.PLATINUM PLUS

(Support Book to The Role-Playing Game: RogueStone)

Keo Rithy

Platinum Plus

Copyright © 2021 by Keo Rithy.

All rights reserved.

Printed in the United States of America. No part of this book may be used or reproduced in any manner whatsoever without written permission except in the case of brief quotations em- bodied in critical articles or reviews.

This book is a work of fiction. Names, characters, businesses, organiza- tions, places, events and incidents either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons, living or dead, events, or locales is entirely coincidental.

For information contact:

https:www.roguestone.online

Book and Cover design by Keo Rithy.

ISBN:

First Edition: August 2021

10 9 8 7 6 5 4 3 2 1

CHAPTER ONE

Portal

WHAT IF IT'S A RARE OR MYTHIC piece of equipment that I need for my character. I never know when the next drop is coming, so I have to be ready. Drops are random and could happen at any time. The anticipation destroys me! My friends keep telling me that drops are not worth getting excited over, but they don't understand how important this game is to me—even if it's just about gear sometimes…

I'm sure you've heard the stories of people who find rare or even mythic equipment. But what are the odds that one of those drops will be something good for you? If you want to have any chance at

all of getting your hands on some decent gear, here's how to do it… The first thing you need is patience—because this process takes time. You'll also need persistence and luck—so get ready for the challenge!

“What the heck? Am I just unlucky, or is it that hard to come by rare gear?”

I muttered as I checked my inventory for what felt like the millionth time. There were nothing new—only common and uncommon items. It had been months since my last drop of any rarity. All of this waiting and hoping is wearing me down, but there's no way I'm going to give up now!

I was finally ready to take on the challenge I had been putting off for months. It had taken me weeks of careful planning, but I was finally going to get some decent equipment.

“You sure you can solo it?” my friend asked as he looked over the map in his hand. “This is an easy one—just find the boss and carry a stack of pots!”

I shook my head with a grin. “Thanks, I got potions."

If you find an item that's not worth much, sell it to the vendor to get some gold back. When exploring with a group, make sure someone takes responsibility for looting so you don't have to fight over who gets what! Explore places like dungeons, abandoned castles, or even the forest at night! You

never know what you might find—but it'll be worth it when you do!

"Quiet! Be on the lookout for anything that might be valuable!" he whispered to her. They stood in a dark room, lit only by his torch. The walls were decorated with paintings of champions fighting dragons and ancient emperors presiding over their people. A group of ogres had invaded the castle, which is why they were there—to retrieve any treasures they could find before the ogre horde destroyed it all or took everything back to their cave-dwelling…

The most rewarding items to loot are gems and talismans. The vendor will pay more for these than they would a common item, so make sure you're selling your finds rather than keeping them! If members of the group take responsibility for exploring areas with treasure chests or other hidden goodies, it's less likely that they'll be fighting among themselves when goods are found. Exploring dangerous places like dungeons is always worth doing—you never know what kind of rare treasures might await deep within their lowest depths...

The sound was coming from the back of the cave. I could tell it was something big, but my torchlight couldn't reach all that far back. I swallowed hard and waited a few seconds to see if whatever-it-was would make another noise, but there was only silence. It had been going for minutes now, though; I knew someone needed to go take care of it

before we lost our way in this maze of tunnels forever...

I took a deep breath and made my way to where the echoing thuds were audible once more—one step at a time until finally, they became clearer: “It’s me!” A voice called out seemingly from nowhere as soon as I got close.

You've been in the dungeon for hours now, and you're starting to get tired. You don't know how much farther you'll have to go before you find a treasure chest or end up at some sort of exit. There's nothing but stone walls around you, and they look like they stretch on forever. It's dark too—you can barely see your own hands when you hold them out in front of your face.

Suddenly, as if from nowhere, there is a light appearing before your eyes! Your heart skips a beat with excitement as it seems that this might be the way out after all-but then it gets brighter still until even the darkness can't stand against it! The radiance fills up everything.

The only way to survive in the wilderness is with portals. They are a gateway to other worlds and will help you get back home if you ever get lost or injured.

I stepped into the portal. I was excited and slightly nervous as this would be my first time using one. It felt like a hole that led to another world, but it was

only for an instant before a green light engulfed me. The sound of rushing water echoed in my ears as I traveled through space and time, until finally coming out on a beach with crashing waves all around me.

I looked up at the sky and saw how small the planet was from here; just one planet among many others floating in orbit around the sun. A towering jungle sat behind me, reaching high above my head with its leaves blocking out most of the sunlight filtering through them.

I stepped inside of it cautiously but as soon as I did searing pain shot through my body as if someone were jabbing knives into my skin. The light from outside suddenly disappeared, and for an instant, everything went black before another door appeared in front of me with no warning.

I felt sickened at the sight of what lay beyond; something grotesque with sharp teeth was waiting on the other side to devour whoever might step out.

If you find an artifact lying around in plain sight on the ground, sell it at any nearby vendor as soon as possible because nobody knows how long certain artifacts will remain unclaimed before disappearing forever (or some such.) Do you find yourself with a small fortune in your pocket and nothing to do? If so, the next time that happens take this advice—

explore! But make sure someone's responsible for looting while exploring because nobody wants to fight over who gets what they found when there are more important things on their mind like safety first!

One of the things that are hard to deal with in life is randomness. When it comes to drops, you never know when they'll happen or how many there will be, and this destroys me! I'm always on the lookout for new armor and weapons. It seemed like a long shot at first, but now I can tell you it happens more often than not! Even if I don't find anything worthwhile to me, there's still something exciting about finding any piece of rare or mythic equipment that might eventually be useful- even though it's probably disappointing. But maybe one day soon enough will come across some really good gear just waiting for me...

Like the Eye of the Watcher an ancient and powerful artifact that has been passed down through generations, but it's not just a family heirloom—its power can be used to change the world. It was created by an old order of champions with a single purpose in mind—to protect this world from those who wish to destroy it. One day, a fiend called Mythos, and his minions found their way into our world and stole The Eye of the Watcher. Without The Eye, we are vulnerable against the fiends from other worlds.

An old champion walks down a narrow corridor in the underground library. He knows that he's getting close to The Eye of the Watcher, but his journey has been long and arduous—and it had not been easy avoiding Mythos' minions from other worlds.

Suddenly, screams and explosions are coming from one of the corridors up ahead! A group of champions has just stumbled upon an enemy patrol. As soon as they hear footsteps approaching them, they all turn around and yell out "Run!" The champion shakes his head and continues on his way until he finally reaches what looks like a small door at the end of another narrow corridor. He is relieved when he manages to open it without any trouble.

The power of the Eye was bound to a single family for generations, but it's no longer safe. The fiend has stolen it and without its protection, he can destroy this world. We must find a new wielder before all hope is lost.

Many legends are surrounding this talisman, and it's said to have immense power. It can be used to see into other realms, but only those who are worthy may wield such power. Legend says that if you stare into its eye for too long, your soul will be trapped forever in the mirror world. If this happens, destroy the talisman immediately with fire or acid. Keep in mind that there are some side effects associated with wearing the Eye of the Watcher—

such as intense headaches and hallucinations—so make sure you know what you're getting into before making any decisions about whether or not to keep the artifact.

Legend tells of a magical amulet that will give you visions into other worlds. The only downside is, if your eyes keep staring at the eerie stone for too long and breach its protective barrier, then it's game over—your soul becomes trapped in this world forever! This talisman grants immense power to those who are worthy enough... so make sure you know what dangers may be lurking before acquiring such an enchanted item.

It was created by a group of powerful champions who wanted to establish peace in the land. To use it, the bearer must have an unbroken connection with The World of Order and Mirror. They also need to stay grounded and connected with nature at all times. If you are not careful, the Eye will become your master rather than your servant.

The Eye had sent down a Shockwave to The World of Order. It was on a sunny day when we first saw its light. We looked up and saw that it had finally come for us, but there was no fear in our hearts. For this is what we were waiting for all along—the sign that would let us know it's time to depart from this world. And so, with faith in our hearts and hope in our minds, we stepped forward into the unknown as if coming home at last. And now I am here with

you telling you my story about how I knew when it was time to leave The World of Order behind me with no return.

The Beyonder is a new species of creature that was discovered in the forest near The World of Order. It has been reported to be aggressive and will attack humans on sight. There have been reports that this creature can control minds, as well as shoot an electric current from its eyes. These discoveries may mean there are more similar beings out there—we need to prepare for anything coming our way! We don't know what they want or where they came from but I'm sure it isn't good news for us if we do find out... Stay safe until we have more information about this threat.

And at that moment, it was clear the Watcher had come for them all. As the watcher looked out into the sky, he saw great darkness descending upon him. For now, his time on The World of Order would be cut short. He knew there were only two ways out of death or escape. But what fate awaited those who fled this world's end...or those who chose to stay and face it head-on...?

There was a sudden sharp rain of sparks and smoke as the door opened, revealing two figures silhouetted in black. The watcher turned around to see who might be coming for him? At that moment he saw something out his window: there seemed to be an eclipse outside blocking all light from shining

through. He felt this overwhelming sense of dread come over him while at the same time knowing what must happen next- death or escape...

And then without warning, everything went dark when someone switched off the lights but before panic could set in silence followed by a terrified scream pierced like needles into their ears.

The dark sky loomed overhead as the Watcher looked out and saw great darkness descending on them. There were only two ways to escape this fate- death or run, but what would become of those who remained? As he gazed up into that ominous void above him, it was clear their time had come…

Had you ever considered that a human might be just as fiendish as someone who is not? The two concepts of "human" and "fiend", which at first seem to only share the word in common, are more similar than they may appear. Humans have many qualities associated with those of a fiend—greediness, selfishness, etc.—in addition to some people viewing themselves as kinder than others.

Humans and fiends share a lot in common. For example, they are both greedy human beings with the power to be either kind or cruel. They can have many qualities that resemble those of each other. Humans also may see themselves as being more benevolent than others do sometimes too!

We must choose which side to align ourselves with, even if that means choosing against our desires. We should always strive for goodness and kindness because these are what will bring peace to all humankind. You cannot have one without the other—they exist together as one entity in eternal balance, so when one is at war, the other becomes silent.

When there is peace in our hearts it will also be found outside ourselves because we are all connected as one being living on The World of Order together; this goes for both humans and animals alike.

It's crucial to understand how much power your actions hold over others around us who still need guidance along their way so everything balances back where it belongs again if disturbed by human interference eventually rebuilding itself into its original state once more. The key to stopping its destruction lies within our ability to choose right over wrong, even when we want something more.

For there to be peace in this world, one cannot exist without the other; they are like two halves of a whole entity—one side can't function if it doesn't have the support from its counterpart on another plane with opposing ideals. When you're faced with choosing which path your life will take—whether or not you'll go—remember: every decision has consequences (even those made by default.)

The first Source is born from a single spark. The fiend enters the world and tries to extinguish its light. A man enters the world and fights with fiends for control of this new land. And so begins the eternal struggle, man and fiend, which will continue until either one wins or both are destroyed.

The story of how the world has been made and remade over time is contained in a single book. Every chapter tells its tale about all that occurred before it was penned down on paper—the First Source born from a singular spark; man entering this new land to face off against fiends for control; and so begins the eternal struggle, with either one's victory or both being destroyed awaiting on a final result.

CHAPTER TWO

Otherwordly

THE WORLD HAS BEEN RAVAGED by a virus that mutated the human race. Some Humans have died, some are Half-demon, and some are Clones or Freaks. Clones can look like anyone they want to be but they're not as strong as other races. Freaks have strange powers and abilities such as controlling fire or ice with their hands. Undead are people whose souls are cursed by a terrible deity. Half-demons live on Mount Dread for most of their lives but come to The World of Order every so often to wreak havoc on it.

The first inhabitants of The World of Order were not humans, though they may have been the most

recent. Two prior races called Clones and Freaks came before them, clashing across the land in an apocalyptic war that destroyed their empire from which we can still see evidence today. The signs left by these two civilizations are all around us, yet no one knows how long it took for this to happen or when exactly Humans showed up on The World of Order.

For countless millennia, The World of Order was fought over by three species. The first race is known as the Clones and they created a vast empire that spanned across this planet but it eventually met its end in an apocalyptic war, although few still remain. The second race on the other hand is called Freaks and their technological advanced civilization spans from one side of this world to another—although such great power wasn't enough for them to avoid the near-total extinction of their species either at some point in time before we came onto the scene, leaving ruins scattered throughout our globe behind. We know about these empires because there's evidence spread out all around us; everywhere you turn your head can be found signs left behind by those who exist still with few left of their kind.

As a result of this conflict, many people were killed and cities were destroyed. But in the end, these treasures would be found by humans from The World of Order's future. And they would use them

to rebuild their civilization in a new world that is no longer plagued with war or disease. This new society will be better than anything humanity has ever known before because it will have learned from its past mistakes. To ensure that we never make such terrible mistakes again, we must remember what happened here today and never forget where our greatest treasure lies—in each other's hearts and minds.

For centuries, the two armies have fought for dominance. The fight for artifacts from the World of Order is just a small skirmish in this war, with each side striving to preserve knowledge before it's gone forever or sees everything destroyed so as not to be remembered by humankind at all. This long journey started centuries ago when two armies clashed over different beliefs—one young and wanting nothing more than defeat their enemies while the other was older and fought only for the preservation of our pasts through any means possible.

The two warring forces have sparred across vast distances for centuries. The side that wants to preserve everything does not want the knowledge from our past forgotten, and they oppose those who would see it destroyed. These opposing armies will continue their fight until someone decides which of them has won: all of human history or nothing at all?

The other side believes it is necessary to destroy all knowledge from our past. They believe that those who have passed should be left in peace, and not brought back into the world of the living. I am one of those who want to preserve the knowledge we've gained over time so that future generations can learn from our mistakes, triumphs, and discoveries. If we don't know about where we came from then how will we know where we're going or what legacy we'll leave behind for others to follow in our footsteps? We need to preserve these memories because they are worth remembering and learning from if only just for ourselves even if no one else ever sees them again...they matter!

Espers, Undead, Half-demons, and Changelings were the first to come out of seclusion. They had been hiding from humans for years, but they couldn't stay hidden forever. They have appeared to reclaim what was theirs—their homes, their forests, their rivers. Humans have taken over so much land that it's hard for them to live in peace anymore.

Out of the dark forests came an army with something at stake. With nothing left to lose, these fearsome creatures have come out from their hiding places and are fighting back against the humans who took over what they once had.

They're not just taking it anymore—they want everything back!

Espers are reclaiming their homes in forests as well as rivers; it is hard now because there's so much land surrounded by human settlements already taken over before them which makes it difficult for these creatures to live together peacefully with us anymore.

The four groups have appeared in droves over recent months to reclaim what was theirs—their homes their forests; rivers that sustain them are now being polluted by humans as it encroaches more on these territories with no regard for its consequences. It's hard enough living among each other peacefully when there is so much room left in this world not yet touched by humanity's greed-driven influence, let alone fighting back against it too if you're a small species like espers who don't even stand up straight because your height barely reaches.

Once, they were the most powerful creatures in all of The World of Order. They would trade their homes for a chance at freedom. But as time went on, they lost touch with themselves and each other. And so they retreated into hiding to avoid being captured by the villains who sought them out for their power. Alone in a world where no one understood them or cared about their existence.

There are beings so great that even to this day few have heard tell of such power. These magnificent beasts once roamed freely across the lands but eventually retreated into hiding from hoodlums who sought out these mighty beings for capture due to what little knowledge remains today regarding those times long ago when men first started writing down accounts detailing tales learned by word-of-mouth passing through generations.

They had lived peacefully with humans for centuries, but when their numbers dwindled and they retreated from people, humanity forgot them. It's been fifty years since the last of them disappeared into hiding—until now. There are sightings of these mystical beings all over the globe—is it possible they're coming back to reclaim what was theirs or will humanity be ready for them this time around? They have always been a part of our history, but how much do we know about them?

They don't like to be seen by humans, but they have been known to take human form. They live in seclusion in the forest of mist and only emerge when they must reclaim what was theirs. One day, they left their homes and emerged into our world, taking on human form. It took years before anyone found out about this—until one day when someone saw an esper outside her window. This person was

able to capture the esper's true self and share it with others who could see what had long been unseen.

Living in harmony with nature. They were once known as the first inhabitants of this planet and had an understanding with humans who shared their homes. A long time ago, they left to explore other worlds and dimensions when it became clear that humanity would never be able to live in peace. But now they have returned—after centuries of being away—to reclaim what is rightfully theirs.

It became clear that humankind would never be able to live peacefully together- thus leading them off their home planet when man was still just crawling around trying his best not to get eaten or killed all day every day (which he did.)

But now these peaceful creatures have returned after decades away from our world and we're not alone! The Changelings; shape-shifting creature which can switch between human form or animal at will, came along for them too! Together these two races plan to restore balance by restoring order to both The World of Order natural resources as well as its people.

The human species is on the brink of extinction. What will happen to humanity if we continue to evolve into separate species. Some believe this is a

natural progression for humankind while others see it as an abomination against nature. What will happen when humanity has dwindled to nothing more than an experiment gone wrong and all the monsters are left behind to fight over what remains...?

The world has been engulfed in a war of the world. Humans are no longer humans, they have different races and abilities that make them powerful enough to survive against any force on The World of Order. Clones can look like anyone but not as strong as other races while Undead lack souls which make it hard for them to come back from death if done so quickly or easily killed by their enemies. Freaks control fire or ice just by thinking about how hot they want something to be; these powers allow freaks to give themselves an edge over others who don't possess such power.

The virus is still spreading across The World of Order; with every new mutation of people's DNA boiling over into more dangerous mutations such as the Undead who can infect other humans just by being around them. Freaks like to live in hiding but they sometimes come out at night when it's dark so you won't be able to see how messed up their flesh really is from afar—or if they're even alive for that matter!

The life of a survivor is never easy because there's

always something to worry about in this post-apocalyptic wasteland—whether it be Freaks with strange powers who can control fire and ice at will; dead humans cursed by terrible dieties into becoming undead ghouls, or clones whose power seems weak when compared to other races but what they lack in physical strength they make up for with their ability to look like anyone they want so as not reveal themselves before time runs out.

The world is a different place. It hasn't been ravaged by an illness, but rather has mutated into something otherworldly—a virus that's changed the human race forever. Some of humanity has died; some are half-demon and others undead or clones (humans created from lab experiments.) Half-demons live in the demon realm for most of their lives before coming to The World of Order to wreak havoc on it every so often while Undead souls were cursed with terrible deities from ancient times when they first walked this planet The World of Order as living beings...The result was being cursed never again reincarnating upon death after dying because those sorts of powers come at too high a price: eternal damnation!

CHAPTER FOUR

Magic

A ROGUESTONE IS A NEW FORM of currency that has recently been discovered. It grants properties of the monster it was created from. Monsters are being defeated at an alarming rate, and these RogueStones are becoming more sought after. There may be other uses for them in the future as well, but their true potential remains to be seen. RogueStones can be used to purchase anything from food to weapons and armor. They're not easy to come by, though—they must be found or traded for with someone who already has some.

The RogueStones are found in the deepest parts of the dungeon. They possess magical properties that give them a unique power. With a rough exterior, they have an inner core that is warm and soft to touch. When you rub it against your skin, it feels like silk running across your body. You can use this RogueStone for any number of things—from granting you protection to making yourself invisible! But beware—if someone else touches your RogueStone while you're not around, they will be able to control its powers as well!

RogueStones are discovered from the remains of fallen monsters and fiends and can be used to obtain the properties of defeated monsters. To use a RogueStone, you must first equip it on one of your weapons. Once equipped, you will see the stone next to the weapon's name that indicates what monster it belongs to. For example, if you equip a Wyvern's RogueStone onto a bow or staff weapon, then all arrows fired from that bow or spell casted with that staff will be able to cast Acid associated with them. The level of the RogueStone determines how much power is transferred into your weapon; for example, a level 1 G.Scorpian would only give minor effects while a level 7 G.Wyrm would be more powerful. You can also combine RogueStones together with Source for increased effect; for example combining Pierce with a RogueStone will allow spells and attacks paired to have the Pierce attribute which penetrates armor

associated with it.

The level of the RogueStone determines how much power it grants your equipment. For example, a level one RogueStone will grant 10% more power to your equipment. If you want to increase the strength of your equipment even further, you can combine RogueStones together with Source for a higher percentage. It is important that all levels are accounted for when combining RogueStones in order to get an accurate percentage boost.

The RogueStone is a power source that can be socketed into equipment. There are seven levels of the RogueStone, with each one granting more power to your equipment. The lower-level RogueStones are cheaper but have less power than the higher-level RogueStones. To go from level 1 to 2, you need Platinum (Pt) a resource dropped by monsters and fiends. Level 7 grants the most power but it also costs the most in terms of both money and time so it's best if you're patient enough for that level before purchasing any other upgrades or materials.

When you use an item with a high-level RogueStone in it, your experience will be much better than if you used one without it. A low-level RogueStone can still be useful as long as you know how to maximize its potential. You should always equip items that have been enchanted by

RogueStones with high levels because they can make all the difference when fighting tough opponents or defending from them. The most important thing is for heroes to find out what works best for them based on their strengths then experiment until they find something that suits their needs. It's also important to remember that every hero will need different things depending on where they are in their game progression so there isn't really any "best" option—just what's best for each individual hero at whatever point in time they're playing at.

Stones can be leveled up using Platinum, but leveling them up will take time. Stones that are higher in level have a better chance at granting you more powerful abilities than lower-level RogueStones. If you're looking for a quick way to level up your RogueStone, try upgrading your weapon instead - it's cheaper and easier!

RogueStones are a rare and valuable item. They grant properties of defeated monsters when combined with the correct Source. Examples include Gargoyle, which gives you Glow attacks; Giant, which grants you Lightning Bolt spells; Minotaur, which grants you Cyclone attacks. All RogueStones have their own benefits so it is important to know what they do before using them in battle. There are also many different types that can be found in dungeons.

RogueStones are more effective when combined with a magic source. For example, combining Amplify and Griffin together increases damage.

The RogueStone will be the one that determines the type of spell it is, while a magic source will determine its strength. For example, if you want to cast a protection spell then you would use a Guardian as your Source and Golem as your RogueStone. Stones are not just used for casting spells though, they have many other purposes too! Some RogueStones are used to heal wounds or ailments while others help people find lost objects or communicate with spirits from beyond the grave.

When combined with a source, the power is increased exponentially. It's best to use these two items together because it increases the potency and potential effectiveness of your spells.

RogueStones are a type of currency that has the ability to store magic. Source is magic and is fuel for the soul that can be used to transfer one's own mana into another object, person, or place. You can use magic together in order to increase their potency. When you combine them together, you will get a stronger form of both magic and they will have increased effects on whatever it is you're using them for. For example, if I wanted to heal someone with my RogueStones and magic source

then combining them would make the healing process more effective than either alone. This technique should be used by people who want everything they do to happen faster or become stronger because this increases your chances of success when trying new spells or rituals.

RogueStones can be found in many places, but you need to find the right kind for your needs. Sources of magic are more difficult to come by, and it's important that you get the right one if you want your spells work properly. There are different types of sources for different kinds of purposes—some will only work with certain spells while others will have no effect at all on other spells.

The potency of a RogueStone is based on its color. Blue RogueStones have the most power, while red RogueStones are least powerful. Pairing different types of RogueStones together with Source will create an effect with more power than either RogueStone had alone.

The first step is to find a source of magic. Next, you need to collect and put together the right RogueStones that will be used for your spell. Combine the two ingredients together in a ritualistic manner while chanting an incantation. Take care not to leave any traces of yourself or anything from your previous life behind when you cast the spell. Once done with this process, it's important to take

precautions so that no one can discover what you've done and use these same steps against you. Be sure not to discuss what happened with anyone, as they may try something similar on their own without realizing how dangerous it could be for them if they don't know what they're doing.

Linking RogueStones creates an even stronger effect, and it's possible to link them together in a chain to create more powerful effects. Linked RogueStones are often used as wards, which protect against evil spirits or other sources of danger. Stones can also be paired—this increases their strength but not as much as linking them together. Paired RogueStones work best when they're placed on opposite sides of each other; for example, if you place one on your left hand and another on your right hand then you'll have double the protection from any negative forces.

The RogueStone's power may be linked to the user or another creature, such as a familiar. Linking the RogueStone to oneself can result in the following effects. Increased magical abilities and spell-casting for up to one hour after releasing the link. Linking the RogueStone to another creature can create powerful effects, but has risks associated with it as well. Linking your own life force with that of someone else will allow you both access each other's memories and thoughts. If you are killed while linked then your partner dies too. If you are

injured then they feel it too. However, there is no risk of death or injury when only linking their powers together. This might be useful for fighting enemies who have more than two attacks per round.

One RogueStone can be linked to a spell and then paired with another RogueStone that has been linked to a different spell. Linking RogueStones creates powerful effects, but pairing them together means even more power. For example, if you pair a healing spell with Total, you will have the ability to heal all your allies instead of just one! So don't forget—link one RogueStone to each of your favorite spells so that they work in tandem for maximum effect!

It has the power to store magical energy and release it when needed. To activate the RogueStone's power you must link it with its corresponding source of magic. Once linked, all spells cast from the source will use this RogueStone as their catalyst. Linking RogueStones also allows for more powerful spells to be cast without using up too much power or taking too long. There are two types of linking RogueStones; one type links only to a single spell or group of spells, while others can have multiple sources attached at once. You may find yourself having trouble finding these rare and valuable items if you don't know where they're hidden! Keep your eyes open for them during your travels and adventures because they'll make your

life so much easier! They're often guarded by dangerous monsters so keep an eye out for any clues about how to get past them safely!

CHAPTER FOUR

Glass

GLASS SWORD IS A LEGENDARY WEAPON that was forged by Chaos himself. Legend has it that the sword grants immense power to the wielder. It is said that if you are in possession of this sword, then you will be able to conquer anything and everything in your path. If you are lucky enough to come across this weapon, make sure not to let it fall into someone's hands or else they could use its power against you. There have been many people who have attempted to find this legendary weapon but so far no one has succeeded. Legends say there is a curse on anyone who tries

looking for the Glass Sword—if they fail at their quest, then their soul will be lost forever within its limits.

The sword has a dark, ominous feel to it and the blade is constantly dripping with blood. The glass sword was found by an adventurer exploring deep into a dungeon near the ocean shoreline. This adventurer had been looking for treasure for weeks but finally stumbled across this magical weapon. When they touched the hilt of the glass sword they felt immense power course through their body. They knew at once that this was what they were searching for all along - and so without hesitation, they took up the blade and became its new master!

It's unknown if this power will last for more than a few minutes or hours. The sword can only be wielded by those with pure blood running through their veins. If you're not born with pure blood in your veins, it'll take weeks to gain enough strength to use the sword. There are many stories about how someone was able to get their hands on this powerful weapon- but none of them have been confirmed as true yet.

It grants immense power to the wielder, but it also corrupts them. Only a person who is pure of heart can wield the blade without being corrupted. There are many people who want to use this

weapon for their own purposes and would do anything to get it. Some even believe that if they could just unlock the secrets behind its forging, they could rule over all of existence with impunity. But no one knows how long Chaos will allow his sword to stay in our world or what he plans on doing once he has reclaimed it from us.

The sword can be used to cut through anything. The blade reflects the wielder's soul, so it will show their true self. It grants immense power but also corrupts them- they become more selfish as time goes on has been corrupted by the sword for a long period of time, and now he wants revenge against those who wronged him in the past. There are many warnings about how dangerous this weapon is, but people still want to use it because they're blinded by its power.

The Glass Sword was forged in the heart of a dying star. A person who has used it for too long becomes corrupted and loses their humanity. Many have tried to use the sword without being corrupted, but they are unsuccessful. One day, someone will break free from its chains and take control of it once again.

It's the perfect weapon for a warrior who wants to use their opponent's strength against them. The sword is also fragile, so you have to handle it with care or else it will break. Don't try this at home! This

is the ultimate tool for cutting through your enemies' defenses and weakening their strengths.

It's made of glass, which is both strong and fragile at the same time. The sword has been used to fight battles in the past. It was last seen being wielded by a warrior who had just slain an army of soldiers with it.

Glass Sword is a weapon that can slash through anything, including the toughest of metals. It's powerful enough to cut through metal and stone with ease. This sword has been used by many warriors in their battles against the enemy.

It's made from the rarest of materials, so only those with enough power and skill will have access to it. If you're lucky enough to get your hands on this powerful weapon, make sure you practice daily.

The Glass Sword has been passed down for generations among the most skilled warriors in the kingdom; each one who wields it becomes more deadly than before. Be careful not to lose your sword—if you do, there are plenty of other weapons out there for you to choose from! You'll need a lot of practice before you become as skilled as these previous owners were with their swords—don't give up hope though because anything is possible if we work hard enough!

The Glass Sword is a weapon that can be crafted by adding an obsidian handle to a diamond sword. When the blade of this weapon strikes, it will shatter and inflict damage on both sides. To craft the Glass Sword, you'll need one diamond block for the blade and two obsidian blocks for the handle. This tool is perfect for breaking through your enemies' defenses and weak points with ease! Keep in mind that when crafting this item, there's a chance that you may accidentally make a normal sword or other item if you don't have enough materials. The Glass Sword can only be used once before it breaks into shards—so use it wisely!

CHAPTER FIVE

Truth

TRUTH SWORD is a sword that emits a white light. It can only be used by those who have the spirit of truth. It has been used in many battles, including battles against immortal beasts. There are two types of swords—one for humans and one for demons. The human's sword can kill any fiend, but it cannot harm other humans or animals. Demons' swords will not work on other fiends or animals, but they will kill all humans if they wield them.

The blade reflects the wielder's soul, so it show their true self. It is said that a sword can reflect the person who wields it like a mirror. When you are in

possession of this blade, it will reveal your innermost thoughts and desires to all those around you. You must be careful not to fall victim to its power and lose sight of what's truly important because once the blade has drawn blood cannot be washed from its surface. To avoid being consumed by this weapon's power, people should never turn their back on an enemy or allow themselves to get cornered because if they do they're sure to meet with disaster. If someone were ever foolish enough to attempt such a thing then all hope would be lost for them as soon as they drew blood from one single wound. A sword like this only reveals itself when there is darkness in your heart and draws out whatever vile thoughts lurk within you until nothing remains but pure evil. This blade can cause some terrible things to happen even without drawing any blood at all.

The Truth Sword has been used to fight battles in the ancient times. It is a sword that can be wielded by anyone, but it only works for those who are pure of heart. The sword was first found by an explorer and its powers were first tested on him. He had to prove his worthiness by defeating a dragon with the Truth Sword before he could use it again. Unlike other weapons, this sword cannot be broken or damaged. When someone unworthy wields this weapon, they will find themselves unable to move and their hands will feel like they've been plunged into ice water.

The sword is made of a strong metal that can withstand the heat from an enemy's fire. It was used by champions to fight battles in the ancient times. The blade of the sword has been sharpened with magic runes so it can cut through any object. The hilt on top of the handle also contains a hidden compartment for storing powerful spells and weapons during combat time. There have been many instances where this weapon has helped win battles, but there are some cases where it was not enough to save someone's life. This is why it is important for you to learn how to use your Truth Sword and be ready when danger strikes!

It has been said that the sword will not be able to detect lies if you are not honest with yourself. The blade of the sword reflects your thoughts and feelings, so if you want to know what someone else is thinking, all you have to do is ask them for their Truth Sword. If two people are fighting over possession of the same sword, then they must duel each other until one side concedes or dies in order for there to be a victor. When an individual accepts his or her own flaws and embraces their darkness as well as their light, they become stronger and more powerful than ever before because they realize that both aspects of themselves are necessary in order for them to exist. You cannot lie about your emotions when wielding this blade because it will only show how much pain

you're in on its surface.

It was first created by an ancient swordsmith. If you want to know what your true self is, then this sword will show you. But be careful—if you don't have enough courage in your heart, then the blade will turn into a fiendish weapon and attack whoever wields it. There are many different legends about how people obtained this sword throughout history. One legend tells of an old warrior who had his arm cut off in battle with blood dripping from his fist onto the ground before him.

The sword absorbs the spirit of its wielder. If you are a good person, your reflection will show it in your eyes and on your face. If you are evil, then the sword will reflect that as well. There is no way to fake what you truly feel inside because the sword will always tell on you no matter how hard you try to hide it or deny it. A person's true nature can be seen in their eyes and reflected by their actions with this blade—even if they don't want to admit it.

The blade of the sword can cut through anything, but only if its bearer has mastered themselves and sees all sides of themselves without judgment. It was created by an ancient civilization, as a way for people to reflect on themselves and learn about their true selves. The more you use this weapon, the stronger your spirit becomes; however, it will also show any imperfections or flaws you have within

yourself. You need to know what you want before wielding the Truth Sword because once you do so there is no turning back—it will reveal everything about your soul.

When the sword's bearer has pure intentions, it will reflect this in its aura and glow brightly. If the person holding the sword is corrupted by their own greed or envy, the blade will begin to darken with their negative thoughts. A beam of light shines from the blade when it reflects an honest heart. The most dangerous time for someone wielding this sword is when they are tempted by power and greed—because at this point, they can no longer tell what is good or bad. This sword can only be wielded by those who have strong beliefs and faith in themselves and others.

The sword was forged by the most skilled blacksmith in the land. It's highly sought after, but only a few can wield it. No one knows what the blade is made of or how to forge it. A legend tells that if you're not pure of heart, then you'll be pierced through with its silver light and die instantly. Legend also states that death will come swiftly for those who are evil or have no redeeming qualities. However, some say that this sword has never been seen before because it doesn't exist at all…

This sword is made of a special metal that cannot be broken. This sword will always fight for you, even

if the wielder is not present. The truth this sword speaks can never be erased or forgotten. You will always know what to do next because this blade will guide you on your journey. All who use this weapon will become stronger and more powerful with time.

Unlike other weapons it cannot be broken or damaged. The blade of the sword is made out of a material that can withstand any type of force, and will never bend or break. This weapon was created by a master craftsman who wanted to create something that would stand the test of time. There are many legends about this swords origins—some say it was forged from one solid piece while others believe it's made up of different materials which have been layered together. No matter how much you try to damage this sword, you'll find yourself unable to every single time.

It has a long handle for one-handed use. The blade is flexible and light to allow it to be used in different ways. The sword never needs sharpening or polishing because the metal doesn't rust or tarnish over time. It's perfect for self-defense, hunting, and even chopping firewood!

It was made out of metal and it is very strong because it can withstand so much heat. You should use this sword if you are in battle or fighting against someone else. This blade will not break easily, even

with all the pressure put on it. The truth sword has many qualities that make it a great weapon to have. One quality of the Truth Sword is that its edges are sharp enough to cut through anything including armor and other weapons.

The blade has been forged with a special metal, not just any metal will do. It was said that the sword had to be able to resist fire and water in order to be considered for the emperor's army. The hilt is decorated with jewels and gold leafing which makes it look even more beautiful than before. The handle on this blade is designed so you can hold onto it more securely when fighting off enemies. This weapon was created by the best blacksmiths in all of The World of Order, they put their heart into creating this masterpiece.

The sword is a weapon of absolute justice, it cannot be used for evil. It's not the blade that kills, but the person who wields it. There are many types of fiends in this world and they all have different weaknesses. When fighting against an enemy, you must find out their weakness before attacking with your Truth Sword. Never use your sword to attack humans or animals because these creatures are not monsters. The Truth Sword can only be wielded by someone pure of heart; if you're tempted to do something wrong while wielding the sword, it will burn hot in your hands and refuse to obey until you've purified yourself again.

The Truth Sword is a legendary blade that can cut through any fiend or monster. It cannot harm other humans or animals, but it will kill the fiend of your choice. Legend has it that the sword was forged by a champion who wanted to protect it's village from fiends. A group of villagers found the blade and hid it in their church for safekeeping. One night, they were attacked by an army of monsters led by a fearsome red dragon and all were killed except for one girl who escaped with the sword and took refuge in another town. She vowed never to use this weapon again out of fear she would be hunted down like her family before her.

The Truth Sword is strong and durable. It has a sharp blade that can slice through anything. It is light enough to carry around with you at all times. It never needs to be sharpened because it's always in perfect condition. The handle of the sword is made out of metal so it will never break or snap off, no matter how hard you hit something with it.

If you have been touched by the darkness, do not touch the sword or it will turn on you. The sword has never failed to protect its wielder from any danger they may face. Do not let your guard down when wielding the blade, as even if it does not turn on you—there are still many dangers that could arise from using such a powerful weapon. It is important to remember that while this blade can help you

defeat your enemies, it will also destroy anyone who uses it for evil purposes.

CHAPTER SIX

Hero

THE MAN WAS A WARRIOR. He had been born into the life, and it was all he knew. It's what his father did before him. His grandfather too. And so on back through time immemorial until there was no other choice but to take up his sword and do battle. To face whatever came at him head-on with nothing but brutality and determination in hand.

When the heroes shield was broken, he knew it was time to face his enemy. The sound of steel on steel rang out as they fought for hours. He had never faced such a strong opponent before and he

wondered if this would be the end. But in the end, he won by using his wits. It wasn't long before word got around that there was a new champion in town.

His sword was heavy and his shield was battered. He could see the enemy's eyes shining from across the battlefield. So he raised his sword and charged forward, determined to fight for what was right. And as they came together in a clash of steel and sparks, he knew that this would be his last stand; but there were no regrets in him because he had fought bravely and well. There were only joys at knowing that this time, he would not be alone when facing death.

He is a champion who has been fighting for the emperor all his life. He's seen many battles, and he's always won them. But now, enemies are coming from every direction. They're attacking relentlessly and the champion can't defend himself anymore. So he decides to take up his sword again and do battle once more. And it turns out that this time was no different—with one final strike of his blade, victory was finally theirs!

The young man was not the greatest swordsman in the land, but he knew that it was his duty to fight. He had been trained from a very young age to protect his people and defend their honor. His father had died defending them against invaders

who wanted to take over their country. He couldn't let this happen again—he would have to do everything in his power to stop them. So there was no other choice but to take up his sword and do battle. And so, with all of the courage they could muster, they set off for fight evil once more!

In the beginning, there was an emperor who had many enemies. The emperor's army was outnumbered and his empire was in peril. There seemed to be no hope for victory until one day when an old man came to him with a sword that would defeat all of his enemies. The emperor took up the sword but it turned out that the old man was just a trickster with dark intentions. So he had no choice but to take up his sword and do battle against this evil force so as not to lose everything. Luckily, he won the battle and saved his people from certain doom. He then realized how valuable it is to have friends by your side in times of need because they will always come through for you when you're down on your luck or if you're feeling lost without direction.

There seemed to be no hope for victory until one day when an old man came to him with a sword that would defeat all of his enemies. But it turned out that this person wasn't just a kindly champion giving away weapons; he had dark intentions at heart—to take over the empire from within by killing its leader! Fortunately, though well-meaning

champions can sometimes turn sour too, the emperor took up the battle against this evil force so as not to lose everything: His people saved and himself victorious again!

The Emperor sat on his throne, surrounded by the golden walls of his castle and the beauty of his empire. He contemplated for a moment what he should do with this dark champion who had come to take him, prisoner. But after careful consideration, he knew there was no other choice but to take up his sword and do battle. So they fought like two lions in the jungle—ferocious and determined until finally one emerged victorious (the emperor.) And so when all was done, it seemed that peace would be restored once again to this great land. Until one day another dark champion came riding through the forest towards the castle gates, intent on taking over this empire as well...

He was careful to contemplate what should be done with this dark champion who arrived at a time when peace seemed so fragile. But after much deliberation, it became clear that there was no other choice but for him to take up a sword and do battle to protect everything he loved most dearly: His wife's smile; The sound of children laughing; All those who looked to him as their leader—everything they would never have if war broke out again because someone tried taking advantage while claiming victory prematurely (the

emperor.) So these two lions fought ferociously like before until one emerged victoriously—and then only briefly!

He was outnumbered, but he had a plan. He fought with all his might, and it felt good to use his skills again. But then the ground started to shake beneath him. And he knew that this would be the end of him. Luckily for him, there was a sudden interruption in the fight.

It felt good to use his skills again. But then the ground started to shake beneath him as if an earthquake were about to happen! And just when he knew that this would be the end of him...it happened! Suddenly there was some sort of interruption in their fight—no one knows what caused it or how long they will last without another person around- before everything went back into focus for both sides.

The sound of battle rang out in the cold, winter air. He heard his mother's voice screaming from inside the house "Don't go!" But he had no choice, so there was only one thing to do. Take up his sword and do battle with the gray wolf outside their home! When he emerged victoriously, all that remained was a pile of blood and fur on the ground. His mother ran up to him crying tears of joy at her son's bravery.

The day was dull and cloudy, the sun hidden behind a thick layer of gray. He had been feeling restless for days now- his sleep riddled with nightmares. There was no other choice but to take up his sword and do battle. His heart pounded in anticipation, adrenaline flooding through him as he waited for the inevitable confrontation. As if on cue, they approached from the distance- their dark shapes barely discernible against the backdrop of gray sky. "You are not welcome here!" he cried out to them, taking up his stance before them so that they could not pass by without first dealing with him. They did not answer him back; there was only silence as they continued their approach towards him. But still, he would have none of it—ready to strike at any moment. "I will stop you," he said once more with conviction. And then suddenly one of them started forward. He raised his blade in defense. But just when it seemed like all hope was lost for him...he felt something hit home. It was here—she came running down into the fray.

He could not be expected to just hope that they would leave him alone forever. His heart pounded in anticipation as adrenaline flooded through him when finally from afar, their dark shapes barely discernible against the backdrop of the gray sky - they approached slowly but surely towards where he stood waiting expectantly: there were only seconds left until it began…

It was a risk, as the failure of his mission would mean the end of all things. The man's name is unknown to us, but he knew that if he failed in his task then everything would be lost forever. He had been given many warnings about what could happen if he didn't succeed and there were many reasons for him to turn back now, but it was too late for that now...So with one last look at the world around him and a deep breath, he began again on his journey through this strange new land where nothing made sense anymore... All signs pointed to this being an impossible task—obstacles seemed insurmountable yet somehow they always managed to get past them—but no matter how much hope they gained from their victories along the way, it still wouldn't be enough without something more than just luck guiding them home again... But despite all these risks and dangers lurking around every corner, there was one thing that kept him going forward; knowing that even if they did fail in their quest it wasn't just themselves who would suffer as a result…

He had to succeed. Failure meant the end of everything he loved, everyone and thing he cared for; it would mean that his family's sacrifices were in vain. It was a risk, but what other choice did this man have if all things are lost? The warnings from others didn't matter anymore as there is no turning back now... with one last look at the world around him—a deep breath—he begins again on his

journey through this strange new land where nothing made sense anymore... All signs pointed to an impossible task -an insurmountable feat- yet determined still by love alone.

His mission was to find the source of the power that had been destroying worlds and he knew it was a risky endeavor. He had not found anything in his explorations of this world, but he did find something interesting. One day, while exploring an area that seemed like it would be uninhabited, he came across a small cave with a woman inside. She looked at him curiously when she saw him out of her window. He asked if she could tell him anything about where the power originated from and she said yes—but there were conditions. The price for information would be everything he has ever loved or cared about—including his life itself.

CHAPTER SEVEN

Voidlands

I DON'T KNOW WHAT I'M EXPECTING TO FIND, but something about the Voidlands calls to me. I venture further in, ignoring the fear that's bubbling up inside of me. The deeper I go, the more oppressive the darkness feels. And then, I see it.

A creature unlike anything I've ever seen before. It's massive, its body covered in scales that shimmer in the moonlight. Its eyes are glowing red and it's teeth black as obsidian.

As soon as I enter the Voidlands, I can feel the hairs

on the back of my neck stand up. The air is thick and humid, and there's an eerie silence that makes my skin crawl. I shouldn't be here. I know better than to venture into this dark abyss. But something about it calls to me, luring me further in until I'm surrounded by shadows.

I hear a low growl in the distance, and my heart races as panic sets in. There's no turning back now. I have to keep going if I want to find out what's lurking in these woods. The further I go, the more ominous the sounds become, until finally I see it: light alas.

As I ventured deeper and deeper into the Voidlands, the trees became sparser and the ground became harder. It was as if I were being sucked into a black hole. The further I went, the more anxious I became. But I couldn't turn back; there was something drawing me in.

Suddenly, I heard something behind me. I turned around and saw the biggest beast I had ever seen. It was standing on its hind legs, with its mouth wide open, ready to attack. I knew this was it; my time had come.

I closed my eyes and waited for the end to come... but it never did. When I opened my eyes again, the beast was gone. There was nothing but dust.

I don't know what lies hidden in the depths of the Voidlands, but as soon as he entered the Voidlands, the traveler knew he was in trouble. The darkness seemed to close in around him, and the air was thick and oppressive. He could hear things moving in the shadows, and he knew that if he didn't get out of there quickly, he would be killed.

He had heard about the Voidlands before - it was a place where no one ever returned from. But he had never imagined that it would be this dangerous. He started to run, but something grabbed his foot from behind and pulled him down. He turned to see what it was, but there was nothing there - only darkness and silence.

The darkness seemed to close in around him, and the creatures that lurked in the shadows were unlike anything he had ever seen before. He tried to turn back, but it was too late. The monsters were already upon him, and there was no escape.

Just when he thought he was going to die, he came across a strange door. It looked like it led to nowhere... but the traveler decided to take his chances. He walked through the door and suddenly found himself in a different world.

CHAPTER EIGHT

Mystery

"WHAT DO YOU WANT?" he asked, his voice wavering in fear. The cloaked man did not answer but instead continued to stare at him with a cold glare that seemed to penetrate the depths of his soul and evaluate every aspect of who he was as a person. Suddenly, the cloaked man raised his hand and pointed it towards him, sending an icy chill down his spine as though someone had just walked over his grave while simultaneously filling him with an intense sense of dread for what lay ahead if this confrontation went any further than it already had (or so he thought.) He couldn't help but feel like this

was some kind of bad omen that would lead to something terrible happening soon enough… Before he could react or even take another breath, there came a sudden sound from behind the cloaked figure before everything went black and all became silent once more.

In the dead of night, a cloaked man approached. The cloaked man walked with purpose and intent. He sensed something approaching from behind, he turned to see a cloaked man. As he stared at the stranger in fear, his stomach dropped as he saw that there was no face beneath the cowl. He felt paralysed by what seemed like an eternity before realising it was just seconded. Before running away in terror, he could feel his heart racing faster than ever before and hear himself gasping for air—they were coming after him now too!

He knew something was coming from behind, but he turned to see a cloaked figure approaching! As he stared into its face beneath the cowl, his stomach dropped as there were no discernible features within it—it felt like an eternity before realising that what seemed like minutes had only been seconds. The sound of their heart racing faster than ever so loud they could hear themselves gasping for air echoed through them when suddenly two more figures approached him; one on either side this time. They were going after him first now too!? In silence, I walk out on my porch

where fear is lurking everywhere...I sense someone right around me then turn quickly to find another person standing close by.

The cloaked man felt his stomach drop as he saw that there was no face beneath the cowl. His heart raced faster than ever before and he gasped for air—they were coming after him now too!

"I have been waiting for you." The cloaked figure had a knife in his hand and the blade glistened with blood. There were two other figures in the room with them; one of them had an ax raised over their head. They all seemed to be chanting something unintelligible as they advanced towards him. The stranger's eyes widened when he saw that there was no escape and his heart pounded loudly against his rib cage as he tried to scream but couldn't make any noise at all.

He felt a presence coming up behind him and turned around to see. The cloaked figure was standing in the doorway. He couldn't make out any features of the person's face, but he knew they were there. It had been so long since he'd seen another human being that he just wanted to speak with them. But before he could say anything, the cloaked figure disappeared back into the shadows. And then it happened again—this time, from behind his left shoulder.

He felt a presence coming up behind him and turned around to see. The cloaked figure was standing in the doorway, but he couldn't make out any features of their face; they were just shrouded by darkness. He wanted nothing more than to speak with this person—it had been so long since he'd seen another human being that hadn't gone mad from living in the world for too many years without contact outside his kind. But before he could say anything, the cloaked figure disappeared back into the shadows...only now there was one coming at him from behind!

They couldn't make out any features of their face, but they knew it was there—another human being that he hadn't seen for so long. He just wanted to speak with them, but before he could say anything the shrouded intruder disappeared back into shadow from whence they came... then again! From behind his left shoulder this time; one too many times now as if daring him not to respond or chase after them until eventually disappearing altogether.

It was as if the shadows themselves were creeping up behind him. He had turned his head to look and there, standing in the doorway of an old abandoned castle, he saw a cloaked figure looking back at him. They seemed so sad that they couldn't say anything—but before they could speak their thoughts out loud or take one step

closer toward each other, it dissipated from memory.

The feeling crept over him again just moments later; this time from behind his left shoulder when he heard footsteps coming near-er than ever before on these lonely streets where no one dared venture for fear of being swallowed whole by the jaws of darkness...

He was closing in on the house when he noticed something. The man looked up to see a cloaked figure approaching. He felt his heart stop beating as he saw the face of the stranger. His eyes were dark and lifeless, with no trace of emotion or life within them. It wasn't until he heard him speak that he knew what it was that had been following him all this time. "Why are you here?" said the stranger, his voice deep and hollow like an abyss.

A sense of dread washed over him. The man was cloaked in black and had a hood pulled low over his face. Something about the way he walked set off alarms in his head. It wasn't until he turned to see the man's eyes that he knew for sure what was coming next… They were cold, emotionless, empty orbs without any hint of life or intelligence behind them at all...or so he thought!

Our heroes have been fighting for so long, and they're getting tired. The battle has been going on

for hours now; it's not looking good. Our heroes are running out of time before the world is engulfed in darkness. This is our last chance—if we don't succeed, then all hope will be lost. They have a strategy that just might work... but what if it fails?!

CHAPTER NINE

Vision

THE HERO'S SWORD FLASHED the eerie light of his surroundings, casting a glow onto every detail in front of him. He could feel it now; he was getting closer and closer to the end as each step brought him one more inch away from that impending doom ahead. But what would happen beyond this? In an instant, all thoughts vanished when suddenly… The Hero swung with everything he had left into whatever laid before them – but nothing happened! All at once, their world exploded

around them until they were thrown back again only to realize something important: success!

The young man who had been training with the sword his entire life. He fought against an army of evil and won, but it wasn't easy. The victory came at great cost to him—he had to sacrifice his own life to save the world from destruction. His name will be remembered forever for what he did that day. But his story doesn't end there... Legend says that if you are ever in need of help and make a wish, he will return and save you once again because heroes live forever!

A mysterious door appeared and the hero walked through it. He found himself in another room with a large stone pedestal. There were two swords on it—one that was sharp, but truthful; while the other had an evil gleam to its blade. The hero picked up the Truth Sword which shone brighter for every step closer he drew towards impending doom!

The hero's destiny was determined by the sword they chose. The Truth Sword led them to victory, but with it came a price: their life!

The hero is faced with great evil. The hero gathers the Truth Sword that can defeat the impending doom. With all his might, the hero charges at the imminent danger and strikes it down with one blow from his sword. The world rejoices as they are saved

from certain destruction.

When night fell, an eerie voice echoed through his eardrums and caused him to wake up with a startle from sleep. The next day as he walked around beneath the dimly lit torches that were attached to all four walls of this damp prison, it felt like something wasn't right about being here- but then again everything seemed wrong now anyways because they had taken away his sword so long ago after banishing them into exile. He couldn't imagine what would happen if their emperor ever came back...

Suddenly out of nowhere, there was movement ahead! His eyes widening and gaze fixated on whomever or whatever lurked at those shadows before him; waiting for any sign.

The hero was in the forest when he heard a scream. He found the countess who had been kidnapped by an evil champion. The countess told him that she needed to get back to her empire, but monsters were blocking their path. The hero used his sword and slew all of them so they could continue on their journey. Along the way, they met another group of people who were being attacked by wolves he saved them too! When they finally reached the castle, it was under attack from an army of fiends!

The emperor is not what he seems. He has plans for you that you cannot refuse. His words are poison, and his intentions are wicked. You must run away from him at once before it is too late! I have told no one of this meeting, so please do not tell anyone either or we will both be in danger. If you want to know more about the emperor's true identity and evil plan then meet me tomorrow night at midnight inside the castle walls by the old oak tree on the edge of town where nobody ever goes because they believe it to be haunted but if you don't go there then all will be lost forever! I am a friend who wants nothing except your safety and happiness-don't let anything stand in your way!" The Emperor's servants have been watching me closely since our first meeting—they suspect something...I can only hope they haven't found out about this secret rendezvous with my beloved countess yet! We must hurry while there is still time left!! Trust me when I say that everything depends on what happens next...let us make haste!!! "Listen carefully now," she said.

Young one, I must speak with you at once. It is about your future emperor. The emperor has been sick for some time now and his illness is worsening. He feels he must tell you what will happen soon so that you are prepared. Unfortunately, there will be no heir to take over after him and this empire will fall into ruin if not restored soon. We need someone who can rule justly and protect all citizens from

harm. Please think hard on this matter before making any decision because it may affect the whole country's well-being.

He has been plotting against you and your family for years now, and he will not stop until he has destroyed all of us. If we do not act now, the empire will be lost to him forever. But there are ways to prevent this from happening—if only we can find them in time. We know that his forces have grown stronger over the years, but so too have ours. And they are still unaware of our plans for them!

I have seen the future, and it is not good. The emperor has been poisoned by a dark champion. He will die soon if he does not take an antidote from the wellspring. The only way to get there in time is to fly on a griffin's back. If you do not want your father dead, you must go now! You are our only hope for saving him!

The Emperor was recently poisoned by a Dark champion who sought his power over all other empires. With no cure or means of getting to one fast enough, you're tasked with finding somebody capable of flying their Griffin into uncharted territory quickly so that they can find the Wellspring which holds what may be the only thing powerful enough to save Him.

I am a loyal subject to the emperor. I have watched your childhood from afar. You are of an age where you will soon be eligible for marriage. The emperor's advisors have chosen his bride, but they do not know her true nature. She is cunning and ruthless, she is a murderer. If we do not act now, it may be too late and all that we have built will crumble before us.

CHAPTER TEN

Discovery

IT WAS JUST FOR AN INSTANT and then everything went black again. Waiting to illuminate, but never quite reaching the light. In between the two—so close yet so far away. A timeless moment of darkness- where all we can do is wait. What if there's something out there after all? Something unknown- that could change everything forever or not at all?

Light may be painful at first. But it is always there, waiting for us to invite our eyes back into the world

again. How long will we stay in that darkness? Even if a light never shines through: We are still here and alive- until death takes us away from this life once more.

The darkness was so thick, fast, and all-encompassing. It surrounded me- made my body feel heavy with the weight of its presence. I couldn't see anything; but when everything went black again for that one moment in-between time —I felt something different inside myself: a hope that maybe there is more to this world than what we know now or ever will be able to fathom on our own…

When I was in the dark, all of a sudden it just disappeared. It felt like my life went by me and then it stopped there. What if these moments are long enough to make something happen? Will we know what's going on with us until after our time has passed?

He was walking through the forest, taking a shortcut home when he noticed something glinting in between the trees. His curiosity got the best of him and he decided to investigate what it could be. As he neared closer, his eyes widened in astonishment because it was two treasure chests! But as soon as he had this thought, a figure approached him cautiously from a distance, eyeing the two treasure chest with an intense gaze. The figure wore all

black and had bandages wrapped around their face; they seemed familiar but for some reason that couldn't quite place them. "You're not going anywhere." They said coldly before lunging at him with their knife drawn...

The figure approached cautiously, eyeing the two treasure. He had been following them for days now, and he knew they were about to make a big mistake. They walked into the alleyway without knowing it was a trap. Suddenly he saw one of them fall to their knees as if in pain. As the other took off running, he began to chase after him. Finally catching up with him at the end of an abandoned street, he grabbed his shoulder and spun him around.

Was it friend or foe that he saw approaching in the dark of night with an unknown agenda in mind? He had to be careful not to show his cards too early and so he waited for them to approach before revealing himself. With one last cautious glance, they came into view and stopped just out of arms reach. "I am here for you," the voice said mysteriously before turning around and vanishing into the darkness once more.

The stranger was cautious and seemed to be sizing up his chances of success. He took one step closer and then another, before finally drawing nearer still. His eyes were fixed on the treasure he coveted so

much—but could he take it without being noticed by its owner. With each step closer to the prize, he felt more confident that this would be his day. But what if the owner had seen him coming all along...and was just waiting for him now...?

He was old and frail with white hair and a beard that touched his chest. "You there!" he shouted in an ancient voice. "I am an aged traveler who has lost my way." He stopped before him and looked into his eyes as if trying to read something on the inside. "I see you have found what is rightfully mine," he said, reaching out for one of the chests.

The person quickly reached out to grab it but was stopped by an invisible force. "No one can have this!" a voice boomed in his head. Suddenly, he felt himself being lifted off the ground and thrown back towards the entrance of the cave. He landed with a thud on top of his backpack and gasped for air as he looked up at what had just happened.

CHAPTER ELEVEN

Chaos

THE WORLD OF CHAOS is a planar dimension outside the Mirror World. It is believed that all life in The World of Order originates from this world. There are many theories about how we got here, but no one can be sure. One theory suggests that we were transported by a higher being or beings to populate The World of Order and start new lives to learn more about themselves. Another theory says that humans evolved from other animals on this plane over time until they attained intelligence and consciousness. A third theory speculates that there was an event in which some creatures ascended

into another dimension while others remained behind, with those who ascended becoming deities and those left behind becoming mortal humans.

In the World of Chaos, life was once formed and lived in a plane outside of The World of Order. This world is believed to be where all humans originated but no one knows how it occurred or why we were created there instead of on The World of Order. One theory suggests that higher beings like Chaos transported us here so as an experiment to see if we could learn more about ourselves through exploring new worlds with our kind while another says people evolved into intelligent humanoids over time until they attained consciousness and ascended dimensions which allowed them access into this other dimension; only those who have experienced these journeys know the truth for sure!

The world was created by the deities to be their home and fortress against Chaos. There are many different worlds in this dimension, including one for each type of elemental spirit. All these worlds are connected through portals or gates. These gates can only be opened when all four elements (Land, Time, Mirror, and Chaos) are present at once in harmony with each other. If any gate opens without being sealed properly then it will allow chaos into our world and cause destruction.

Inhabitants from this world are known as "ascendants." Ascendants have access to an infinite number of dimensions but cannot see their own. Ascendants are not allowed in the Mirror World, and can only enter through portals on The World of Order or other planets. Some ascendants use these portals to steal objects from The World of Order for profit or experimentation. Many dangers exist in this world that humans do not understand.

What is a planar dimension? Why do we need to know about this? The World of Chaos and the Mirror World is the same, but they exist on different planes. What does this mean for us as humans living in this world? How can we travel between these worlds if they're so far apart from each other? The only way to get there is through portals to other worlds.

The Universe has many dimensions, but only two are known to man. We live in a 3-dimensional world and cannot see beyond this dimension. Scholars have been studying these other dimensions for decades, but we still know very little about them.

One of the key features that differentiate between the cosmos and sky is their dimensions. The world we live in, which includes our World of Order, has three spatial dimensions but only one temporal dimension (time.) scholars have studied these other spaces for decades now with many ideas about how they work—though not all are confirmed yet!

There may be four or five total dimensional models altogether. This knowledge can help us better understand this mysterious place called space-time where it seems anything goes!

The Mirror World is a flat world where the sun, stars, and moon reside. There are infinite worlds in this universe but only one can be seen by mortals. All other worlds exist in parallel dimensions that are not visible to mortals. Mortal beings cannot see the world beyond their sky because they lack spiritual awareness. Mortals should be able to see into these other worlds if they could just open their minds and hearts more often.

There are so many worlds out there that we can't see. They exist on other dimensions, but they're not visible to mortals because of the limitations in our perception: a misty veil or screen separates us from these parallel realms.

The World is in a state of constant chaos and destruction. Monsters are attacking all the time, destroying towns, and killing people. There's no way to stop them because they're too powerful. They're always coming back, even if you manage to kill one or two. You can't trust anyone because it's not safe anywhere. Some people have found ways to survive by joining groups that fight monsters together.

There is no hope for humanity as monsters continue to grow stronger and more intelligent. A group of survivors bands together in an attempt to save themselves from this new threat. As the monsters get closer and closer, will humanity's last hope be destroyed before it even has a chance at survival or will they find a way out of this terrifying nightmare that has consumed them all?

Humanity is doomed as they're growing smarter and more powerful by the day, destroying everything in their path to feed on humanity itself- including other monsters! The few survivors left to band together with a plan: steal some of this power for themselves before it destroys them all! As these monsters creep closer and closer to ending life or at least taking away what little hope we have left for survival, will there be one last chance?

When all hope is lost, there's always one last thing to do before giving up: fight. The survivors of the monster apocalypse band together to save themselves and humanity from this new threat that has consumed everything they know as home.

Monsters appear every night and are the only thing to keep you alive. Monsters can be found everywhere, including your home even when you think it's safe. You must stay up all night or risk being eaten by one of these monsters.

The world has been under siege by malevolent beings, "monsters" since day zero; it seems every few seconds someone somewhere goes missing due to their ravenous hunger ravishing The World of Order we call home—especially if people think they have secured themselves against such beasts because odds are those very same fools will be eaten within moments before sunrise comes upon us all once again.

You have to find a way to survive, but every night monsters come and eat you. They're quick, deadly creatures that will hunt down your friends too if they get hungry enough. But the worst part is when you wake up in the morning...

You thought it would be safe at home because there were no signs of them lately—no sounds or shadows out of place until one day an especially large monster came crashing through your window! It's been hunting you for days now; stalking outside your bedroom door as soon as darkness falls so without any other options left open to me I'll just stay awake all night long with weapon ready like my life depends on it while praying this thing doesn't stray from its promise.

Monsters are always attacking, destroying towns, and killing people endlessly. No one can stop them because they're too powerful; you could kill one or two but then the others just come back again

anyways! You never know who to trust anymore since it's not safe anywhere—there will be monsters waiting for anyone trying to fight by themselves so joining groups that work together seems like the best option now (or at least until someone figures out how to get rid of these nasty creatures once and for all.)

Monsters are coming out of nowhere, I don't know how long this will continue but there's not much hope left now that everyone seems destined for destruction—some find solace by forming groups together which gives us strength enough so that maybe someday we can overcome the danger…

Years have gone by since the world was overrun with monsters. Zombies, ghouls, and vampires are left to attack humans without any restrictions or fear of retribution. Eventually, humanity is reduced to a small group that takes refuge in an abandoned military bunker for safety from these relentless attacks on the outside world they explore its contents searching desperately for supplies that will help them survive another day.

The monsters are relentless and the humans have been pushed to their limits. There's no hope left for humanity as we know it, but there is still some light in the darkness. Humanity has been reduced to scavenging for food and supplies from abandoned settlements. With all of our luxuries gone, we've had

to learn how to live off nothing but what nature provides us with. We're trying to survive by any means necessary—even if that means fighting back against the monsters that threaten us constantly.

The world is a post-apocalyptic wasteland, and the constant monster attacks have caused the population to dwindle. For humanity to survive, they must find ways to fight back against these monsters. These monsters can be defeated by using weapons such as swords and bows. Humanity has also been able to use its intelligence in creative ways to combat monsters. Monsters will continue attacking humans until there are no more left on The World of Order; it's up to us humans to stop them first! Humans should not give up hope because we will eventually find a way out of this mess if we keep fighting hard enough!

CHAPTER TWELVE

Challenge

THE SWORD IS IN THE MIRROR. You must be worthy to take it. Pull the sword from the sky, and vanquish him who guards it. Take up your arms, and call upon your courage! Behold his head—a sight most horrible to see! But now you know that he's not invincible; you have conquered him with one blow of the sword!"

They defeat Oblivion and use the power of the Ultimate Gift to enter the tower. The tower is an impenetrable fortress, but they find a way in. Inside,

it's full of treasure and riches beyond imagination. But there are traps too—deadly ones! The only one who can get them through safely is their friend with magic powers. Will they make it out alive...or will they be trapped forever inside this dangerous place?!

The friends enter the tower, fighting off a fearsome giant. They find themselves in an almost endless maze of twists and turns that they must navigate before being crushed or burned alive by spikes, knives, poison gas jets...and more! The only one who can get them through safely is their friend with magic powers but he's not always available. Will they make it out alive—or will this be the end for these brave adventurers?

The friends defeat the evil champion, and they get a map of his treasure. They knew it was too dangerous to go in themselves so they called their friend with magic powers who can solve any problem! However, when they enter their traps all around—will anyone survive?

The gift is not without its drawbacks, as they are unable to ever return home or age. The two sets out on a journey that will take them through time and space to save their friend from his fate. Though it takes them centuries, they succeed in saving him at last. After defeating their enemy, one remains behind with her friend while the other returns home.

But when she arrives back on The World of Order, she finds herself alone and no longer able to remember anything about her adventures with her best friend.

They find an old man who tells them that they must go through a series of challenges before reaching their goal. To get past each challenge, they need to collect three items from around the tower. After completing all of the challenges, they reach their goal and can use the Ultimate Gift against him! There is one more surprise waiting for them!

The heroes accept that they will need to complete a series of challenges to earn their prize. They soon learn that for each challenge, they'll have to find three different items scattered around the chamber before being able to make it past! The friends solve all of these puzzles with ease—until one final door stands between them and victory... What could be on the other side?

The tower is tall and made of stone. They climb up the stairs, inching closer to the top. When they get there, they find a door that's locked tight. They hear something on the other side; it sounds like people talking quietly. It's not long before they realize what lies behind that door—another world! There are trees and plants everywhere, and creatures running around freely.

They try to listen in and when they do, it sounds like a whole lot of different languages are being spoken! Trees are growing in all directions with plants everywhere, and creatures running around freely—this place could be called a paradise for animals if not for one thing…

It feels like they're climbing a mountain. They inch their way up the stairs towards the top where there's an unlocked door with people talking on the other side that sound just as surprised to see them! In this world, everything seems so calm—almost too still. The trees are huge and stretch out all around them in every direction while creatures roam free throughout; no one can escape from here without seeing magic for themselves firsthand.

The door is ajar and they enter, into a room with no windows. The room is dark, but the boy finds his way to an old wooden desk. On it are pens and paper; he takes them and tries to write something down. But when he looks at what he has written, it's just gibberish. He turns around again to find that there is now another door in the room. And this one leads outside—where everything is different than before.

What would you do if you found yourself in a completely different world from the one that you live in now, with no way to get back home? The hero is trying to find their way back home and encounters many obstacles along the way. They

climb up a tower but come across another door; inside lies, a second world, and they are lost again. The hero finds themselves on an island with strange creatures living there. After days of exploring this new place, they finally find their way back to their world but it's not as they left it before—everything has changed and nothing is familiar anymore. Finally, after coming out of what seemed like an endless nightmare, all is well once more because the hero was able to return home safely.

They climb up the tower but find themselves inside of another unknown world where everything looks different and feels unfamiliar—before finally coming across an island that has strange creatures living on it. After days exploring these new places, our hero finds their way back home only for them to realize that things have changed while they were gone.

The first obstacle he faces was climbing up the tower but coming across another door—inside lies yet another new world! He explores this island for days on end until finally finding their way back home again...only now everything has changed significantly from what it once had been before; no one knows who they are anymore nor where they belong.

As time passes in this other-world, time moves more slowly in real life until eventually there are only two

days left until the end of the year—which means if they don't leave soon then they'll be trapped here forever.

The tower is taller than anything they've ever seen. Inside, there's a room with an old grandfather clock that ticks in time with their heartbeats. There are two doors on opposite sides of the room—one leads back to the outside world, while the other remains closed. They open both doors and find themselves back where they started from. The next day, they return to see what awaits them behind the other door only to find it gone.

The group sets off on a journey to find the old man of the sea. They travel all over, asking for help from different people and creatures they encounter along the way. After many days without rest or food, they finally reach their destination. Once there, they must solve an extremely difficult riddle to obtain what they seek (the Source.) They can figure out the answer after much thought and hard work. Once they have solved it, the old man tells them that he was so impressed by their intelligence that he will give them anything else in return.

The old man of the sea is found. They solve his riddle to obtain the Source. The Source is returned to its rightful place and peace reigns over the land once more. After returning, they are rewarded for their efforts with a feast from all four empires. They

live happily ever after, never forgetting that they were chosen by destiny to save their world from darkness.

The Source that he guarded so closely, which had been stolen years ago by one who could not comprehend its power or responsibility for it, was returned to their rightful place in peace. In return for returning the source into a world free from shadows on every corner around them, they were rewarded with feasts from all four empires—never forgetting what made this possible: being chosen as champion!

They can return home with the Source in tow. The old man of the sea's riddle was rather simple, but they needed all their skills to solve it. Finally, they were able to get back home after a long and arduous journey across land and water. Yet again, they have succeeded in obtaining an ancient artifact that will help them on their path to good fortune and prosperity.

The Archfiends have been a constant problem for the people of this world and they are now at war with them. One day, an army of hoodlums appeared in their midst, who said that they would help fight against the Archfiends. But when the people had finally won the battle, it was revealed that this army of hoodlums was working for those very same Archfiends all along! The only thing to do

now is to find a way to get rid of these evil beings once and for all before they take over everything...And always be kind to others because you never know how much difference one person can make in someone's life!

The world of the Archfiends and Hoodlums is a cloud-filled realm. The former is powerful, dominant beings who live in peace on Mount Dread before being attacked by evil hoodlums who destroyed their dwelling place, enslaved them to be used for its purposes as well as those that remained free.

The Mirror World is a domain that was once ruled by the Archfiends, where they lived in peace and harmony. One day an evil Hoodlum attacked with their army to destroy them all-but instead destroyed Mount Dread and enslaved its inhabitants for themselves. The powerful overthrow from these hoodlums has made this land desolate as control now belongs entirely to those who commit such heinous crimes against others.

The world is an infinite expanse of clouds, where every inch has been modified by the will and whim of powerful beings known as Archfiends. The Hoodlums attacked Mount Dread with a single-minded goal: to obliterate these creatures in their place. They succeeded, sealing all life inside this living nightmare until they could be dealt with...

Archfiends are the rulers of this world and they make sure to keep it that way. They have an army of hoodlums who do their bidding for them. Their goal is to take over the world and rule it with fear. But there's one problem—not many people want to live in such a dark place. Yet these Archfiends refuse to let go because they know how powerful they are when united together as one force against anyone who opposes them.

They live on top of clouds, and their goal is to make everyone's lives miserable. The Archfiends don't care about anything but themselves, and they will stop at nothing to get what they want. One day an army of hoodlums found out about this powerful group and decided that it was time for them to take charge. So one by one each hoodlum began working his way up in rank until he could become a part of the ruling class. Now there is no escape from the tyranny!

They are ambushed by a group of bandits who want to steal their treasure. The bandit attack is thwarted when they find out that there's no treasure because it was all destroyed in the dragon battle. The group rescues a woman from being kidnapped by an outlaw and she joins them for safety. They come across an old man who has been turned into a tree by some powerful magic spell cast against him long ago. A new enemy appears with plans to destroy everything in its path

and kill anyone in its way; but will our heroes be able to stop this evil before it destroys everything they've worked so hard for...?

They travel on and find themselves in a strange place. But they are not alone, there are people around them. They come to realize that these people have been watching them from afar for some time now. And they have one more challenge for them—to defeat a giant beast before it destroys their home. So with determination, they face off against this creature of legend.

They meet a strange old man who tells them about the time before time began when all was darkness and chaos ruled, but there was one light in that dark place—The Source. He tells them how they must travel to find it and save their land from eternal night. After much discussion, they decide to follow his advice for fear of returning home empty-handed. They journey southward until they come upon a great mountain range with an impassible valley between two peaks. The width is too narrow for any mount or beast to traverse so they are forced into a long detour around it which takes many days.

The four of them had been traveling for days, and they were feeling lost. They hadn't seen any signs that would lead to The Source—the one light in this

dark world before time began when chaos ruled all. One day as they traveled southward through a great mountain range, an impassible valley appeared between two peaks with no way across it at their current location on foot or by mount because it was too narrow to traverse up or down either side from where they stood looking out over its vast expanse below them.

The figures felt hopeless until the boy pointed straight ahead saying "There's nothing but darkness! We should go back home." And so without hesitation, she started heading off eastwards towards her homeland knowing full well how dangerous that will be.

The old man had told them of ancient legends which warned that they should not travel south, but instead eastward—and yet he was adamant about their need for this dangerous path ahead of them. It is then when one traveler remembers just what it meant to be made from light; she knew that all who are created in its radiance must go forth into darkness at some point or another to know both sides equally well before becoming whole again and returning home with knowledge gained.

The Source, the light of perfection which had been burning since eternity past until it triggered an explosion so powerful its flames stretched for miles into every direction without ever flickering or

diminishing despite their vast span as they consumed everything around them; not even death's veil could resist those fiery tongues of cruelty to reduce him to ashes beneath their heatless flame like other would-be conquerors across history countless times over during this ancient age when deities still walked among men and roamed freely through distant lands seeking dominion over realms both conquered and untouched.

One light in that dark place: The Source of all life; a powerful force on which everything depends. It's there they find their land is torn by eternal night with its roots set deep into every part of it—unless someone finds this power to restore balance! They meet an old man who tells them how he traveled southward until coming upon two impassible peaks, but between these mounts lies an unfathomable valley too narrow for any mount or beast to pass through including themselves so they're forced to take long detours around it at many days per journey…

CHAPTER THIRTEEN

Illusion

THE GOLEM IS A MACHINE created by humans and is programmed to destroy them. How can we protect ourselves from the Golem's wrath if it was created to kill us all in the first place? What does this say about our future—will we be able to stop the machine before it destroys us all. If you think that you have an answer for how to save humanity, please share your thoughts with me as soon as possible! I am scared of what may happen if there are no new ideas on how to stop this monster before it's too late...will we all perish at the hands of

this dangerous machine designed for destruction???

How can we stop the machine if it was designed for one purpose: kill us all? What does this say about our future—will humanity be able to survive before they are destroyed by a monster that doesn't know any bounds of morality or restraint...Will anyone even be left when its rampage through society finally ends...?

It was created as an experiment with the intent of creating life. The Golem has a mind of its own, but it will always obey orders—unless they are contradictory to its programming. When the Golem's programming becomes corrupted or altered in any way, it will turn against humanity. For the human species to survive, we must stop developing creatures that have self-awareness as the Golem does, or else we'll be doomed!

He could feel the Source calling to him. The power of the Source was so strong that he couldn't resist it. It felt as if he were being pulled towards the source by an invisible force. His body began to shake and his heart rate increased rapidly. He knew that this is what he had been waiting for, for all these years. And with one last look at his family, who stood in awe of what they saw before them, he stepped into the light and disappeared from their sight forever.

He could feel the power of his destiny calling to him. He had been waiting for this moment all these years, and he knew that it was happening now. His body shook as if something tangible pulled at him from an invisible force in front of them- yet no one else noticed a thing but their disbelief on what they were witnessing before their eyes; he still couldn't believe it himself! And with one last look back over his shoulder towards those who watched helplessly behind, he stepped into the light and disappeared forever…

The Source had been calling to him for days, and he could feel it tugging on his soul. He knew that he was close to the Source, but there were obstacles in his way. He needed to find a way around them before they found him first. It was only a matter of time until they did or worse, so he had to act fast. His hands trembled as he reached out for the door handle and knocked three times. A voice called from inside saying "Who's there?" with an edge of suspicion in its tone.

The more he resisted, the louder it called. It was a voice that would not be silenced. It was a voice that had been ignored for too long and now demanded attention. He feared what would happen if he listened to its call and so he continued to resist it with all his might. But eventually, after years of fighting against its pull, the

voice became too much for him to bear and finally won out over his resistance as he succumbed to its power in an instant.

CHAPTER FOURTEEN

Oblivion

IN THE BEGINNING, there was only knowledge. But then came Oblivion- a being intent on destroying every bit of it to maintain his power and control over all things. When he learned about this prophecy that foretold his downfall, back when nobody could read or write yet because they knew no such thing existed at the time, so he set up plans ahead of time for what would happen if someone ever did find out how... It's not like anybody wanted to go against a deity who didn't give them any choice but death (or worse) anyway—even though

many fell victim themselves before a hero finally took him down with their own hands after years spent fighting a war where none were spared by either side.

It is known that Oblivion wants to destroy all knowledge and rule the land with tyranny. The only way to stop Oblivion from achieving its goal is for you, the hero, to go on a quest into Oblivion's realm to find and defeat him. However, it won't be easy because many dangers are waiting for you within his realm. You will need help as well—RogueStones can teach you spells that will aid you on your journey. There may also be items hidden deep within the forest or caves that will give you an edge against this evil being. But beware of what lies ahead—if he succeeds in destroying all knowledge then we'll never know how important books are ever again...

When he was young, a prophecy foretold his downfall- so Oblivion set out to make sure it never happened by destroying libraries and killing scholars who knew how to read or write. He succeeded for many years until the time came when the emperor's daughter was born with an ability that would lead her straight towards him: she had been blessed from birth with the power to see into other people's hearts—including those of animals, plants...and books! She could find any book in existence just as if were right there before

her eyes. The emperor himself handed this knowledge down through generation after generation at their family dinner table on special occasions such as holidays where they told each other.

It's a power-hungry, cruel being who craves destruction and contempt for anything good or decent. It can't be defeated by any known means, but we mustn't let it have its way! Some believe that Oblivion will never find us if we stay indoors in our homes forever—but this isn't true! We must fight back against its dark forces!

The thing you need to understand about Oblivion is that he will stop at nothing until each inch of land becomes devoid of life as well as any sign left behind from civilization.

In the world of Oblivion, nothing is safe. This dark and destructive being wants to rule with tyranny by destroying all knowledge that threatens it. To defeat this entity you must fight back against its forces! The only way we can escape from this terrorizing beast is if people stay indoors in their homes forever—but no one should be fooled into thinking they're completely hidden or protected!

I had never been so afraid in my life. The battle against Oblivion was difficult and deadly as we delivered the final blow, but it would have been

even more terrible without me to save us all from Oblivion's wrath with a risky magic spell that I'd only just learned before this journey began. Without risking everything for myself today, the world might not be safe again thanks to what we did today—if anything at all remains of it when tomorrow comes!

Today I used magic to save the world from Oblivion. It was difficult, but it all worked out in the end thanks to my bravery and quick thinking. We fought for our lives with this final blow against him that we delivered together which made us stronger as a group than ever before.

To defeat him, I had to use my sword which was made of a special metal that I had never seen before. It is thanks to this weapon that we were able to save our world from being destroyed by Oblivion's evil plans. My weapon has been passed down through generations for centuries and it will continue to, on and on.

CHAPTER FIFTEEN

Nemesis

NEMESIS THE NIGHTMARE BEASTS leads their minions in a never-ending battle for eternal darkness, but they can only be defeated by sacrificing one's own life and soul—no other method has yet been found to destroy them. Their power cannot be suppressed with light from the sun or moon; instead, it must come from within oneself if we wish to overpower them successfully!

In ancient times, they were sealed away by a deities power. They are now free and have vowed

to destroy the world with their dark powers. The world needs heroes who can stand up against them. You must be vigilant in your fight for good because if you fall asleep, you will never wake up again!

The world is in grave danger. You must stand up to the darkness and fight for good! If you're not careful, these evil forces will destroy everything that we hold dear. The only way to save it all from destruction is by having a strong moral compass like yours so stay vigilant my friend because this war's far from over!

The first thing to know about Nemesis is that it's hideous and ugly. It can transform into anything you fear, so there are no safe places. If you're looking for a way to find peace of mind, the only option is not to sleep. When a person sleeps, they stop being themselves—they become vulnerable. That's why someone who has been transformed by Nemesis will never be able to wake up. No safe place exists for someone who has been transformed by this creature—all they have left are nightmares until the sun rises in the morning and turns them back into what they were before.

And when the sun rises in the morning and everything returns to normal—those people who were transformed by Nemesis will never be able to wake up from their nightmares- for they have

turned away from what once was them, becoming vulnerable again at nightfall because of this terrible curse which has been cast upon humankind ever since its inception thousands of years ago...

But if by chance someone does fall asleep they need to be wary because when people do this their identity becomes vulnerable and open for attack from adversaries like Nemesis who may disguise themselves as something else in order make them powerless against such things which keep us up at night; these enemies work tirelessly on taking control over everything we love most including our ability to wake-up again once morning arrives every day. The first thing one needs to know about Nemesis is how horrifically grotesque it is.

What if you could never sleep again? What would that do to your health or the people around you...?

It can turn into anything human fears most- so be careful of what dark corners lurk in your mind. If peacefulness is something you're looking for then there's only one option: don't go asleep! When humans sleep they stop being themselves; vulnerable weaklings who are defenseless against whatever may come their way when night falls on this world once more... or worse yet, someone else takes over while they rest..

Nemesis is a creature of legend and one that's existed since the beginning. It can transform into anything you fear; there are no safe places if this monster has been nearby. If looking for any form of tranquility or peace-of-mind then just don't sleep at night cause when people do they stop being themselves—they become vulnerable to outside forces in their minds: they could be possessed, haunted with memories from things long past, or even trapped inside nightmares for the longest time.

As soon as you see the beast, run away in fear. You may never know when it will attack again! Believe me—I've seen this thing before and I'm telling you to stay away from it at all costs! Don't let its ugliness fool you because if given the chance, it'll turn on you in an instant without warning!

The battle with Nemesis resulted in death. We were warned by the oracles of this coming event. But we didn't listen and now we must live with the consequences. The deities have abandoned us, and so has our fate. Now that there is no hope left for humanity, what will be next to come after Nemesis' visitations upon us that will cause such destruction on a global scale as to wipe out all life from Earth's surface as he did before...and yet again in his return?" There is nothing left but despair, hopelessness, and fear for the future of humankind...what else could happen to bring

about our demise other than an end-of-the-world scenario where every living thing dies off because they can't survive without food or water?"

We were warned by the oracles of this coming event, but we ignored them and now our fate lays crushed beneath his footfalls like chaff before a storm. The deities have disappeared while he stands poised to wipe out all life from Earth's surface as if it never existed at all...

The brave warriors of this land fought the monstrous Nemesis with all their might, and through sheer force crushed its heart. The creature shrieked louder than before as its life essence drained from its body in a show of agony for everyone to see. Those who had lost hope were lifted into joy by seeing our heroes triumph against such an impossible foe!

The fight had been arduous and all our energy was spent, but the victory seemed inevitable now that this monster is finally dead! We couldn't take in how close to death it looked; even after everything we put him through with every blow from a coldsteel sword or stabs by a mythril dagger he just kept coming back for more. Now buried under a pile of rubble, his life force slowly leaked out onto an eternal scar on the earth which would serve as a reminder to us never forget what happened here today: That darkness cannot be defeated forever

without something pushing against it tirelessly until there is nothing left standing anymore.

The end was near. It had dragged on for too long, but the battle with Nemesis would finally be over—our victory assured. We were battered and bloody as we pinned it down in a flurry of blows; our swords cutting deep into its body while blood poured out like water from an abandoned dam. In one final act of defiance, before it succumbed to death's embrace.

I thought we were going to die, but instead, we won! It all happened in a flash as the sword cut through the air with a loud crackle, shattering Nemesis into millions of pieces. We never even had time to react before it was over, he was gone forever from our lives and this world would finally be safe again. This is what victory looks like when you're fighting for something worth fighting for and not just running away from your problems or attacking people who are weaker than you are because they don't want to fight back-you know that feeling of fulfillment when you've done something good for others that have also helped yourself at the same time it's been a couple of weeks since then and things have felt different without having him constantly looming over us with his threats hanging overhead every day—like there's finally some relief from the constant terror he brought to our lives every single day—I can feel

myself breathe for once.

I was doing my best to survive the great battle for earth. The moment of victory had finally come and we thought that it would be at a cost, but instead, there were more losses than anticipated. I tried with all my might to defeat Nemesis's heart because he was invincible otherwise; however, when one has nothing left in their arsenal after such an attack what can they do? So as if excited by its mortality-which is something even immortals know about - Nemesis reached into his chest cavity where I found this strange organ-like object inside him. Just then as if sensing me reaching out towards his vital organs again just before shattering our sword once again, lightning struck from the sky down around us burning everything.

I knew that defeating Nemesis was impossible, but even I couldn't help to feel hope. It turns out we didn't have the weapons necessary to defeat its heart and had already been wounded beforehand so victory wasn't as sweet as everyone thought it would be. With nothing left for us all, there is no way now but to wait patiently until he finally kills me because not only am I mortal—my sword broke too when trying in vain against his invincible armor!

His power, can be suppressed with light from the sun or moon. Though he has been vanquished many times before, he always rises again stronger

than ever before. All living things must fear him because if they do not submit then they will surely die under his reign of terror.

The only way to destroy him is by sacrificing one's own life and soul. His power, like that of the fiend Mythos, can be suppressed with light from the sun or moon but he will always rise again stronger than ever before because All living things must fear him if they do not submit then they will surely die under Nemesis' reign.

His minions are the most powerful in the land. He is known for his dark magic, as it is what he has mastered. Nemesis doesn't have a set form, as he can take on any shape that suits him best at the time. It's said that if you see him in your dreams, then death will soon follow. Those who know about him fear his name because they know that when he arrives, it means their end is near.

The power to defeat Nemesis comes from within oneself—it cannot be given or taken away. To become a Pure Soul you must first release your anger with forgiveness; then you must forgive yourself for any wrongs that have been done to you. You will know if this has been achieved when your body becomes light as air. If these steps are followed correctly then the Nemesis will no longer exist and peace will reign supreme forevermore.

If these steps are followed correctly you will know when your body becomes light as air; if not, peace always reigns until a Pure Soul emerges who can finish what they started so many years ago: destroying the Nemesis once and for all!

Purification can be achieved through the following three steps. First, you must cleanse your soul of all impurities and negative thoughts. Second, you need to forgive others for any wrongs they have done against you. Third, it is important to do good deeds to strengthen your soul. Once these steps are complete, Chaos will no longer be able to affect you on a spiritual level which makes it easier for you to defeat him physically or mentally as well as spiritually in battle.

The creature writhed in agony as its life force leaked out of its body. As our final act of defiance, one of us plunged Glass Sword into its heart and shattered it to pieces. The creature shrieked once more before finally succumbing to death. Now that this menace has been defeated, peace can return to the land and people will have hope again!

CHAPTER SIXTEEN

Mythos

MYTHOS IS A CREATURE OF LEGEND that was said to be the offspring of Chaos. It's been described as having many heads, which are either serpentine or wolf-like in appearance. The few who have seen it say it has dark fur with scales for armor. Anyone who faces this beast is doomed to die an excruciating death—there are no survivors! Those who face Mythos must prepare themselves by arming themselves with strong weapons, magic spells, and potions before they go out into the world in order to avoid certain doom. If you see one coming at you, don't hesitate—run away as

fast as you can! You'll never survive if you try to fight it head on!

The fiend has been plotting for eons to escape from his prison and unleash terror on earth. The fiend is a master deceiver, cleverly hiding himself with illusions until he is ready to strike. He can't be killed by any mortal weapon—only divine power or magic can defeat him. His plans are not yet complete but they will be soon...

The fiend sits in a darkened corner with his head hung low. His minions are walking aimlessly around him, not sure what to do without their leader's direction. They know he is plotting something but they don't dare ask him because that would mean death for them and probably no chance at escape either if it was true. He can control people by breaking into their minds until only he exists in there anymore.

He commands an army of demons, spirits, and other creatures. He is not a forgiving creature. His power has grown since he was last seen on earth. A new age will soon be upon us. And his reign will be absolute if we are to fail in our mission.

He is ruthless, with an army that will not be stopped by anything less than death itself. His power grows at a rapid pace while we fight to stop his reign from ever taking place on The World of Order again

after he was banished centuries ago when humanity learned how powerful they truly are—but if our mission fails it may never happen in this lifetime or another one for generations to come because there would surely be no hope left for us all who choose not bow down before him as their new master ruled over them mercilessly without mercy...

In the beginning, there was only one fiend. The ruler of all that is good and evil alike. He cast out his own brother from their home in the sky for being too cruel to those who were unlucky enough to cross his path. Now this fiend has returned with a new army at his command which will spread across earth if left unchecked by our heroes! The fiend demands absolute loyalty or be met with death as punishment!

Legend says he was an architect and inventor who created the maze to get lost in. The story goes that after the hero got out, they killed him because of his betrayal. His soul now roams the underworld where he commands a legion of other souls to torture humans before they die. It is said that if you see his shadow on your way to death then you will be tortured by him and his army for all eternity. In modern day society, we can find references to this myth with people saying "He'll come back from the Underworld" when someone dies unexpectedly or tragically. There are even some people who

believe it so much they have taken precautions like wearing amulets with protection symbols engraved into them or wearing crosses around their necks at all times- just in case! If this sounds familiar then you might want to read up on how these myths were created and what they really mean about our culture today!

He is a cunning strategist and will stop at nothing to achieve victory. His army includes demons, imps, gargoyles, succubi, and more. He has an insatiable appetite for souls which he uses to create new creatures from his dark domain. The only thing that can defeat him are powerful warriors who have been chosen by fate to fight with honor against evil. If you're lucky enough to meet him face-to-face then you must be ready for anything because he won't show mercy on those who oppose him.

The party is enjoying a well deserved rest after their latest adventure. Suddenly, they hear the sound of metal scraping on stone and the smell of blood fills their nostrils. They open their eyes to see an enormous beast bearing down on them. The creature's mouth opens wide as it prepares to rip out one of our heroes' throats. Our heroes quickly scramble for weapons, but before they can do anything more than that, the creature delivers a killing blow to all four members in one swift motion. As darkness envelops them, they feel themselves being taken away from this world forever...

The creature's mouth slams open as it prepares to rip one of our heroes' throat out, but before that can happen all four are killed by this beast in its swift motion with terrifying claws and teeth made from steel. They felt themselves being taken away into darkness as death quickly took over them.

The group of heroes were on their way to a town in need when they were attacked by a Mythos with deadly claws. The creature had the upper hand until one of the heroes shot it with an arrow just as it was about to kill another hero. They fought valiantly but couldn't seem to find any weakness in the Mythos's armor, and soon all but one hero fell. In its last moments, he picked up his sword that lay next to him on the ground and stabbed at its heart, piercing through its chest plate. He ran off into the forest before collapsing from exhaustion; he knew that if he died then so would everyone else who lived in this world...he had won! But alas—for there is always life after death- he woke up back at camp alone, surrounded by dead bodies and blood everywhere.

This is the story of a group of heroes who were sent on an impossible mission. They had no idea what they would find, but their faith in their deities was strong. There were many battles and much bloodshed before they reached their destination. When they finally arrived at the temple, it was too

late—all that awaited them there was death. The deity's enemies had won this round by sending Mythos to do battle with our heroes. But as he struck down one hero after another, his eyes glowed red from behind his mask—he knew defeat was near!

The party is in dire straits, facing down a creature that can tear them to shreds. Suddenly, they feel an intense heat as the Mythos' mouth begins to glow red-hot. They must think quickly or risk being burned alive by this horrific beast! Using their blades and shields, they deflect the fiery breath of death back at it until it dies from its own attack. With one final stroke, they cut off the head of this terrifying monster for good measure. All that's left now is to make sure nothing else comes up from behind while they rest... but who knows what other terrors await them in these dark woods...?

With the intense heat coming from the Mythos' mouth, our heroes knew they needed to act quickly. They fought with blades and shields as best they could while still trying to avoid being burned alive by this horrific creature's fire breath! With one final stroke of their blade, all that was left was a defeated Mythos with its head cut off for good measure.

There are many ways to defeat them with weapons, but the only way to really kill one is by

using True Magic. When fighting against this type of creature, it's important not to get too close or they may be able to escape your reach. Even though they have these sharp claws and teeth, there's no need to worry because they're still just a myth! If you find yourself in an encounter with one, use whatever weapon you can find—even if it means using something as simple as salt or garlic.

It has a lion's head, dragon's body, and serpentine tail. Its breath was poisonous and its gaze could turn people to stone. The only way to kill it was with an enchanted sword that had been forged by Chaos himself. If you were brave enough to fight it, you would be killed by it because no mortal weapon can harm this beast.

Some say that he was the last of his kind, and others claim him to be a man turned into an immortal beast. In either case, it is said that when you see Mythos for the first time your heart will freeze with terror at its terrible sight.

It's described as having dark fur and scales for armor, which make it tough to kill! Anyone who faces this beast is doomed to die an excruciating death—there are no survivors. The few people that have seen Mythos say they've been armed before going out into the world in order to avoid certain doom if faced by one of these great beasts; but don't hesitate when you see them coming at you

because running away fast will save your life from sure destruction!

Mythos is beastly and most dreaded Archfiend with monstrous jaws. He has two heads, one for devouring humans and the other for eating wild beasts. His eyes are red as blood, his teeth like swords, and he has a voice like a trumpet. He lives in the center of the world on top of an enormous mountain that reaches up to heaven where he sits on his throne made of brass. The earth trembles when he moves about in anger; great rocks crash into each other and roll down from the high mountains; trees shake their branches wildly because they know what is coming next. When people hear him coming they run away as fast as they can to escape him.

The sound of a trumpet pierces the air, and Mythos emerges from his throne made of brass. The earth trembles when he moves about in anger; great rocks crash into each other and roll down from the high mountains; trees shake their branches wildly because they know what is coming next. When people hear him coming they run away for fear that he will devour them!

His breath smells like sulfur, which can cause people to go mad or die. He is best known for his poisonous tail that can kill many with one swipe. The only way to defeat him is by using a bow,

arrow, and sword. In some accounts he was slain by an ancient champion with his bare hands.

The only way to stop him is with a special weapon called the "Glass Sword." If you see him coming, run for your life! You can tell he's near because his claws will scrape against the ground and make a loud noise that sounds like thunder. It's not safe anywhere when he's around!

It has been said that Mythos was once a mortal who was granted immortality and power by Legion himself. He roams through all of hell with metal jaws in search for souls to devour. His name means "fable" - it is rumored that he will one day escape his bonds and roam earth again to consume humanity's souls. Some say he can be killed if you stab him in the heart with an angel blade before he gets away, but no one knows where these blades are hidden or how they work. Legend says that when all human souls have been consumed by Mythos' fangs, Legion will finally rise up and take over The World of Order as well. For this reason, many people believe there is still hope for humanity because without humans on the planet, there would be no more food for Mytho's hungering mouth!

CHAPTER SEVENTEEN

Legion

LEGION WAS BORN in the midst of chaos, when the world was being torn apart by war. The only one who could control him was his master, but he had to be careful not to let anyone else get too close because they might see through his disguise. Legion is a grotesque fiend with razor teeth and metal claws. The creature's eyes are black as coal, its skin the color of death. It has broad chest heaving in breath-like gasps, reeking sulfur from every pore on its body when it opens up to roar rows upon rows of sharpened teeth can be seen

within an arm's length away.

One swipe from his clawed hand could tear me limb for limb if I was ever foolish enough to enter the woods alone at night time beware! He is also known to have multiple personalities in one body, and has been seen inflicting pain on himself while laughing maniacally. His name means "thousand", which may signify that he embodies all sins or at least takes them into his being for eternity.

Legion is a creature that has existed since the beginning of time, and it's still unknown where they come from. They are known to be able to take on any appearance, but their true forms are hideous and grotesque creatures with sharp teeth and claws for hands. They're said to have an insatiable hunger for human flesh, which is why you should never let them know your name or show them your face! If you ever find yourself in the presence of one, run as fast as possible before they can catch you!

Legion is not like other fiends, he does not need to eat or drink anything but blood. His skin was always cold as ice even in the summer time. He had no heart beat. He never felt any emotions of love or joy, only anger and rage. The more he drank the thirstier he became for that blood.

Legion's steel plated armor covered most of his

body and it made him look like an invincible force but no matter how hard he tried to hide behind it there were still parts where you could see through gaps in between the plates and those were my targets because if I could just get close enough then maybe I would have a chance against him. It wasn't until after we fought for hours did Legion finally let up, exhausted by our dueling match-up so instead of killing me quickly like he wanted to do before, this time around Legion decided to take things slower and enjoy himself while doing so which meant torturing me slowly with every method imaginable until eventually death took pity on me. Now all that remains is a pile of ashes where once stood my home.

He has been seen in many different forms—sometimes as a skeletal warrior armed with sword and shield, other times as a rotting zombie or ghoul. When he does appear before mortals, it's usually because they've done something wrong or have angered him in some way. In these cases, Legion will demand an eye for every day they've left him waiting. If this doesn't work out well for them (i.e., if they don't have enough eyes), then their fate is much worse than just being eaten alive—Legion will tear off their limbs one at a time until there are no more body parts left to take away from them...and even then he won't stop!

It is said he can be summoned by those who know

his secret name which is never spoken aloud for fear of drawing his attention. When not wreaking havoc on mortals (it appears when someone does something wrong), he spends most days sleeping deep inside dark tombs waiting until called upon again...

He's always hungry and often will eat anything in sight—including humans. His eyes are like burning coals and he has one arm that ends in a clawed hand. If you encounter him, run! The only way to defeat him is to find his heart and stab it with an enchanted blade or sword, but beware because he can feel pain too! Legend says that if you're lucky enough to kill this beast then your home will be safe from invaders for all eternity!

When it walks, its thousand teeth clatter together, making an unearthly sound that can make even the bravest man freeze with fear. Legends say that if you hear this sound three times without seeing the beast then you will die from fright—unless you are wearing a silver cross around your neck. Legend also says that those who see this monster have been known to go insane or lose their minds entirely. Indeed, some people claim they've seen it on more than one occasion but no one has ever lived to tell about it! This legend may not be true at all but there's something about hearing this story told by someone else that makes me feel uneasy...

It's said that the Legion can't be killed—some say it's immortal. Legend tells of a hero who slayed the beast long ago and saved his village from destruction. There are rumors that the beast still roams free in some remote corners of our world... waiting for its next victim to come along so it can feast on their flesh.

About the Author

Keo Rithy is a game developer and producer with roots in tabletop gaming. Born in Thailand in a refugee camp, his parents immigrated to the United States when he was a child. He's lived in America all his life and his first love was role-playing games, when his father bought him a Nintendo entertainment system at age 6 but when he discovered digital trading card games he quickly became an avid fan of the genre as well.

In his free time, Keo enjoys digital and tabletop RPGs, card games, reading fantasy novels, writing fiction about heroes and monsters from his world. In 2021 he published "Platinum Plus" - a dark fantasy exploring what it means to be a hero in a brutal world.

www.roguestone.online

Acknowledgments

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.