

Items, Skill, Lore & Journal Samples

Camila Mattos

Ancient Weapon

Location: Sport Stadium

Appearance: Baseball Bat

Type: Equipment (artifact)

“We believe this was an ancient weapon used by the First Civilization. It is not very effective, as you can see. Probably due to the fact that, with no Death there was no purpose for top notch weaponry. However, we can infer that fighting was perceived as a recreational activity for them. People would come and watch combats in the arena. Just for fun... Or sadism, who knows? That’s why Zehrimbal was build.”

Key Item - Corn Doll

Appearance: a doll made of wood and corn cob

Use: It can be returned to Rafaíli to complete a quest.

Type: Key Item

“Can’t believe I just got back from my first rescue mission. I never thought I would risk myself for others like this. The family I saved... they had a little boy. Illion. He was crying a lot, so I found a doll in the house and told him to hold it tight. This way he would always be safe. The brat finally stopped, but it was too late. He had brought the attention of the Crusaders. There were three causalities, all death soldiers. I got scolded for that. Worth it.”

Channeling Ring

Appearance: A black ring atop a pile of ash

Location: near one of the lit pires with burning bodies (Lower Streets)

Type: Equipment (Ring)

“Don't let the looks of the forbidden city fool you: Akratya is a welcoming home. Lower Streets sure was a humble neighborhood back in the day of the Old Ones, and it still falls short on luxury, that's a given. But you stop caring about that once you start living here. There's this big sense of community. Everyone knows each other, and even though we're a bunch of people with different beliefs—we all come together under the desire to live in peace. To feel safe.

Tower Ring

Type: Equipment (Ring)

Appearance: a metallic ring inscribed with the main symbol of the Church of Death

Location: Near the body of a Death Soldier (Lower Streets)

Type: Equipment (Ring)

"We've conquered all the four kingdoms to the faith of the church. But some places of resistance remain. We must purify the Exile and force these heretics out of their hiding spots. Today, we depart on one more Crusade. The first of our generation. The last war between Life and Death. Akratya shall be taken! In the name of our ancestors. In the name of Church. In the name of Death. None shall survive!"

Master Key to Prison Lockers

Appearance: Rusty key, the regular, medieval-looking kind

Use: grants access to the cell where Agharo's body lies

Location: a small room within the area of the Prison Lockers (Zehrimbal)

Type: Key Item

"Zehrimbal... Still can't believe I'm holding keys to this place. When I first took a glance at the fortress, I could understand the fear people had for that fallen society. The arena was huge... How could a civilization that built such majestic architecture landmark enter in collapse? We can't let that happen to us. Commander has put me up for guard duty tonight. I must do my best."