

Brief

A fantasy world in the spirit of dark fantasy: grim, with subtle and limited magic, and no traditional “great” beings like dragons or giants. The world features multiple intelligent species in conflict with one another. Its very existence is threatened by an existential danger.

Concept

Terrain

Mostly flatlands.

Mild climate with no snowy winters.

Rivers, lakes, forests, and steppes are present.

A large mountain range exists, uninhabited due to the lack of arable land and resources for herding.

Schematic map included.



Human Race

Humans primarily live an agrarian lifestyle, settled in both small villages and larger towns. Some towns are built with stone architecture, and one town city serves as the capital. They are armed with swords, spears, bows, and crossbows. Basic siege weapons are in use.

The human population is divided into four kingdoms, each with its own territory. Occasional wars erupt between them over land, resources, revenge, or political intrigue. They also defend against roaming bands of man-eating vampires.

The Kingdoms

- **Kingdom 1**
Ruled by an ambitious king obsessed with the kingdom's former glory, when it controlled more land. He constantly seeks expansion opportunities. The kingdom has a strong iron industry.
- **Kingdom 2**
Less aggressive, does not initiate wars but focuses on defense. Holds large agricultural lands.
- **Kingdom 3**
Favors trade and lending over military action. Maintains an army comparable in strength to Kingdom 1.
- **Kingdom 4**
Avoids involvement in major conflicts and does not seek dominance.

The Lich

A presumed immortal being.

Possesses necromantic magic that allows it to raise the dead.

Also capable of limited short-range magic: bursts of energy that ignite living creatures or destroy physical objects.

In the past, the Lich sought to enslave all sentient beings. Humans and vampires formed an uneasy alliance to defeat him and his army of ghouls.

He was sealed inside a cave centuries ago by the combined forces. A magical sword, capable of weakening him, was driven through his body and into the cave wall, making the sealing possible.

This event happened so long ago that the knowledge of it—and the location of the cave—has been lost.

Foreseeing his possible defeat, the Lich created a number of scrolls containing a false legend: tales of hidden treasure and an ancient magical artifact that would grant unimaginable power to whoever finds it.

The scrolls mark the cave's location deep in the mountains—where the final battle took place.

The Lich hoped that human greed and hunger for power would eventually lead someone to find him, giving him a chance to be freed.

Multiple copies of these scrolls were made and hidden in different locations by bribed collaborators.

Ghoul Race

Physiologically similar to strong humans. Ghouls consume both the living and the dead—humans, animals, and even vampires.

Do not use weapons—prefer to charge, leap onto their prey, and kill using claws, teeth, and brute strength.

They rely on numbers and aggression to overwhelm enemies.

Can only be killed by beheading or burning. Ghouls are created when the dead from graveyards and battlefields are awakened and transformed by the Lich's dark magic.

Vampire Race

Physiologically similar to very strong humans.

Do not require regular food.

Possess fangs. Not afraid of sunlight.

Have excellent night vision.

Not susceptible to metals. Skilled with swords, other melee weapons, and bows.

A decoction of vervain can weaken but not kill them—for example, by soaking a sword or arrowhead in it or administering it orally.

They can be killed by beheading or burning.

They roam sparsely populated or uninhabited territories across all kingdoms.

Live longer than humans, approximately 120 years.

Their prime age lasts from 20 to 90 years.

Reproduce similarly to humans, but females can only conceive once every 10 years.

Legends tell of offspring born from unions between vampires and humans.

During pregnancy, childbirth, and the early years of their children's lives, they retreat to the mountains for safety.

Hunter Clan

Lead a nomadic lifestyle, surviving by hunting animals.

Have established contact with some human communities, who have been convinced that they pose no threat.

There is hope that some of the man-eaters can be persuaded to stop killing humans for food.

Man-Eater Clan

Also nomadic, they hunt humans.

Reject the choices of other clans and believe they must enslave all humans and “traitorous” Hunters.

Occasionally, they recruit Hunters who begin to share their ideology or who defect on their own.

Entry Point to the World

KING 1 sent his nephew to prove himself by capturing a small border town of Kingdom 2. The nephew was defeated and killed in battle.

This became the pretext for KING 1 to declare war on Kingdom 2.

The war proceeded successfully. During the capture of one city, a secret room was discovered in the town hall. Inside were various scrolls, which were sent to the capital of Kingdom 1.

A court sage found among them a scroll fabricated by the Lich.

The sage informed KING 1 about the scroll's contents, and they believed it to be genuine.

Realizing he could not both wage war and seek the treasure at the same time, KING 1 ordered his troops to search for it and personally set out in that direction. This drew the attention of others, who began to investigate the reasons behind these actions.

People loyal to KING 3 obtained information about the scroll's contents and reported to KING 3.

KING 3 decided that securing the treasure would permanently strengthen his position and sent troops to search for it.

Rumors spread and reached the others: KING 2, KING 4, the Hunters, and the Man-Eaters. KING 4 did not believe the rumors and took no action.

The leader of the Man-Eaters saw an opportunity to establish his order and set out in search.

The Hunters and KING 2 each received the true information about the scroll by different means and understood that whoever finds the cave might accidentally release the Lich, which would mean the end for all.

KING 2 tried to convince KING 4 of the danger, but was not believed.

Therefore, KING 2 embarked on the search alone.

The Hunters also set out, trying to prevent the impending catastrophe.