



# FALL OF LIGHT STORYBIBILE

William Dilbert

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## Story Premise

*Verum. A world of peace and prosperity filled with all manner of beasts and magic. Protected by Gods of Creation, the citizens of the world have never known war, and the five mortal races share a unified commonwealth.*

*Or so they believe.*

*Following the catastrophic destruction of the world's most illustrious kingdom by a darkness that stained the sky black, Vivian Forthone, Knight of Lumina, sets on a path to discover the cause of this sudden chaos before it can spread any further. Unbeknownst to all, a great power has risen within Verum and it bears a single message: Retribution.*

## Historical Background Information or Timeline

### The Founding Principles

At the beginning of everything, before the universe had structure, four siblings sat in an unchanging mass of writhing chaos known as The Nothingness. One by one the three older siblings brought an aspect of order and created the structure of the universe. The first and eldest of the brothers brought the concept of order itself into existence and with a wave of his hand the writhing mass dissolved and gave way to ever-burning balls of unmoving fire.

The second oldest of the brothers gifted the concept of time to reality. With this creation the cosmos began to move, the fiery orbs began to dance, dust began swirl, and planets came into being. However, unaccustomed to the flow of time these creations began smashing into one another with no way of stopping.

That's when the third oldest sibling shaped the strings of fate, providing a gentle and nurturing hand to guide his brothers' creations to a purpose of their own. These three siblings would become known by the gifts they gave to creation: Order, Time, and Fate; collectively known as the Principles.

The youngest of the brothers, Apocryval, found this newfound order appalling, for it was he who had created The Nothingness. In a fit of rage, he charged through all of creation, swatting galaxies, and devouring worlds, he poked holes in the fabric of order that seeped chaos and stole even light.

His three elders looked upon the destruction he razed with abhorrent disgust and used their combined might to bind the youngest of their ilk in chains or starlight. But that was not enough. The younger's anger seethed from his form like heat and gave birth to monstrous creatures, abominations like nothing the Principles has ever seen before, these

horrors would be known as Demons and they continued the work of their progenitor, laying waste to the universe and all that it harbored.

The elders could take this chaos no longer and in a final, desperate act, they removed their brother and all his hellish creation from reality, sealing them and half the universe away forever creating the plane of chaos known as Ghennas; home to demons and nightmares. However, his corruption had already stained too much of existence. Having expended a vast quantity of their powers, Order and Time exchanged glances of worry.

Fate however smiled as looked upon the strings of his own creation, stating: “Fear not brothers. This is but a moment of dark in a universe of lights.”

With that, the trio of Principles left the universe and created a realm where they could rest in the hopes of one day regaining their full strength and returning to witness the growth of their creation.

### The Advent of the Gods

Many eons would pass but eventually, beings of unscalable power would rise to walk the universe, each controlled an aspect of the physical reality. They were the Gods of the Pantheons. This group of deities was split in half, the Gods of Creation on one half, and the Gods of Destruction on the other. Together, these two pantheons brought further order to the universe. Nowhere was their unison more observable than on the world of Verum, a world of vibrant life and home to first tree the universe had ever seen. It was on this world that life first took shape in the form of plants and animals and many, many millennia later, it would also be home to the mortals.

The oldest of the mortal races, the Eldra, were created in unison by Krevori and Aenosia, as such, they are a proud race that nurtured life and cared for nature.

Thaherazad and Calis made the Drevish next, their aptitude for crafting and desire to make a profit from the earth is what sets their race apart.

Vernal and Lithral created the Val, their beast/humanoid apperency leads them to have very many talents and abilities.

The Neas, and all reptiles were the sole creation of Ignéa, ever the overprotective parent, he ensured that they would live the longest of all the races and be the most physically capable.

Humanity was the creation of Lumina, Ronaria, Skrathis, and Hal'anu-Sarron. Hence, they are drawn to the light of day, they seek knowledge and desire to learn, they make war to get what they desire, and they have the shortest life spans of all the races.

Pantheon of Creation:

*Lumina – Goddess of Light*

- As the Goddess of Light Lumina reigns supreme over the heavens. As such, all the deities of creation bend to her word. Many thousands of years ago Lumina lead a revolt against the dual pantheon made up of gods of both creation and destruction. After succeeding in sealing away destruction, her and her followers slaughtered all mortals who didn't fall in line and erased all history of this conflict, obfuscating the truth behind a lie of a mortal war that lasted for over a thousand years.

- **Physical Description:** Long gold hair with glowing white ends that flows to the small of her back. Eyes glow solid white. Voluptuous. Floats of the ground. Lithe frame. Feathered wings made of pure white light hover just off her back and are wreathed in a faint rainbow halo. Body radiates a soft and warming light. Youthful face. She wears a loose-fitting gown of white fabric that shines like mirrored silk and accentuates her feminine aspects.

*Ronaria – Goddess of Magic and Knowledge*

- She is one of the chief deities of creation with all the powers of the arcane at her fingertips and an absolute record of knowledge. During the war between gods she served as one of Lumina's lieutenants. Quiet with a superior attitude and quick snarky remarks. She maintains a refined air, is vastly intelligent, and always calculative. She keeps to herself mostly but when in gatherings with the gods of creation she usually enters into an argument with Thaherazad, God of the Earth.
- **Physical Description:** Silver hair with golden streaks. Long done up in a top knot and pinned in place by needles of arcane magic. Loose strands hang over her ears. Eyes are heterochromatic, left is purple right is blue, both eyes glow in the dark. Body is slim with light blue skin and visible veins of arcane energy.
- **Clothes:** Regal robes that touch the floor and trail behind her. Made of black fabric with blue and purple trails of arcane threads



that spark periodically across the whole of the gown. A large collar rises up behind her head.

- **Weapon:** All forms of magic. Able to conjure any weapon in the form of solid arcane energy. Constantly accompanied by two arcane familiars that assume the form of owls.

### *Aenosia – Goddess of Life*

- As goddess of nature Aenosia has maintained the balance of life throughout the world. She is young and filled with exuberant energy. She is giddy and always bears a soft smile. She talks rapidly and is often viewed as naive. Nimble and filled with grace, she is energetic and playful with an affinity towards all life and propensity for the hunt.
- **Physical Description:** Forest green hair tangled with leaves and kept at a shoulder's length in wild fashion. Nymph like body with soft hands and a youthful face. Long pointed ears.
- **Clothes:** Breast covered in weave of leaves and vines. Waist covered by skirt of leaves with roots that snake down legs. Head adorned by crown of roots and flowers with emerald gems set in the face. Bare foot.
- **Weapon:** Lifebound bow: Made of deer antlers with leaf shaped arrow heads.

Nature's Fangs: 2 daggers made with enchanted bones and wood from the world tree shaped like fangs.

*Vernal – God and Goddess of the Seasons*

- As the Deity who presides over the seasons, Vernal is unique. At every change in the seasons Vernal becomes a different being. In the Summer and Fall Vernal is a male while in the Spring and Winter they are female. Each season bears its own mind and distinct personality.

**Physical Description:**

- **Summer:** Short, spiky red hair with streaks of orange and yellow. Red-orange eyes. (like a summer's sun set) Fit and muscular. Tanned skin that constantly radiates an aura of heat.
- **Armor:** Fiery and covering whole body. Spikes adorn knuckles and joints while claws are set at the fingers. A relief of a rising sun is set on his right shoulder and a setting sun on his left. Stomach armor is articulated, and chest is decorated with a sun motif.
- **Fall:** Brown hair parted in waves. Autumn colored eyes. Fit and lean. Pale skin but not sickly.
- **Armor:** No helmet. Gauntlets are smooth with vines traced onto the metal. No Pauldrons. Fall leaves decorate the chest.
- **Spring:** Long, light pink hair kept in a single braid that extends down to her back. Wildflowers scattered through hair. Pink shaded eyes with green cornea. Flat chested with fair skin.
- Short dress from neck to mid-thigh made of vibrant green leaves decorated with assorted flowers. Barefoot.
- **Winter:** Long, smooth, ice-blue hair maintained in a long ponytail that stops at her mid back. Cold blue eyes. Womanly figure accompanied by a constant chilling aura. Refined look. Snow-white skin.

- **Clothes:** Long white robes with ice blue sash draped over shoulders. Hem of sleeves and robes are ice blue. Head affixed with a crown of ice. A Sapphire necklace rests on her neck. Top of cleavage exposed.

**Weapon:**

- **Summer:** Spiked flail: Morningstar. Ball shaped like sun with spikes shaped like tongues of flame. Black steel that heats up at its core and turns a blistering orange. Extendable.
- **Fall:** Dual Katar: Autumn Absolvence. Leaf pattern engraved onto metal. Wooden handle. Leaf shaped blades.
- **Spring:** No weapon. Cannot fight. Uses restorative magic.
- **Winter:** Jian (Winter's Bite) and Ice Magic. Double edged straight sword. 1 handed. Guard shaped like wings. Pointed towards blade. Pommel shaped like a crescent. Made of ice.

**Personality:**

- **Summer:** Wrathful. Impatient. Headstrong.
- **Fall:** Calm. Reserved. Apathetic.
- **Spring:** Bubbly. Outgoing. Excitable. Child-like.
- **Winter:** Cold. Calculative. Refined.
- **Habits/Mannerisms:**
- **Summer:** Easily angered. Loud. Outspoken.
- **Fall:** Docile. Quiet. Reclusive.
- **Spring:** Hyper and easily distracted.

- **Winter:** Always Deliberate. Speaks with a low voice. Acts the part of nobility.

#### *Veroniris – God of Day*

- The God of Day is anything but godly. He is always the coward and used the coup against Destruction to seize a portion of his mother's power. When he learned of Lumina's plan, he grew fearful of potentially being sealed away and formed an alliance to betray his mother in exchange for his own freedom. Always gets on other's nerves and often sells people out to save his own skin.
- **Physical Description:** Bald. Imperial facial hair. Brown eyes. Slim and frail looking. Dark skinned.
- **Clothes:** Brightly colored. Yellow linen shirt. Bright blue pants. Rainbow scarf.

#### *Thaherazad – God of Earth and Forge*

- The god of the earth has a personal rivalry with Ronaria, Goddess of Magic. During the war he served as the other Lieutenant to Lumina. He is brash and overconfident.
- **Physical Description:** Hair is dirty and tangled. Terracotta colored and shoulder length. Long beard that stops at chest. Single brown eye. Left is covered by eye patch and accompanied by a scar. Broad shoulders with bulky muscles. Bronze skin. Tall.
- **Armor:** Made of metal that looks like stone. Arms covered in kimono style sleeves.

- **Weapon:** Terra Firma: Bronze war-hammer with gold decorations and crystal growths along the face and spine of the hammer. The ability to manipulate the earth.

*Hyperian – God of the Sky and Patron of the Arts*

- Like his brother Veroniris, Hyperian is a traitor. He always vied for power and when Lumina presented the opportunity to gain it, he leapt at the chance. During the war he betrayed his mother Sirinorev and stole a portion of her power, claiming his place as the ruler of the sky. Confident and gentlemanly. Views the sky as a canvas and uses his mastery over it to paint it with clouds and vibrant colors. Graceful and intentioned. But has a tendency to become unruly.
- **Physical Description:** Windswept, sky-blue hair. Facial stubble. White iris and black sclera. Lean muscled. Soft featured. Light skin.
- **Clothes:** Wispy white and faded blue vestments. Cloak made of streaking clouds.
- **Weapon:** A spear: Tempest. Its shaft is round, and its base is fixed with a razor spike that curves as it reaches its tip. The head of the spear is a triangular blade orbited by several other free-floating shards of metal. The head is not affixed to the shaft and is kept aloft but firmly in place by a crystal sphere held in its base infused with magic.

*Labralic – God of Love*

- God of love. What is there to say that hasn't already been said. He despises conflict and hates the events of the divine war but was powerless to stop it. He is flamboyant, overexaggerated and kind spirited, is a bit too “touchy-feely.”
- **Physical Description:** Short brown hair. Light red eyes. Slim body with white feathered wings.

*Calis – God of Trade and Charity*

- Calis is a kind being who revels in giving to others. He was not present during the war and is deeply saddened by the fate that befell the Gods of Destruction. But he is weak and cannot hope to stand against his brothers and sisters by himself. In penance for his inability to prevent such horrors, Calis has dedicated his limited ability to aiding the mortals who fall on hard times as best as he can. Recently however, he discovered a remaining God of Destruction and has been secretly aiding this being in hopes of restoring balance to creation.
- **Physical Description:** Well-maintained short gold hair. Gold eyes. Overweight.
- **Clothes:** Extravagant robes laced with silver and gold threads. Gemstones decorate a large necklace and rings that rest on each finger.

*Casidious – Goddess of Justice*

- At first, Casidious stood against Lumina and her unjust plans. When she learned of them, she stood against the Goddess of Light by herself. The Goddess's radiance blinded Casidious and scorched her eyes. With great shame Justice forsook her title and betrayed Destruction. In so doing she sealed away her own sister, Veritaxiom. She struggles to maintain her power as Goddess of Justice as she no longer embodies the qualities of a being born of such an ideal. She is constantly berated by the other Gods and lacks the power to stand against Lumina, whom she despises. The resurgence of a God of Destruction has thrown fear into the Pantheon of Creation, including herself. She is very fast and impossibly strong.
- **Physical Description:** Long black hair pulled back away from face. No eyes. Justice is blind. Wears blindfold to cover scars. Slim body. Olive skin.
- **Armor:** Red and Black. Chest has motive of scales of justice. Stomach exposed.
- **Weapon:** Massive Axe: Lex Iniusta.

**Pantheon of Destruction:** The Pantheon of Destruction is not a grouping of malevolent gods, despite their unsettling name. These gods are beings who reign over aspects of reality that destroy, but ultimately lead to renewal. Take a volcano for example, sure the fire and ash and lava are all devastating forces of nature that are

inherently dangerous. But once that eruption subsides, new, more fertile land will take the place of the destruction. In the case of an island, that island will now grow and expand once the lava solidifies after touching water. This inherent, natural destruction leads to newer and more successful regrowth; thus, the gods of destruction are really gods of ordered chaos.

#### *Krevori – God of Convictions*

- Once a kind and universally worshipped god, Krevori embodied the spirit of conviction itself, as such, he was the head of the Pantheon of Destruction. He was compassionate and viewed all the races of the world to be his children, and as the god of conviction, he lied within all their hearts.
- **Physical Description:** In his current form, Krevori has the appearance of a 25-year-old Eldrad with a tall and lean athletic build. He has long, silver hair that reaches to the small of his back and eyes that glow a deep amber-gold.
- **Weapon:** Krevori's weapon is called Embodiment of Absolution. This weapon can take any form and is made of floating amorphous crystals. He can utilize all forms of magic, possesses immortality, unimaginable physical strength, and mastery over all types of weapons.

#### *Ignéa – God of Fire and Father of Dracons*

- Ignéa is the God of Fire. All that which burns is his. In his wake however, he brings with him renewal and rebirth, and in some



cases, he births entire islands and continents. One day he even birthed the first of the living races of Verum: Dracons. From there he created all other reptiles, from simple lizards to the impossible Imperial Dracons. Amongst his creations were the neas. The neas were a race of bipedal reptiles that quickly grew and evolved until they were a civilization of great might. During the Thousand Years of Blood, Ignéa battled with unmatched ferocity, such that he scarred the earth where he battled the Thaherazad. In the end he too was overpowered by the Pantheon of Creation when multiple foes challenged him at once. He was sealed within a bottle and secreted away to a cave within the volcanic homeland of the neas.

- **Physical Description:** No hair. Eyes are black sclera with glowing red iris and black, vertically slit pupils. Large snake-like body. Face like a dragon. Hard black and red scales. 3 fingered hands with razor sharp claws. Wreath of fire around wrists. Flames shoot from elbows. Fire along snout. Mane of fire circling neck and running along his back. Large spines at nape of neck. Two horns made of black obsidian. Wings of bone engulfed in ever-burning flames that hover off his body.
- **Weapon:** Tooth and claw and fire in all its forms.

*Typhonir – Goddess of Wind and Storms*

- As goddess of storms, she is rarely in a good mood. Despite this fact, she always manages to carry herself in a dignified manner, always giving off an air of regality and sophistication.
- **Physical Description:** Dark Elf. Dour Expression. Earrings and Belly Piercing made from rare “Storm’s Eye” jewel. Long Silver Hair that courses with arcs of Lightning.
- **Clothes:** Long, ethereal, Black Dress. No sleeves. Deep cut neck. Stomach revealed. Trails on the floor behind her. Gold Bangles on wrists. Ornate Golden Necklace. Gold Hairband.
- **Weapon:** Focult: A versatile weapon that channels energy from a hilt into any weapon the wielder desires. All Magics Associated with Storms.

*Sirinorev – Goddess of Darkness and Night*

- Sirinorev is ancient, even by the standard of the other Deities. It is said that she has existed since the beginning of everything. As such, she is one of the most powerful beings in existence, she is mother to Veroniris, Hyperian, and Eripsis.
- **Physical Description:** Light build with Pale Skin. Tall. Youthful appearance. Pitch Black Hair decorated with Black Feathers. Hair is styled in a Large Ponytail that reaches the floor. Her Eyes are black but are kept closed. When open, black mist drifts up from her eyes.

- **Clothes:** Blackness that clings to her body and fills the air near her with a miasma-like fog.
- **Weapon:** Celestial Bodies: She can manipulate the bodies of the heavens. Controls Darkness, Shadow, and Celestial Magic.

*Hal'anu-Sarron – God of Death and Mischief*

- Hal'anu is a devious god who enjoys toying with people, though they take their responsibilities very seriously. It was Hal'anu who kept the souls of the dead safe from harm or corruption, and it was them who dealt out the punishments to the wicked. Those who were well and truly horrid had their souls cast into the realm of chaos, Ghennas, while those who virtuous found their souls in the realm of dreams, Elluvian. For the living, Hal'anu holds little respect, and they were often seen playing pranks on the mortals.
- **Physical Description:** Long, bone-white hair that touches the floor. Gary eyes. Slim, androgynous body. Looks like a 15-year-old. Pale skin. Childish voice accompanied by a perpetual echo. Barefoot. When fighting sprouts black feathered wings and ages into an adult. Radiates a black and purple aura.
- **Clothes:** Armor made of bone and sinew. Breastplate looks like ribcage. Tasset of hair and fauld of bones and skulls. Midriff and shoulders exposed. Bone cuffs on wrists and ankles.

- **Weapon:** Twin Scythes: Reap and Harvest. Shafts made of spines and head of the scythes are adorned with human skulls.

#### *Eripsis – Goddess of Tides*

- She is fair and noble and once held dominion over the waters of the world. Despite her calm predilection, her mood has been known to change in an instant, not unlike the changing of the tides. Her wrath is a terror to behold. She is the daughter of Sirinorev and sister of both Veroniris and Hyperion.
- **Body:** Thin and youthful. Skin is covered in Chromatophores which enable her to change color at will.
- **Eyes:** Orange and Brown. Rectangular Pupils.
- **Hair:** No Hair. Two tentacles rise from her head and drape onto her shoulders.
- **Clothes:** Splendidly woven white, blue, and coral toga. Golden Sash tied around waist. Gold and Sapphire Jeweled Bangles on upper arm. Necklace of Opal Seashells. Coral Crown on brow.  
Bare Feet

**Weapon:** Bident known as Sea Spire Water Magic

#### *Lithral – God of Wrath*

- **Physical Description:** Lithral is a terrifying Deity to behold. Especially considering the fact he looks nothing like a man and everything like a beast. Normally Lithral walks on all fours utilizing his knuckles to support his front

weight. When angered, or in combat, he rises onto his trunk-like hind legs. His limbs are long, and his body appears emaciated, with the clear lines of his bones visible behind his tight skin. Lithral's Skin is a charcoal singed hide with a leathery texture. His skin is lined with gill-like flaps in specific locations: The back of his upper arms, the sides of his neck, the tops of his shoulders, and along his back.) This flaps glow crimson. When angry, the gills emit a radiating heat that can quickly overheat, and even melt Lithral's surroundings. His head is vaguely reminiscent of a rhino and it stretches from its body along a thick, stubby neck. His red-orange eyes are set into the side of his head and look along a short snout. Its jaws are lined with razor sharp teeth the excel at ripping and tearing. Though known as the God of Wrath, Lithral is often very docile. But when he does anger, he demonstrates with unbridled ruthlessness how he earned his terrible title.

- **Weapon:** Fist of Acrimony. Heat and Blood Magic

#### *Skrathis – God of War*

- **Physical Description:** Unlike most Gods of Destruction, Skrathis, God of War does not invite creation following his wake. Skrathis personifies war and as such, he delights in his discourse. He is evil and vindictive. He delights in the

suffering of others. Not even the other Gods of Destruction look favorably upon him. His form is generally perched atop the back of a ferocious monstrosity reminiscent of a horse. Though instead of fur, the beast's skin is a grotesque tapestry of open flesh, perpetually bloody and red. Rather than the flat teeth of a horse, it bears the maw of a rabid wolf. Skrathis usually appears as a warrior clad in jagged plate armor. Spires of pointed metal rise up at irregular intervals around his arms, shoulders, helmet, and back. His gauntlets and greaves end in clawed fingers and toes. The whole of his armor bears the look of a wicked demon.

- **Weapon:** Rancor: a large, jagged sword adorned with a demon's skull and a blood red blade.

#### *Veritaxiom – Goddess of Truth*

- She was once considered a Deity of Creation like her sister Casidious; However, she could not abide the lie being woven by her contemporaries. As such, the Pantheon of Creation betrayed Truth first of all, sealing her away and preventing knowledge of the truth from hindering their plans.
- **Physical Description:** She is often seen wearing luxuriously crafted white and azure finery. The sleeve of the right arm is extended down to her wrist and hugs her

arm tight, while the sleeve on her left cuts short at her shoulder. The skirt of her attire is cut into strips that resemble feathers. Her white hair is cut short and disheveled. Her eyes are blue and bright. She is slim and olive skinned, just like her sister. Unlike her sister however, she is bold and brazen. She is always accompanied by an owl, white as snow and with crystal blue eyes.

- **Weapon:** Argent Simulacrum: This weapon appears as a floating mass of silver liquid that is able to take the form of whatever its wielder views from its reflection.

### The Inquisition of Creation/ Thousand Years of Blood

For centuries, the two pantheons safeguarded the world of Verum from beings born of Apocryval's chaos, and they were all worshipped by the mortals they created. However, as all good things tend to do, jealousy took root amongst one in the Pantheons. Lumina, Goddess of Light had grown displeased with the fact that members of the Pantheon of Destruction had equal adoration from the mortals.

And so, she began to spread the idea of a single pantheon ruling over the universe. Her honeyed words and promises of power quickly swayed the hearts of many within her court, then she went to work swaying the minds of the mortals. Then, 11,000 years ago, Lumina set her plan into motion. In a move so cunning, none could ever have expected it, Lumina orchestrated a coordinated attack by the followers of creation against all the places of worship belonging to her antithetical siblings. At the same time, the other deities of creation worked to seal away the pantheon of destruction.

One by one, the gods of destruction fell as did their temples and their disciples. This bloody conflict lasted for more than a millennium and was waged between the mortal races that called this world their home. The battle was arduously carried out across every continent by the Five Great Countries. Upon every island, by every nation and by every people. Man, beast, woman, and child. There were none who knew the safety and serenity of a peace filled world; instead, they knew only the horrors of war and loss's painful bite.

So awful was this great conflict, that the seas and rivers ran red with blood. Shriill screams born from the slain filled the once silent nights and after many long years, the very world itself began to wither and die.

Verdant forests once filled to the brim with unimaginably beautiful and vibrant life became dry, desolate wastes littered with ash and decay. Drinkable water became a rarity, as most sources began to either dry up, or became a toxic sludge. The once pleasant winds became stagnant and filled with death's bitter stench.

In the end, Lumina and her ambitions won. The followers of destruction were erased, the temples to the fallen gods were buried and the gods themselves were sealed away forever. In time, the mortal races forgot why they had fought, and Lumina once again schemed, this time, she sought to erase all memory of the gods of destruction from the minds of the mortals. She altered their concept of history, placed a false narrative in their hearts. The mortals hadn't been fighting on her behalf, they were fighting because that was what mortals do. Or at least, that's what she made them believe.



And so, faced with the realization that their world's imminent demise was neigh, the leaders behind the five most powerful nations throughout all Verum came to the same conclusion: this war must end.

With their minds uniform, the world leaders agreed to meet on an uninhabited island known as Rem. Each leader represented their respective peoples as a whole and the continents from which their races were said to have originated. So it was that the five great races; the five great continents; the five great nations; met on a 27<sup>th</sup> Sun of the Month of Ruby, to establish what they could only hope would be an everlasting peace.

For the first time in over one thousand years, Humanity, Drevish, Eldra, Neas, and the Val met without aggression. Fueled by the false recollections of Lumina, they began arduous debates and exchanged backhanded remarks; after many long days filled with back and forth deliberation, the leaders had finally reached an accord. Together these great leaders made an oath: that no matter how dire the circumstance; no matter the status of the people, be they rich or poor; nor the need for resources would spark another such conflict between them. With their words and oaths sworn the world wept with collective tears filled with newfound joy.

To celebrate the close to the event that would become known as the **Thousand Years of Blood**, the gods themselves bestowed a gift upon those gathered at the peace summit: five blessed towers. These massive monoliths of pure white marble lined with golden rings and geometric shapes reached far into the heavens; going so far as to break above the clouds. Atop each tower was a gigantic gem suspended in the air by magic. Each spire held a different gem and each gem represented a different race. To the north stood the Diamond, representing the Drevish. To the south, the Sapphire symbolizing the

Val. East was the Eldra, represented by the verdant Emerald. West held the fiery Ruby, the Neas' sacred jewel. The fifth tower, located in the formation's center held aloft the Topaz, stone of Humanity. These spires would serve two purposes, the first was to protect all those that stood within the assembly of the spires. The second purpose however was secret and known only to the gods. The spires would serve as an impenetrable barrier to protect the keys to freeing the sealed forces of destruction.

With their goal accomplished and their dreamed peace well on the way to being made reality, the leaders returned to their homes.

Following the wars end, despite peace being established, mortals often found it difficult to move past the grudges and old prejudices, having never known civility between one another. The leaders soon realized it would take more than silvered words and idle hands to bring about true peace. They needed to act, and the Eldra were the first to do so. In an effort to initiate cooperation, the Eldra proposed a project. They would begin an effort to establish a city dedicated to all the races that call Verum home at the very location where their peace had been drafted. Again, the leaders unanimously agreed to this proposal and their efforts began immediately. Each nation sent their best architect and their strongest workers, and most trusted lieutenants.

Within a month, the construction of this new city began and relations, albeit slowly, began to improve. A year into the project, the workers and citizens from each nation no longer recoiled at the thought of interacting with their former enemies and instead, all looked forward to completing this new city, a new nation, dedicated to their prosperity as well as to the gods. Thus, the eternally beautiful city of Stellaris was born.

Thus, the world moved on with no recollection of the past and all lived happily ever after under the guidance of their new, lone, pantheon. Or at least... they would have had it not been for a small oversight on the god's behalf. You see, one god of destruction escaped the Inquisition of Creation. Krevori, God of Conviction narrowly escaped a vicious assault by the traitorous brethren he had once trusted absolutely. He used the last of his exhausted might to claim the body of his most ardent worshiper, an Eldrad named Servantis who had died in the conflict. Then he hid himself away, slowly regaining his might until now, after 11,000 years, his strength has returned in full. Now he seeks Retribution against his former comrades and all that they have built upon the ashes of his children.

## Locations

### Rem

Rem is an island nation with a single city on its land, Stellaris. This city was created as the first unified settlement following the Thousand Years of Blood and its construction reflects its importance. This walled city is lined with buildings of the purest white marble, its cobblestone streets are lit by glowing crystals that emit a pleasant blue light and all roads lead towards the heart of the city where a great promenade stands populated with food stalls and a perfect statue and fountain of the Goddess of Light, Lumina. Along the northern edge of the city are five impossibly tall towers collectively known as the Spires of Rem. Legend says that the towers were made by the gods and given to the world as a gift. The towers are made of a stone that shines like opal and are lined with ornate trims of gold. This place is the home of Vivian Forthone and is destroyed in an instant by a dark power that seeks to undo the work of the Gods of Creation. The city of Stellaris is situated on the edge of a large cliff that falls into the ocean. The rest of the island is covered in a dense forest known as the Sprawling Overgrowth.

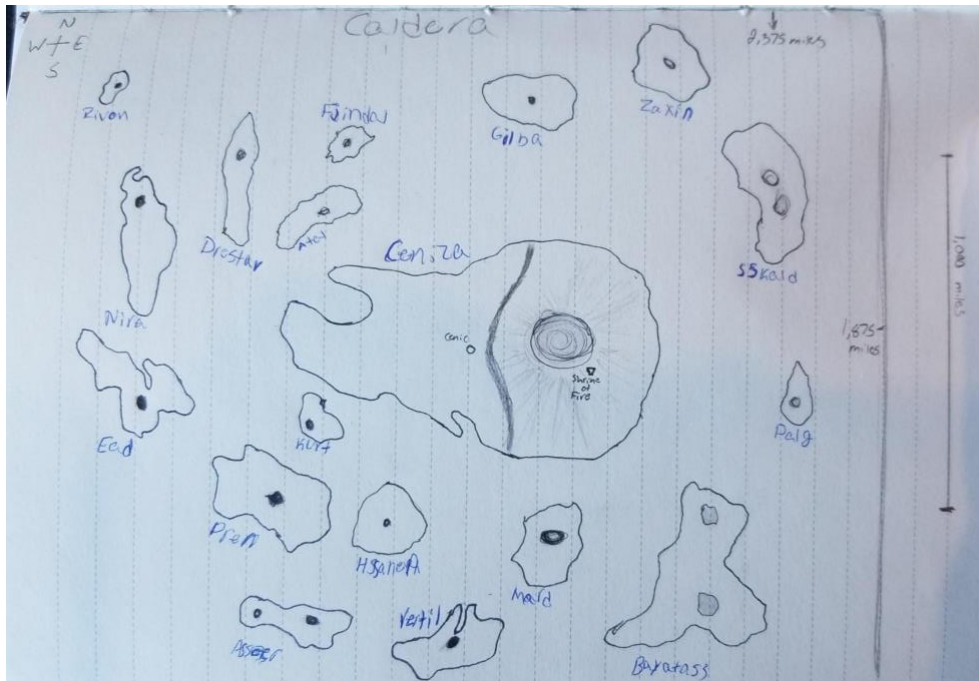
### Caldera

Caldera is a continent, or at least, it was once. The mortals know it as a large chain of ever erupting volcanoes, but before the Thousand Years of Blood it was a single solid landmass rife with verdant vegetation and unique fauna as well as the birthplace of all Dracons. During the war however, the clashing of the gods shattered the landmass and sank most of it beneath the sea. Without the God of Fire to control the flames of the earth, the volcanoes erupt randomly and with great violence. The Neas have adapted to the

hostile climate and have built a capital known as Cenic along the slopes of the largest of the islands, Ceniza. In a long-forgotten cave on the other side of Ceniza, where lava flows constantly, is a bottle filled with an ever-burning flame. This is where the God of Fire lies imprisoned.

The islands that make up Caldera are:

- Aseer
- Atal
- Bayat
- Ceniza
- Drestav
- Ead
- Fjindal
- Gilba
- Hsanen
- Kurt
- Mard
- Nira
- Palg
- Pren
- Rivon
- Skald
- Vertil



## Kristall

Kristall is the capital city of the Val situated on the snow blanketed continent of Ausruhen. The city is admired around the world for its structures of immaculate architecture made from the un-melting ice that populates the continent. Chief among these structures is the Frozen Palace, a massive building with jagged towers and ornate carvings along its façade. The palace serves as the home of the queen of the Val as well as a very select members of the ruling cast. Counter to the friendly nature of the city's citizens, the Palace does not look favorably upon outsiders and any attempt to enter the frozen building unpermitted is met with a quick execution. It is said this is because the Palace is built on top of a far older structure with the potential to rewrite the history of the world. This structure contains the lost history erased by Lumina, but without the capacity to act against the Goddess, the Val upper echelon maintain a visage of false loyalty.

## **Main Character(s)**

### Vivian Forthone

Following the death of her mother, Vivian Forthone dedicated her life to becoming someone strong enough to prevent similar tragedies from happening to anyone else ever again. To do so, she set her mind to becoming an Ashbringer, wielders of holy light that bring justice upon all that was wicked. With both noble and holy education, she rapidly ascended the ranks of the Order of Radiance and became the youngest Ashbringer in the Order's history.

Born on 12<sup>th</sup> Sun of the month of Pearl, Vivian is the daughter of Grandel Forthone and Maev Tiranad in the illustrious kingdom of Rem, where her father rules as magistrate. Despite being noble, she does not like to wear fancy, girly clothes. She enjoys modesty and casual wear, but feels most comfortable in her armor, a work of utter magnificence gifted to her by the Order of Radiance (the main house of worship for the Goddess of Light). The only item of accessory she wears is necklace in the shape of an orchid with a sapphire faceted in its center. The necklace belonged to her mother.

Her hair is gold, short, straight, and falls to the back of her neck. The left side of her hair is longer than the right and hangs down in front of her left eye. With her sterling blue eyes, Vivian looks out at the world with hopeful optimism and wants to do everything in her power to help those around her, but she tends to get distracted easily especially when encountering something new.

As a child, she was often seen running around with a carefree smile on her face. On one such outing, she encountered a boy outside the gates to the Forthone estate. The boy was dirty and wore disheveled clothing, but nevertheless, she demanded he be taken

into the house and cleaned. This would mark the beginning of her lifelong friendship with the orphan Walter.

From then on, the pair of children were inseparable. Anywhere Vivian went, Walter would follow and together they explored the world around them. Many were the hours they would spend playing *Knights and Wizards*, partaking in pretend spellwork, and fighting with the flimsy remains of a tree's discarded limb.

As a researcher, Maev would often take young Vivian out on expeditions with her to explore archaeological sites, this would one day lead to the pair's ill-fated encounter with a Treginost (violent, pangolin-like monsters the size of a horse with long claws dripping with poison it produces from eating toxic insects) and Maev's subsequent death. Just as it seemed the beast was set to claim Vivian's life as well, a holy warrior appeared and slew the monster before it could hurt the girl. After witnessing the power and righteousness the warrior wielded, Vivian knew she desired to be just like him and set on the path to becoming an Ashbringer. From then on, at the age of 8, she spent most days training and learning all she could about magic, combat, and reading. This continued for 10 years, until finally, she attained her goal and became the youngest warrior of light in history.

During those years of refinement, she learned how to fight, gaining deft skill at utilizing the sword and shield as well as hand-to-hand combat. The hardest skill of all to master was light magic. This form of magic is incredibly versatile and hard to gain true mastery of, but she managed to do just that. Vivian is capable of wielding light to attack, defend, and even heal. She would put many masters of the craft to shame with how easily she is able to wield her powers.



Shortly after she turned 18 years old, the Order of Radiance deemed her ready to ascend to the rank of Ashbringer and began a festival known as the Ascension Ceremony. During this highly publicized event, Vivian communed with the Goddess of Light herself, who not only granted her a blessing, but also gifted Vivian with two sacred relics, items forged by the gods themselves and rarely gifted to mortals they deem worthy.

However, this night would also turn out to be one of great calamity. Some time after the Goddess had departed, a great shadow erased all the light from the night sky. In a single spell, this darkness unleashed a writhing mass of shadowy tendrils that billowed down the blackness like smoke. These tendrils shattered the Spires of Rem and laid waste to the city before anyone could do much to prevent it. With her home in ruins, Vivian sets out on a quest to discover who was responsible for the destruction of her home, and why they had done it.

Her journey will take her everywhere, from city to city, and from continent to continent, until she inevitably crosses paths with Servantis Krevori, the God of Conviction. It is revealed that he was responsible for the destruction of the city and his goal is to save the world from the clutches of the treacherous Gods of Creation, in doing so, he has been hunting the seals of his fallen comrades and releasing them one by one.

Vivian becomes conflicted as she discovers the villainy of the gods, she, and everyone else have dedicated their lives to. She must decide whether to continue the path Lumina has laid out before the universe, or to aid Krevori handing the reigns of fate back over to the mortals themselves.

## Krevori

Krevori is the God of Conviction. Once, his temples stood tall across all the world and their halls were filled with untold throngs of devotees with unwavering faith. His primary house of worship was located on the continent of Montagne, in a city now buried under thousands of years of dirt. During the war against the Gods of Creation, Krevori was the last to fall, but he did not do so quietly. It took the combined might of Casidious, Hyperian, Vernal, and Aenosia to defeat him. With what little remained of his exhausted power, he removed his essence from his body just in time for the Gods of Creation to seal away the now empty husk.

With his ethereal form he traversed the world until he found the dying body of his Archpriest, a young Eldrad named Servantis. He joined his essence with the body of his disciple and once again used the small portions of his remaining power to flee from the traitors' reach. Fully drained of any and all of his powers, Krevori fell into a deep sleep that lasted 5,500 years.

When he awoke, he found that his powers had yet to return in full, but he left the safety of his solitude to look upon the world. What he found was vastly different from what he had left behind. The very face of the world had changed. Scars ran deep into the earth and landmasses had been altered completely. New forms of life existed in the form of terrible monsters the likes of which could only be seen in nightmares. Worst of all, he could see the taint of Chaos leaching into the world. On one occasion he observed a legion of mortals battling a creature they called an Archdemon. The beast slew many of them, but they somehow managed to drive it back to whence it came.

He one day stumbled upon a tow that had destroyed by a viscous Chimera, yet another monstrosity that hadn't existed in his time, which was where he discovered two small children on the verge of death at the creature's paws. Krevori leapt into action and destroyed the creature, then used his powers to save the children, one was a human boy named Durus Bellator, and the other was an elven girl named Seline Arionette. The children had been orphaned by the beast's attack. Krevori took them in and raised them into young adulthood. He taught them magic, the arts, martial techniques, science, medicine, and anything else he believed they would need in life.

After some time, his weariness once again caught up to him and he was forced to sleep, but before doing so, he gifted his children with immortality, that they may traverse the world in his absence and gather the information he would need for the day he would awaken. Another 5,498 years, waking two years before the destruction of Rem.

## Supporting Characters

### Walter:

Walter is Vivian's life-long friend and an orphan; whose parentage is unknown. He is 19 years old and a member of the Sentinel Guard, an elite group that maintains peace and protects the citizens of Stellaris.

Walter is a rebel and often clashes with his superiors, a trait that has cost him many a promotion. He is brash and often acts based on emotion rather than rational thought. He has silver hair and carries a pair of large daggers made from a crystal that looks like a blue sky dotted by perfect clouds. He also makes use of enchantments to enhance the blades, they are capable of discharging electricity and they never lose their edge.

### Eldistran Chroux:

Chroux is the crown prince of the kingdom of PEDIADA. He is young, 18 years to be exact, and vastly inexperienced. Despite being royalty, Chroux is far disconnected from the noble facets of life and the sycophantic jackals that litter the court.

Desperate to distance himself from his royal upbringing, as well as desiring to discover his own calling in life, Chroux left his home and set out on a journey. AT present, he finds himself in the city of Stellaris, where he has a chance encounter with Vivian Forthone the day of her ascension ceremony.

Despite being so young he is surprisingly calm and collective, every action he takes has a purpose and every purpose has meaning.

He is skilled in the use of a sword, having been trained in martial combat by the captain of the royal guard. His personal weapon, Calamus, is a basketed hilted katana-style weapon.

In his culture, the nobility put their family name before their personal name, Chroux however prefers his personal name.

#### Alaban Grahm:

Alaban Grahm is the leader of a group of adventurers known as Stygian Blade, a group that Vivian's father held before him. He is a world renown fighter who built a reputation by not using any weapons besides his fists to slay monsters.

Grahm is a pompous and egotistical playboy who loves to overuse smug remarks and goading one-liners (a trait that Vivian can't stand.) Despite these glaring shortcomings, he is a powerful individual who takes calculated and deliberate actions, underestimating him would cost anyone dearly.

He is currently in a relationship with another member of his group, Callia Merithala, a mage of equal regard.

## **Additional World Information:**

### **Magic**

Magic permeates the fabric of reality in Verum's universe. This magic can come in many different forms and can even be fuse together with other types of magic to create something entirely unique. Some individuals are even born with the innate ability to use rare types of magic that are fundamentally different from any other school, such as gravity magic. While everyone on Verum is capable of using magic, not everyone is capable of using it to its fullest potential. Most are simply content to utilizing the arts for mundane tasks like lighting a candle or creating ice cubes.

Despite being widely practiced, some forms of magic are absolutely taboo. These magics break the fundamentality of nature and cause horrendous side effects to the world when utilized. One such magic school is the Black Arts. This school consists of several types of magic that solely exist to cause suffering: Darkness, Death, Necromancy, Chaos, Blood, Demonology, Draconic, Poison, Control, Time, and Destruction. As these powers originated from the Gods of Destruction, the Gods of Creation declared them heretical.

### **Top of the Food Chain**

Though there are many innumerable species of animals and monsters that walk the surface of Verum, it is an undisputed fact that the most powerful of these creatures are the Dracons, the first creatures the gods ever created. Dracons come in four classifications:

Lessers, which are any reptiles that carry the capacity for intelligence and magic. This group includes the neas, as well as creatures like the basilisk and hydra.

Dracons, large, colorfully scaled reptiles that come in variety of shapes and sizes but never exceeding 23 feet in length. Most are quadrupedal and bear large wings upon their backs. They also possess the ability to create a breath attack of specific elements and possess mastery over magic of the same element.

Royal Dracons. These beasts are exactly the same as True Dracons but triple the size and covered in near impenetrable scales. Another key difference is a series of horns on their brow that form the look of a crown.

Imperial Dracons, also known as True Dracons. These beasts poses powers that fall just short of being gods. They stand at the top of the food chain, and tower over the world they call home. Mountains shatter under their weight and a single beat of their wings can shake the very heavens. So powerful are these beings, that only 4 may exist at any given time, and each one exists as the opposite of another. The current Imperials are: Atrosion, the Imperial Dracon of Decay; Saluinat, the Imperial Dracon of Renewal; Ascorialous, Dracon of Lava; and Gacieria, Dracon of Ice.

## Story Synopsis

This story follows the journey of both Vivian Forthone, and a mysterious individual (later revealed to be Krevori.) Vivian's story begins with the destruction of her home, the city of Stellaris. After the city is brought to ruin, Vivian sets out with a small group of trusted allies to find the cause of this great destruction. Along the way she discovers a great many secrets that were better left buried in the annals of history. These secrets reveal to her group that the gods of creation, in whom they have trusted absolutely for untold millennia, are far from the benevolent beings they thought them to be. As the journey continues, and the dangers become increasingly apparent, Vivian must make a choice: will she stand for the injustice committed by the gods of creation? Or will she work to undo the goddess of light's fiendish machinations?

Krevori's story begins with a search for knowledge. Then, an act of unbridled destruction. He uses his godly powers to destroy the city of Stellaris and seize the keys to freeing his compatriots. With keys in hand, he begins to traverse the world with his adoptive children, Durus and Seline, in order to discover the resting places of the gods of destruction. Along the way he encounters young Vivian and her friends as they attempt to stop him. As time goes on, he becomes more brazen, and the gods of creation descend from their almighty plane to halt his actions, until finally, Lumina herself comes to face him.

This confrontation between the two gods leads to a colossal battle that threatens to rip the world to pieces. Following an exhausting clash, Servantis slays Lumina, Goddess of Light. Without the complete pantheon of creation, the fabric of reality tears and the realm of Ghennas bleeds Apocryval's will into the world. With the end of one calamity, a



new one rises to eclipse its predecessor, and a new story takes form as a new Divine of Light must be found and anointed.

**Story Excerpt:**

Sweat dripped from his face, yet he felt strangely cold. As he stumbled towards a hole in his temple's wall, he silenced the screaming rouge with a magic dagger in passing. Once to the breach, he looked out onto the plains. Smoke choked the sky and fire lit the horizon as far as the eye could see. The sound of clashing blades and dying screams and far-off explosions resonated through the air.

That wasn't even the worst of it.

A giant with the likeness of a human stood far in the distance. His earthen skin and massive hammer gave away his identity. Thaherazad, Lord of the earth. As he reared his hammer behind his shoulder, a great fireball, larger than any mountain streaked down from the heavens. Thaherazad was too slow to react. It struck his arm and for a moment, the whole world flashed white. A terrible wave of heat and sound rolled forth from the impact and caused yet another tremor within the world.

As the blast faded back into the darkness of night the damage was revealed in full. A crater large enough to swallow a whole kingdom scarred the earth, yet somehow the Lord of the earth remained. Minus his mighty left arm.

"... A shame." The priest said with profound sadness.

Fire tore through the heavens as a great serpent wreathed in the glow of reds, and oranges, and heat, slithered down from the clouds. Ignéa, God of Fire. Clearly, it was he who had launched the fireball.

As the Fire God settled into the sky preparing to finish off his opponent, a swell of magic burst from the ground. The robed man looked on in even further despair as the serpent lost its power, shrunk, and in the end, vanished. Its roar of anger and betrayal pained his heart and propagated through the world.

“No.” He fell to his knees.

A warm light radiated from behind him. “Now you see the pointlessness of your actions.” A woman’s gentle voice filled the hollow remains of his temple. He didn’t dare turn around. He knew the owner of the envenomed words.

“Come here to gloat, have you?”

She laughed. “No. Nothing of the sort Archpriest. Merely to witness the birth of a new, glorious era.” She spoke with a deliberate tone of self-importance.

He wanted to respond, wanted to strike out at her! But his strength was at an end and his words would not come. He collapsed, and darkness gripped his vision. *This is it. This is my end. I’m sorry. I have failed you, Lord of Convictions.*



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