



HELLS  
AWAKENING

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This tome will guide you through the wondrous lands of Sighan. It will show you how to survive in the world and give you insight into the lore behind the places you visit and the people and creatures you will meet on your journey.

## Prologue

How the three came to be.

Two figures strode across the desert, a long trail of molten glass in their wake.

"Here will do?" asked one of them.

"No, no, a little further yet," the other replied. The two figures were dressed in black robes, upon closer inspection the robes were made of hundreds and hundreds of tiny seething particles.

"We're here," he said. He was the taller of the two, his skin was grey and wrinkled and where his eyes should have been there was roaring blue fire. They were obviously demons.

"Shall we get on with it then?" the other asked, smoke trickling from his mouth as he spoke.

"These things take time! Let me gather my strength..."

"You're always gathering your strength," he muttered, flicking his tail impatiently.

The sand beneath them suddenly glowed white hot, and begun sinking into the ground.

"Stand back," the demon warned. The fire in his eyes had changed to a deep red, and his hands were directed at the boiling sand, energy flowing from them. The other demon quickly lent his hands to the task. In the rippling mass of molten glass and sand three figures could be seen. As the two men lowered their hands it became apparent that they were human children, around four years of age.

"Perfect! Now it's time to leave before-"

The ground rumbled and a massive shockwave ripped through the desert. A sound like a whip crack sung through the air and a strange man materialized into view. His entire body was shining a brilliant white, and large gleaming wings were hanging loosely at his back.

"Stop!" his voice echoing impossibly. "You will go no further, abominations."

"You don't know who you're dealing with archangel," sneered the tall demon, drawing himself up to his full height.

The archangel chortled, "I know perfectly well who I'm dealing with, Lucifer."

"How dare you speak his name!" the second demon spat, his eyes blazing furiously.

"And you must be Farian," said the archangel, staring down at them both, smiling in amusement. "I'm afraid my lord has decided your continual interference must come to an end."

He drew a large gleaming broadsword from his back and twirled it around menacingly. It sparkled pure white. Lucifer and Farian reacted instantly. They drew jet-black swords from within their robes, made out of the same material. Farian launched himself into the air, velvety black wings sprouting out of his back. Lucifer rushed at the archangel with inhumane speed and

the two began dueling furiously, their swords a blur of black and white. Farian surveyed the battle from above, his dark wings beating occasionally to keep him airborne. He pointed his sword at the desert beneath him and muttered indistinguishably. Immediately large mounds of sand rose into the air. They embraced Farian, and once again became molten glass. Farian lifted his sword and pointed, almost lazily, at the archangel. Immediately the molten glass hurtled toward him. Lucifer, seeming to know what was coming, jumped back several metres. The archangel looked up and laughed as he raised his arm toward the incoming danger. There was a loud hiss and the molten glass turned once again into sand, scattering in the wind.

“You always were gifted with sand Farian,” the angel remarked casually.

“And you were always gifted with stupidity archangel,” replied Farian.

His wings disappeared and Farian plunged into the earth, emerging again behind the angel. Lucifer dropped his sword and raised his arms as Farian did the same. Beams of pure black hurtled from their hands with a crackling sound toward the angel. There was another crack followed by an explosion as the two beams collided, creating a massive molten crater in the sand. When the smoke cleared the archangel was kneeling beside the children, whispering softly and touching one with each hand.

“Stay away from them!” shouted Lucifer as he sent another crackling beam toward the angel. There was another crack and the archangel appeared behind Farian. Farian moved but too late, the gleaming white sword piercing him in back, emerging from his stomach.

“No!” screamed Lucifer.

“I’ve seen what you’re doing here abomination,” said the archangel, pulling his sword out of the demon. “Quite possibly the most twisted thing yet.”

“To a narrow minded individual such as yourself, perhaps,” replied Lucifer; the two men were circling each other slowly. “To me these children are the revolution, the freedom for my people.”

“Your people don’t deserve freedom!” he spat. He was no longer smiling.

“I am going to kill you now archangel,” stated Lucifer calmly. “You grievously injured my brother, and quite possibly corrupted my children. That cannot go unpunished.”

“No demon has ever killed one such as myself, and that’s never going to change!”

“I am not just any ordinary demon,” replied Lucifer, and he drew his sword once more from his robes.

“We will see,” and the archangel leapt at Lucifer. It was the last thing he ever did.

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Lucifer walked over to his brother’s body, lifting him up roughly.

“How is it brother?” asked Farian. The fire in his eyes was flickering.

“Bad,” he replied. “I’m afraid I am going to have to take you back down.”

“Ah I was afraid of that,” sighed Farian. “For how long?”

Lucifer looked into his brother’s eyes, “A long time brother.”

There was a crack and they were gone.

## **Secrets of Sighan**

## Unit Colours & their Meaning

You will notice in the land of Sighan, many units have different colours. These colours represent what the NPC has to offer.

**Blue Units** – Non-interactive and friendly, they may help you out in certain combat situations, but are usually ignorant of your actions.

**Tan Units** – Interactive units, speak to them if you wish to accept a quest, or participate in conversations or other tasks. Tan buildings are buildings that you can enter automatically by walking close to them.

**Brown Units** – Hostile units, they will attack you if you are spotted.

**Dark Units** – Boss units, they are extremely dangerous, and usually have heightened skills. In order to not have to repeat quests, it is recommended that save your game when you come across a boss, for it will present a worthy challenge.

## Your Vanish Knight's Equipment

**Inventory** - Your inventory is represented in this map as a blank space of terrain. It stores all your utility belt items and your resources.

**Item Slots** – These slots represent the text-based items that your character currently has equipped. There are slots for your Helmet, Sword, Shield, Vambraces and Greaves. There are also slots for your Mercenaries, Pets, Magical Items, and Miscellaneous items. Use the Item Stats command located in the Specialization menu to check which Item you currently have equipped.

**Utility Belt** – Your utility belt is represented as a drop ship. It is used as a storing device to store the items that you will use most often within the game. Your belt can be upgraded, by adding pouches to it via the crafting specialization. The items that are stored in your utility belt are the Health Herb, Ether, Torch and Bluestone. Each item has a purpose, which is explained below.

**Health Herb** – *Health Herb's are basically the same as a health potion in any other RPG game. Health Herbs will always heal you to Full HP, rather than only a certain percentage of your health, you may carry up to three (3) of these at any one time in your utility belt, unless you upgrade it.*

**Ether** – *Ether's are similar to mana potions, they will restore your mana to full. You can carry up to three (3) of these at any one time in your utility belt, unless you upgrade it.*

**Torch** – Just as its name implies, the torch will reveal areas of the map around your Vanish Knight, showing you what is ahead. You can carry up to three (3) of these at any one time in your utility belt, unless you upgrade it.

**Bluestone** – A Bluestone is used as a portable teleporter, if you are stuck, or too far away from your town, you may use the Bluestone to teleport you back. You must set which town you want your Bluestone to teleport you to, otherwise it will always teleport you to your starting town. You can carry up to three (3) of these at any one time in your utility belt, unless you upgrade it.

All the above items can be purchased at any General Store that you come across during the game.

### **Your Vanish Knight's Abilities**

Your Vanish Knight can cast magical spells, set traps and summon creatures. Your magical abilities are divided into three branches, Offensive, Defense and Summoning, all of which are displayed using a different building.

**Offensive** – Protoss Gateway

**Defensive** – Protoss Stargate

**Summoning** – Protoss Robotics Facility

To use magic, simply “build” the unit associated with the desired spell. ‘The Magicks Emporium’ has information demonstrating which unit relates to which spell. Each spell requires mana, in this case ‘Vespene Gas’ represents your mana. When you cast a spell your mana decreases, it will gradually decrease over time, but can be quickly restored using Ethers. As your character levels higher, your mana capacity and health capacity will increase, and you will be open to the use of more advanced spells.

The spells your Vanish Knight can use, will be explained in detail, in the “Spells” section of this tome.

### **Meet the Vanish Knights**

In Hells Awakening, you play as ‘The Vanish Knights’, warriors who know not where they came from, but know exactly what they’re for: ‘to free the world of evil’. There are three (3) Vanish Knights playable in this RPG.

**Valefor** – The Warrior, his skill with a sword is unparalleled. He can cleave a man from shoulder to hip as easy as a hot knife slides through butter.

**Xavier** – The Mage, he can turn water into wine, bronze into gold, and foes into dust.

**Rionna** – The Archer, her arrows can pierce foes from over two thousand yards, and more surprisingly explode into magical balls of flame afterwards.

### **Leveling in Sighan**

In order for your Vanish Knight to level up in Sighan, you will need to gain experience. Each level has a certain amount of experience needed in order for you to progress to the next level, or level up. The higher the level, the larger the amount of experience needed. When you level up, so does your vitality (HP) and mana (MP), you also gain access to stronger abilities, and higher level items. In order to get experience, you must slay monsters and complete quests. As you gain more levels you will be forced to progress to new areas, with more challenging obstacles in order to continuing gaining experience. Your current experience and level will be represented in a leader board in the top left corner of the map.

The creatures you can slay will be explained in more detail, in the ‘Creatures of Sighan’ section of this tome.

### **Becoming Wealthy in Sighan**

Crowns are the currency of Sighan, you need crowns to purchase items, upgrade weapons and various other services. Crowns can be acquired from several sources. Those sources being monsters, quests and selling resources to townsfolk, each of these sources will reward different amounts of crowns. When you replace your armour and weaponry with more powerful versions, you will automatically alchemise your weaker items, which also gives you a small amount of Crowns.

Crowns are represented as ‘minerals’ in the map.

### **Questing in Sighan**

Questing is an important part of Hells Awakening. Completing main quests will ultimately lead to the completion of the game, which is ultimately your goal, but there are also several side quests to complete, which offer their own rewards. It is recommended that you finished any side quests you have outstanding before embarking on the main quests, as sometimes you will not be able to return to complete them.

### **Specializations**

(Any confusion with how to use each skill, will be explained in the in-game tutorial)

Specializations are secondary skills that your character can use for a wide variety of purposes; there are four (4) specializations present in the game.

**Mining** – Mining is a skill used to gather ore, ore deposits are scattered throughout Sighan. In order for you to mine the ore deposits you may come across you will have to use your pickaxe. Mining is an essential specialization in order to perform Smithing.

**Smithing** – Smithing is used to forge weapons and armour for your Vanish Knight. The specialization requires the ore gathered from mining. Smithing with higher quality ores, results in higher quality items. You must be inside a blacksmith in order to use Smithing.

**Beast Mastery** – Beast Mastery is used to tame beasts in Sighan. Once the beasts have been tamed, they are under your control, and will attack by your side. Taming will take a certain amount of time. Not all beasts are tamable.

**Crafting** – Crafting is used to create items, using leather. Leather can be skinned from creatures in Sighan, once the leather has been skinned you may use your crafting skill to 'craft'. Not all creates may be skinned.

Crafting and Smithing are the only skills that can create items of use to your Vanish Knights. The items those specializations can create will be displayed below.

### **Helmets**

*Azure Cowl* (1 Ethereal Crystal, 2 Rugged Hide)

- 4% increased mana regen

*Energy Circlet* (1 Indigo Rune, 2 Ammolite)

- 20% spell refund chance

*Power Band* (1 Prismatic Shard, 1 Mithril, 1 Rugged Hide)

- 11% mana regen & spell refund chance

*Energized Thorium Helm* (1 Prismatic Shard, 3 Thorium, 1 Aquamarine Rune)

- 33% mana regen & spell refund chance

### **Swords**

*Iron Dagger* (2 White Iron)

- 3% critical hit chance

*Runeblade* (1 Crimson Rune, 1 Aquamarine Rune, 2 Thorium)

- 6% critical hit chance

*Mechanized Sword* (3 Mithril, 2 Thorium)

- 9% critical hit chance

*Rapier of the Everburn* (1 Adamantium, 2 Crimson Rune, 1 Indigo Rune)

- 12% critical hit chance & passive ability: everburn blast

## **Shields**

*Targe* (2 Ammolite)

- 4% parry chance

*Bloodforged Buckler* (2 Crimson Rune, 1 Thorium)

- 8% parry chance

*Shimmering Shield* (3 Chitinous Hide, 2 Ethereal Crystal, 1 Mithril)

- 12% parry chance

*Elemental Kiteshield* (2 Prismatic Shard, 1 Aquamarine Rune, 1 Adamantium)

- 16% parry chance & passive confuse ability

## **Vambraces**

*Serrated Gauntlets* (3 White Iron, 1 Ammolite)

- bonus EXP per kill

*Precision Plating* (2 Rugged Hide, 1 Thorium, 1 Ammolite)

- enhanced ore extraction

*Barbed Vambraces* (1 Aquamarine Rune, 3 Chitinous Hide)

- bonus EXP per kill & increased critical hits

*Prismatic Actuator* (2 Prismatic Shard, 2 Ethereal Crystal, 1 Mithril)

- enhanced ore extraction, bonus EXP & increased critical hits

## **Greaves**

*Heavy Boots* (3 Rugged Hide)

- increased loot per kill

*Edged Boots* (2 Rugged Hide, 2 White Iron, 1 Ammolite)

- enhanced æther extraction

*Runic Sollerets* (1 Aquamarine Rune, 1 Crimson Rune, 2 Thorium)

- enhanced æther extraction & increased loot per kill

*Powered Greaves* (1 Prismatic Shard, 2 Adamantium)

- enhanced æther extraction, increased loot & passive decoy ability

## **Spells of the Vanish Knights**

In this section of the tome you will be enlightened on the spells each Vanish Knight is able to cast, and what they perform.

### **Valefor**

***Just Strike*** – a backhand chop with Valefor's sword, this will severely cripple enemies close to Valefor.

***Honed Strength*** – Valefor puts increased force behind each of his blows, dealing increased damage for a short period of time.

***Crippling Strike*** – Valefor unleashes a powerful strike that pulls enemies into a vacuum, before violently decompressing them.

**Flurry** – Valefor commences a series of lightening fast attacks that obliterate anyone foolish enough to hang around.

**Dash** – Valefor closes the ground between his opponent in a blink of an eye.

**Lightning Parry** – Valefor enters an extreme state of focus and easily deflects incoming blows as a result.

**Battle Shout** – Valefor roars as he charges the enemy head on, inspiring his allies to fight harder.

**Taunt** – Valefor lures his enemies closer to his sword.

**Mercenary Captain** – An old friend who owes Valefor a life debt, he will come to your aid when summoned, and inspires any mercenaries you may have hired to fight harder.

**Warhorse** – This mighty steed will respond to your summon, and can help Valefor travel vast distances in a short span of time.

**Furious Absolution** – Spirits of the dead are called back by Valefor to unleash carnage and terror.

## Xavier

**Inferno** – Xavier burns his enemies to a crisp from afar with a short burst of flame.

**Energy Bolt** – Lightning files from Xavier's fingertips like insults from a drunk, shocking hordes of foes.

**Drowner** – Xavier encases his foe in a sphere of liquid, slowly drowning them.

**Banishment** – Xavier teleports his foes into the depths of space, killing them instantly.

**Ice Shard** – Xavier encases his foes in ice, halting them long enough for Xavier to ready his next spell.

**Twisted Mind** – Xavier overloads his enemies' mind with mana, tricking them into believing Xavier is their ally.

**Mana Shield** – Though this drains Xavier's mana greatly, he can protect himself and his allies much more efficiently.

**Fire Spike** – This insidious trap explodes in a ball of searing flame and molten lava, scorching the surrounding area for a sustained period of time.

**Firefiend** – This sentient ball of flame has an array of unique abilities and explodes violently upon death.

**Water Sprite** – This swirling mass of water is not very effective on dry land, but can soak up a significant amount of damage.

**Cyclone** – Xavier commands the winds, sending terrifying and destructive cyclones towards his foes.

## **Rionna**

**Explosive Shot** – Rionna infuses her arrow with mana, causing it to explode violently on impact.

**Plague Shot** – Coated with a special toxin, the arrow zombies foes on impact, spawning Plague Zombies from their corpses.

**Fatal Attraction** – Rionna lures her foes close, and then pincushions them with volleys of arrows. However, any foes left alive will be in a prime position for an attack, so use this spell with caution.

**Seeker Shot** – This enchanted arrow seeks out foes and pierces them through the heart, continuing on to the next opponent until its mana expires.

**Diversion** – Rionna summons Revenants to distract her enemies.

**Health Orb** – Rionna patches up a nearby wounded, using her first aid skills and a dose of mana.

**Thorn Aura** – Hundreds of magically enchanted thorns circle Rionna and her allies, cutting up all who come close.

**Sentry** – This masterfully designed trap has many uses for Rionna, it can be placed both offensively and defensively and also acts as a source of light.

**Wolf Incarnate** – Though easily killed Rionna's wolf can animate itself many times before finally lying still.

**Wealthstone** – This stone grants increased luck for those in its radius, increasing the chance they will receive gold and items from corpses.

**Siege Engine** – This self-firing mana-charged catapult can be a valuable asset in many circumstances, it can only fire a few rounds before collapsing, unfortunately.

## **Bestiary of Sighan**

In this section of the tome, we will mention some of the beasts that lurk around in Sighan.

### **General Beasts**

#### **Wolf (Zergling)**

- One of the first creatures you will find in Sighan, the wolf is often sighted near the country between Elemain and Dagos. Driven wild by the scent of Hell, wolves will attack most

people on sight. Alone, they are nothing more than pests. However in packs they can be a threat to even the sturdiest of men.

### **Brozein (Hydralisk)**

- Usually dwelling underground, the Brozein have recently migrated to the surface in large numbers. Though usually shy, large periods of time above ground have greatly agitated these creatures. As a result, they will often attack when approached, flinging large spikes at their opponent.

### **Aerbestia (Mutalisk)**

- The mountainous region separating Dagos and Menenos is also the breeding ground for the Aerbestia. These carnivorous flying beasts are extremely territorial, and can easily cause a lone adventurer significant harm. However due to recent events the Aerbestia have been spotted in greater numbers, and now most do not cross the mountain path unless traveling with a heavily guarded caravan.

### **Witch Doctor (Defiler)**

- These strange individuals have been sighted roaming the mountainside beyond the Dagos border. Eyewitnesses report they have seen these men performing strange rituals and some even swear that the so called "Witch Doctors" have been summoning creatures from the Abyss. Whether these rumors are true or not, no one can deny the fact that people have been going missing ever since the first sighting of these men.

### **Revenant (Hydralisk Hero)**

- These abominations are reanimated corpses with a hunger for a flesh. It was thought that only the advanced necromancy of Witch Doctors could bring these creatures into being but in recent times many Revenants have been spotted east of Menenos. Various scholars have theorised that the unholy eruptions issuing from the earth is the cause of these spontaneous reanimations, but either way they are still lethal opponents to be treated with the utmost caution.

### **Wanderer (Dark Templar)**

- Wanderers are trapped souls who have long forgotten their humanity; driven mad by the inability to pass on into the Heavens. Now they roam the Menenos forests, eager to share their anguish with travelers. There is no known way to truly kill a Wanderer; at best travelers can only hope to stave them off long enough to complete their journey.

### **Spawn (Broodling)**

- These pesky insects infest many caves and tunnels through Sighan. Alone, they can easily be dispatched, but in larger numbers, or in the presence of their Spawn mother, it is best to give them a wide berth.

### **Thornic (Lurker)**

- These oddities like to dwell up high in forest canopies. Make sure you keep an eye on the sky when travelling through dense forests, as they can attack you with their whip like tendrils at a moments notice.

### **Demon Legionnaire (Infested Kerrigan)**

- These monstrosities come from the very depths of Hell. Tough, blood thirsty and vicious monsters of the night, they have the ability to cause festering wounds which eat away at any poor soul unfortunate enough to be bitten.

### **Wretch (Firebat Hero)**

- *The Wretches are no more than lowly thieves, exiled from civilization and forced to live a barbaric existence in the wilderness. If they had any shred of decency in their past lives, this has been quickly ripped away by the cruel reality of harsh living. They will not hesitate to cut down their fellow humans and plunder them for whatever resources they happen to be carrying at the time. These blights on humanity deserve neither pity nor mercy, but rather the sharp edge of your sword.*

### **Wraithlord (Goliath)**

- *If one feels faint-hearted at the mention of Wretches, then perhaps one should refrain from reading this description, as Wraithlords make Wretches seem like a cute Saurus doll in comparison. They are the very worst part of humanity, mages turned murderers, these magic users have been exiled since their teen years. Rather than dying out as one would have hoped, they have flourished in the harsh wilderness, bending the minds of the weaker willed Wretches, and forcing the creatures of the land to sustain and nourish them. With their basic needs looked after, the Wraithlords are free to pursue their favourite hobby, that is, tearing men limb from limb with their destructive magical talents. If you encounter one of these monsters on your adventures, then pray for a quick and painless death, for survival is already out of the question.*

### **Elegance (Dragoon Hero)**

- *Little is known of the Elegance, and what little we do know is all bad. They move with a constant limp, seem almost human in appearance, and some say they can even whisper the common tongue! But one must take care not to assume the Elegance is human, no, it is far from it. Some say they come straight from the pits of Hell, escaping through the weak earth of the swamps, others say they are men turned monsters, bent on revenge for a long lost cause. Either way, extreme caution is advised when traveling swamps, stick to the path and do not waver, no matter what sounds or sights you may see!*

### **Boss Beasts of Sighan**

There are several boss battles throughout the game and they become progressively harder as the game continues. These bosses aren't just units with a bunch of HP and lots of damage. They have special abilities such as teleportation, one hit kills, and much more.

### **Gargoyle(Reaver)**

- *Only the strong may enter the city of Dagos and this is their way of testing how strong you are. This monster appears at the ground at the entrance of Dagos and will squash you if you get too close. It has multiple methods of hurting your character. It can throw flaming boulders at your character, cause miniature earthquakes, charge at you from across the screen, and summon hordes of ravenous wolves! Use its slow speed to your advantage, and you should be able to take the giant statue down.*

### **Sky Wraith (Carrier)**

- *This huge yet clumsy beast is a horrid mutation of the Aerbestia. This monster assaults you during your journey through the Dagos-Menenos mountain path and can only be attacked by standing directly underneath it and shooting at its belly. However it has several abilities that will make this task quite a bit difficult. It can create a large explosion underneath it using the chemicals stored in its body, as well as plant "Spawners" which constantly spew out Spawn until*

*being destroyed. In addition, it can turn the grounds around it into a minefield of volatile chemicals. With some skilful tactics and a good dose of luck you should be able to bring this beast to the ground.*

### **Water Sprite (Archon)**

*- This swirling mass of water impedes your progress during a rescue mission at the city of Besaide. The fight itself takes place in an underwater cave, so keep your wits about you!*

### **Demon Lord (Ultralisk)**

*- This hellish monstrosity commands the hordes of demons currently roaming Sighan. If you manage to defeat the large army standing between yourself and the Lord then you are granted the unpleasant task of dispatching it. Beware its scything blades.*

### **Succubus (Queen)**

*- The ancient, long abandoned, underground cities now play host to many horrors. The worst of these is the Succubus. This lady of the dark can be very territorial and will descend upon any unfortunate traveler stupid (or brave) enough to enter her domain.*

### **Leviathan (Infested Command Centre + Sunken Colonies)**

*- Fishermen have many a tale to tell after their long voyages at sea. Some of these tales are more extravagant than others. One such tale (told by a rather inebriated fisherman in a packed inn) describes a large, many-tentacled creature swimming behind his trawler for many days. Only after they reached shallow waters did the creature turn tail and sink back into the depths. Was the sailor telling the truth? Who knows? But one must give credit to a man who is able to invent such a tale after nearly depleting the inn's store of ale.*

### **Dragon (Mutalisk)**

*- These fabled creatures haven't been seen for nearly seven hundred years. They can spew gouts of flame and fly to great heights. In recent times they have been seen flying in packs, which doesn't bode well for the citizens of Sighan. Even one of these creatures would require a great deal to kill, but a pack of them? God help us all.*

### **War Zeppelin (Command Centre)**

*- These technological marvels are known to ferry Demon Lords quickly across the battlefield. They give their occupants a wide view of the area, and come equipped with some rather outlandish weaponry. Bringing one of these down would aid greatly in any war effort.*

### **Undead Dragon (Battlecruiser)**

*-Necromancy is a very dangerous and unstable art, frowned upon by most magic users. It takes a great deal of skill to master this art, and whoever could resurrect a creature as large and magical as a dragon has tremendous power indeed. Any undead creature possesses abilities that their live form did not, so keep that in mind if you ever come across these horrors.*

### **Sorcerer (Ghost)**

*- Good luck.*

## **Capital Cities of Sighan**

### **Elemain**

*- Elemain's great walls have stood for over five hundred years. It was originally built as a*

forward command centre by crusaders during the Elven Genocides. The mountainous regions proved a perfect natural defence and the small lake could support the large numbers of crusaders marching by. As the wars continued Elemain grew into a mighty fortress, supplying crusader attacks and defending against mighty Elven offensives. When negotiations ended the decade-long war the fortress subsided into a bustling merchant city, complete with market place and tradesmen pedaling their wares. Lords and ladies were elected to manage the constantly growing city and several farms were established on the cities borders. Elemain remains a steadfast symbol of hope and freedom, and remains to this day the largest city in Sighan.

### **Dagos**

- The industrious village of Dagos was founded twelve years after Elemain established itself as a bastion of power in Sighan. As the commanders planned their crusades towards Elven-held territories they realized that Elemain lacked the resources to continue supplying their forces with swords and armour. Scouts were sent out to discover ore deposits and when the area now known as Dagos was discovered the humans were quick to establish a small settlement there. As the ore continued to be extracted the humans realized the deposit was actually much larger than anticipated. Many quarries were established and Dagos grew into its own separate village. Since Dagos bordered the ocean ports were constructed and trawlers sent out to supply the village with a constant supply of fresh seafood.

### **Besaide**

- The illustrious city of Besaide is perhaps one of the most magnificent creations of mankind. The city resides upon the centre of a large, secluded lake, built by master artisans of an unknown age. How or why it was built is unknown, but the city has stood for many years. Even today Besaide is shrouded in mystery. Few know of its existence, and those that do regard it as nothing more than myth. Citizens of Besaide are quite dark skinned in comparison to the other humans of Sighan, and live secluded lives, rarely leaving their lake. Though the city itself is lavishly built, the people that reside there enjoy a relatively simple existence. Their Navy is small but well equipped enough to easily deal with the creatures of the depth that occasionally wander to the surface. Water Sprites are a constant problem for the people of Besaide; their unique properties allow them to bypass many of the cities defences. In recent times their activities have become increasingly incessant, forcing Besaide citizens to go to increasingly desperate lengths to keep their city safe.

### **Menenos**

- This tree-city is the last known elf occupied settlement in all of Sighan. It featured heavily in the Elven Genocides, and was the location of the last battle against mankind. The city itself is spread throughout an expansive forest. As with most elven buildings, the city is spread out high in the forest canopy, with few buildings actually residing on the ground. Massive stone walls were erected around the forest during the wars, and there they have stood ever since, containing the forest while keeping out intruders. The Elves are widely known to have some of the world's best archers, and the defences of Menenos are built perfectly to accommodate this. Many crusades were repelled by legions of trained bowman raining down arrows from the cities high walls, and not once has the city been breached. Menenos has recently closed their gates and barred entrance to all comers. No one knows why this has occurred, but rumour has it that the drums of war are sounding once again. The question remains, who do the Elves intend to fight?

This concludes the 'Secrets of Sighan' Tome; I hope you enjoyed the read. Go now, and enter the land of Sighan, with the knowledge you have just acquired, surely you will surpass even the toughest of foes. Good luck!