

# WONDERUNE



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C Term, IMGD 3400, Group 6, 3/2/2023

# Wonderune Overview

Wonderune is an RPG that can be played independently or collaboratively through invite. Embark into the magical continent of Septentrio, full of intriguing biomes and wondrous creatures. Your hometown, Grousepost, has been destroyed by a nefarious necromancer. Team up with humans, crabs, frogs, and fae to halt his rise to power, all while uncovering the truth about the ancient artifact that you wield.

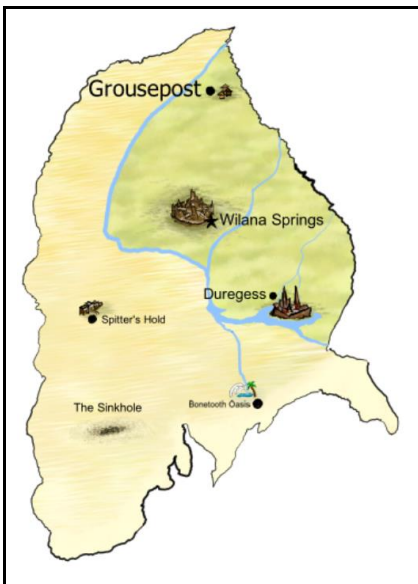
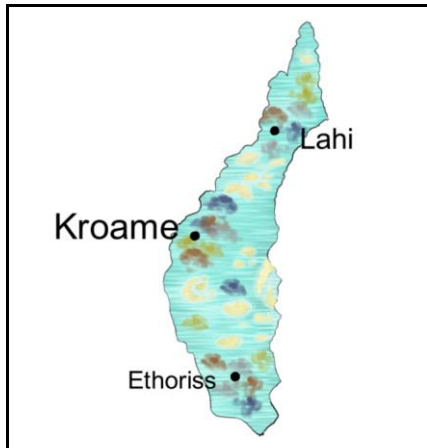


## Kroame

The carcitizen stronghold beneath the waves.

Built on and from the coral of a large reef, the capital city of the Kroaman domain is fittingly called Kroame.

The crab-like carcitizens who live here value militarism, and their leader is hatching plans to claim territory in Arcanis. If you can't breathe (salt) water, be sure to bring a Caraface Mask!



## Arcanis

A land of windswept shrubland and harsh desert.

Here, power always shifts, like the sands beneath your feet.

Runecrafters supply Arcanis with an abundance of magical tools and weapons, which humans, anurans, and carcitizens use to farm and fight.

## Pelangi

A lush rainforest that hides many magical secrets.

Meet the frog-like anurans in their home city of Silia, built into the canopy of the rainbow eucalyptus trees.

Catch a glimpse of a fae, a species of lepidoptera that anurans hunt as prey. Few people know, but the fae are as sapient as they are.

None have ventured into the Frozen Wastes, but perhaps you'll brave the chill....





### III. Main Story

During a normal day in your hometown, Grousepost, an undead horde invades, and you're knocked unconscious. You awake to a razed village and run for shelter in the mayor's basement where you find an ancient artifact.

This artifact, known as ***The Bracer of the Waking Dawn***, fuses to you. It allows you to roll back time to the last point at which you awoke, even upon death. Notably, this cannot be used to roll back to before the destruction of your village, because you awoke after it.

To learn more about the artifact and having nothing left in Grousepost, you decide to travel to Wilana Springs. Runecrafters there point you to Duregess, a city of mages and scholars. While you're there, Kroaman military recruiters inform you of the military promise in their home. You may travel through the Slinger Desert to Kroame in hopes of raising an army to defeat the necromancer behind the undead attacks or to Duregess to learn more about the artifact.

**Slinger Desert:** In traveling, you come across Spitter's Hold, where you receive quests to go to The Sinkhole and the oasis.

**Duregess:** In Duregess, all species live in relative peace. The carcitizens and anurans here point you to Kroame and Pelangi respectively. In researching the bracer, you learns that it was originally made by a Kroaman artificer by the name of Wilfed who lived a century ago.

**Kroame:** To recruit the Kroamans, you can fight them to prove your strength or use your power of the bracer to "reload" until you can answer their questions correctly. Either way, you direct your recruits toward Wilana Springs.

A very old carcitizen named Mater knew Wilfred, and remembers him making the artifact during a trip to Pelangi. He remembers talks of an ancient aven technique for making runes last beyond death that he learned there.



**Pelangi:** In Pelangi, you are spotted by the anurans who believe you are too dumb to be a threat. They help you hone your fighting skills and agree to the fight against the necromancer.

When asked about the artificer, and the permanent rune technique, the Anurans refuse to speak of it beyond warning of its danger. The rune permanence comes at a grave cost: the ability for a necromancer to raise you as an undead.

It is in Pelangi that you learn of the necromancer's hiding place, the Frozen Wastes.

### **The Frozen Wastes:**

With an army assembled, you march on the frozen wastes. Your army fights the necromancer's undead, leaving you able to fight him personally.

You learn the necromancer's name, Corundum. He wants to resurrect a friend who he accidentally killed long ago, and they have not slept since in hopes of using the bracer to rewind to before the death. Certain dialogue options reveal that this friend was Wilfred.

The final fight can be skipped by selecting certain dialogue options, causing Corundum to see the error of his ways. Otherwise, you fight and defeat him, returning peace to the land.

## IV. Lore

This section should look and feel like a charming, easy to read reference text -- a glossary, encyclopedia, or historical outline as the purpose requires.

It should provide at least these major types of lore:

1. History / back-story of the setting, covering enough breadth to allow story-roots to run deep. May be broken down by region if appropriate.

### [History](#)

2. List of characters and groups (peoples, races, etc.) that play a major role in the world, briefly describing each.

### [The Humans](#)

### [The Anurans](#)

### [The Aven \(Extinct\)](#)

### [The Carcitizens](#)

### [The Fae](#)

3. A catalog of lore artifacts and major features, expanding on the map section above

### [Aven Sky Cities](#)

### [The Great Sinkhole](#)

### [Runeguns](#)

### [Caraface Underwater Breathing Masks](#)

### [Bracer of the Waking Dawn](#)

If it makes sense for your game-world, you may also add notes on language, writing, and invented words and phrases that are important to your world

### [The Magic System](#)

## V. Region Design

Dagria

**Region Theme:** Interspecific tensions

**Grousepost** is the now-destroyed hometown of your character. It originally housed a population of 90% humans, which only tolerated a select few anuran and carcitizen families. You may be a human or an anuran or carcitizen from one of these lineages.



**Wilana Springs** is the largest settlement in the Infront, with a population of about 60% humans, 25% anurans, and 15% carcitizens. The populace is extremely segregated by choice. Humans think anurans are dirty, calling them “toe-handed contortionists”, and are terrified of carcitizens’ natural power. Anurans believe humans and carcitizens are idiots and speak down to them. Carcitzens consider humans and anurans “squishies”, as they lack carapaces and must wear clothing.

**Lore artifacts:** anuran clothing, Kroaman shell enhancements, runeguns

### **Characters:**

Uther - A human who rules over Wilana Springs using his human gunslinger posse to impose his will on the weak. His representatives collect food from the ranches and farms surrounding the city, so he and his cronies eat well.

Tajana - A well-connected human who runs a general store near the heart of the city. She wears her opinions on her sleeves.

Itai - An anuran street organist scraping by on tips who wants to be an actor, but who flunked out of school and thus was rejected by the anuran community. He owns a trained sifaka lemur.

### **Main Quest:**

A group of rebel carcitzens are planning a coup against Uther, but they need new runeguns; their old supplier was killed by Uther’s cronies. The rebels claim to be more willing to work with other species than Uther’s group is. You may go to Bonetooth Oasis for runeguns or report their actions to Uther, who will eradicate them.

### **Side Quests:**

Parties of undead are emerging from Pelangi and disrupting the productivity of the farms. The town faces mass starvation unless you can help the agriculturalists erect defenses against the hordes.

Tajana wants an anuran street organ grinder and his “irritating, low-brow” music to move away from her storefront. Upon talking to the anuran, you’ll discover he is down on his luck. It’s up to you to decide how to get Itai to stop bothering Tajana, whether by granting him money to start his own acting troupe, by convincing Tajana that he isn’t dirty, or by killing him.

An anuran clothing store is ransacked by a gang of teen carcitizens (and one human), who steal rare dyes from its storage. If you find and return the dyes, not only will you receive a monetary reward but also a recurring quest to collect various dye ingredients.

**Duregess** is a port city situated in the middle of a lake, partially on an island and partially underwater. The population is nearly 33.3% each species. Duregess is known for its knowledgeable runecrafters, who export runeguns, Caraface Masks, and other technologies along the rivers in exchange for crops. What food they do not trade for is obtained through fishing. The city's high levels of education and relative socioeconomic equity among all citizens are testament to the benefits of cross-species collaboration.

**Lore artifacts:** Duregess founding documents, the Millenium Library (contains artifacts and documents from all four races over the past 1000 years), the Caraface Mask smithery

**Characters:**

Beren - An retired anuran man who worked as a runecrafter in his prime and now volunteers for a library. He can inform you about your bracer, saying it was made by a powerful carcitizen artificer a century ago in Kroame.

Abner - A human teacher whose daughter is missing. Although he likes most anurans he's gotten to know, he believes that they are inherently shady as a species.

Isangrim - A carcitizen runecrafter who is the lead designer of Caraface Masks. Because ruins fail when all of their creators die, Isangrim ensures 3 teams of 5 anonymous runecrafters create redundant runes on each mask.

**Main quest:**

The council of six runecrafters (two of each species) are convening as you arrive. They cannot conclude what to do about the nightly undead attacks - create a magical protective dome over the lake, isolating themselves, or send their best warriors to meet the force head on. They agree to send forces to accompany *you* if you can prove yourself skilled in battle against the hordes that evening.

**Side quests:**

The last time Abner saw his daughter Roura, she was seven years old and was heading to visit Beren, as she did often. Abner keeps a small levitation rune she made on a necklace and because it's still running, he knows she's still alive. Talking to Beren will point you toward Silia, where you can find the child living happily like an anuran.

A carcitizen and anuran couple sell pickled fae, but their canning supplies have been sabotaged by a fae mage. They don't know what caused the disturbance, so they ask you to defend their business overnight, where you might discover the mage and pursue them to the Glimmering Hive. Whenever you return to the couple, the carcitizen will ask you to go to Lahi and place a custom order for rune-resistant cooking utensils.



## Slinger Desert

Region Theme: Law and Morality

**Overview:** The Slinger Desert is a rough and tumble place where the less civilized humans have settled down. Lawlessness and crime run rampant, though the denizens will tell you that's just part of the charm. After all, what's life without a little danger?

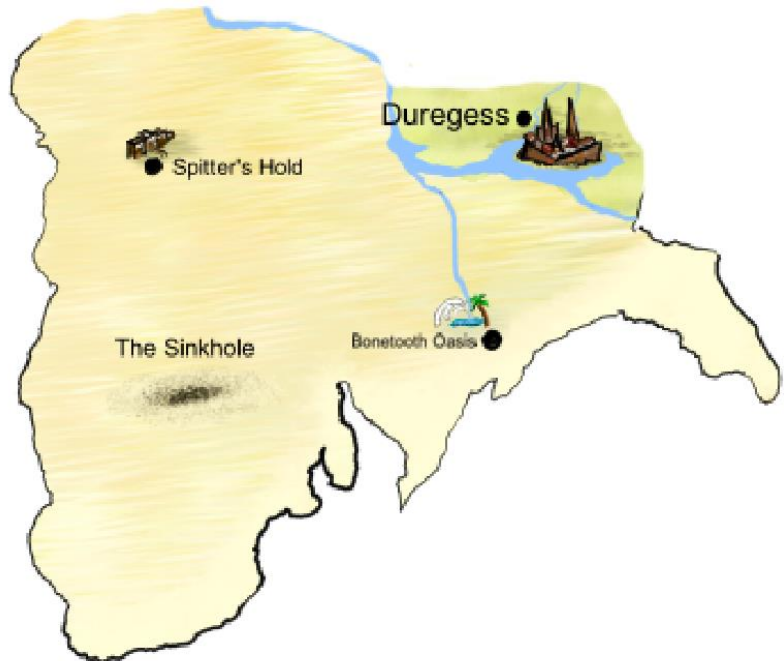
**Spitter's Hold (Hub):** Smackdab in the middle of the desert lies a rough town with even rougher citizens. Most people here keep to themselves, and aren't fans of being asked questions. That being said, it isn't hard to pick up a job or two if you talk to the right people. Most of the humans here can be found in the different salons scattered across the city, the loud drunkards and whispering bandits alike. Few people here will trust you if you don't have a gun out-- means you likely have something you're hiding. You'll get a cold reception no matter what species you are, but an anuran or carcitizen is likely to get extra stern looks. While most of the people here haven't obtained their wealth from trustworthy means, there's a silent agreement to keep their wrongdoing to outside the city limits

**Themes:** Law and Lawlessness.

### **Major Characters:**

- Ammith: Self-appointed human sheriff of the town. She only tackles major problems in the town, and the citizens tend to respect her. It's said she used to be a major outlaw herself before she settled down to try and keep the peace in Spitter's Hold.
- Silvershot: The current major threat in Spitter's hold. While they've kept their misdeeds in the Durgia until now, rumor has it that they're in town and planning on causing trouble.
- Hella: A human that owns the Sharp Rune Saloon, one of the major hubs for job offers in Spitter's hold. She knows just about everything about everyone, and is willing to tell you... at a price.

**Main Storyline:** Track down Silvershot and take him down. This will require gaining the trust of different citizens through their smaller quests. Completing this quest will allow you to recruit the citizens of Spitter's Hold in the fight against the Undead.



**Side Quests:**

- Figure out how Pete is cheating at cards.
- Get Hella's favorite gun back from her ex.
- Steal the deed to the Sharp Rune Saloon OR help Hella take down her competition.

**Bonetooth Oasis:** Located downstream from Duregess, the Bonetooth Oasis is one of the few places to get water in the dry desert. As such, a small town has settled around it, nestled inside the massive skeleton that looms over the lake. No one knows where the bones came from, and no one cares. It seems the access to water has placated the people here, if only slightly. They are used to dealing with travelers passing through, finding a place to rest and recoup before continuing their journey back to wherever they came from. Because of this, they treat all the different species the same.

**Lore Artifacts:** Bones of Keth, the aven God

**Themes:** Law, community, capitalism.

**Characters:**

- Orven: A carcitizen who left to sell his wares, got lost, and found a home in Bonetooth. He's started up an arms company in the region that may or may not be legal
- Agall: An anuran who has made her home in Bonetooth after feeling out of place in Pelangi for not wanting to eat Fae. She owns and operates a major restaurant in Bonetooth, cooking both standard human food and anuran cuisine. She has fallen for Trish.
- Trish: A human woman who oversees the major gun store in bonetooth supplied by Duregess. She dislikes Orven, though only because his faulty guns might get people killed.
- Yasmine: A human scientist from Duregess that is trying to figure out the origin of the bones. While she is very excited by the possibility of research, the disposition of the townsfolk is making her job difficult.

**Main Storyline:** Bonetooth is starting to be attacked by undead. They are trying to fight back, but will need to ban together to keep the undead from overrunning the town-- either through speech or by force.

**Side Quests:**

- Help Yasmine figure out the origin of the bones.
- Find out who's robbing the merchants traveling through the area.
- Help Agall get together with Trish.

**The Sinkhole:** An unstable hole filled with the remains of an aven city, the sinkhole attracts explorers and criminals alike. While it shouldn't be trekked by just anyone, the right set of ropes and climbing equipment will allow you to descend down its sandy maw

and into the wreckage it holds. Here, you can uncover more about the mystery surrounding the anurans, but you better watch out for the seedy groups that make their homes down in these depths.

**Lore Artifacts:** Ancient aven city, aven books, aven children's toys.

**Characters:**

- Jonah Rettic: A human outlaw who has been in hiding for years. He used to be married to Ammith, who thinks him dead.

**Themes:** History, uncovering mysteries

**Main Storyline:** Search out the hideout of Silvershot

**Side Quests:**

- Explore the old aven ruins and uncover their secrets.
- Help Jonah Rettic reunite with Ammith OR capture him and bring him to Bonetooth to be arrested.

## Kroame

**Overview:** Kroame is a relatively technologically advanced nation and home of the carcitizens, a species of decopodal crustaceans who have built their cities in the Keletora Reef. Society in Kroame is built on the pursuit of both military and philosophical advancement, to an extent mimicking ancient Aven culture.

**Kroame (City) (Hub):** The capital of the domain of the Kroamans, this city is an economic superpower in the world, being the birthplace of many technologies. Most of the residents are either wealthy or well connected to the wealthy. However, there has recently begun to be an influx of refugees from Ethoriss and Lahi out of fears of undead attacks.

**Themes:** Class Struggles, Innovation

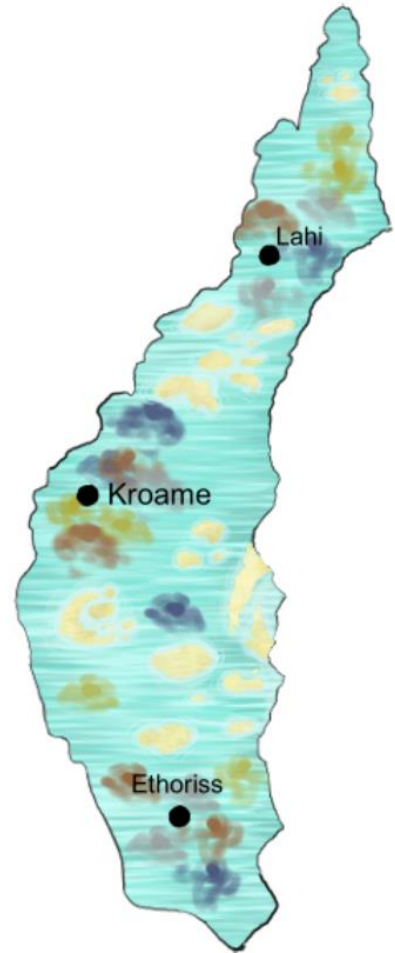
**Major Characters:**

- Emperor Pincherus, the emperor of the Kroaman domain is a self-proclaimed tyrant who has been ruling for several decades. In his free time, he can be found training giant horseshoe crabs in the palace courtyard to be the steeds for a contact sport known as Kelp Rush.
- Mater, a carcitizen who looks significantly different from others, having traits akin to a lobster as opposed to a crab. Being over 500 years old, he is often revered as a wise counselor for the people of Kroame. In his prime, he was a Cultural Anthropologist, having traveled the world, learning a great deal.
- Miss Shelly Rhendal, a renowned shell artist, who has a magically air-filled studio which she uses to paint her customers' shells to their wishes, akin to a tattoo shop. She is consistently keeping up with the goings on in the city, and has friends both in high and in low places. She has a careful and deliberate manner of speaking, using precise wording.

**Main Storyline:** Solve the refugee problem by making accommodations for incoming refugees and bolster the defenses against a potential undead attack.

**Side Quests:**

- Join the Kroaman military, this will open a series of quests:
  - Find a missing apothecary



- Your superior receives a report that an apothecary named Mr. Fizzle has gone missing, allegedly kidnapped by a bandit group known as the Salty Claws. You must travel to the Salty Claws hideout and rescue Mr. Fizzle.
  - Explore the recently found ruins of a crashed Aven city
    - Your superior sends you to explore the ruins and rid it of the hostile creatures that inhabit the ruins so that an archeological team can safely research it.
  - Once both quests are completed, you receive a promotion, which gives you the clearance to request an audience with the emperor. This will allow you to attempt to recruit the help of the Kroaman military in the final battle.
- Mater can sense that there is something special about you, and offers a special weapon (depending on your class) if you can gather samples of various plants that grow in the Kroaman domain. Upon collection, Mater will lead you to a cave where the plants are used as components in a spell to transform them into an optional boss. Upon defeating the boss, Mater will give you the promised item.
- Miss Rhendal has been losing customers lately due to needing to ration her paint. The cave where she harvests the pigments normally has now become the new den of a moray eel. She is not much of a fighter, so she will pay you to kill that eel.

**Lahi:** Located to the far north of the city of Kroame, Lahi is a manufacturing hub for the Kroaman domain, exporting most of the metal weapons and tools. This is due to their plentiful hydrothermal vents, used to heat metal, allowing the metal to be shaped.

**Main Storyline:** The iron shipment expected to arrive yesterday hasn't. You are sent to investigate the path the shipment would have taken to see what happened (this path goes from Lahi to Grousepost). You find the wagon of iron abandoned not far into the mainland. You finish the shipment, but the iron shippers are nowhere to be found. (They can later be found in Pelangi, where you would learn that they ran away trying to fake their deaths and start over in life after going into crippling debt with an outlaw.)

**Ethoriss:** Located South of the city of Kroame, Ethoriss is home to many kelp farmers. People here tend to live simple lives. Though with reports of undead attacks in Arcanis, people are begging to worry and even flee.

**Main Storyline:** Some carcitizens want to stay in Ethoriss and defend their home. A human inventor named Herbert Wesley living in Ethoriss has blueprints for a machine that would aid in their defense. You are tasked with collecting various parts for this machine including the silk of sea spiders, the ink of a giant squid, and a giant anemone.

## Pelangi

Region Overview – Pelangi, known as “The Shimmering Wilds” by those who don’t live within it, is a lush, overwhelmingly colorful rainforest inhabited by two separate sentient species- the Fae, a race of small insectoid humanoids, and the Anurans, a race of frog-like semi-humanoids. Both cultures are highly entwined with the natural world that envelops them, weaved into it just as densely as the vines wrap themselves around the trees.

### **Silia (Hub):**

**Silia** is the main residence of the Anurans, made of wooden-and-vine structures wrapped around and strung between tree trunks in many layers between the tree canopies above and the dirt below. The population is mostly Anurans, with some carcitizens and humans.

**Themes:** Nature & its effects on society

### **Characters:**

Roura - A human child who has integrated into Anuran culture. The daughter of Abner. A particularly active and imaginative child who enjoys living in Pelangi.

Ivlai - An elderly Anuran who helps take care of new broods of young as they hatch. Has recently become distressed by the discovery of eggs being attacked and killed by unknown individuals on multiple occasions.

Burron - A young Anuran hunter who recently got injured by a group of armed Fae. Has always felt a little odd about hunting Fae, but never actually thought about it at all until recently.

### **Main quest:**

The recent attacks on the eggs have made the whole village incredibly uneasy, and you are tasked with finding the culprits and putting a stop to the attacks. This proves more difficult than originally thought, as while you are guarding the eggs during the night you must fight off a squad of Fae armed with weapons of their own.

### **Side quest:**

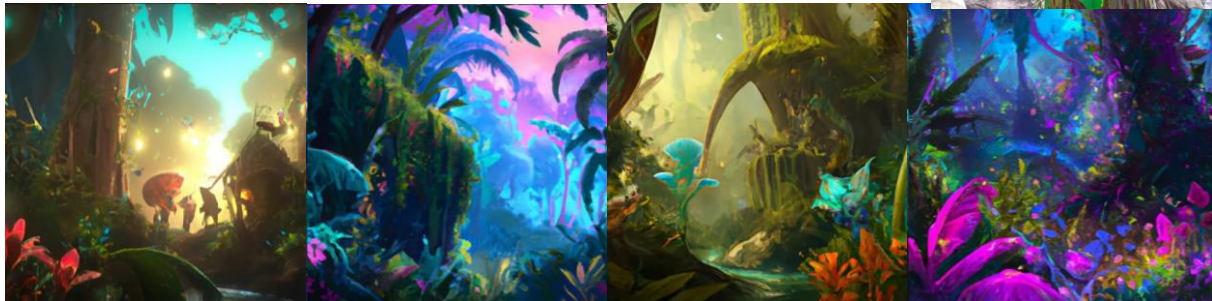
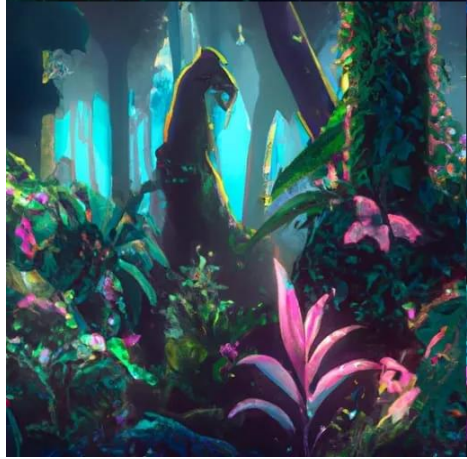
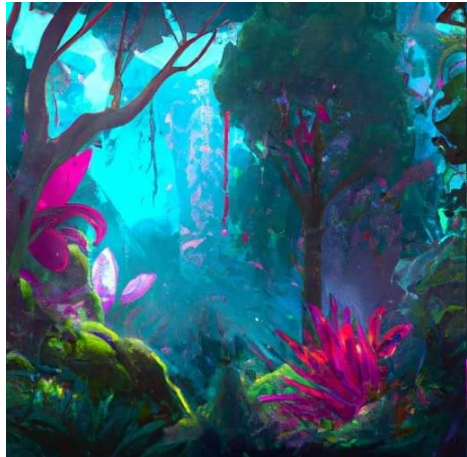
When meeting Burron, he will complain about his injury making it hard to effectively hunt Fae, then ask you if you have any experience with hunting Fae and if you’d be willing to help him out a little. If you accept, you and Burron go out on a hunting trip, but the Fae are now even more well-armed than they were when Burron got hurt and they pose a significant threat. A group of Fae capture Burron, and you must track them down to the Glimmering Hive to rescue him.



# VI. Concepts & Reference

## Pelangi - The Shimmering Wilds

<b>B15173</b> China rose	<b>F38B4A</b> Atomic tangerine	<b>EAB651</b> Hunyadi yellow	<b>9BBF3B</b> Apple green	<b>5B963C</b> Asparagus	<b>59A5CD</b> Air superiority blue	<b>55659F</b> Savvy blue	<b>6A5476</b> Chinese Violet
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Top rainbow eucalyptus photo by [ucumari](#) under a [CC BY-NC-ND 2.0](#) license  
Bottom rainbow eucalyptus photo by [Kirt Edblom](#) under a [CC BY-SA 2.0](#) license  
Paintings by Daniel via NightCafe

## Arcanis - The Infront

9F481A Rust	F07427 Pumpkin	FCBA1F Selective yellow	FCE7AB Vanilla	A8BA67 Olivine	80BBE0 Carolina blue	176D9B Bice blue	121321 Rich black
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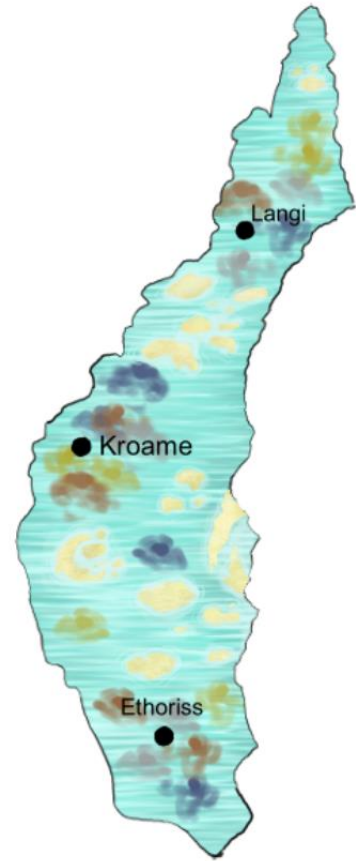


Map by Angie, paintings by Josh, Daniel, and Grace via NightCafe



# Kroame

<b>BD734F</b> Brown sugar	<b>D1AD7C</b> Tan	<b>857D71</b> Battleship gray	<b>63524A</b> Umber	<b>F0AC1A</b> Harvest gold	<b>30B5CB</b> Moonstone	<b>1C4955</b> Midnight green	<b>2E2524</b> Raisin black
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Map by Angie, paintings by Daniel via NightCafe

## The Frozen Wastes

<b>75E9C1</b> Aquamarine	<b>666D73</b> Dim gray	<b>95A3A7</b> Cadet gray	<b>E0F6FC</b> Azure (web)	<b>BBD9E9</b> Light blue	<b>366B96</b> Bice blue	<b>2B2C42</b> Space cadet	<b>532658</b> Palatinate
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Paintings by Angie, Grace, and Daniel via NightCafe

Magic



In the Frozen Wastes



In Wilana Springs

Anurans:



Fae:



Carcitizens:



Concept art of the Septentrio species drawn by Angie Baird and Grace Phillips