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## **What is LifeSpark?**

LifeSpark is a multiplayer online battle arena (MOBA) infused with the rich narrative one finds in a role-playing game and unique gameplay mechanics. The game bridges the gap between typical RPG and MOBA experiences by being both enveloping and casual at once. Players may pore over the evocative storyline in an immersive, environment-user-interface or cut right to battling it out in short, digestible arena matches. The fusion of these genres and fresh mechanics creates a new brand of experience altogether.



## Story



What little we know has been gleaned through scholarly and archaeological efforts spanning eons of lost history. In a time before *The Quiet*, civilization flourished here and the *LifeSpark* was discovered. Clean, powerful, and inexhaustible, this flow of the planet's life-force was calibrated and channeled by *Spark Points*, magnificent towers transmitting the LifeSpark to all things in all places. What followed was a renaissance of true magic – a golden age that would unite the races of the world. But it was not to last.

Many found they had the innate ability to manipulate the LifeSpark, beings described as *Wizards*. Wizardry was a natural process and therefore *clean*. Others needed artificial assistance to wield magic. They were dubbed *Sorcerers*. As it was an unnatural process, Sorcery contaminated the flow of the LifeSpark and was declared *dirty*. Thus formed the dichotomy between light and dark, good and evil - and the demise of this world.

The shockwaves of *The Great Wars* reshaped the face of our planet. As entire civilizations were destroyed and Spark Points were lost, the fabric that bound this place together unraveled. In the reclusive wildlands of a world recovering from the brink of destruction, survivors hunted for lost Spark Points and vied for control over the LifeSpark.

Now, as *The Quiet* subsides and civilization cranes its neck again, remnants of a forgotten time threaten to plunge this world into annihilation once more.

## **Mechanics – What do players DO?**

1. Eliminate the enemy in arena-gameplay by amassing skill-sets through leveling up
2. Assemble pieces of the narrative history of this world to fine-tune these skill-sets

## **But that sounds like any MOBA – what’s different?**

1. Players must capture Spark Points from the beginning to form a basecamp – from there it’s up to them to coordinate their efforts to activate additional Spark Points to expand their own domain while destroying the other team’s.
2. Skill-sets are customizable based on our *Elemental Fusion* mechanic – merging one element with another, players may choose specific abilities with which to combat their enemies and solve puzzles on the battlefield.
3. Collection of lore and piecing together the story of this world actually teaches players how to fine-tune their skills and become better at the game(e.g. using a particular element in conjunction with a particular deity’s sigil may yield uniquely devastating results).
4. Players will find themselves actually working with the enemy team at times in order to solve puzzles or defeat bosses to access unlockable content, giving LifeSpark a unique, social dynamic.

## **What’s the platform and why?**

1. iOS touch devices – primarily iPad
2. We want LifeSpark to be something the player can *feel*. Touch-screen functionality is more visceral and livelier than a point-and-click environment.
3. iOS gaming has the ability to be either short-lived and digestible or elaborate and immersive. We’d like an experience that caters to gamers from both camps.
4. Games that don’t favor *payers over players* tend to enjoy a more devoted (and ready-to-spend) client-base. We believe iOS to be the perfect access point to this client-base. Were this commercial product, the content of LifeSpark would be attainable through diligent gameplay as well as in-game purchases.



## RPG-inspired Gameplay

The intention of LifeSpark is to infuse a MOBA with a narrative-driven world, and one of the easiest ways to do this is to make the interface feel like a home, not a system. Instead of miles of menus and status tabs, players are greeted by a non-player character in a small-town environmental-UI. The NPC gives them a brief lesson on choosing an avatar and navigating it around the UI. In order to choose a new avatar, tap the barracks and select a new hero. To view a friends list, visit the tavern (any friends online will appear here in the form of their current avatars). There is a shop for in-game purchases, a library to access the in-depth lore, etc. Our NPC accompanies the player-character along their journey (until dismissed) and explains the functionality of each area as it is accessed.



This architecture brings players into the game world, allowing them to see themselves as residents instead of operators.

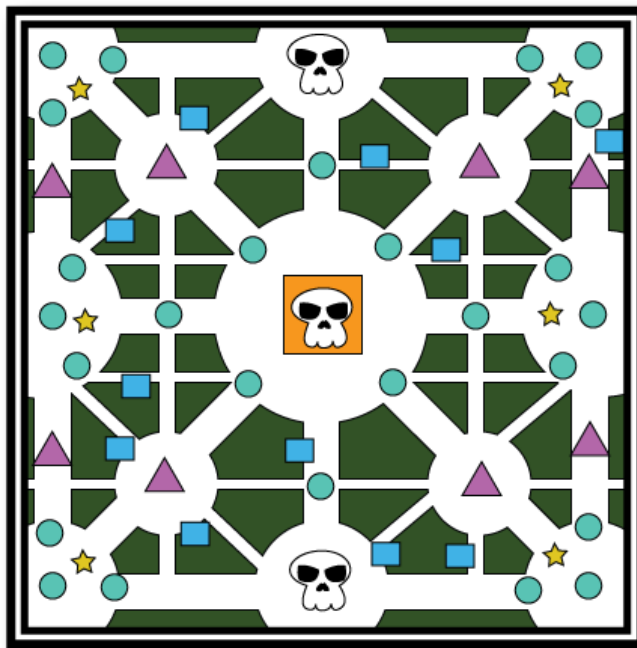
## MOBA Gameplay

Once in the arena, gameplay doesn't resemble the typical MOBA. Players randomly spawn somewhere on the map, near a Spark Point. They must *capture* an initial Spark Point at which to establish a basecamp. Once the initial Spark Point is activated, a basecamp is established, an arena-equipment vendor appears and base defenses are triggered (creeps will begin marching toward the nearest main lane and Spark Points will zap incoming enemies with beams of energy).







Adjacent Spark Point activation will trigger the LifeSpark - a beam of energy connecting friendly Spark Points (the configuration of adjoined Spark Points will be communicated by color-coding the ground to illustrate friendly vs. neutral vs. enemy territory). Players may teleport between Spark Points, select one in particular at which to respawn and select a lane for their creeps to follow.

Gameplay consists of players battling and destroying each other's Spark Points, thereby ultimately eliminating the enemy base camp - a victory is achieved when the enemy has nowhere left to spawn.

**Arena Map (simplified)**



### Arena Key

-  Spark Point
-  NPC fight
-  Boss fight
-  Cross-faction-cooperative puzzle
-  Player spawn point
-  Puzzle

The arena is a storytelling environment - there are myriad opportunities for players to exercise insight and knowledge of the game's lore and mechanics to unlock content. For instance, identifying the sigil of a fire god and lighting the sconces of an ancient temple with a fire spell might awaken a slumbering boss.

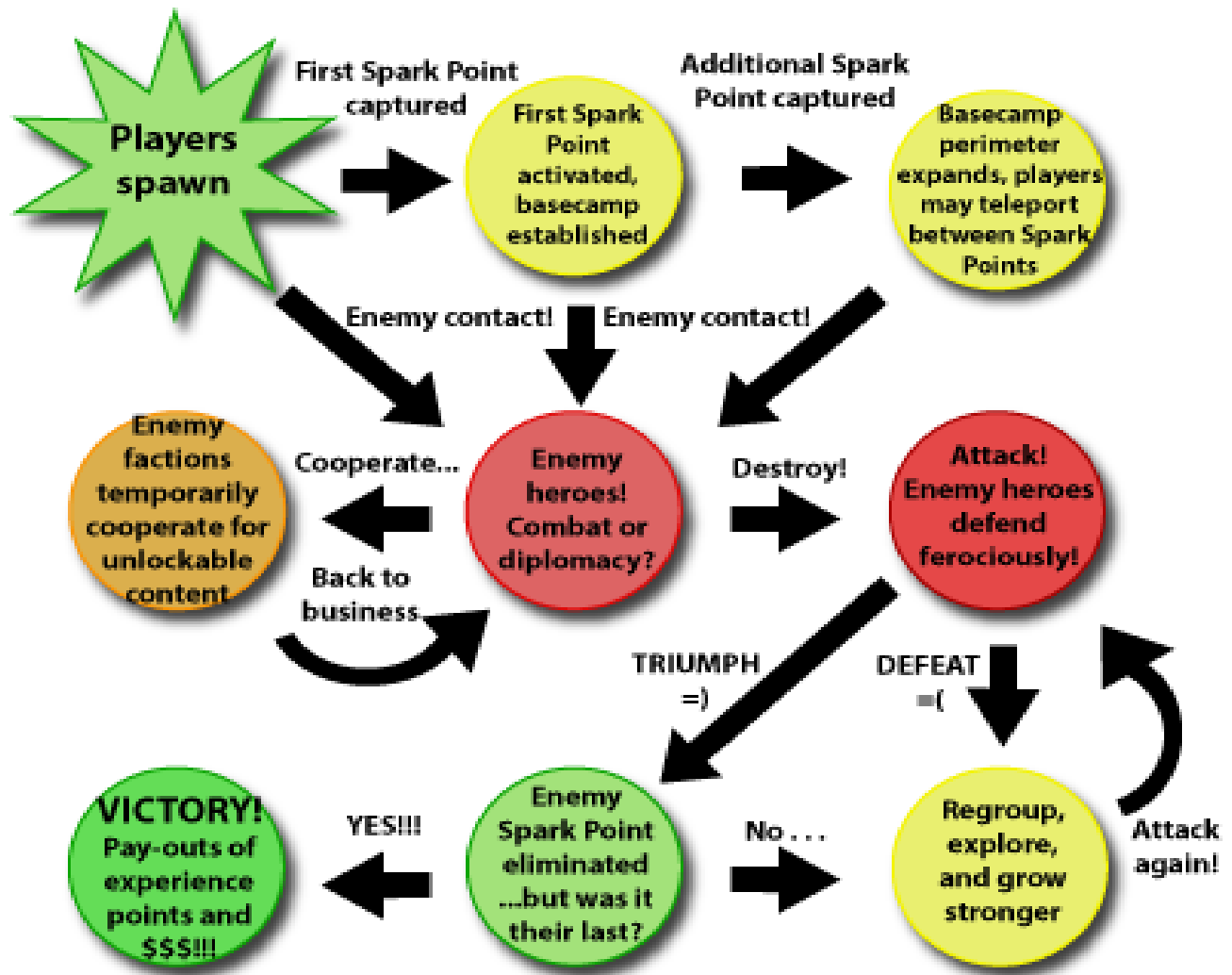
## Fresh Gameplay Philosophy

Something unexplored in MOBAs to date is the idea of cooperation with your enemies – a mechanic with great potential for surprising emergent gameplay.

In the center of the map, surrounded by Spark Points, sits an enormous tomb. The tomb can only be accessed by both teams channeling their LifeSpark into the locks of this structure. Once unlocked, an intense boss fight becomes available. When defeated, the boss's reward is substantial - not just experience and money, but content; be it an unlockable hero, new skin or a rare sigil, the treasure may be worth a shot at diplomacy.

Conspiring with your enemy for mutual benefit opens doors for all player-types - explorers seek out paths along which to channel their team's LifeSpark, socializers will communicate with one-another and barter the truce required for such an operation, grievers will attempt to sabotage the entire plan and killers will murder everyone involved. The experience that stands to unfold will create a unique, social dynamic to this game.

## Arena Gameplay Flow Chart (simplified)



## This World and its Language



**Profile** - Every player in LifeSpark accesses the game using a unique user-profile. This user-profile levels up (like a character in an RPG) based on experience points acquired through gameplay.

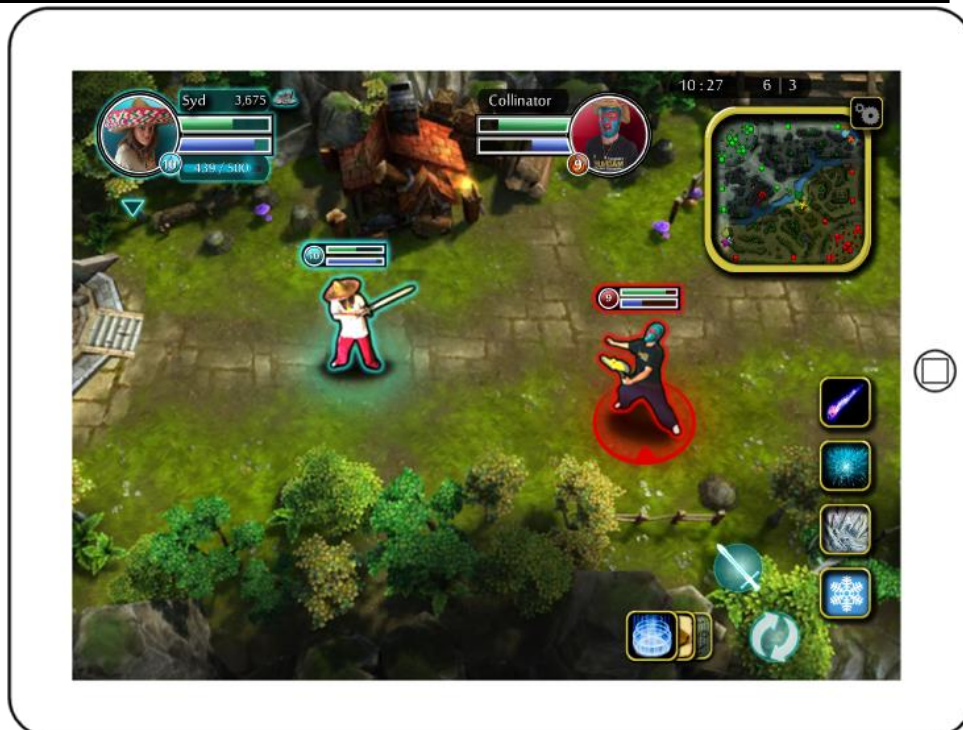
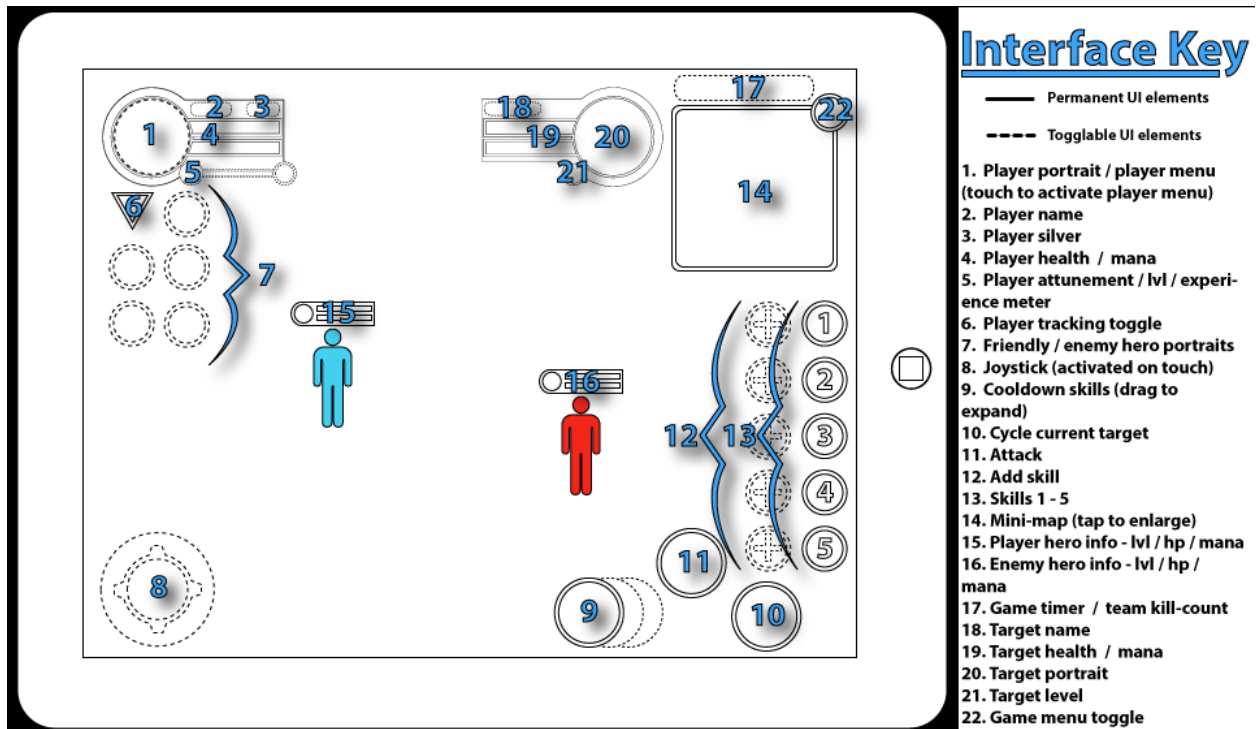
**Heroes** - Characters. A player may control one at a time - whichever hero was last used will be the player's current avatar navigating the in-game UI. They can be categorized into the races of Wizards, Fairies and Sorcerers. Each hero is *attuned* to a specific *element*.

**Elements** - There are seven elements - Earth, Air, Fire, Water, Light, Dark and Combat. The combining of these elements is an instrumental mechanic of LifeSpark's gameplay – Elemental Fusion. Combining elements alters a skill. For example, if a Fire-based hero finds and activates a Water relic, their "Fire Bolt" skill would become "Steam Bolt." This upgraded version of the skill would then have enhanced effects of the original.

**Attunement** - Each hero is innately associated with one element. This element dictates the nature of the hero's capabilities. In the arena, *relics* may be acquired, granting access to additional elements, facilitating the Elemental Fusion described above.



**Arena** - The battleground of LifeSpark. A player may play a solo **or** multiplayer match. At the outset, heroes and *skills* begin at level 1 and are leveled up throughout the course of the match. At the end of the match there is a pay-out for all players based on number of kills, assists, captures, damage / healing done, relics collected, etc. This payout consists of experience points to level up a player's profile and *gold*, the in-game currency.



**Stats** - Each hero has statistical ratings to articulate their capabilities. They include *Attack*, *Defense*, *Magic* and *Speed*.

**Skills** - Each hero has a unique skill-set based on their attunement. These abilities are leveled up along with the hero inside arena gameplay. Four initial skills are associated with the hero's element; a fifth, "faction skill" is accessed upon attuning a secondary element.



Example of *DARK* hero's beginning skill-set

**Silver** - Arena currency. It is used to purchase *equipment* during arena gameplay. Any silver left over at the end of the match is rolled into a player's pay-out. 100 silver = 1 *gold*.

**Gold** - In-game currency. It is used to purchase everything from new heroes and *sigils* to items that might boost pay-outs from the next match.

**Equipment** - Items bought at the arena vendor using silver. Equipment will boost a hero's stats, grant access to new skills or complement existing ones. Equipment lasts for as long as the match.

**Talent Points** - A player receives one talent point per profile level. These talent points are spent in the various *talent trees*.

**Nodes** - The building blocks of *talent trees*. Spending a talent point to unlock a node grants a skill-boost particular to that tree.

**Talent Trees** – The talent trees are designed to complement different playstyles. There are four – *Harbinger* (tank), *Warrior* (fighter), *Empath* (healer), and *Mage* (magic). Nodes within these trees may be accessed through the use of talent points – each node within a tree enhances an existing stat (e.g. magic attack +1). Accessing multiple trees to customize a *build* yields various results.



The *Mage* talent tree.  
Three nodes have been accessed (using a grand total of 15 talent points).

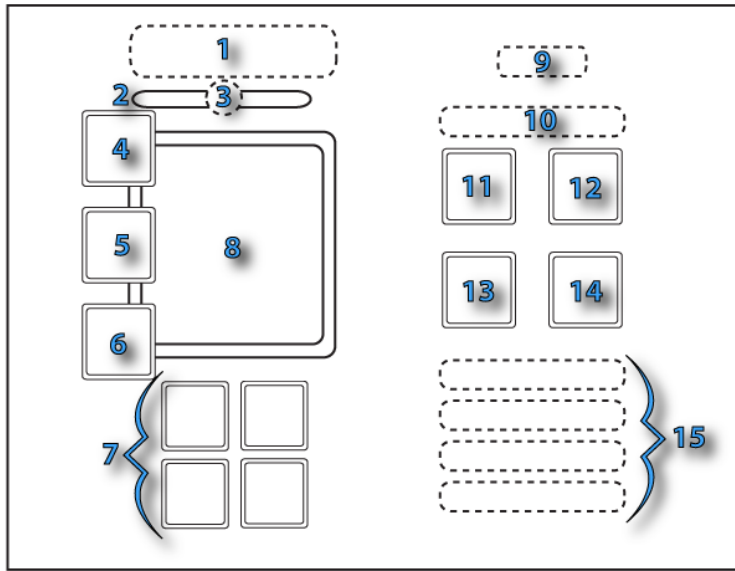
**Sigils** - Symbols of the various deities. Their effects vary; a dark god's sigil, for instance, might enhance a Dark Sorcerer's *Magic* stat - a hunter-god's symbol might enhance a Warrior's fighting ability. Some sigils may be purchased at the shop. Other, rarer sigils must be found in the arena through defeating bosses or puzzle-solving.



**Build** - Custom-built orientation of talent points and sigils for different playstyles. A build stores the player's current settings and may be rearranged at any time. Each profile begins with access to one, but additional builds may be purchased in-game. A player may prefer a *Harbinger* build when playing one hero, but an *Empath* build when playing another. It's therefore in a player's best interest to obtain multiple builds to avoid having to rearrange talent points every time a new hero is selected for play.

## Build Key

1. Player profile name
2. Experience meter
3. Current level
4. Current hero lore
5. Currently equipped sigil
6. Current hero attunement
7. Current hero skill-set
8. Current hero portrait
9. Player profile gold
10. Current build
11. Harbinger skill tree
12. Empath skill tree
13. Mage skill tree
14. Warrior skill tree
15. Current stats - based on current build and hero



**Relics** - Items found in arena gameplay, each attuned to a specific element and containing a particular piece of lore. They can be activated for elemental fusion, sold to the arena vendor for silver, or kept for an experience boost at the end of the match.

Relics are pieces of lore that are applied to the compendium of knowledge in the Library. Piecing together the beats of this world's narrative and how the characters are woven into it is central to the RPG experience, but is by no means required-reading. Each relic will have a toggle for the short, watered-down version for those more interested in MOBA gameplay. The information is designed to teach players how to fine-tune their builds, solve the puzzles within the arena and defeat difficult bosses.

## **Combat**

Each hero has an ordinary attack they use as their primary weapon, which varies from hero to hero - one may wield magic bolts, another may prefer close-combat with a sword. Each also begins with a skill-set of four elemental abilities based on their natural attunement. For now (for convenience's sake), every element is categorized into four innate abilities -

1. A short-ranged, "missile" ability, whether firing a bolt of elemental energy or flinging a weapon
2. A long-ranged version of skill 1
3. An Area Of Effect (AOE) skill - affects all heroes within a short range
4. A protective ability, stops a portion of incoming damage



Example of *DARK* hero's beginning skill-set.



## Elemental Fusion

When a hero attunes a second element by activating a relic, they will have achieved *Elemental Fusion* and two things happen: the four primary skills are altered based on the combination of elements and a fifth racial skill becomes available. When a second element is activated, the new skill-set is, in essence, a powered-up version of the first. A stretch-goal of ours is to associate each element with its own, unique after-effect; fire burns, ice freezes, earth heals, etc.

Element	Fire	Water	Air	Earth	Combat	Faction Skill	Light	Dark	Fairy
<b>Fire</b>	Flame Lance - 1. Short range Fireball - 2. Long range Explosion - 3. Mid-range, AOE Wall of Flame - 4. Prevent damage	Steam Bolt - 2. Long range, DOT Steam Vent - 3. Mid-range, AOE + DOT Wall of Vapor - 4. Prevent damage + DOT	Fire Bolt - 2. Long range, DOT Fire Storm - 3. Mid-range, AOE + DOT Smoke Field - 4. Prevent damage + DOT	Lava Bolt - 2. Long range, DOT Boil Earth - 3. Mid-range, AOE + DOT Volcanic Glass - 4. Prevent damage + DOT	Fire Edge - 2. Long range, DOT Ignite - 3. Mid-range, AOE + DOT Grenade - 4. Long range AOE damage + DOT	N/A	Arcane Fire - 5. Fire beam to row of enemies + DOT	Hell Fire - 5. Rapid fire any "1" or "2" spell	Fairy Fire - 5. AOE damage + DOT to enemies, heals allies
<b>Water</b>	Steam Bolt - 2. Long range, DOT Steam Vent - 3. Mid-range, AOE + DOT Wall of Vapor - 4. Prevent damage + DOT	Ice Lance - 1. Short range Ball of Cold - 2. Long range Blizzard - 3. Mid-range, AOE Wall of Ice - 4. Prevent damage	Lightning Bolt - 2. Long range, DOT Cone of Lightning - 3. Mid-range, DOT + AOE Wall of Vapor - 4. Prevent damage, DOT	Acid Bolt - 2. Long range, DOT Acid Bath - 3. Mid-range, AOE + DOT Stalagmite Forest - 4. Prevent damage + DOT	Ice Edge - 2. Long range, DOT Ice Shards - 3. Mid-range, AOE + DOT Immobilize - 4. Long range damage + stun	N/A	Frost Nova - 5. AOE damage + stun enemies	Comet Swarm - 5. AOE damage + stun enemies	Spring of Life - 5. Resurrects fallen ally
<b>Air</b>	Fire Bolt - 2. Long range, DOT Fire Storm - 3. Mid-range, AOE + DOT Smoke Field - 4. Prevent damage + DOT	Lightning Bolt - 2. Long range, DOT Cone of Lightning - 3. Mid-range, AOE + DOT Wall of Vapor - 4. Prevent damage + DOT	Air Lance - 1. Short range Tornado - 2. Long range Cyclone - 3. Mid-range, AOE Typhoon - 4. Prevent damage	Crystal Bolt - 2. Long range, DOT Tornado - 3. Mid-range, AOE + DOT Sand Storm - 4. Prevent damage + DOT	Wind Edge - 2. Long range, DOT Vortex - 3. Mid-range, AOE + DOT Acrobatics - 4. Burst of movement speed + damage prevention	N/A	Crosswinds - 5. AOE slow + silence enemies, speed up allies	Dark Portal - Teleport several yards away	Pixie Portal - 5. Teleport to nearest ally
<b>Earth</b>	Lava Bolt - 2. Long range, DOT Boil Earth - 3. Mid-range, AOE + DOT Volcanic Glass - 4. Prevent damage + DOT	Acid Bolt - 2. Long range, DOT Acid Bath - 3. Mid-range, AOE + DOT Stalagmite Forest - 4. Prevent damage + DOT	Crystal Bolt - 2. Long range, DOT Tornado - 3. Mid-range, AOE + DOT Sand Storm - 4. Prevent damage + DOT	Stone Lance - 1. Short range Hard Boulder - 2. Long range Quake - 3. Mid-range, AOE Stone Skin - 4. Prevent damage	Stone Edge - 2. Long range, DOT Hidden Trap - 3. Mid-range, AOE + DOT Tunnel - 4. Dig underground, emerge several yards away	N/A	Camouflage - 5. Turn invisible for a time	Necromancy - 5. Raise the dead to fight as skeleton minions	Pixie Dust - 5. AOE heals self and allies
<b>Combat</b>	Fire Edge - 2. Long range, DOT Ignite - 3. Mid-range, AOE + DOT Grenade - 4. Long range AOE damage + DOT	Ice Edge - 2. Long range, DOT Ice Shards - 3. Mid-range, AOE + DOT Immobilize - 4. Long range damage + stun	Wind Edge - 2. Long range, DOT Vortex - 3. Mid-range, AOE + DOT Acrobatics - 4. Burst of movement speed + damage prevention	Stone Edge - 2. Long range, DOT Hidden Trap - 3. Mid-range, AOE + DOT Tunnel - 4. Dig underground, emerge several yards away	Lance - 1. Short range Aim - 2. Long range Phary - 3. Mid-range, AOE Block - 4. Prevent damage	N/A	War Wizard - 5. Increases HP and durability of Wizard	Demonic Acolyte - 5. Summons demon to fight	Fae Warden - 5. Increases HP and durability of self and allies
<b>Faction Skill</b>	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A
<b>Light</b>	Arcane Fire - 5. Fire beam to row of enemies + DOT	Frost Nova - 5. AOE damage + stun enemies	Crosswinds - 5. AOE slow + silence enemies, speed up allies	Camouflage - 5. Turn invisible for a time	War Wizard - 5. Increases HP and durability of Wizard	N/A	Light Lance - 1. Short range Light Beam - 2. Long range Angel Fire - 3. Mid-range, AOE Flight - 4. Prevent damage	N/A	N/A
<b>Dark</b>	Hell Fire - 5. Rapid fire any "1" or "2" spell	Comet Swarm - 5. AOE damage + stun enemies	Dark Portal - Teleport several yards away	Necromancy - 5. Raise the dead to fight as skeleton minions	Demonic Acolyte - 5. Summons demon to fight	N/A	N/A	Shadow Lance - 1. Short range Dark Reach - 2. Long range Dark Matter - 3. Mid-range, AOE Clock of Shadows - 4. Prevent damage	N/A
<b>Fairy</b>	Fairy Fire - 5. AOE damage + DOT to enemies, heals allies	Spring of Life - 5. Resurrects fallen ally	Pixie Portal - 5. Teleport to nearest ally	Pixie Dust - 5. AOE heals self and allies	Fae Warden - 5. Increases HP and durability of self and allies	N/A	N/A	N/A	Fire Lance - 1. Short range Fairy - 2. Long range Pixie Dance - 3. Mid-range, AOE Flight - 4. Prevent damage

Once Elemental Fusion is realized and a second element has been attuned, the skill-set becomes locked (although rarely a relic will be recovered allowing a hero to defuse the second element and start fresh). It's therefore in a player's best interest not to be too hasty when a relic has been recovered - fusing elements is usually a match-long commitment.

## Multiplayer

- Approach: local multiplayer
  - Matches can be hosted locally
  - Eliminates worries about lag, allowing for main focus of testing mechanics
  - Game can be tested as soon as features are implemented - no need to iron out server and networking issues
  - Easier data management, things will be hosted locally
  - Not permanent - who wants a MOBA that you can only play on LAN?
  - Need to figure out Unity's LAN game hosting approaches
- Down the line - networked multiplayer
  - Lag issues, and being able to compensate for them
  - Player information would have to be stored server-side for data security
  - Need to acquire servers
  - This approach would only be explored after local multiplayer is fully implemented and problem free.
  - Eventually this is the end goal
  - Much more research and preparation is needed before networked multiplayer can be pursued
- What we have
  - Networked simple multiplayer test - using Unity Master Server
  - Contains some lag compensation
- What we need to figure out
  - Need to be mindful moving forward of which objects in game can be stored locally, and which must be run from the host
    - Ex: Things such as environments can be stored locally, whereas all the players' movement calculations should be managed by the host
  - Level and game size must be managed to reduce performance issues
  - Even though networked multiplayer is not the immediate goal, starting from the beginning we will be mindful of that goal and lay the groundwork for networked multiplayer by
    - making notes of function calls that may need to become Remote Procedure Calls (RPC)
    - Which information should be stored locally and which on servers
    - Lag issues
    - Making sure performance is optimal and everything is as optimized as possible
    - small, small loaded assets

## **Production Plan**

<b><u>Date/Event</u></b>	<b><u>Team Goals</u></b>	<b><u>Art</u></b>	<b><u>Design</u></b>	<b><u>Engineering</u></b>
<b><u>Mid May</u></b>	Heavy Team Recruiting	Art Direction Decided/Basic Hero Mock Ups	Map/UI layout designed	Basic Spark Point capture functionality
<b><u>Mid June</u></b>	Team meetings and scrums	2 basic Heroes with run cycles. UI Design	Environment concepts integrated	Full Spark Point integration and formation
<b><u>Mid July</u></b>	Team meetings and scrums	3 basic heroes with run cycles. UI completion	Tutorial and Lore design	Local Multiplayer functionality & UI integration
<b><u>Mid August</u></b>	Beginning of the year prep + UI integration. Tweaking	4 basic heroes with run cycles and basic attacks	Hero integration, skillset balancing, playtesting	Combat functionality & skillset integration
<b><u>Class Week 1</u></b>	Further interviews. Official meeting times	Finished run cycles and basic attacks. Skillset animations	Skillset, combat, Spark Point balancing	Combat, skillset, & Spark Point tweaking. Investigating Online Network Multiplayer
<b><u>Class Week 2</u></b>	Set team. Ramping for Midterm 1.	Fine-tuning attacks for functionality, particle effect integration	Further balancing with Boss and Relic investigation	Further tweaking. Basic Online Multiplayer frame
<b><u>Midterm 1</u></b>	4 Heroes, Spark Points, a map with visual assets	Fine-tuning attacks & complete skillset integration	Boss, relic, and sigil investigation	Basic Online Network Multiplayer & skillset tweaking
<b><u>Mid November</u></b>	Look for game balance & theme	Boss, creeper and arena Assets	Boss, relic, and sigil implementation	Online Network Multiplayer, creeper & UI asset integration
<b><u>Demo Day 1</u></b>	Game goals understood and playable	Boss/creeper completion and further arena assets	Playtesting, map tweaking, UI tweaking	Combat tweaking, map asset, & Boss functionality
<b><u>Midterm 2</u></b>	Balanced heroes, creepers, with assets implemented	Complete boss/map asset integration	Playtesting & tweaking (social and boss gameplay)	Fine-tuning for functionality
<b><u>April 1<sup>st</sup></u></b>	Balance gameplay and look to integrate lore	Asset integration as need, polish	Design testing, gameplay testing	Fine-tuning for balance
<b><u>Demo Day 2</u></b>	Playable game with assets, bosses, heroes, Spark Points, and creepers integrated.	Final Polish	Final Polish	Final Polish

## Scope

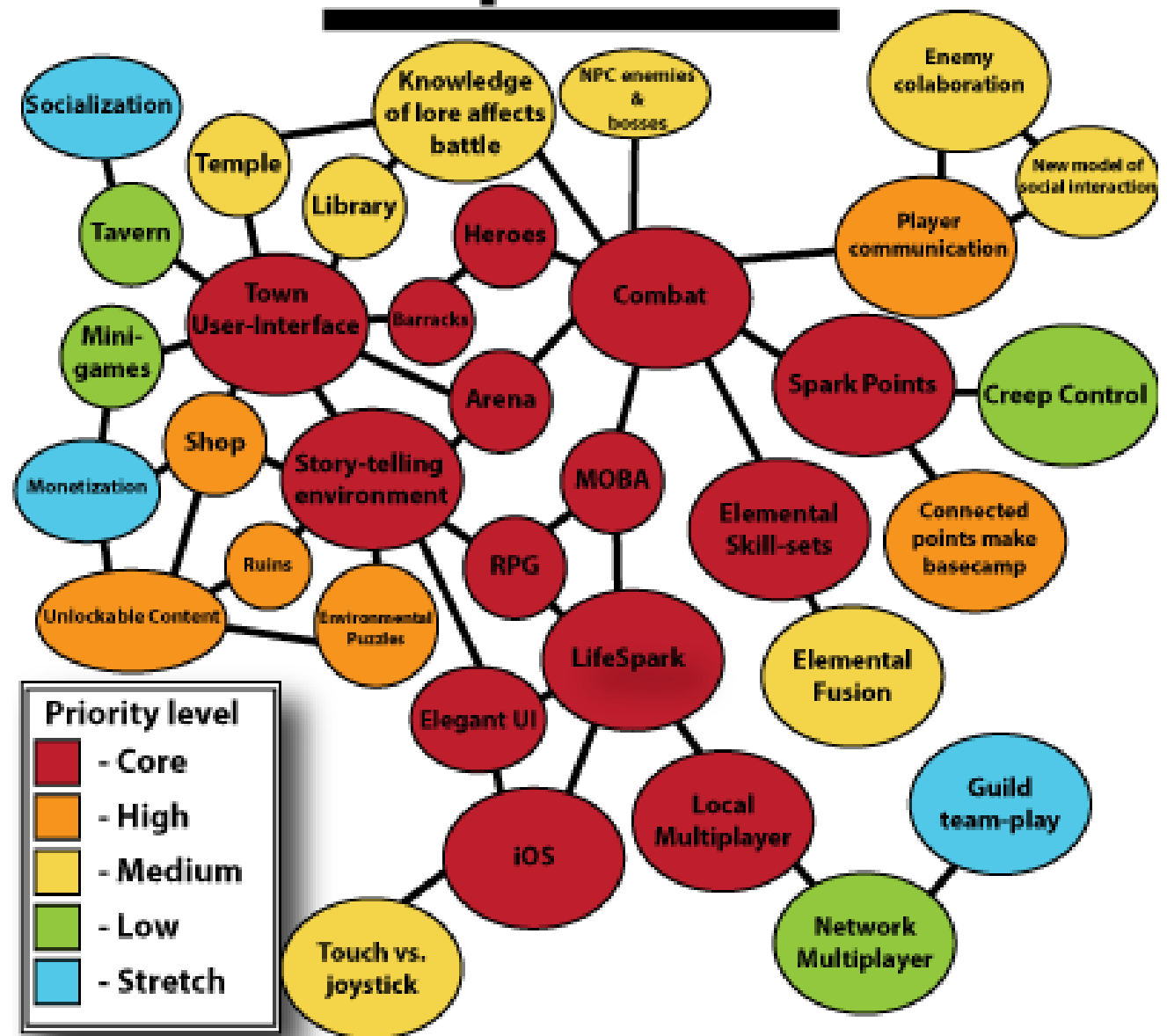


We realize this sounds like an ambitious undertaking, it is. There's a lot here that can potentially reshape the MOBA wheel, it's a big idea. We're interested in crafting the fundamentals of this experience. We can turn this around in the given timeframe by boiling this game down to its core features:

- Spark Point capture mechanic – One of our core mechanics, the capturing of Spark Points to form a network, is integral to gameplay. It's important we nail this first and fast.
- Combat mechanics – A battle arena isn't effective without compelling battle. Combat has to *feel* incredible in LifeSpark. We've taken measures in our design process to create the *illusion* of expanse with regard to these mechanics, when in actuality they're all very neatly enveloped - each skill falls into one of five categories and is governed by the same rules (e.g. a *Fire Lance* is an *Ice Lance* is a *Light Lance* etc.). This way, abilities are simply variations on a theme and it's a simple matter of swapping out assets.
- Story-telling environment – The environment will be casually interactive, but by no means a multi-leveled dungeon experience. Simple gags to add another layer to gameplay is what we're shooting for. A hero might find an opportunity to use a water spell to extinguish a fire and uncover treasure, for instance - fitting a square peg in a square hole will yield a reward.
- UI – The small-town UI is an intriguing idea to us. Picture a touch menu with buildings instead of tabs – touch the barracks, the heroes panel appears; touch the temple, the pantheon panel appears. Just another layer of interactivity that immerses players in the world.

We've gone through our to-do list and prioritized things. It looks a little something like this:

## Scope Chart





## **Team**

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Danny Bilson – Faculty Advisor

Tracy Fullerton – Faculty Advisor

Chevon Hicks – Faculty Advisor

## **Factions**



## **The Races of Wizards**

Wizardry adheres to the use of clean magic. They rule over the realms of light and seek to cleans the LifeSpark of its contamination for the better of our world. It's worth mentioning here that although the races of Wizards are known to support the exclusive use of clean magic, not all under its banner are able to wield it. There are entire demographics of non-magical warriors, scholars, artisans and diplomats who support the Wizard cause.



## **Sorcerers**

Sorcery is the practice of wielding magic through artificial means – most commonly, bionic implants. It's powerful and easily-accessible. In a time before its harmful effects were discovered, entire civilizations outside the LifeSpark's reach depended on Sorcery for survival. When legislation was passed banning its practice, many abandoned its use and joined Wizard society. Now, many dark schools of magic have come to be associated with Sorcery– its adherents dabble in dark and poisonous disciplines such as Necromancy and Demonics.



## **The Fae**

The Fairy races are a reclusive and mysterious people. It's widely speculated they arrived in our dimension by attempting to escape the destruction of their own. The mechanics of Fairy magic are not yet fully understood. It's been theorized that it consumes the caster's life force, which they then replenish somehow. Fairy magic, therefore, has the potential to be both light and dark. During *The Great Wars*, Fairy Lords sent out a distress call to their subjects, summoning them back to the capital, which promptly vanished – how or why has never been understood. Most scholars contend The Fae must have seen something similar unfold in their home-world and wanted no part of it here. The few Fairies left are regarded as stragglers of a departed (or extinct) race.

## Heroes



### **Delia**

Delia was born to Wizard-monks in the Ephrenian Mountains and excelled in the schools of light and air from a young age. During a Sorcerer attack, her village was put to the sword – only Delia survived. She enlisted at fifteen (lying about her age to do so) and began her mission to “purify the world” of Sorcery and its evil. Two years later, as an officer, “Delia, the Pure” came to the attention of the Grand Council after having slain an entire regiment of necromancers single-handedly. Now a Captain, Delia the Pure oversees the front of the war.

### **Edana**

Edana was once mortal. As a human this vile Sorceress rose to infamy when she assassinated one of the most revered Architects in all the realm. Overnight her name became a curse and “Edana the Vile” was ordered executed. The beheading was broadcast over the LifeSpark to an audience of billions. When her head was presented to the crowd, its eyes fluttered open and began issuing curses to the horrified masses, vowing to return. Her reanimated corpse has been seen haunting battlefields in recent years, raising armies of undead to fight for her...



### **The Constable**

The Constable hails from the underground city of Qoar. He fashions himself a “Gunslinger,” warriors that emulate adventurers from eons ago in ancient texts. Without access to magic, Gunslingers must rely on projectile weapons and close-ranged combat. They are still, however, formidable warriors, and the Constable is no exception. His rifle is capped with a heavy, razor-sharp axe-head he wields with deadly ease.