



# IMPERIUM – ONE TRUE KING

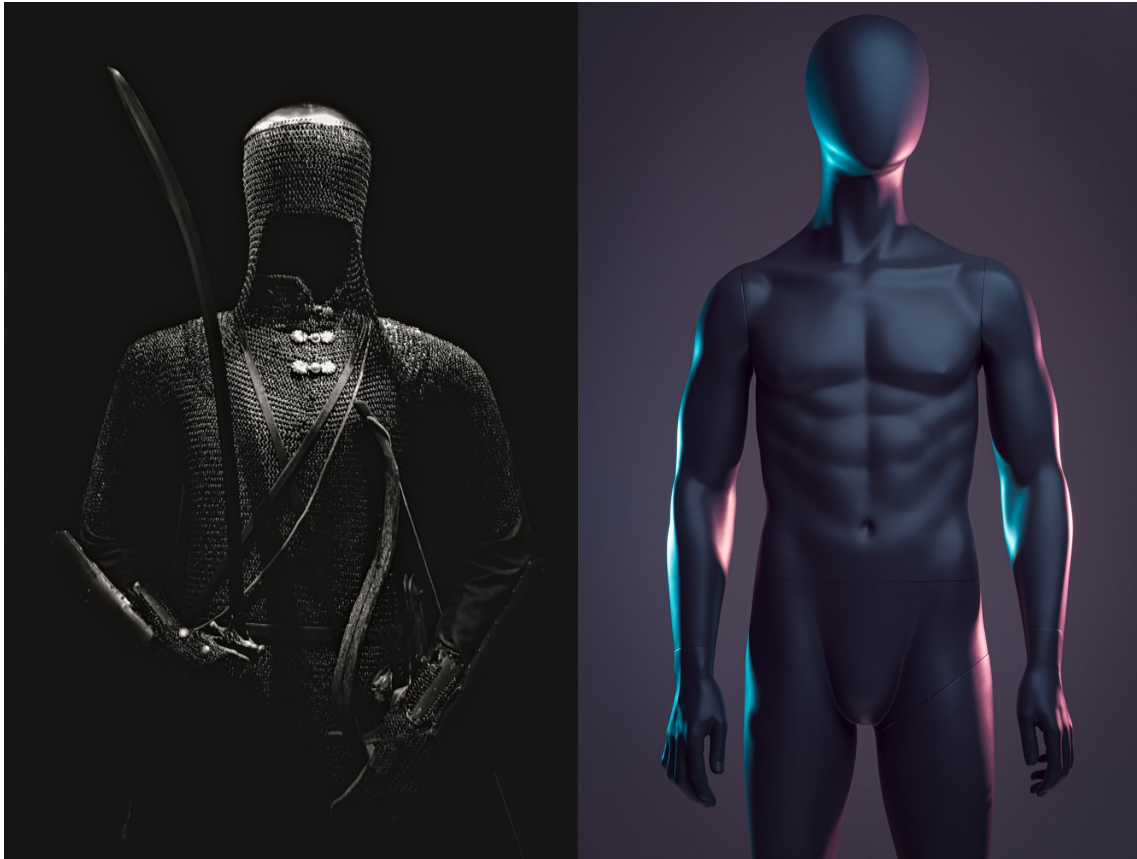
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FULL SAIL UNIVERSITY  
DEVELOPING NEW WORLDS  
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## Four stones, four powerful celestial beings.

In the kingdom of Imperium, a pestilence foe known as The Dragon Kings absorbs the four elemental powers that reside at the pedestal of the Kingmakers. Axel, the shining holy ark, must battle his way through corruption and manipulation in order to restore the once-graceful kingdom to its original state. Lurking through the shadows of civilization, an unknown entity endangers the people of Imperium.

Your choice, your destiny, choose wisely.



More than five hundred years before the creation of Imperium, rested a vacant valley filled with trees, mountains, rivers, all-natural resources waiting for the taking. Two civilizations collide in what today is known as the Battle of Nowhere. One powerful family driven by magical stones, the other, a desperate entity fueled in hatred towards humanity.

This ruthless battle went on for over a hundred years, costing millions of lives. Bloodshed, sacrifices and desperation went forth between the two factions. Just when all was in the favor of the reptilians, the humans countered their will colliding forces with the ancient elves and ogres. Sending the reptilians back into the distant lands, granting the humans control of the land in the creation of Imperium. A magical treaty bounded these races to join forces to live amongst each other. These races were separated in different sections of the kingdom to avoid any clause in the treaty.

The Kingmakers summoned the four elemental powers of earth, wind, fire and water into stones bounded by ancient magic. In which sealing the powers that can only be granted by King Gorgon and the Kingmakers.

That was until...

A distress signal was sent out from the reptilian humanoids five hundred years after the Battle of Nowhere. Out in the distance the civilization of Imperium witnessed a beam of light crashing into the Dark Woods, revealing a horror that no man has seen before. Dark scaly figures stood eight feet tall. An unpleasant eerie abundance of fierce horror struck the woods, revealing that day the myth of the Dragon Kings became reality.

King Gorgon heard of the grave danger that overwhelmed his kingdom. Due to his age, he was no longer in position to fight. There was only one option that could stop this atrocity. The best fighter and hero of the land, Axel the holy knight.

# *Axel the Holy Knight*



First in command to King Gorgon, descendant of the royal Gorgon family. Born with king blood in an ancient tomb of the Oshwa village. Axel is the first-born son raised to lead and command the human army. He was raised by the grand council and his mother Margery. Training at a young age in wizardry, weapon skills and archery in the Scholar of Kings. This granted him impeccable strength and knowledge by the time he was eighteen.

He was sent out to lead the king's army against the reptilian humanoids to reclaim the holy land in the Battle of Nowhere. With this victory he not only gained the title of the holy arc but also lost his younger brother in this ferocious battle.

A celebration was held at King Gorgon's expense when Axel wed his daughter Davina, bearing a child born by the name of Alexios. By the time his son became the age of ten, he lost him due to a rare disease that spread across all of Imperium. Not so long after Axel bred another child, both his wife Davina and unborn fell to the takeover of the Dragon Kings.

With no family left, the one thing left for him in the future is to seek revenge.

# *King Mortifer*



Leader of the Dragon Kings and said to be the most powerful being in all of the universe. Age is unknown as this creature is said to walk the earth at its' very existence. This being has magical powers that can control all of the four elemental powers under its' own will. It is said that Mortifer granted the humans the abilities in creating the stones.

Not only can Mortifer use all sources of elemental magic but it can transform using its' shapeshifting tendencies into any form of living organisms. From the urband myth, Morifer is said to be from the Draco star system.

This ruthless creature has no respect for humanity as it wants nothing more than imprisoning the human race. In all, the leader of the Dragon Kings only looks to bent on conquest and control the Imperium Kingdom.

Mortifer wants revenge for the fall of his race and the rightful heir to the throne.

## *Myles*

Childhood friend of Axel and fifth ranking knight. Myles was born in the under the grand council just like Axel, though he did not receive the same treatment from not being of royal blood. He earned his ranking from capturing several entity forces in the Battle of Nowhere. In which granted him a high rank in the kings' army. Due to his time restraint of having a large family, King Gorgon decided to rank him in the immediate entry list. Myles was well acquainted with Davina, as they dated for a short period under secrecy.

## *Icarus*

Second in command to Axel the holy knight. Icarus grew up not far from Axel in the high council, training to be the best knight ever since he could walk. His father, Nicholas pushed him everyday to earn the top spot in King Gorgons' army. He fell short to Axel in the battle coliseum, in which he grew to despise Axel for this reasoning. He lives day to day for his king, though his sole purpose is to take the spot of number one as he truly believes he deserves it. Icarus is pushed by his father out of greed and hatred towards the same person.

## *King Gorgon*

Ancient noble king to the throne. King Gorgon is said to be created by the Kingmakers under Oshwa rule during the making of the elemental stones. The powers of magic and sacrifice brought birth to kingdom of a wealthy and powerful king. He was only able to lend a hand in the Battle of Nowhere for a short period of time as his powers diminished and his age caught up with him. After the battle, King Gorgon rests at the pedestal, in which keeps him alive in a barrier of magic.

## *Schola Discipinam (Scholar of Kings)*



The scholar of kings (schola discipinam) is a home of the Grand Council. Just about everything that deals with political infrastructure to rank knights and the education system is held at this location. The people of the kingdom are brought to this building if they were to commit any crimes against the king. Down in the basement of the building is four different sections that have been divided for its' own purposes. The mid-section of the basement is where the knights are set to test their knowledge. The second outer section is where people are prosecuted. In the final out section of the basement is where others that have committed treason against the kingdom will await their fate and be put to death.

## *Battle Arena*



The Battle Arena is used once a year as a form of entertainment for the King and allows him to choose what position a new apprentice knight will fit in his army, determined by the amount of battles won. Any citizen of Imperium are welcome to try and battle in the arena as the king enjoys a good competition. Every so often the arena holds plays to display to the young children the victory of previous wars and the history behind Imperium. A magical forcefield is used in order to prevent any disruptions. At the end of each battle that is foreseen, a celebration is offered by the king to the highest ranked fighter.

## *The Dark Woods*



A dark force lurks its' presence through an ominous valley of treacherous beasts. A place where no man will step foot, for it said to be evil forces that will corrupt mankind. The home of the reptilians and forthcoming of the Dragon Kings. Eerie clouds surround the land as shouts of screams torture the innocent. Crashes of lightening shoot from the sky, perching the valley. As a test of fate, the king sends the weak into the dark woods. There is a tale that no man has ever come back from this journey. Though the ones that have returned with an illness or said to be the one of the corrupted.

## *The World of Imperium*

A kingdom of great fortune and ran by one true king every thousand years. A world made up of many races that have gathered from across the universe due to the Battle of Nowhere. Majority of the population is humans, though that number is still unknown since the kingdom encountered the Dragon Kings. These impervious creatures walk the lands in shape of many forms, controlling even the highest dictatorships.

Majority of the civilization speak in a dialect of Lux Antiquis, a language created by the first king in honor to the Kingmakers. Due to an overwhelming abundance of racial society, English was created as a second form of communication that was brought over by the outside world. A very small percentage is familiar with the ancient/native tongue of Oshwanian. For this is only taught to the highest of the kingdom. This language brings magic upon the world. If it were to get into the wrong hands, this magic would destroy the kingdom as a whole.

As for the political structure of the kingdom, all the social practices are performed and responsible by the king himself. Marriage and death rituals are only brought upon the nation if this is confronted with the Kingmakers first. Since Imperium is a rich and prosperous nation, anyone that lacks the belief in the king is sent on the outskirts to fend for themselves.

Magic itself is said to have many purposes such as for healing properties. Though most of the ones that have control over the magic uses it only when the king orders to do so. White magic is the essence of life, in which grant that person the ability to cure any disease known to man. Black magic has the opposite effect for it can be used for destruction purposes. Only a select few have learned the spell of necromancer, in which brings any man back to life.

## *Synopsis*

In a kingdom created shortly after a ferocious battle in which determined the fate of one nation, the kingdom of Imperium once again faces the downfall of mankind. An inferior race in works to claim a land that they believe is rightfully theirs. The once known myth became reality when the Dragon Kings were brought forth into the world. Terror rained down into Imperium, killing many. Ritual sacrifices condemned.

Out of desperation, King Gorgon calls out to his best knight Axel the holy arc to face the four Dragon Kings in hope to save the kingdom from turmoil. Raged by anger, Axel accepts the quest in order to regain what he has lost. Many battles took place throughout the kingdom as the innocent fell tragically. On the attempt in hope to slay the first Dragon King, Axel's best friend Myles sacrifices his life to take down the beast.

Nearly 70% of the population wiped out of existence from retaliation, disease and famine. As Axel brings down three of the Dragon Kings, leaving King Mortifer residing at the throne, securing position. Axel walks into the throne room to find King Gorgon dying as he stabbed through the chest. Nearing his death King Gorgon transfers the power of the stones to Axel, granting him the strength to forge the mythical weapon, Spiritus. A sword of great power and mythical energy that no being can stop. The battle commences in favor of Axel in which grants him the power of the new king.



## *Excerpt*

A clatter comes from down the hall of the throne room, barging in unannounced. “Sir! We are in the grave danger. The kingdom is falling to the dragon kings,” Myles says.

King Gorgon raises from his chair, eyes widened. He lifts his staff, sending a signal to the people of Imperium. “Send me Axel, for he is the one that can bring these beasts down,” King Gorgon says. The walls of the castle tremor, fires set ablaze foreseen over the wall. Archers nocked their arrows engulfed in flames, piercing what they could see. All attention went to the central wall as a man tall, drenched in blood, carries defeated foes on the shoulder of his back.

Axel kicks in the door of the throne room, tosses a body in front of the king. “I have defeated one dragon king but at what cost,” Axel says. Another body rested next to the reptilian figure, it was Myles. “Another has willed his fate for this kingdom, I Axel hereby claim to bring victory once again to the land,” Axel says.

King Gorgon walks over to Axel as he removes a pendant from around his neck. He places the pendant in Axels’ hand. “Take this on your journey, it will guide you in right direction,” King Gorgon says.

“That can’t be, the necklace of Mortem exists,” Axel says.

“It does as it will bring you unspeakable powers,” King Gorgon says.

An ambience of bright light surrounded the pendant as it placed around the neck of Axel. “As it was meant to be, the pendant chose its’ new hero. Now go forth with your new power and save this kingdom,” King Gorgon says.

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