

Flame & Dark

Jade Hymer

Once, our world basked in the Flames' light.
We never needed know the cold and fear of the Dark.
But the Flames, like us, are mortal.
They grow old. They dim and fade.
Soon, they will die.

The Dark grows with each passing day.
Its forgotten children fear to tread upon our radiant soil.
They lurk out of sight, watching, envying our prosperity.
They plot vengeance on the children of their ancient enemies.
And soon, they will see our weakness, and they will extinguish us.

But take heart, my child.
For our Flame has granted me visions of salvation.
Far to the north lies a city nestled amongst black mountain peaks.
There lives a grand Flame, blinding to all who see it.
It feeds on the blood of its children, who guard it viciously.

You must take a piece of that Flame.
But you must not go alone.
Without allies, you will perish, another corpse frozen and forgotten.
With allies, you may still perish.
Yet still I have hope.

Even should you succeed, our Flame will not last forever.
Like us, it will one day die.
But the promise of death must not stop us from living.

Last words of Incendis, Mystic of Lamphearth

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Developing your Worldbuilding Concept

TITLE:

Flame & Dark.

GENRE:

Fantasy.

THE ONE LINER AS COMPARISON:

It's like DARK SOULS meets ANNIHILATION.

THE LOGLINE:

When the Life Flame sustaining the village of Lamphearth begins to fade away, the guard captain Winfrid journeys into the perilous Darklands to find the distant Great Flame prophesied to save his home.

THE LOGLINE + GENRE SPECIFIC STORY ELEMENTS:

When the Life Flame sustaining the village of Lamphearth begins to fade away, the guard captain Winfrid journeys into the perilous Darklands to find the prophesied Great Flame that will save his home. Over the course of this journey, Winfrid and his traveling companions face horrific monsters that hate the light and the humans sustained by it, including the relentless and cunning Pallid. To survive in the Darklands, the heroes are forced to grow into formidable fighters themselves, learning more than they could have imagined back home in the village.

ENVIRONMENT:

The Darklands is a world with no sun, where the only sources of light and heat are magical Life Flames of mysterious origins. Human settlements are built around the Life Flames, which provide prosperous conditions for farming and protection from monsters that live in the dark. The regions near the Flames are known as the Flamelands; outside of the Flamelands, the world is completely dark and cold.

The story takes place in an unnamed and uncharted region approximately the size of Australia. It begins in a small village called Lamphearth, a prosperous settlement built around a Life Flame near the shore of a vast western lake. Near Lamphearth is the rugged town of Refuge, and northeast through miles and miles of darkness-shrouded forests and highlands lies the peaceful village of Astier.

KEY PHYSICAL FEATURES:

NATURAL SETTINGS:

Outside the Flamelands, the rivers and lakes throughout most of the world are frozen over. The only sources of light are distant stars. Thick permafrost and lack of light permit little more than hardy lichens and fungi to grow. Mountain ranges act as near-impassable borders, as the darkness makes them treacherous to traverse. Natural features are largely uncharted by humans. Near the Life Flames, the terrain is similar to the rest of the world, but fertile soil and clear water support healthy crop fields and pastures.

WEATHER:

Temperature is determined almost solely by proximity to Life Flames. As a result, Flameland villages see rain, but never snow, as the temperature never drops below freezing. Throughout most of the world, precipitation comes in the form of snow, hail, or freezing rain.

SEASONS:

Every year, southern winds carry heavy rain clouds across the region. These winds mark the beginning of the wet season, and the beginning of wet season marks the beginning of a new year. However, the wet season becomes slightly dryer with each passing year.

FLORA + FAUNA:

Most organisms in this world are adapted to live in complete cold and darkness. Few plants larger than lichens are able to survive in the harsh conditions. More common are fungi that subsist on dead animals and ancient, long-dead trees. Animals often have either thick coats or oily membranes to adapt to the cold. Their vision is either highly sensitive, or non-existent. Some

predators that dwell near the edges of the Life Flames' warmth have developed bioluminescent features to lure prey that stray from the safety of the light.

Life near the Flames is completely different, though. Pleasant temperatures and rain allow myriad plants to grow. Here, the flora benefits from the plentiful light of days that never end, and so is much bigger and greener than anything found in the Darklands. Different animals dwell here, as well. Though predatory animals do exist, they are generally far less dangerous than animals in the Darklands. Almost no overlap exists in the species found near the Life Flames versus the species found in the Darklands.

POPULATION(S):

Long ago, when the light of the Flames covered most of the world, humans built a prosperous civilization. Their capital was the grand city of Sonnenstadt, whose technology and culture reached far across the land. Now, though, Sonnenstadt has fallen, its Life Flame extinguished. As the Flames have dimmed over the years, travel between settlements has become increasingly dangerous, and now most settlements are completely isolated. The people live in fear of the Dark slowly encroaching on their homes. In larger cities, the poor are forced to live on the outskirts, where the light is weakest. In small villages, the people grow mistrustful of outsiders. Mystics, women marked by the powerful Flamebrand, try to bring hope to their people, but only rarely succeed.

A rare few humans do manage to live outside the safety of the Life Flames. These people, known to settled folk as "wanderers," are universally skilled survivalists. They also tend to be mad, or at least paranoid, due to their prolonged isolation in the Darklands. And yet more deadly than the wanderers are the Pallid, a race descended from exiles cast into the Dark many generations ago. For many years, they lived as isolated tribes, with no concerns beyond their own survival. Now, in an age where the Dark has overtaken the light, they have united under a cunning and charismatic lord known as the Ashen King. Together, they plot to deliver the Flames to their final death, and build a new civilization over humanity's ashes.

BUILT ENVIRONMENT:

Settlements are clustered around Life Flames. Most are quite small, so that the whole town or village can live in the Flame's light. Usually the town proper lies nearest to the Flame, with farms immediately outside, while mines and quarries are farther away. Wells and canals are common. Building materials vary from town to town, but the most common are wood, straw, and kiln-fired mud bricks. Larger cities frequently use granite for their major structures.

TOOLS + EQUIPMENT:

Flamelanders typically use iron and wood for everyday tools and weapons, and clay for storage. Northeastern regions do not have access to iron, and use obsidian tools instead. Mystics possess ancient vessels that resemble clay amphoras, but are unbreakable and incredibly light. Their origins are lost to history, and each mystic tradition has a different name for them, but all are used to safely take a piece of a Life Flame and transport it elsewhere. The vessels glow when a Flame is inside.

KEY POINTS IN HISTORY:

The Life Flames have existed for far longer than anyone can remember. Long ago, their light covered most of the land, allowing humans to build a vast and prosperous civilization. However, the Flames have faded, slowly but surely, over time. Ancient forests and ruined buildings mark the locations of Flames long dead. Sonnenstadt, once the capital of human civilization, is now a cold, dead husk. As the Flames fade and the light recedes, those who live in the Dark have found new opportunities. The ruins of Sonnenstadt have become the capital of the Ashen Kingdom, a new civilization that thrives in the Dark.

OVERVIEW:

In a world with no sun, the greatest sources of light and heat are the mysterious Life Flames. People congregate around the safety of the Flames, safe from the horrific monsters that live in the Darklands outside. The Darklands are perpetually cold, and inhabited by creatures that hate and fear the light. Though the Darklands are inhospitable to human life, occasionally people are forced to go there, and either become strong or perish.

**AN ALTERNATE LOGLINE + ANOTHER GENRE SPECIFIC SET OF STORY
ELEMENTS THAT WOULD WORK WITH THIS WORLD BUILDING CONCEPT:**

[HORROR] GENRE SPECIFIC STORY ELEMENTS:

When the Life Flame sustaining the village of Lamphearth begins to fade away, the guard captain Winfrid journeys into the perilous Darklands to find the prophesied Great Flame that will save his home. Isolated in a hostile and unexplored wilderness, Winfrid and his traveling party are hounded by monsters that view humans as easy prey. In the Darklands, humans are at a constant disadvantage; unlike them, the monsters are adapted to the perpetual dark and cold.

Story Seed

Title: Flame & Dark

A protagonist (lead character) taking an action to achieve a clearly defined goal...

When the Life Flame of Lamphearth begins to mysteriously dim, monsters from the Darklands invade the village. Following the words of the village mystic, Winfrid, leader of Lamphearth's militia, goes on an expedition with his friends into the Darklands to find a way to restore the Life Flame.

Interesting, engaging, and highly proactive character...

Relatable, Fallible, more Human, more Like Us:

Winfrid may be the most skilled warrior in Lamphearth, but he still has never left Lamphearth before. After witnessing the invasion on his home, he has realized how dangerous the things in the Darklands really are, and fears he may not be strong enough to stand against them.

Inspiration + Motivation to take Action:

Everyone Winfrid knows is in danger, and someone needs to go into the Darklands to save them. Despite his fear, he knows he's the most qualified to take on this quest.

...up against a major external (and internal) conflict...

External Conflict - World:

The Life Flames that have long protected mankind from the Dark have been slowly fading for centuries, and their death looms on the horizon. The people of the few remaining settlements cower in fear and isolation as the Dark closes in. Meanwhile, the Pallid, a people who live in the Darklands, seek to extinguish the Flames and hasten their death. And a religious order known as the Einsonne seeks to unite all the Flames remaining, dooming anyone relying on those Flames to Darkness.

External Conflict - Personal to the Character:

Winfred must journey into the Darklands to find the prophesied Great Flame, his only hope of restoring his village's Life Flame and saving the village from being overtaken by monsters.

Internal Conflict - Personal to the Character:

Winfred must overcome his fear of the Darklands and the things that dwell within it, and find the inner strength to push through a cold, dark world where no human has tread.

...goes on a transformational journey...

Character: Winfred

Type of Arc: Growth Arc

Character Beginning:

Leader of the Lamphearth militia. Was always confident in his swordsmanship, despite his lack of combat experience. After seeing his village invaded, he begins to question his skill.

Character Middle:

Winfred's partners in the expedition perish, killed by beasts or by Pallid hunters. Only he and Solis remain. Winfred has grown as a leader and fighter, but he does not believe he's grown enough; if he had, surely his friends would still be alive.

Character Ending:

Winfred has overcome the trials of the Darklands, and stolen a piece of the Einflamme, the huge Flame in the city of Einruhe. He returns to Lamphearth triumphant. Although his comrades are dead, he takes solace in the fact that now the next generation can survive long enough for him to teach them.

...into an intriguing and unique world (and sub worlds).

Unique World:

The Darklands are a world with no sun. The only sources of light and heat are the Life Flames, where humans have congregated and built their settlements. Away from the Life Flames, the flora and fauna have adapted to live in complete cold and darkness.

Sub Worlds:

- **Lamphearth:** A small human village that has not been disturbed by monsters from the Darklands in many generations.
- **Refuge:** A village whose Life Flame is nearly dead. Its people have been hardened by dealing with regular monster invasions.
- **Einruhe:** A grand city hidden in the mountains, and home of the Einflamme, the largest Life Flame remaining. Einruhe's people belong to the Einsonne Order, who seek to bring Flames from all over the land to join with the Einflamme.

Character Map

Primary Characters

Winfrid - The protagonist of the story. He is the guard captain of the village of Lampearth, in charge of training and organizing recruits. Once the Life Flame starts to fade, he takes charge of organizing an expedition into the Darklands to find the First Light, which will save their Flame.

Solis - Mystic of Lampearth, marked by a glowing brand on her forehead, who receives prophetic visions from the Life Flame. Her wisdom guides the village through periods of hardship. She joins Winfrid's expedition to help guide them to the First Light.

First Light Expedition - A small group of Lampearth villagers recruited from the guards to join Winfrid and Solis' expedition into the Darklands. They have basic combat training and experience defending the village from small monsters that occasionally creep in.

Secondary Characters

Aschen Pallid - A race of people who, after generations of living in the Darklands, have become inhuman and hateful. United under a ruthless leader called the Ashen King, they seek to extinguish all light in the land. A party of Pallid hunters harasses Winfrid's expedition, seeking to capture Solis and bring her to their capital for experimentation.

Wanderers - Individuals who wander alone in the Darklands. Most have gone mad from lack of light or human contact, but they are universally skillful survivors to live so long in the Darklands. They are often cold and paranoid of others.

Einsonne Crusaders - Warriors of a religious order called the Einsonne, who wander the land in search of Life Flames. They seek to take these Flames and bring them to their home, the city of

Einruhe, where they are united into one large Flame. Crusaders will mercilessly kill anyone who stands in their way.

Sabine - A Life Flame-branded mystic, she is both the spiritual and military leader of the village of Astier. Her first prophetic vision revealed to her that outsiders would one day come from the Darklands to steal Astier's Life Flame. Since then, she has dedicated her life to training in the blade, so that she can defend the Flame.

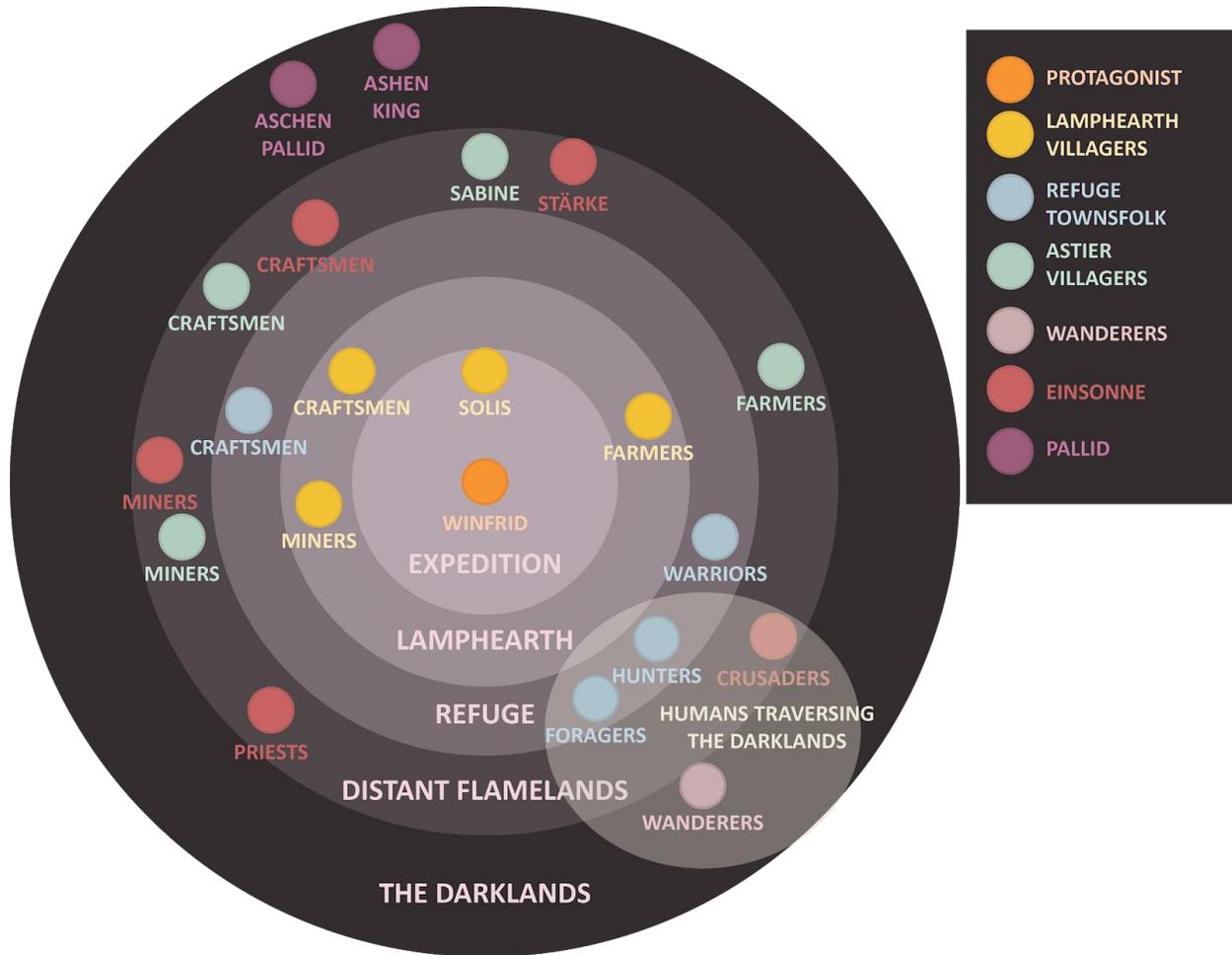
Other Characters found in the Environment

Lamphearth Villagers - The common people of Lamphearth. They are a self-sustaining farming community that grow crops in the light of the Life Flame, which they revere. Most of them have never been outside the village.

Refuge Townsfolk - People who live in Refuge, a large town not far from Lamphearth. Because their town's Life Flame is dim, they are used to defending themselves from Darklands monsters, and some even hunt monsters for food. It's common for violence to break out between the townsfolk over their limited resources.

Astier Villagers - People who live in the village of Astier, very far away from Lamphearth. Though they have a different language and different customs, their farming lifestyle is similar to that of Lamphearth.

3. Based on the material you have generated so far create a character map for this world.



Historical Timeline

Title: As the Flames Fade

Theme: The impending death of the Life Flames, and its impact on human civilization.

The Life Flames once bathed most of the land in light, but over the years they have steadily faded. Now, they are mere embers compared to their former glory. This timeline focuses on how different groups of people have come into conflict over the shrinking Flames.

1502-1506: FALL OF SONNENSTADT	
1502	Exodus from Sonnenstadt - The once-grand city of Sonnenstadt suffers from rising deaths to hunger, disease, and violence as its Flame fades. Desperate citizens leave in search of a brighter Flame to live by, taking a portion of Sonnenstadt's Flame with them.
1502	New Leader of Einsonne Order - After the death of their previous leader, the Einsonne Order elect a new leader named Stärke. Though popular among the rank-and-file, he is looked down upon by other senior members of the cult for his youth and inexperience.
1503	Einsonne Steals Flame from Ardent - Einsonne Crusaders steal the Life Flame from the northeastern village of Ardent, leaving the Ardent people in darkness.
1506	Fall of Sonnenstadt - Sonnenstadt's last remaining people succumb to famine and exposure as the final embers of their Flame fade away.
1506	Sonnenstadt Refugees Enter Einsonne Order - Einsonne scouts discover the Sonnenstadt refugees, who are now much smaller in number. Einsonne offers to bring the refugees to safety, in exchange for contributing their Flame to the Einsonne.
1506-1512: RISE OF THE ASHES	
1508	New Mystic in Lamphearth - Incendis, the Mystic of Lamphearth, passes away. With her dying words, she delivers a prophecy of salvation to her successor, Solis.

1508	New Mystic in Astier - Espér, the Mystic of Astier, passes away. With her dying words, she delivers a prophecy of doom to her successor, Sabine.
1509	Refugites Tame Equinox - People of Refuge discover how to tame the Equinox, beasts descended from horses that wandered into the Darklands. They are used as draft animals, with thick coats that allow them to work in cold temperatures.
1510	Ashen King Rises to Power - A Pallid warlord known as the Ashen King unites several tribes under his leadership. Basing his kingdom in the ruins of Sonnenstadt, he sends his people out to find human settlements and take their people captive. He renames Sonnenstadt to Aschadt.
1511	Einsonne Insurgents Burn - A faction of ex-Sonnenstadt citizens in Einruhe attempt to remove the Einsonne Flame from its rightful place, hoping to use it to return Sonnenstadt to its former glory. They are incinerated by the Einsonne Flame in the process.
1511	Einsonne Mass Execution - Stärke, leader of the Einsonne, orders the execution of all followers from Sonnenstadt, as well as anyone suspected of collusion or sympathy with the insurgents, and several political enemies.
1512-1520: REFUGE'S DECLINE	
1512	Refugites Tame Darkhounds - People of Refuge learn to tame Darkhounds, beasts native to the Darklands. They have acute senses of smell and hearing, and are trained for hunting and tracking in the Darklands.
1514	First Pallid Sighting - The Pallid are spotted for the first time on the outskirts of Refuge.
1516	Refuge West District Massacre - A huge monster known as the Türmetar rampages through Refuge's West District, wrecking most of its buildings and killing many of its inhabitants before returning to the Darklands.
1516	Refuge Mystic Dies - Speris, Mystic of Refuge, dies without a successor. Her daughter, Virsa, takes up the mantle as Refuge's leader, but lacks authority without the Flamebrand.
1516	End of Lamphearth/Refuge Trade - Refugite traders stop traveling to Lamphearth.
1517	Refuge Deploys Scouts - Scouting parties depart from Refuge to search for other Flames.
1518	Refugite Scouts Captured - A party of Refugite scouts is found by a Pallid war party. The Pallid subdue the Refugites and bring them to Aschadt, where they are taken as slaves.

1519	Esther River Freezes - The Esther River, Refuge's primary source of water, freezes over. Refuge's administration establishes laws regarding well usage, looking to control the city's now-limited water sources. Violence breaks out as rich and poor fight for water.
1520-: APPROACHING THREATS	
1520	Pallid Invasion of Astier - The village of Astier is invaded by the Pallid. Astier repels the invaders under the leadership of their Mystic, Sabine.
1521	Einsonne Invasion of Astier - Einsonne Crusaders attack Astier, hoping to steal their Flame. Astier repels the invaders, but suffers heavy losses.
1521	Astier Mass Exile - Mystic Sabine exiles a group of disreputable Astieran villagers, suspecting them of bringing invaders to Astier.
1522	Lamphearth Tries to Contact Refuge - Lamphearth sends a small party to try to reach Refuge and find out why they stopped sending traders. The party dies en route.
1524	Einsonne Develop Phoenix - An Einsonne smith develops an incendiary compound that he names Phoenix. Phoenix is produced as a powder, and produces an explosion when ignited. The inventor incorporates the compound into a sword that can be set aflame by striking an attached percussion hammer.
1527	Pallid Invasion of Lamphearth - The village of Lamphearth is invaded by the Pallid, who murder and kidnap many townsfolk.

APPENDIX

The **Life Flames** are mystical fires providing the only known sources of light and heat in the land. They are revered as givers of life, and act as centers for human settlements. Flame-attuned individuals called Mystics can carry the Flames, in part or in their entirety, to other locations. Life Flames fade gradually over time.

The **Darklands** are the expanses of the land not touched by the Life Flames. They are completely dark, cold, and inhospitable to human life.

Sonnenstadt is the largest city in the known world. Though once grandiose and teeming with life, it is now a decayed ruin. In the distant past, it was the center of a larger city-state, and its language and technology persist even in places where the city is forgotten.

Astier is a northeastern village. It has long been isolated from the rest of human civilization.

Refuge is a southern city. Since the fall of Sonnenstadt, it has become the most populous human settlement in the known world. The city's outer regions see only dim light from the Life Flame, forcing their inhabitants to adapt to life away from the Flame's light and heat.

Lamphearth is a prosperous southwestern village. Historically, it has been an important trading partner with Refuge, providing crops and glass goods in exchange for metal goods. It is located near the Ocean, downriver from Refuge.

The **Einsonne Order** is an old organization that seeks to unite all the Life Flames in the world into a single Flame, called the Einsonne. They believe that once all the Flames are united, the Einsonne's light will cover the whole world, forever banishing the dark and saving mankind from inevitable doom. They are based in a city called **Einruhe** built high in the mountains, around the Einsonne.

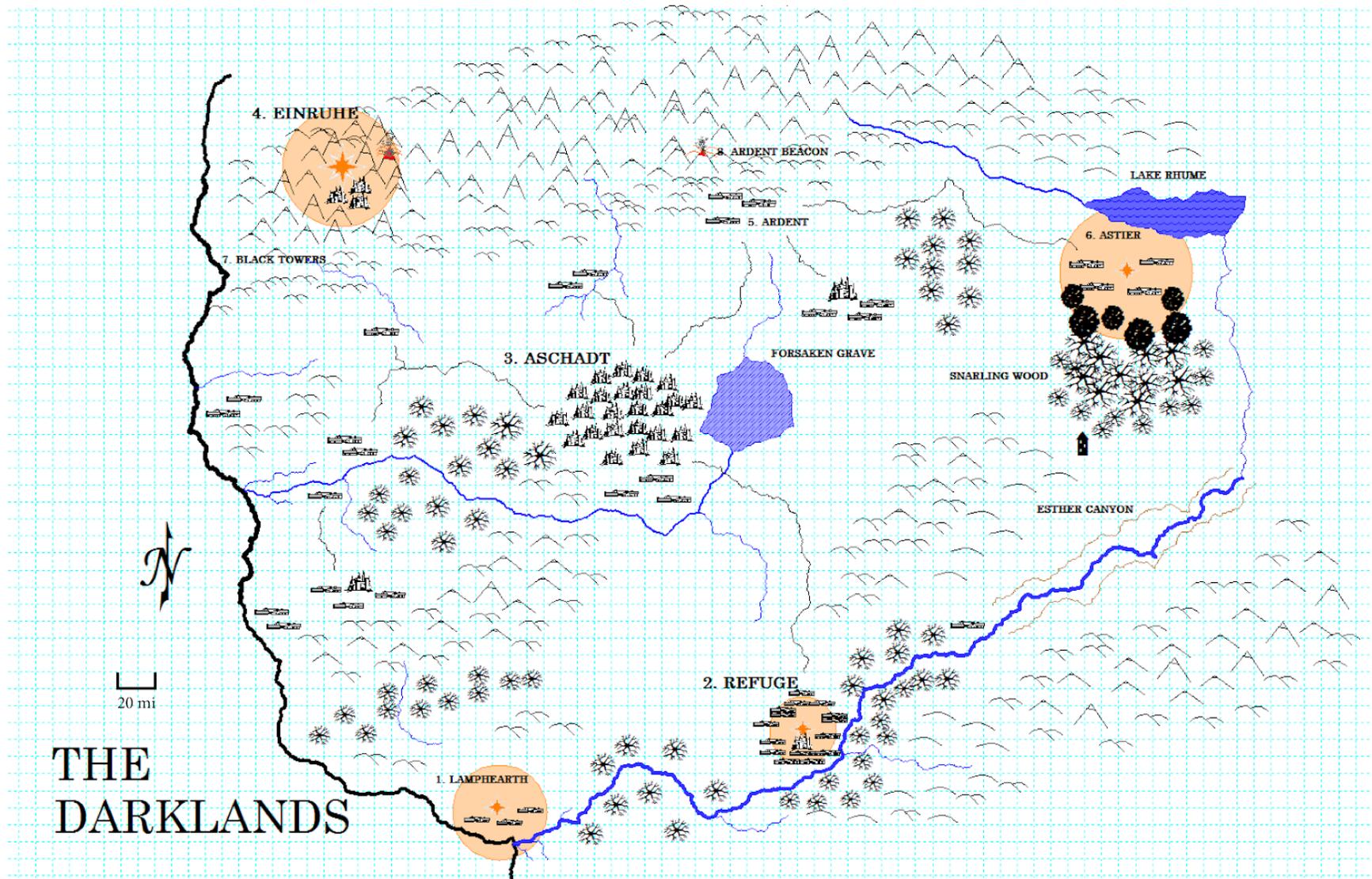
The **Pallid** are a race of humanoids that live in the Darklands. Named for their sickly pale skin, they are also distinguished from humans by their disturbingly tall, thin frames, bat-like ears, and eyeless faces. Their tools and buildings rely on carved stone and animal parts such as insect carapaces, and their language resembles an archaic version of Sonnenstadt's.

Historical Timetable

This historical timetable outlines the developments that took place in human settlements between 1502 and 1527, the period leading up to the first successful Pallid invasion.

	Politics	Culture + Society	Religion	Technology	Daily Life	Biosphere
1502		Sonnenstadt mass exodus	New leader of Einsonne Order		Sonnenstadt food stores run out	
1503			Einsonne claims Ardent's Flame			
1506		Last Sonnenstadt resident dies	Sonnenstadt refugees join Einsonne			Sonnenstadt Flame dies
1508	New Mystics in Lamphearth and Astier					
1509				Horse tack adapted for Equinox	Refugites domesticate Equinox	
1510	Ashen King unites the Pallid	Ashen King establishes capital of Aschadt				
1511		Last Sonnen survivors executed	Einsonne insurgency crushed			
1512					Refugites tame Darkhounds	
1514		First sighting of Pallid by humans				
1516	Refuge Mystic dies without successor	End of trade between Refuge and Lamphearth				Türmetar rampages through Refuge
1517		Refuge scouts depart		Insulated water vessels developed in Refuge	Refuge rebuilding efforts begin	
1518	Refuge scouts captured by Pallid				Refuge establishes water laws	Esther River freezes
1520	Pallid Invasion of Astier					
1521	Astier Mass Exile		Einsonne Crusade on Astier		Refuge rebuilding stalls out	
1522	Lamphearth attempts to recontact Refuge					
1524				Einsonne develop Phoenix		
1527	Pallid Invasion of Lamphearth					Ardent Beacon erupts

Map



Description

This map portrays the lands known to the recently-dead Sonnen civilization. It centers on what was once Sonnenstadt, the capital of the Sonnen people. As the most widespread culture in the land, the Sonnen possessed the most detailed maps of the world, which remain prized to this day. The towns and villages marked with an orange star and circle are those that still lie within the protection of a Life Flame. Most of the settlements without Life Flames are long-dead, their names lost to history.

Roads between settlements have not been safe for travel in hundreds of years, and so have fallen into disrepair. Rather than using the ancient roads, travelers find it more reliable to follow the frozen rivers through the darkness when possible. Experienced travelers also know to tread carefully if they must brave the woods. Though the trees in the Darklands are all dead and barren, their thick branches still obscure what little light the traveler carries.



1. Lamphearth

Lamphearth is a small coastal village that gained its name for the popular glass lamps produced by its craftsmen. It has never seen much contact with broader Sonnen society, due to its distance from the capital, but once traded regularly with the city of Refuge located downriver. As the Flames faded, Lamphearth eventually lost contact with Refuge, and with them, the rest of the outside world. Lamphearth's people have only recently realized that their own Flame is fading, as well.

2. Refuge

Refuge is the largest city in the south, and was a major trading center during Sonnenstadt's height. In recent years, the light from its Life Flame has faded such that it no longer reaches the outskirts of the city. No longer able to fish from the frozen-over river, the



people of Refuge have turned to trekking into the Darklands to hunt for food instead. Refuge's people are perhaps the hardest and most adaptable humans left in the world, doing their best to tame the Darklands before it completely claims them.



3. Aschadt

Aschadt is the name given to the ruins of Sonnenstadt by the Ashen King, ruler of the Aschen Pallid. With the death of Sonnenstadt's Life Flame, and its people along with it, nothing could oppose the Ashen King when he brought

his people to reclaim their ancestral home. Despite their age, the ruins of Sonnenstadt still retain most of their structural integrity, so the Pallid have built few structures of their own.



4. Einruhe

Einruhe is the hidden city of the Einsonne Order, a religious group dedicated to uniting every Life Flame in the world. This city was built in the mountains around the Einsonne Flame by the cult's believers. The Einsonne chose this Flame as the Einsonne Flame because it is well-hidden from the rest of the world, and they do not wish any outsiders to interfere with it.

Hot springs at the base of a nearby volcano provide Einruhe with clean water and heat even in the shadows of the mountains.

5. Ardent

Ardent was a small village at the base of a volcano called the Ardent Beacon. The village was well-known for producing volcanic glass goods, and was a common stop for travelers heading to the northeast. Ardent's life was cut short when Einsonne crusaders raided them and stole their Life Flame. Survivors fled closer to the Ardent Beacon, hoping to survive by the heat of the hot springs there.



6. Astier

Astier is an isolated village by the side of Lake Rhume. With access to fertile farmland and thick woodlands, Astier has never needed to rely on goods from other settlements, and only occasionally traded

with the people of Ardent. Since Ardent's death, Astier's people have become worried that their village will be next to fall.

7. The Black Towers

The Black Towers are a massive mountain range bordering the northern edge of the known land. Most people consider them impassable, as traversing them is extremely treacherous in the dark. The people of Einruhe have sent explorers to chart the other side of the Black Towers, but none have ever returned.



8. Ardent Beacon

Ardent Beacon is an active volcano located on the southern edge of the Black Towers. The top of the mountain was once thought to be a Life Flame, as the light from its distant eruptions is visible for many miles. Vents around the base of the mountain release hot steam, warming the surrounding regions.

Climate

Temperature varies little throughout the year, and depends primarily on distance from a Life Flame. Areas near a strong Life Flame reach temperatures of 80-90°F. Temperatures very far away from a Life Flame drop as low as -40°F. Areas with only weak Flamelight usually hover around 40°F, but can dip below freezing during periods of precipitation. The passage of a year is primarily marked by the arrival of the wet season. Every year, winds from the south carry heavy rainclouds over the land. The wet season lasts for about a month, and becomes steadily shorter and dryer each year. The northern regions near the Black Towers see more precipitation throughout the year, as steam from the volcanoes cools and falls back to the earth, but regions farther south see only infrequent rain outside the wet season.

Population of Human Settlements

	1502	1507	1512	1517	1522	1527
Sonnenstadt/Aschadt	3,000	0	20,000	22,000	25,000	30,000
Refuge	50,000	51,000	50,000	40,000	40,000	41,000
Lamphearth	500	510	520	525	530	480

Environments, Human Settlements and Locations

TITLE OF WORLD:

Flame & Dark

NAME OF THE CITY:

Refuge

THE FIRST THREE QUESTIONS TO ASK WHEN CREATING A CITY

Where will the human settlement be located?

Refuge is located in the southern region of the Darklands, southeast of Aschadt. It's at the edge of the Esther River, the largest river in the land.

When specifically in time is the human settlement located?

This settlement is set in the year 1527. The human capital city of Sonnenstadt has fallen, leaving the other human settlements across the land fractured from each other. The Ashen King leads his Pallid followers into war, raiding human settlements for captives. It is a grim time for mankind.

How small or large is the human settlement?

Refuge is currently the largest human city, with a population of 42,000.

URBAN FUNCTIONS

Close proximity to the Esther River once afforded Refuge's people plentiful fertile land for farming, as well as clean water and fish. Refuge's primary exports were food and lumber. They were also an important waypoint for trade between Sonnenstadt and western coastal villages such as Lamphearth, as the Esther River allowed village merchants to quickly transport high-demand glass goods to Refuge and sell them to buyers from the capital. Mercenaries were in

high demand to protect merchants during their travels to and from the city. Merchants from Refuge often chose to forgo hiring mercenaries, instead relying on their own strength of arms for protection in the Darklands.

In recent years, the Life Flame's dimming has made many of these functions things of the past. Farms lie abandoned with no light to feed their crops, and the Esther River has frozen over. Traders no longer come and go. Refuge's people are now forced to hunt for their food in the Darklands. This has made Refuge into a center of knowledge about the Darklands; no other settlement has made as many strides in cultivating Darkland plantlife, nor of domesticating Darkbeasts. Former merchants and mercenaries now make their living either training others in combat, or trekking into the Darklands themselves.



URBAN STRUCTURES

Like in most human settlements, Refuge's core is its Life Flame. Buildings around the Flame are spaced to create passages that spiral outwards from the city center in a concentric pattern, allowing the Flame's light to reach farther away.

The South District has traditionally been home to fishermen and craftsmen who use river water or coastal imports in their work. The East District is closest to the farmlands, and was well-known for its markets and bakeries. These two districts have suffered the most from the dimming

Flame, due to the loss of the farms and river. The North District was home to the highest concentration of trading and mercenary halls, since it was the first district traders from Sonnenstadt would see. It remains one of the more prosperous districts of Refuge. The West District was home primarily to warehouses and storefronts, due to its central location between the major trading hubs of the north and south. However, it was destroyed during the Darkbeast attack of 1516.

URBAN HOOKS

Refuge has historically been a major cross-roads city and trading hub. In recent years, it has acted as a relatively safe haven for its inhabitants, but no longer sees many visitors.

ELEMENTS OF HUMAN SETTLEMENTS

NATURE

Land

Most of the land surrounding Refuge was once arable, but is now covered in thick permafrost that makes farming impossible. The former farmlands are mostly flat, but scattered with gently rolling hills. Treacherous marshlands further downriver have discouraged travel in that direction.

Air

Ocean winds carry ample humidity and precipitation to Refuge. Temperatures have been steadily cooling over time. The city center's temperature fluctuates around 75°F, but temperatures drop the further one travels away from the Life Flame. The freezing outskirts of the city are usually covered in snow. Fog has become increasingly common as temperatures drop.



Water

Refuge is located at the edge of the Esther River, which was historically an asset for trade and transportation. Canals were previously used to transport goods and people around the city; they have now fallen into disuse, as they are frozen but not stable enough to walk on safely. Refuge's people rely on wells in the warmer parts of the city for drinking water. People who live in the frozen outskirts often use vessels insulated with warm hides to bring water back to their homes without it freezing.

Climate

There is a rainy season every year, and the rain cools the air for its duration. The rest of the year sees little variance in weather or temperature. The climate is humid, but temperatures are steadily dropping as the Life Flame fades.

Flora, Fauna, and Creatures



Flora in the region is small but hardy, capable of surviving with minimal light and heat. Lichens and fungi grow on the husks of long-dead trees and shrubs from warmer times. Refugees have started testing different species of lichen and mushroom to determine which are edible, and trying to cultivate them. A few species are bioluminescent, and are popular as small light sources in homes.

Refugees have domesticated a few species of Darkbeast, which are now more widespread than similar animals from the Flame's light. Darkhounds are preferred to normal dogs for hunting because of their enhanced strength, vision, and hearing. Equinox, stout mammals descended from horses, are commonly used as beasts of burden and as sources of fur.

Outside the Flame's light are more dangerous Darkbeasts. Refuge's residents hunt the smaller beasts for meat and hides, but many have lost their lives to larger beasts. Hunting hounds are incredibly important in the Darklands, as they can provide warning of dangerous beasts lurking out of sight.

SOCIETY

The highest social standing belongs to the Mystic and those chosen by the Mystic as government officials. The Mystic bears a glowing brand showing that they have been chosen by the Life Flame to act as its representative. The Mystic and their officials are often considered above the laws of common folk, as they have been selected to lead by the Flame. However, serving the Flame is a sacred duty, so officials who are discovered abusing their power are typically removed from their positions and punished as soon as the Mystic finds out.

Below government officials are merchants and mercenaries. These people traditionally enjoyed prominent wealth and influence due to their role in the city's lucrative trading. Even now, although trade is nearly nonexistent, this class tends to be well-off because they own homes in the warmer parts of the city and higher-quality weapons and tools to make their livings with.

Laborers and craftsmen are the worst-off class. Living in homes farther from the Life Flame, they have to spend more time and energy dealing with the cold and creatures that threaten them. Though they were once free to travel anywhere in the city, recently they find themselves harassed in the wealthier neighborhoods, whose inhabitants fear thieves and attackers. Many poorer folk grow increasingly spiteful of the upper classes cozy in the city core.

Racial stratification was a problem in the city's past, as travelers from distant places like Ardent and Astier often were distrusted as fighters and traders. However, Refugites have come to care less about one's racial origin in recent years. Almost everyone who remains in Refuge has lived there for a long time, and is simply considered a Refugite.

SHELLS



Most common buildings like homes and shops are made primarily of wood from the forests east of Refuge, and kiln-fired bricks made of clay from the Esther River. Early in Refuge's history, people didn't build any structures near the Life Flame for fear of their buildings catching on fire. As transportation between Refuge and the northern hills became more efficient, though, officials began bringing in granite from the hill quarries for use in more fire-proof buildings near the Flame. Important administrative and religious buildings use plenty of light-colored granite in their exteriors, reflecting the Flame's light.



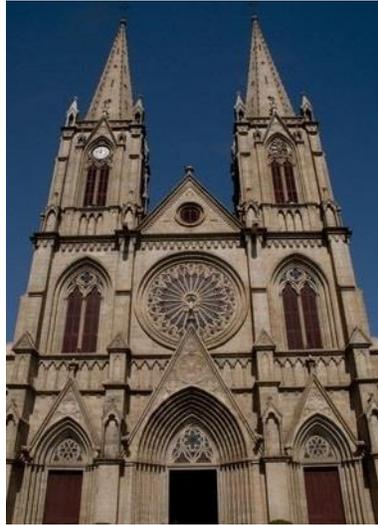
NETWORK

Brick-paved streets and footpaths connect most of the city. Goods were transported using carts, often pulled by horses. Canals dug from the Esther River were also used often in the past, but they are now mostly frozen and unusable. Outside the city, the Esther River connects Refuge to the coastal villages, and the northern road leads to the ruins of Sonnenstadt. News was once spread throughout Refuge primarily through criers appointed by the Mystic. Now, these criers still work in the warm center of the city, but folk in the cold outer regions must rely on word-of-mouth for news.

TIME

Refuge was built around its Life Flame by the first humans to emerge from it. It began as a small town, but rapidly expanded once it made contact and began trade with Sonnenstadt to the north. The buildings closest to the Life Flame are distinctively well-built and planned, as they were built more recently using imported granite. Outside the inner rings of elegant granite buildings, Refuge's architecture is a more hodgepodge mix of old and new styles. The most recent structures are ramshackle hovels made of scavenged wood and brick taken from the West District ruins.

LOCATIONS



LOCATION #1: FLAMEVIEW

- Flameview is the largest church to the Life Flame in Refuge, and the Mystic's home. People come from across the city to pray for bountiful harvests, healthy children, and safety in times of hardship.
- It is located in the center of the city, facing the Life Flame. While smaller churches usually contain a small piece of the Life Flame inside, Flameview does not. Instead, its front facade incorporates many tall windows, letting the Flame's light fill every room in the building.
- Flameview also houses a large Sonnen bell tower, which is tolled to signal the start and end of the day. It is considered Refuge's most prominent symbol of Sonnen cultural influence.



LOCATION #2: WEST DISTRICT RUINS

- In the year 1516, a huge Darkbeast known as the Calamity rampaged through the West District, destroying any building in its path. It killed thousands before returning to the Dark from whence it came. Since then, the West District has remained largely abandoned.
- Most people in Refuge fear to go to the ruins, but more brave or desperate folk occasionally search the ruins for loot. Some poorer folk from the outer reaches of the city have even moved into the ruined buildings closer to the Life Flame, seeking a warmer place to live.



LOCATION #3: EASTMARKET

- Eastmarket is the largest open market in Refuge, and the pride and joy of East District. All manner of goods are sold in Eastmarket, but it is best-known for its farmer's markets, fishmongers, and bakers.
- Since the end of trade with Sonnenstadt, Eastmarket has been far less busy. Fewer and fewer people go to market to sell with each passing year. However, Eastmarket remains a popular gathering place for residents of East District. It is, as it always was, East District's go-to source for news and gossip.

Flora and Fauna

BIOME: Darklands

The Darklands are the wild regions outside the light of the Life Flames. They are feared for being perpetually cold, dark, and inhospitable. The greatest light here comes from the moon, leading light-fearing creatures to be most active during the darkness of the new moon. Temperatures are perpetually cold, fluctuating just above and below freezing.

The climate is dry for most of the year. Most precipitation occurs during a brief wet season, rain clouds carried across the region on southern winds. However, the wet season becomes shorter and drier with each passing year. During the remainder of the year, rain and snow are most frequent near the Black Towers, a mountain range to the north. Scholars in the region believe this is due to volcanoes like Ardent Beacon, releasing steam that grows cold and falls back to the earth. Whatever water seeps into the soil remains frozen for most of the year, limiting the range of plants that can grow. Still, the land is dotted with old trees remaining from warmer times, dead but still standing.

Plants and Animals Found in this Biome:

Plants must be exceptionally hardy to survive in the Darklands. They are resistant to cold, require little water, and can survive with little to no flamelight; some even thrive on starlight instead. Most are quite small, allowing their roots to take hold in the frosty soil. The most common are liverworts and mosses, adapted with tightly packed stems and shoots to better conserve water. More common than plants are fungi and lichens that can survive for long periods with minimal water. These often grow on dead trees and other old corpses.

Animals are universally adapted for the cold. Some have thick fur, while others have fatty, insulating membranes. Many are blind, relying entirely on their other senses to navigate the darkness. Others have huge eyes, sensitive to even the smallest sources of light. With only scant vegetation to graze on, herbivorous species are typically either small, or sedentary beasts who conserve energy for when they must flee from threats. And the predators of the Darklands are threatening indeed, possessed of sharp senses and cunning to survive their harsh environment. Some are descended from animals native to the Flamelands, changed over generations of surviving in the dark. Others are far more alien, beasts never seen in the light of the Flames.



PLANT DNA #1

Name: Flamecap

Category: Lightsource

Type of Plant: Mushroom

Description: The flamecap has a tall stem with a small cap. The caps are bioluminescent, emitting a warm, orange glow. They are typically found in clumps, where their combined glow resembles a small flame. The caps are mildly poisonous.

Habitat: Most often around the bases of trees in dead forests, feeding on dead leaves and roots. They have also spread to a few dead settlements, growing in abandoned fields and on wood fallen from buildings.

Place in the Ecosystem: Decomposer

Lifecycle: Flamecaps reproduce by airborne spores. Where the spores land, they grow their mycelia, and then their stems. Once the flamecap reaches maturity, the cap begins to glow, and it begins to produce more spores. In favorable conditions, flamecaps can live for several years. When they die, their caps lose their glow.

Growing Method if Cultivated : Flamecaps are perennials, and can be cultivated year-round. Cultivating a large number of flamecaps generally requires the grower to keep them in an enclosed space, so that their spores do not spread too far.

Region | Climate: The flamecap only grows in areas where existing dead plant matter such as trees can be found. It thrives in cold climates, and so cannot be found in the warm Flamelands.

Uses: The flamecap is best-known for its glow. Wanderers are drawn to them and the meager security their light provides. In the city of Refuge, some residents of the dim outskirts slums grow flamecaps to light their homes. A few cunning predators use them as lures to draw in light-seeking prey. Other predators with light-sensitive eyes are blinded by the flamecaps' glow, making them valuable protection for those creatures' prey.



PLANT DNA #2

Name: Toadskin

Category: Natural

Type of Plant: Liverwort

Description: Toadskin is a small, leafy liverwort plant. Its leaves are pale and dotted with small cups. Their resemblance to a toad's warty skin give the plant its name. Mature plants have white stalks that reach toward the sky, topped with white, star-shaped structures.

Habitat: Toadskin grows in open areas, where rain and starlight can reach it. Plants tend to sprout up near each other, forming patches that can grow to cover large stretches of ground.

Place in the Ecosystem: Producer

Lifecycle: Toadskin begins its life as a spore. It first grows rhizoids to anchor itself to the ground and absorb water, then grows its leaves and stalks. The star structures topping the stalks release more spores into the air. The cups on the leaves also produce spores, which spread onto the ground when rainwater splashes out of the cups. Because of these cups, toadskin patches tend to grow dramatically in size each wet season.

Growing Method if Cultivated: Cultivated toadskin can potentially thrive and grow much larger than its wild counterpart, as long as it's kept well-watered. It is a perennial plant that typically lives for a few years.

Region | Climate: Rain is the most important factor in allowing toadskin to thrive, as it not only provides hydration, but also assists in its reproduction. Therefore, it is typically found in warmer regions where the wet season brings more rain than snow. Heavy snow can easily kill the plant by blocking out starlight.

Uses: Toadskin is not edible for humans or most other species, causing severe indigestion when consumed. However, the schkalt, large insects used as mounts by the Pallid, can eat it without ill effect. Since it is also easy to grow in large quantities, the Pallid cultivate it as a core component in their schkalts' diets.

PART 2: FAUNA



BRIEF ANIMAL DNA #1

Name: Schkalt

Type of Animal: Insect

Description: The schkalt is large insect with a long body and flat back. A black, smooth, and durable exoskeleton protects its entire body. Its legs are strong and have numerous joints, granting it exceptional mobility even on uneven surfaces. Sharp, powerful mandibles are its primary weapons. Sections of their exoskeleton grind against each other as they move, producing a distinctive metallic sound.

Habitat: Wild schkalt are found in craggy areas such as Esther Canyon and the Black Tower foothills. They can move easily through these regions to find food that is harder for other creatures to reach, and hunt prey that cannot easily escape. Mothers also take advantage of their environment by laying eggs in hidden areas at high elevations, safe from land-bound predators.

Place in the Ecosystem: Primarily consumers, but a few predators eat their larvae as prey.

What is its source of food? They are omnivorous, and can eat a variety of organic matter.

Schkalt handlers typically give their schkalt diets of primarily plants and fungi, and use meat as a special treat.

Growing Method if Cultivated: Schkalt are bred by the Pallid for their chitin and as mounts.

Domesticated schkalt are trained to obey their masters from a young age, and are more docile than their wild counterparts. However, they still become aggressive when threatened.

Region | Climate: Schkalt prefer cold, dark places. Their bodily fluids contain powerful antifreeze compounds that allow them to remain mobile even in frigid conditions. Light can easily damage their sensitive eyes, forcing riders to blindfold them when riding into the Flamelands.

Uses: As mounts, they are valued for their speed, maneuverability, and natural armor. Schkalt riders are a core component of any Pallid war party, the most skilled riders using their mounts as both transportation and as another way to kill their enemies. Confident riders can provoke their schkalt into a frenzy by shining light into their eyes, causing the schkalt to attack in a blind rage. Once they grow too old to be effective mounts, schkalt are killed for their chitin. Schkalt chitin is extremely important to the Pallid, who use it for armor plating and structural fortifications.

Lifecycle: Growth + Development:

What stages does your fictional organism pass through between its origin and its death? Does it progress from larva to pupa or chrysalis to mature adult? If so, does the adult look as different from the larva as a butterfly does from a caterpillar.

Answer these questions about the animal:

Imagine a species that goes through a transformation as complete as a caterpillar to butterfly.

What does the transformation entail? How does the creature approach it?

Schkalt hatch from their eggs as soft, worm-like larvae. Larval schkalt are notoriously ravenous eaters, so their mothers will hunt for their food even before they've hatched. After about a month, a larva stops feeding and begins metamorphosis into a pupa. The pupa develops a hardened cocoon to protect itself. As the pupa matures, it grows larger, shedding the cocoon and revealing a new, harder shell underneath. It repeats this process over the course of several months, until finally emerging as an adult. Even after reaching adulthood, schkalt continue to grow, shedding their exoskeletons a few more times during their lives. Each successive exoskeleton is harder, smoother, and blacker in color than the previous.

In what ways is the organism vulnerable during the transformation? What bad that might happen to the animal while it's mid transformation?

The schkalt is most vulnerable at its larval stage, before it has developed a protective shell. Quick predators can kill and eat the larvae with little resistance. However, schkalt mothers are highly protective of their young. If they find a hunter intruding on their den, they will crush the would-be predator in their mandibles and feed it to the larvae. The larvae themselves are not completely defenseless, either, as their mandibles are already quite powerful.

Now think of the cultural or subcultural group that populate your world:

Pallid

If your cultural or subcultural group's task is to protect the animal from transforming, what will members of the group need to do, and how difficult will it be?

Many Pallid schkalt breeders consider larvae the most difficult part of raising schkalt. Feeding a full clutch of larvae is considered unsustainable, as they require near-constant feeding for a month. Some breeders slaughter excess larvae and sell their meat. Others are willing to sacrifice this income source to insure the strength of their stock; these breeders allow the larvae to kill and eat each other until only the strongest few remain. The greatest challenge is dealing with the mother. Schkalt mothers, no matter how well-trained, will savagely attack anyone who

approaches their larvae. Even when kept isolated from their eggs, they can still detect when their eggs hatch, and will try to go to them. Schkalt mothers are kept restrained by thick sinew chains, and cannot be safely unrestrained until all of their young have reached the pupal stage.



BRIEF ANIMAL DNA #2

Name: Türmetar

Type of Animal: Mammal

Description: A titanic beast with a bear-like figure and thick, silvery fur. Even on all fours, the Türmetar is far taller than most man-made buildings. The sound of its breath can be mistaken for a gust of wind, and its roar is louder than thunder. It has no eyes, its face dominated instead by a maw of thick teeth. Although fur covers most of its body, it thins out around its feet, which are covered only by leathery skin. The Türmetar's feet are prehensile and sensitive to touch, similar to human hands. It primarily navigates by feeling the ground, as its hearing is somewhat poor.

Habitat: The Türmetar is a wanderer, traveling across wide swathes of land in search of food. It prefers flatlands and marshes, where the terrain is easier on its sensitive feet. However, it begins its life in the mountains, and at the end of its life, returns.

Place in the Ecosystem: Consumer

What is its source of food? It is carnivorous, and will eat any creature it finds. Even creatures that normally would not fear predators may fall prey to the Türmetar, for its teeth can crush the toughest shells, and poison barely seems to affect it.

Growing Method if Cultivated: None can tame the Türmetar.

Region | Climate: The Türmetar is best-suited for cold climates, where its thick fur keeps it warm. Its prehensile feet allow it to easily climb through the mountains it calls home. It avoids warm climates, where it can easily overheat.

Uses: In recent years, the Türmetar has been seen near human civilization, and was even responsible for the Refuge West District's destruction. Though most view the Türmetar with fear, a few find it fascinating; they saw how its hands resembled their own, and wondered if the Türmetar might be a god, or a higher form of man. These people have attempted to track and follow the Türmetar, hoping that in doing so, they might learn how to approach its divinity.

Lifecycle: Migration:

Create a species that migrates. In order to obey the biological imperatives of their own bodies as they attempt to survive and thrive the animal embarks on a migration that lasts a one or more seasons or several years depending on how far it travels.

Answer these questions about the animal:

What is the trigger for the migration? Changes in the local climate, local availability of food, the season of the year or for mating reasons?

The Türmetar is born deep within the Black Towers mountain range. Once it reaches maturity, it leaves to wander the land, searching for food. As it approaches the end of its life, it migrates back to the Black Towers.

Do all of the animals of the species migrate together or do some animals of the species migrate while others do not? If only some animals of the species migrate why is that the case? (eg. age or place in lifecycle, sex, etc...)

Only one Türmetar lives at any one time.

How does the animal travel across the land, sea, or sky?

The Türmetar walks across the land. Its feet are adapted for climbing, allowing it to easily navigate the mountains despite its bulk.

Where does the animal begin the journey? Describe the place and what it's like.

What is the destination at the end of the journey? Describe the place and what it's like.

The Türmetar begins and ends its journey in the same place: at the volcanic vents near the Ardent Beacon, a volcano in the Black Towers. These vents warm the area, and its location in the mountains is isolated from humans. However, the other creatures that live here are not large or plentiful enough to sustain the Türmetar, forcing it to hunt elsewhere for most of its life. The area is easily identifiable by the large number of Türmetar skeletons.

What happens when the animal arrives? Is the destination the only place where the species mates? Does the animal give birth? Does the animal die?

When the Türmetar returns to the mountains at the end of its life, it lays an egg near one of the volcanic vents. A Türmetar egg cannot survive for long in the cold, so it must be kept warm. The Türmetar then lays down by the egg, and remains there until death. After the egg hatches, the Türmetar cub feeds on the body of its parent until only bones remain. By that time, the young Türmetar has grown large enough to venture out of the mountains and hunt.

Imagine a human group of characters in your world. In what ways does this group or members of the group follow the migration of the animals? What is the significance of the group to this act?

Most people who have seen the Türmetar wish never to see it again. However, a small group of people see the Türmetar as a divine being, and follow in its path. These people call themselves the Followers. Followers come from varied cultural backgrounds, and are perhaps the only group in the world where one can find Pallid and Flamelanders in peaceful coexistence.

Does the departure or arrival of the animals species signal something to the cultural group? If so what what meaning and significance do they take from these disappearances and appearances?

Followers believe the Türmetar's appearance is related to the dimming Life Flames. The Türmetar's appearance is an omen, heralding a new age where humans will no longer depend on the Flames for survival.

Does the group or members of the cultural group follow the animal? If so why? Does the migration of the animal indicate a change in weather patterns and climate, and as a result the need for the people to move on as well? It is because the animal is a food source for the group?

Does the culture ascribe spiritual meaning and significance to the animal's journey, and feel the need to journey with them on a pilgrimage to a location of significance or sacred place given the worldview, beliefs, and faith of the culture?

Followers believe that by following the Türmetar, they will eventually come to be like it. They imitate the Türmetar as best they can, eating what few scraps it leaves behind, and seldom speaking to each other. By acting like the Türmetar, and following it on its journey, they hope to acquire a piece of its divine nature.

What makes the journey that this group or members of the group undertake to follow the animal?

Tracking the Türmetar is easy, due to its size, but following it closely is dangerous. If the Türmetar makes an unexpected move, Followers who cannot move out of the way in time may be stepped on. Usually, the Türmetar will then eat whoever it stepped on, which Followers consider to at least be a good way to die. Terrain presents another difficulty; Followers carry makeshift climbing to help them follow the Türmetar through craggy terrain.

What do this group and subgroup experience along the way during the journey?

How does the journey influence, affect, and change the members of the group that undertake it?

People become Followers because they're missing something. They are outcasts without a place, poverty-stricken and without home, or seekers without purpose. Following the Türmetar provides them fulfillment, solidarity with their fellows, and hope of a better future. However, Followers also change in stranger ways. They crawl across the ground on bare hands and feet, leaving bloody tracks behind. They do not speak, and communicate primarily by touching each other. They pluck out their own eyes, for they are useless in the dark. Followers do these things to bring themselves closer to their god. But to outsiders, Followers seem insane, even alien: as much beast as they are man.

EXTENDED ANIMAL DNA

WHAT IS THE CREATURE CALLED?

Türmetar

WHAT DOES IT EAT, AND HOW DOES IT EAT?

The Türmetar is carnivorous, and will eat any creature it finds. Even creatures that normally would not fear predators may fall prey to the Türmetar, for its teeth can crush the toughest shells, and poison barely seems to affect it.

HOW DOES IT MOVE?

It walks on all fours, and very rarely runs. Its feet are prehensile, resembling human hands with tough, leathery skin. These allow it to climb through craggy terrain with surprising agility.

WHERE DOES IT COME FROM?

It comes from the Black Towers, the northern mountain range. For most of its life, it wanders beyond the mountains, across the land. However, it returns to the Towers when it is time to die, so it can lay its egg by the warmth of the volcanic vents.

WHAT DOES IT LOOK LIKE?

OVERALL FORM: The Türmetar has a hulking, bear-like figure, thick with fat, muscle, and fur. Its head is fairly small relative to its body, and its face is dominated by its toothy maw.

EYES: It has no eyes.

MOUTH: The Türmetar's mouth never falls completely shut, so its thick outer teeth are always exposed. Though not visible from the outside, the Türmetar has four extra rows of teeth inside its mouth, becoming smaller and sharper towards the mouth's interior. It has extra bones between its jaw and skull, allowing it to open its mouth wide like a snake. It has no tongue.

LIMBS: Its limbs are long and muscular, allowing it to move with speed and agility despite its size. The thick fur covering the upper limbs thins out down the lower limbs, and the feet are completely hairless. Its feet are covered in calloused leathery skin, but are still highly sensitive to touch. They resemble a human's hands, and are adroit at grasping and climbing, but have larger claws than any man's.

HOW BIG IS IT?

On all fours, the Türmetar stands at about 50 feet in height, and 100 feet in length. It weighs about 10,000 pounds.

WHAT COVERS ITS BODY, AND WHAT COLOR IS IT?

Most of its body is covered in a hide of thick fur, dark and silvery in color. Its exposed skin is pale pink, with reddish patches on the bottom. The skin is thick, rough, and heavily calloused, making it difficult to penetrate with traditional weapons.

HOW SMART IS IT?

Even for a beast, the Türmetar is not very intelligent. It has little need for cunning, given its fearsome size. However, it is capable of learning to recognize objects and textures it feels on the ground, recalling what can and cannot be eaten. It also has an innate sense of direction, allowing it to always find its way back to the Black Towers.

WHAT MOTIVATES IT?

The Türmetar is motivated only by instinct. It seeks food until it is time to reproduce and die.

WHAT SCARES IT?

The only thing known to frighten the Türmetar is intense heat. It avoids warm areas until it is ready to return to the Towers, which is perhaps why it has not been seen near human civilization until recently. Warmth causes it to feel lethargic, but also afraid, as it feels death approaching prematurely. It will try to flee from the warmth, and lash out with its claws if it detects movement nearby.

WHAT HURTS IT?

Typical man-made weapons cannot penetrate the Türmetar's thick skin. The most likely way to harm the Türmetar is with fire. Its fur is flammable, and wanderers occasionally use fallen clumps of it as tinder for campfires. However, no one has been known to actually try lighting the Türmetar on fire.

WHAT SENSES DOES IT POSSESS?

It cannot see, and cannot hear sounds from the ground very well. Instead, it relies on its sensitive feet to navigate by touch. It also has an acute sense of smell, which it mostly uses to identify whether objects it picks up might be edible. An innate sense of direction allows it to always know which way the Black Towers lie.

IN WHAT WAY OR WAYS IS IT BETTER OR MORE POWERFUL THAN THE AVERAGE PERSON?

Humans are as insects to the gigantic Türmetar. It is impervious to freezing cold that would kill most humans, and can navigate more easily through the dark. Man-made blades do little more than annoy it. Should it notice a human beneath its feet, the unfortunate human will be eaten.

IN WHAT WAY OR WAYS IS IT WEAKER THAN THE AVERAGE PERSON?

The Türmetar is unintelligent, and would not know how to respond were it to somehow feel threatened. Its poor hearing and lack of vision allow cautious humans to avoid its notice.

WHERE CAN IT BE FOUND?

The Türmetar wanders across the Darklands, constantly searching for food. In the past, it avoided human settlements, as it disliked the warmth of the Flamelands. However, as the Life Flames fade, the Türmetar's range grows. The Türmetar was responsible for countless deaths in the Refuge when its path crossed the city's West District. More and more humans see the Türmetar with each passing year.

WHAT TYPES OF ENCOUNTERS WOULD PEOPLE IN THIS WORLD HAVE WITH THE CREATURE? (PROVIDE MULTIPLE EXAMPLES)

- **ENCOUNTER:** A wanderer finds a fallen clump of hair from the Türmetar, and marvels at its warmth and color. He tracks the Türmetar, hoping to slay the beast and skin it for its fur. His attempts to wound the Türmetar fail, but the bite of his spear still draws the beast's attention. The Türmetar grabs the wanderer and devours him whole.
- **ENCOUNTER:** The Türmetar is seen from the outskirts of Refuge as a pair of giant hands reaching out of the dark. Watchmen shout warnings from the walls, telling the people to take cover in their homes. They fire arrows at the beast, but it does not slow. The day of the Türmetar's arrival would be known to Refuge as the Calamity.
- **ENCOUNTER:** The Türmetar crosses paths with a small, nomadic Pallid tribe. The tribesmen hear its heavy footsteps long before it arrives, and have plenty of time to move out of its way. But one young woman remains behind, curious to learn what sort of great beast could make the ground tremor with each step. She follows the Türmetar, and to her surprise, finds she is not alone.
- **ENCOUNTER:** A Follower has a radical idea: to use his climbing gear, normally designed for scaling cliffs, to instead scale the Türmetar's limbs. To his knowledge, no one had ever seen the top of the Türmetar's back. The Follower would never see it, either, as he removed his eyes long ago. Still, he climbed. The Türmetar did not seem perturbed by the man climbing its leg. The climber died atop the Türmetar's back; he might have been able to descend safely, but he knew he would never again feel so close to divinity.
- **ENCOUNTER:** A warband from Aschadt sets out to hunt down and kill the Türmetar, ensuring it can never threaten the capital. The warriors carry weapons of fine, hardened obsidian, and deadly poisons to coat them with. They start by attacking the Türmetar's

feet, but fail to so much as draw blood. So they instead ride their schkalt further up the beast's forelimbs, hoping to find a weak spot. Before they can reach the elbows, the Türmetar shakes off the attackers. Their bones break as they hit the ground, and they cannot flee when the Türmetar's hand approaches them.

REFERENCE IMAGES





Culture Design, Societies, and Groups

Overview

Most cultures in the known world trace heavy influences to the Sonnen, who were once the dominant culture. Sonnen technology, architecture, and cultural values spread to many distant cultures during past ages when folk could easily travel to and from Sonnenstadt. As the Sonnen declined, so too did the influence of their beliefs and values, but most human cultures still follow traditional Sonnen morality and systems of law.

Since the fall of Sonnenstadt, two other cultures have risen as the most powerful and influential in the land. One is the Aschen Pallid, a group of tribes descended from exiles who have lived in the Darklands for generations. The other is the Einsonne Order, inhabitants of a hidden city who worship an enormous Flame. Both of these groups are highly militant and ruthless, as they must be to establish dominion over the perilous Darklands. Most other cultures, if they are aware of the Einsonne or Pallid, view them with fear.

Cultural Interactions:

Sonnen and Aschen Pallid

The Pallid are descended from generations of exiles, cast out of Sonnenstadt to fend for themselves in the Darklands. One of the greatest unfiers between different Pallid tribes is their shared hatred for the Sonnen who sentenced their ancestors to death and misery. For a long time, the Pallid hid from Flameland settlements, so the Sonnen assumed that all of their exiles simply died in the Darklands. However, when Sonnenstadt's Flame finally died, the King of the Aschen Pallid jumped at the opportunity to reclaim their ancestral city.

Sonnen and Einsonne Order

The Einsonne Order originated as a small religious cult that rose in prominence as Sonnenstadt's Flame faded. At first, the Einsonne were viewed by mainstream Sonnen society as paranoid fools and rabble-rousers, forcing them to eventually leave the city and relocate. Eventually, though, the tables turned, as Sonnen refugees came to the Einsonne city of Einruhe for refuge when Sonnenstadt fell to Dark. The Einsonne viewed these refugees as pitiful wretches who saw the light too late, and treated them as second-class citizens. Thus, despite Einsonne's roots in Sonnen culture, the Sonnen refugees harbored a quiet resentment of their new lords.

Aschen Pallid and Einsonne Order

These two groups are only minimally aware of each other, since the Pallid have hidden from Flamelanders until only recently. However, the two groups' goals are entirely opposed: the Pallid wish Dark on the entire world, while the Einsonne wish the world to be light. When the two groups inevitably meet, they will find no compromise; they are destined to be mortal enemies.

Name of Group: Sonnen

DNA of the Culture:

- “We are the divine bulwark of light against the Dark.”
- The Sonnen were the people of Sonnenstadt, by far the largest and grandest city in the land. As children of the mightiest Flame, they viewed themselves as divinely ordained to guide humanity’s success and protect them from the Dark. They placed great value on law and order.

Symbol of the Culture:



- The **belltower** is the most enduring symbol of Sonnen culture. Belltowers were built all across Sonnenstadt, tolling to signal the passage of the day to the whole city. The Sonnen believed that without a unified measure of time, the city would fall into chaos. Belltowers were built in many other cities, influenced by the Sonnen, but Sonnenstadt has the most and the largest towers.

Core Beliefs:

- We are the children of the Life Flames.
- We are all gifted with a Flame-given purpose.
- Law and order are what separate us from the creatures in the dark.
- To lie is to taint the Flame’s light with shadow.

Values Based on the Beliefs:

- We should live in honor of the Life Flame, for it is the source of our prosperity.
- Those who flout the law are unworthy of the Flame's light.
- All people have a specific societal role, and it is important they adhere to it.
- Honesty is a virtue, and deception in any form is a grave sin.

Core Traits:

- Orderly
- Honest
- Proud
- Reverent

Core Motivations:

- To live one's life in service to the Life Flame and to Sonnenstadt.
- To abide by the law and punish those who would break it.
- To live as an ideal and example to others.



Rituals:

- Those who commit crime are considered inherently lesser than law-abiding citizens. Repeat offenders or those guilty of a more severe crime like murder are exiled to the Darklands. These exiles have proven themselves undeserving of the Flame's bounty.

- The bodies of the dead are burned in the Life Flame. This is called “returning them to the Flame.” People who lived dishonorable lives are not returned to the Flame, as they would taint the Flame’s purity; they are instead cast into the lake. The lake became known as the Forsaken Grave for this reason.

Rites of Passage:

- When a Sonnen child reaches the age of 16, they meet with the elders of the district they live in. The elders officially recognize them as an adult and full citizen of Sonnenstadt, and assign the new adult a job based on their proficiencies and personality.
- Most Sonnen parents make an effort to bring their children to the Life Flame at a young age. The parents explain the importance of the Life Flame to their child at this time. For many people in Sonnenstadt, seeing the Life Flame for the first time is one of their earliest memories.

Mythology:

- All mankind is considered to be descended from the Life Flames. However, the Sonnen are special, because Sonnenstadt’s Flame is the greatest and brightest in the land. As children of the mightiest Flame, the Sonnen believe they are therefore the strongest and brightest of mankind.
- The Life Flames are thought to be the oldest things in the world. They have existed since the beginning of time. Scholars debate whether the earth is also as old as the Flames, or if the earth was later born from the Flames.
- A Life Flame and its children are considered reflections of one another. Thus, a virtuous and prosperous people will be reflected in a large and bright Flame. When Sonnenstadt’s Flame began to noticeably fade, many Sonnen scholars and politicians claimed that it was evidence of the Sonnen people sinking into degeneracy.
- Things that live in the darkness are thought to be unnatural, since the Life Flames are the source of all life. Many people in Sonnenstadt believe that creatures from the Darklands are undead, since they can’t explain how something could live in the Dark.

Artifacts:

- The grand bell towers of Sonnenstadt were used to signal the beginning and end of sleeping and working hours for the whole city. Bell-tollers used smaller timepieces like candle clocks or hourglasses to determine when they needed to toll the bell. Tolling a bell at the wrong time was one of the most serious crimes one could commit, and grounds for immediate exile.
- Almost all known maps of the world originate from Sonnenstadt. Sonnenstadt has traditionally been a center for cartography, and Sonnen maps cover far more ground than maps from anywhere else. Since Sonnenstadt's fall, Sonnen maps have become rare and valuable commodities.

Artifact Description:

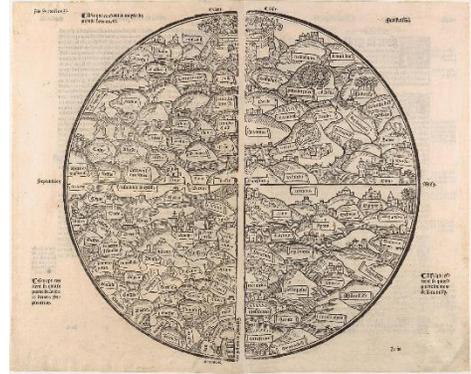
Flavor Text: *All lands in the light are lands of Sonnen.*

Name of Artifact: Lexicon of Light

Type of Artifact: Book

Shape and Size: Rectangular, 1.5' x 2' x 8"

Weight: 10 lbs.



Cultural Value: Was highly regarded by scholars, merchants, and the upper class as the definitive reference on all lands outside Sonnenstadt.

Condition: Most remaining copies are in poor condition, with worn pages that barely hold to their bindings.

Rarity: Not many copies were printed, as the size and detail of the book made reproducing its contents difficult and time-consuming. Now the Lexicon is even more difficult to find, as many copies have been lost or destroyed.

Location: Most copies are in Sonnenstadt, but a few can be found in other settlements.

Description of Appearance: A thick, leather-bound book containing detailed maps and descriptions of various places throughout the known land. Its maps cover everything from small villages to large reaches of land, and are supplemented by illustrations of local flora and fauna. The contents are printed on vellum pages. Movable type was used to print text uniformly across all copies, but the maps and illustrations had to be replicated by hand. They have small, unique errors in every copy.

Uses: The Lexicon of Light is the most comprehensive encyclopedia of the known world ever written, containing the compiled knowledge of dozens of scholars and explorers. Copies of the book were expensive, but highly sought after by travelers. **World:** Flame & Dark

Name of Group: Aschen Pallid

DNA of the Culture:

- “When the Flames finally burn out, we will rise to rule over the ashes.”
- The Pallid are descendants of many generations of exiles and wanderers living in the Darklands. Though their ancestors were human, adapting to life in the Darklands has transformed the Pallid into something different. The Aschen are a collection of Pallid tribes united under the banner of a warlord known as the Ashen King.

Symbol of the Culture:



- The Aschen are composed of a multitude of tribes, all with their own distinct customs and priorities. The symbol of their unity is the **Aschen Mask**, worn by the King who brought them together. The Mask not only covers the King’s face, but also amplifies and deepens his voice, so that all who hear him know his authority. Every tribe may have its own leaders, but they all bow before the wearer of the Aschen Mask.

Core Beliefs:

- The Dark has made us strong.
- We, not the Flame-Children, are the rightful rulers of this land.
- If you must rely on anything other than yourself to survive, you are weak.
- Nothing is more important than survival.

- Humans who live in the light are weak things that do not know hardship. We will teach them.

Values Based on the Beliefs:

- Strength is a virtue.
- Those who cannot defend themselves deserve death and suffering.
- Light is a crutch for lesser beings.

Core Traits:

- Pragmatic
- Proud
- Vindictive

Core Motivations:

- To build a great civilization over the corpses of the old.
- To prove one's strength, and so earn the respect of others.
- To never accept death.

Rituals:

- Disputes are commonly settled over duels. Participants decide beforehand whether or not the duel will be to the death; dueling to the death over a minor dispute is considered foolish and wasteful. Killing someone in a non-lethal duel is not a crime, but it is severely frowned upon. The killer will probably be known for the rest of their life as a brazen fool who doesn't know when to stay their blade.
- The bodies of the dead are not put to waste. The Pallid use the skin and bones of the dead as crafting materials, and even cannibalize the meat. Family members of a deceased warrior often claim the bones to craft weapons or jewelry in their honor. Those who died of infectious disease are an exception; these people are buried somewhere far away.



- Music, and particularly singing, are often used to celebrate special occasions such as the birth of a child or a successful battle. Song is also used as a weapon during battle; warriors called warsingers sing in an eerie, dissonant chorus to terrify their enemies before the battle even begins.

Rites of Passage:

- Every tribe under the Ashen King has its own variant of a coming-of-age rite, which the Aschen collectively refer to as a Verzuk. In a Verzuk, a Pallid child between the age of 12 and 14 puts on a thick hood that blocks their vision and muffles their hearing, and is brought to a location in the wilderness far from home. The child is then left alone to fend for themselves. The specifics of how to succeed in the Verzuk vary between tribes, but typically the child must complete a difficult task such as slaying a beast or retrieving a token from a perilous place. If the child returns without proof of success, they are either slain or subjected to a life of slavery.

Mythology:

- Pallid mythology has its roots in Sonnen mythology, and like the Sonnen, they believe that their ancestors were children of the Life Flames. However, the Pallid believe that these “Flame-Children” were born weak. The Pallid ancestors were cast out of the light because they were feared by the other Flame-Children. Only the strongest of these outcasts survived, and from them the Pallid were born.
- The Life Flames’ gradual fading has reinforced the idea that the Flames and their children are weak. The Ashen King united the Aschen tribes under this message: that darkness is the natural state of the world, and when the Pallid tamed the darkness generations ago, they became destined to rule when darkness inevitably returned.

Artifacts:

- The Aschen fashion distinctive armor out of animal parts, using the carapaces of giant insects as plating. Their helmets don't have holes or slits for their eyes, but usually have openings for the mouth and ears. That is because hearing is vital to a warrior's survival, as is the ability to communicate verbally with comrades. Vision is only a distraction.
- Pallid hunters and warriors use a language of harsh clicking sounds to quickly signal and communicate with each other in the field. The language is meant to be simple and audible over long distances.
- The Ashen King's "crown" is a heavy obsidian mask that covers the entire face rather than just the top of the head. The mask has a horn-shaped mouthpiece with a carved interior that amplifies the King's voice and gives it a deeper timbre. The exterior surface is a carved likeness of the first King's face, inlaid with rubies where his eyes would be.



Artifact Description:

Flavor Text: *“Join me, my brethren. Together, we will take what is rightfully ours.”*

Name of Artifact: Aschen Mask

Type of Artifact: Mask

Shape and Size: Oblong, 6” x 10” x 4”

Weight: 22 lbs.



Cultural Value: It is the Ashen King’s symbol of rulership. Few would recognize him without it.

Condition: Always kept clean and polished. A few scratches across the face show that the King is no stranger to combat.

Rarity: There is only one.

Location: The Ashen King wears whenever he appears in public. In private, he takes it off, since it is quite cumbersome, but he always keeps it close.

Description of Appearance: A mask of polished black obsidian, carved in likeness of the Ashen King’s face. The eyes are inlaid with rubies, and the cheeks and forehead are embellished with intricate, angular carvings. It has a mouthpiece resembling the bell of a trumpet, opening out to a hole shaped like a wicked grin.

Uses: The mask is the defining symbol of the Ashen King’s authority. It allows his subjects to easily recognize him by its intimidating countenance. The mouthpiece also deepens and amplifies his voice, making him easily heard to crowds and letting all know their King is speaking.

Name of Group: Einsonne Order

DNA of the Culture:

- “Our only hope of salvation is unity.”
- The Einsonne Order is an old religious organization dedicated to uniting the world’s Life Flames into one, the Einflamme. They believe that any cost is worthwhile to accomplish their goal, for uniting the Life Flames will save mankind from destruction.

Symbol of the Culture:



- The **Einflamme** is the symbol of the Einsonne Order’s hope and purpose. It is a huge Life Flame housed in the Glass Temple, from whence its light radiates all across the city of Einruhe. All of the Einsonne treat the Einflamme with the utmost reverence, believing that by serving it and feeding it other Flames, it will save humanity from destruction.

Core Beliefs:

- Mankind is approaching a slow death in darkness.
- Once all the Flames are united, the land will once again become covered in light, as it was long ago. This is our only hope for salvation.
- Those who reject our message would doom us all to apocalypse, and must be silenced.
- Any price we must pay to accomplish our task is worthwhile, for we bear the fate of all mankind on our shoulders.

- The Dark is the ultimate enemy.

Values Based on the Beliefs:

- The Einflamme is the most important thing in the world.
- No single life shall be valued over the fate of mankind.
- Never succumb to the Dark.

Core Traits:

- Uncompromising
- Disciplined
- Perseverant

Core Motivations:

- To bring all the Life Flames to Einruhe and unite them as the Einflamme.
- To silence any who would oppose Einsonne's mission.
- To banish darkness wherever it might be found.

Rituals:

- Uniting another Life Flame with the Einflamme is a grand affair that everyone in Einruhe gathers to witness. Audiences gather at the sides of the great hall in the Glass Temple to cheer on the comrades who carry the new Flame. Once the Flame is united, a great celebration begins, with those who brought the new Flame as the heroes of the hour.
- When a member of the Einsonne reaches old age or suffers a crippling injury, rather than wait for death, they traditionally give themselves to the Einflamme. Most of the time, giving themselves to the Flame means burning to death in its blaze. However, on rare occasions, someone will walk out of the Flame, terribly burnt but alive. These people, known as the Blessed, leave the Flame with an acute understanding of the nature



of life and death, pleasure and pain, light and dark. They are almost always elected to positions of leadership later, regardless of their previous standing within the Cult.

Rites of Passage:

- New initiates inducted into the Einsonne are brought before the Einflamme to gaze upon its glory. As the initiate stares into the Flame's core, they swear a vow to serve the Einflamme with their life. After swearing their vows, initiates are given a few days to rest before beginning their duties, since gazing for so long into the Einflamme usually renders one temporarily blind.

Mythology:

- The Einsonne Order first came into being among Sonnenstadt citizens, so Einsonne mythology is quite similar to Sonnen mythology.
- The Order views the Einflamme as a sort of adoptive parent; though the people of the Order were not born from the Einflamme, the Einflamme is now their protector, and soon the protector of all mankind. While the other Flames slowly die, the Einflamme's children help it grow stronger, and the Einflamme rewards them with its blessings in return.
- The Blessed who enter the Einflamme and walk out alive are considered reborn. The Blessed are true children of the Einflamme, and so understand its will better than anyone.

Artifacts:

- The Glass Temple is a towering structure built to house the Einflamme. The walls are dominated by huge windows, in order to allow the Einflamme's light to reach as much of the city as possible. The rest of the structure is made primarily from white marble. Initiates keep the Temple pristine so that it always shines as bright as possible. In the

process, these initiates wear clothes that cover their entire bodies, to protect their skin from lightburns.

- Einsonne craftsmen use prominent flame motifs in their work. Weaponsmiths favor curved blades that suggest the motion of fire, tailors embroider flames into clothing, and carpenters take the time to carve elegant curves into buildings and furniture. Because these craftsmen infuse their reverence for the Einsonne Flame into their work, they tend to work slowly, but produce high-quality products.



Artifact Description:

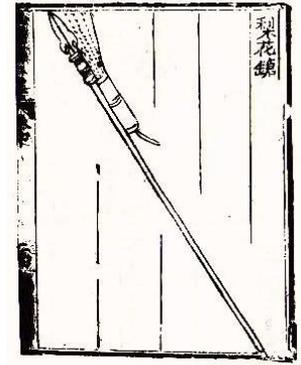
Flavor Text: *“May the Einflamme bless this tiny spark, that it may consume our enemies.”*

Name of Artifact: Torchlance

Type of Artifact: Weapon

Shape and Size: 6-10 feet long, 6-12 inch long spearhead

Weight: 12 lbs.



Cultural Value: As one of the first weapons developed using Phoenix, it is a symbol of Einsonne craftsmanship and innovation.

Condition: Varies, as spears both old and new can be converted into torchlances. Heavily-used torchlances’ blades are scorched black.

Rarity: They are both popular and easy to produce, making them a common sight in Einruhe.

Location: The technology needed to produce torchlances has not spread beyond Einruhe yet, so they are exclusively wielded by Einsonne soldiers.

Description of Appearance: Torchlances’ looks and dimensions vary, but all share a common feature: a metal barrel strapped just behind the spearhead, filled with Phoenix, and with a slow match attached. This barrel can be strapped to any hafted weapon, converting it into a torchlance. Newly-made spears often have metal plating covering the haft just behind the spearhead, protecting the wooden haft from catching fire if a torchlance barrel is attached.

Uses: Torchlances are a new weapon developed using Phoenix, a highly combustible powder. The match on the barrel is lit just before charging into battle. The match ignites the Phoenix in the barrel, unleashing a mighty flame in the direction of the spearhead. Although the Phoenix can only be ignited once before needing to be replenished, one flame is often all it takes for the torchlance’s wielder to secure the advantage.

Characters: Casting Call + Character DNAs

NAME OF CHARACTER: Winfrid

- 29, Male, Lamphearth
- Guard Captain
- Optimistic, open, brave
- Wants to keep his home and friends safe, even if it means facing unimaginable dangers.

CHARACTER: Winfrid



ACTOR: Kit Harington

PAST WORK: Game of Thrones, Pompeii, Seventh Son

WHY: Lots of experience playing a similar role as a leader and swordsman in Game of Thrones.

NAME OF CHARACTER: Sabine

- 32, Female, Astieran
- Mystic
- Serious, disciplined, paranoid
- Determined to defy a prophecy spelling her village's doom. She sees evil around every corner, and whether real or imagined, she will stamp it out.

CHARACTER: Sabine



ACTOR: Danai Gurira

PAST WORK: The Walking Dead, Black Panther

WHY: Experience playing stoic warrior characters in her past works.

NAME OF CHARACTER: Anka

- 24, Female, Aschen Pallid
- War-singer
- Creative, courageous, passionate
- A passionate singer, she always seeks to compose new songs to inspire her fellow warriors and terrify foes.

CHARACTER: Anka



ACTOR: Lady Gaga

PAST WORK: American Horror Story, A Star is Born

WHY: First, because she's a singer. Also, she has a strong charisma in her roles that I think would work well for this character.

NAME OF CHARACTER: Cain

- 19, Male, Einsonnen
- Crusader
- Stubborn, idealistic, loyal
- To rise in the ranks of the Einsonne by demonstrating his skill and dedication on crusades.

CHARACTER: Cain



ACTOR: Chris Hemsworth

PAST WORK: Thor, Snow White and the Huntsman

WHY: Experience playing the role of a rugged but heroic fighter as Thor.

NAME OF CHARACTER: Adelle

- 45, Female, Sonnen
- Wanderer
- Cold, observant, quiet
- Disillusioned with the Life Flames that fade and die, she wanders in search of others in the Darklands who might have established a settlement independent of the Flames.

CHARACTER: Adelle



ACTOR: Cate Blanchett

PAST WORK: Thor: Ragnarok, Elizabeth

WHY: She is one of the few actresses I could find who has played a role as an action character while being in the right age range for this character. Also, her portrayal of Hela in Thor: Ragnarok is cold and intelligent, which fits this character well.

NAME OF CHARACTER: Bruse

- 10, Male, Refugee
- Orphan
- Quick-witted, cautious, perseverant
- Lives day-by-day, just trying to survive

CHARACTER: Bruse



ACTOR: Brenock O'Connor

PAST WORK: Game of Thrones, Dickensian

WHY: He's about the right age and has experience playing a similar role in Game of Thrones, where he's a young boy who learns to fight so he can avenge his parents.

CHARACTER DNA SHEET:

Name: Sabine

Nickname: -

Citizenship: Astier

Rank: Mystic, Leader

Age: 32

Sex: Female

Height: 5'6"

Weight: 120 lbs

Role: Mystic

CORE TRAITS:

- Serious
- Disciplined
- Paranoid
- Guarded

MOTIVATIONS:

- Defy the prophecy foretelling Astier's doom.
- Protect the people of Astier while keeping the prophecy a secret.

BACKGROUND:

Sabine is the Mystic of the village of Astier. In her role as Mystic, she acts as a spiritual leader to the Astierans, communing with the Life Flame and harnessing its fire for the people's use. She also acts as Astier's military leader, due to her years of training in the blade and a unique technique she developed allowing her to set her sword aflame.

Sabine became Mystic at the age of only 13, with the passing of Astier's previous Mystic, Espér. As Espér's life faded away, so too did the Flamebrand marking her as Mystic, reappearing instead on Sabine's wrist. Sabine went to Espér's side, and Espér whispered a prophecy spelling Astier's doom. This prophecy has weighed on Sabine's mind ever since.

Not wanting the specter of doom to haunt Astier's people as it haunted her, Sabine chose to keep it a secret and bear her burden alone. She took up martial training so that she could fight in Astier's defense personally. She treats every potential threat with utmost gravity, and regards all outsiders with suspicion. Her people see her as a strong and dependable guardian, but also as a cold and uncompromising leader.

EMOTIONAL WOUND: Burden of Prophecy

The Event that created the Wound

At the age of 13, Astier's previous Mystic shared a prophecy with Sabine. According to the prophecy, Astier and its people were doomed to die during Sabine's time as their Mystic. Sabine has not shared this prophecy with anyone.

Basic Needs Compromised By This Wound:

- Need for security
- Need for emotional support from others
- Need to trust others

False Beliefs Were Embraced As a Result of This Wound:

- Outsiders are not to be trusted, as they might play a role in the prophecy.
- Sabine is solely responsible for Astier's safety, as their leader and the only person aware of the prophecy.

Positive Attributes that are a Result of the Wound:

- Disciplined
- Responsible

Negative Traits that are the Result of the Wound:

- Guarded
- Paranoid

Resulting Fears:

- That her people will die despite her efforts.
- That she may not be a strong enough leader to protect Astier.

Possible Habits Have Emerged:

- Regarding all outsiders with suspicion.
- Maintaining emotional distance from her people.
- Training with the sword daily.

CASTING CHOICES:

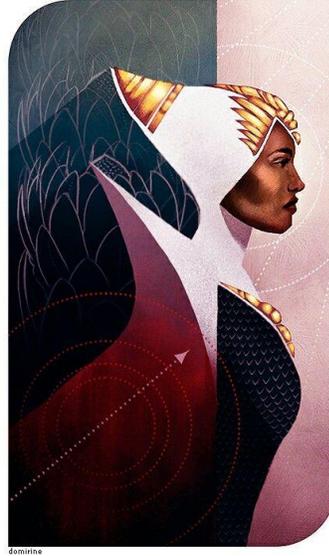
- Danai Gurira
- Emmy Raver-Lampman
- Letitia Wright



SAMPLE LINES:

1. “I will defend Astier at any cost.”
2. “I’ll be keeping an eye on you, stranger.”
3. “Stay here where it’s safe. I’ll take care of this.”
4. “If you invite Darkness to Astier, you are my enemy. No exceptions.”
5. “In the Flame’s light, be purged!”

REFERENCE IMAGES:



CHARACTER DNA SHEET:

Name: Winfrid

Nickname: Winnie

Citizenship: Lamphearth

Rank: Captain

Age: 29

Sex: Male

Height: 5'8"

Weight: 150 lbs

Role: Guard Captain

CORE TRAITS:

- Open
- Brave
- Humble
- Naïve

MOTIVATIONS:

- Protect Lamphearth from the Darkness.
- Learn more about the world, improving himself in the process.

BACKGROUND:

Winfrid is the guard captain of the small village of Lamphearth. The Lamphearth guard is a very small, close-knit group, and all of its members have known each other for years. Winfrid's role as captain is more informal than formal, resulting from years of acting as a natural leader among his fellows. His strength, reflexes, and dedication to training have made him the most skilled swordsman in his village.

Winfrid's desire to learn to fight and defend his village originated from his father's stories. His father, a retired trader, often told his children of the strange and dangerous creatures he contended with on the route between Lamphearth and Refuge. Inspired by his father's tales of battle and peril, Winfrid trained from the time he was old enough to wield a stick. Even before formally becoming guards, he and his friends dared each other to venture into the dusky outskirts of Lamphearth's territory, often returning with cuts and small, strange corpses.

However, Winfrid never tasted true danger until the day his village was invaded by the Pallid. They rode in on the backs of grotesque insects, their eerie war-songs intermingling with the screams of the villagers. Winfrid saw old friends and acquaintances killed, or dragged crying into the Darklands. The faces of those he failed to save are burned into his memory, driving him to protect the rest of his village from the same fate.

EMOTIONAL WOUND: Past Failure

The Event that created the Wound

Lamphearth was invaded by the Pallid, who killed and kidnapped many innocent townsfolk. As Lamphearth's guard captain, Winfrid feels personally responsible for the lives taken.

Basic Needs Compromised By This Wound:

- Need for security
- Need to feel competent in one's role
- Need to feel worthy of trust

False Beliefs Were Embraced As a Result of This Wound:

- Winfrid was nearly as responsible as the attackers for the people who died in the invasion.
- Other people should not put their lives in Winfrid's hands.

Positive Attributes that are a Result of the Wound:

- Responsible
- Humble

Negative Traits that are the Result of the Wound:

- Insecure
- Distant

Resulting Fears:

- That more people will die because he wasn't strong enough to save them.
- That he will never be worthy to defend Lamphearth.

Possible Habits Have Emerged:

- Avoiding the friends and kin of people who died in the invasion.
- Constantly scanning the horizon for attackers.
- Putting himself more readily into danger than before.

CASTING CHOICES:

- Kit Harington
- Richard Madden
- Travis Fimmel



SAMPLE LINES:

1. “To arms! For Lamphearth!”
2. “By my father’s honor, I will allow no one else to die.”
3. “I should have gotten everyone to safety as soon as I heard the songs. I should have known those songs meant nothing good.”
4. “I will always have your back, friend.”
5. “By the Flame, I swear I will return. And when I do, I will be a stronger man.”

REFERENCE IMAGES:



References

Map

Image sources:

- “Medieval European Village - Art test” by Klaus Pillon
- *Thief* concept art by Mathieu Latour-Duhaime
- *Dark Souls 3* concept art
- *The Fall of Gondolin* cover by Alan Lee
- “Ruined Village” by Supraphorizm
- “Sinari hometown - Environmental Concept” by Chris Karbach
- The Black Towers image source unknown
- Ardent Beacon image source unknown

Environments, Human Settlements and Locations

Image sources:

- *Thief* concept art by Mathieu Latour-Duhaime
- *Dark Souls*
- Photos from Wikimedia Commons, archaeology.co.uk, and Alamy Stock Photo

Flora and Fauna

Image sources:

- Stu’s Images
- Paul Slichter
- *Elder Scrolls Legends* “Chaurus Reaper” by Nuare Studios
- *Kingdom Death Monster* White Lion miniature, painted by Awaken Realms and terrorfirma
- *Dragon Age: Blood in Ferelden*

Culture Design

Image Sources:

- *Dark Souls*
- “The Funeral Pyre” by Joseph Wright
- Aschen Mask image source unknown
- Jewelry by Kristin Bunyard
- Pallid armor image source unknown
- Photo from Cosmovital Botanical Garden
- “The Ember Knight” by Aaron Hofsass

Characters: Casting Call + Character DNAs

Actor photo sources:

- IMDB

Reference image sources:

- *Pillars of Eternity* and *Pillars of Eternity 2: Deadfire*
- *Dragon Age: Inquisition*
- Artastrophe at DeviantArt

Emotional Wounds:

- [Positive Attributes](#)
- [Negative Traits](#)