augment her secondary weapon, a short sword, with elemental damage of varying strength for a limited amount of time. Her main weapon is her spear that she holds in her right hand, with attacks and skills that correlesce to that. She has limited self-recovery as a skill because of her race. She is one of three playable characters who can fly in the game.

Concept design based off of historical Norse Mythology, specifically the concpet behind valkyries. Clothing and physical design based off of a heroScape character, Raelin the Kyrie Warrior.

Major Supporting Characters

- **Niall, Vision of the One Clan** (Diviner - "Alomancer" [Fortune Teller])
He is the older brother of Gwilym, and one of the middle children of Mark. He studies the art of alomancy, or utilizing the way salt falls and sways in the wind once thrown to tell the future and reveal hidden secrets (he also sets them on fire). He is highly unusal, quirky, and slightly offensive (though he's tammer when he wants to be). Often seen as a complete failure by his entire family (minus Gwilym), he has the opportunity to live life as he sees fit... making him unconventional in many ways.

He is the first of his kind in over one-hundred years. Often criticized by the One Clan, his fortunes have been essential to their survival for over a decade thus far.

His most vital fortune was his first ever, which foretells of a major battle in the grotto of Atkins, on the far northern reaches of the Great Dark Wood of the West, bordering the Great Land of the Old Dragons. There, twelve great warriors, from all current walks of life, will clash against two ancient powers to preserve this iteration of the continent.

- **Mark, Leader of the One Clan/Past Master Pyromancer** ("Pyromancer")

The Leader of the One Clan of Pyromancers in the Great Dark Woods of the West. Often unseen and shrouded in mystery, like the rest of his people, Mark is seen as the unyielding authority of his people. He is generally well liked by all in his inner circle, and unopposed on all political matters, even by his sons and daughter.

- **Boston, King of Hampshire, the Kingdom of Humans** ("Knight")

Full Name: Shawn Robert Boston

The often moronic leader of the largest settlement of humans, he is a paranoid man. The particulars of his personal and past life are lost to time. Often goes by the ideology that "what is good for the goose, is good for the gander," much to the chagrin of those in the lower burrows of his nation who suffer because of the laws created for the inner capital itself.

- **Yehonatan, Magician of the King's Court** ('Grey' Mage - "Sorcerer")

Full Name: Yehonatan Jonathan Aukstikalis

He is an apprentice sorcerer in one of the King's smaller platoons. Quiet, thoughtful, and funny, he tends to stay out of major conflicts, if he can. He harbors his own deep fears and worries, never troubling others, often listening and helping them before himself. He is a good friend of Iustus, Gairdener, Elizabeth, and Céilidh.

- **Iohannes, Ruler of the Skydom/Bringer of War** ("Valkyrja")

Nickname: Johnny

The ruler of the Skydom, and the leader of the Representative Council. Most valkyrja have known him as their ruler their entire lives, yet not much is known amongst the common troops beyond his rule. He has two known daughters, Chelsea and Daphne, the latter of which is most dependable lieutenant. He is seen as stubborn, subtly paranoid, and deliberate. He is an exceptional manipulator, something Daphne inherits from him. He almost always gets his way during political upheavals, leaving the role of the Council often questioned...

- **Rapture, Last of the Old Dragons/Leader of the Serpens/Harbringer of Death** ("Dragon")

Often viewed as a soulless, violent being, Rapture haunts the memories of those old enough to remember the Serpens more destructive raids over seventy-five years ago. Not much is known about him/her/it? Not many wish to discover either...

- **Isabella, Gardiner and Shepard of the Gods** ("Old God")

A mysterious entity harbored inside an awakened serpens; she is the soul of one of the gods in the Pantheon of the Divine. She is historically honored as tending to the gardens of the other gods.

- **Gwyn, Messenger of the Gods** ("Old God")

The revered god of the One Clan, believed to have gifted them with the knowledge to control flame to an unprecedented degree compared to a traditional sorcerer. As such, he is the patron god of all pyromancers in the Pantheon of the Divine.

- **Kaley, Scholar of the Gods** ("Old God")

The Revealed Lady, whose words are often cited in the scriptures of new and old. The most worshiped and honored of the divines.

Pantheon of Divine (a.k.a. the 'Old Gods')

- **Regis** - Thunder/Sky
- **Hellena** - Death/Earth
- **Gywn** - Wind (mistakenly known for Fire)
- **Kaley** - Wisdom/Knowledge/Peace
- **Isabella** - Life/Earth (mistakenly known for War)
- **Hector** - Fire (mistakenly known for Wind)
- **Archon** - War (mistakenly forgotten in the Pantheon)
- **Gardner** - N/A (mistakenly forgotten)
- **Griffin** - N/A (mistakenly forgotten)
- **Allyson** - N/A (mistakenly forgotten)

Creative Notes

Musical "themes" listed below. Will **NOT** be the music utilized in the final product, but is merely to understand the flow in the individual character's mental and emotional journeys.

	Iustus	Gairdener	Elizabeth	Céilidh
Act 1	"Thumbs" - Sabrina Carpenter	"TNT" - AC/DC	"LA Devotee" - P!ATD	
Act 2	"Trouble" - Coldplay	"Dance, Dance" - Fall Out Boy		
Act 3	"Hardest Part" - Coldplay	"Novocaine" - Fall Out Boy		
Act 4	"Speed of Sound" - Coldplay			
Act 5	"Viva La Vida" - Coldplay			
Act 6	"White Shadows" - Coldplay			
Act 7	"Wake Me Up" - Avicii	"Talk" - Coldplay		
Act 8	"Waiting For Love" - Avicii	"Love Runs Out" - One Republic		
	Daniel	Ifan	Azer	Izzy
Act 1		"In and Out" - Evan Doherty	The album <i>Chin Up</i> by snapdragon	
Act 2		"Jumper" - Evan Doherty	Main Theme - Passive Pieces	
Act 3		"Crazy" - Evan Doherty		
Act 4		"Stuck in the Moment" - Evan Doherty		
Act 5		"Don't Give Up" - Evan Doherty		
Act 6		"Your Last Question" [Original] - Evan Doherty		
Act 7		"Who Would Have		

		Known" - Evan Doherty		
Act 8		What's Your Story? - J.J.H. Graves, a.k.a. The MGMT (this is not a song title, I'm really asking a question here ;))		
	Gwilym/Liam		Kayleigh	Gwilym & Kayleigh
Act 1	"HandClap" - Fitz and the Tantrums		"Love Song" - Sara Barielles	"Roxanne" - The Police
Act 2			"One Winged Angel" - Final Fantasy VII	
Act 3				"Accidentally in Love" -
Act 4			"She's So Gone" - Naomi Scott	
Act 5				
Act 6				
Act 7				"This Love" - Maroon 5
Act 8	"If I Lose Myself" - Alesso			
	Daphne			
Act 1	"Counting Stars" - One Republic			
Act 2	"Wherever I Go" - One Republic			
Act 3	"Take Me Home" - Jess Glynne			
Act 4	"Secrets" - One Republic			
Act 5	"Heathens" - Twenty-One Pilot			
Act 6	"Demons" - One Republic			
Act 7	"Don't Be So Hard On Yourself" - Jess Glynne			
Act 8	"Ain't Got Far To Go" - Jess Glynne			