

# Enemy Factions & Bestiary Document Writing Sample

Camila Mattos

## Enemy Factions

### **Death Soldiers**

The **Death Soldiers** are knights from the nobility that belong to the Saint Louisa Order. They have vowed to dedicate their lives to serve and fight in the name of the Goddess Death. These trained warriors take part in any conflicts that may interest the Church's agenda. When the laws of the Church are broken, they are the ones sent to hunt down heretics and properly punish them. During the Crusades, the Death Soldiers form a religious army to fight the rebels and bring Death for those who denied Her. Because of their participation in the holy wars, the highest rank they can achieve is called Crusader of Death and lead other Death Soldiers.

### **Essencemancers**

Belonging to a small but radical faction from the Cult of Life, the Essencemancers are scholars, scientists and spellcasters that dedicated their lives to achieve their one true goal: immortality. Well versed in the arts of essenciamancy, they can manipulate the Essence of the dead with the help of rituals and technology, bringing them back to life in terrible ways. Responsible for the human experiments happening in Akratya, they gave rise to several creatures that are now lurking around the city.

## Bestiary

### **Reborn Reacher**

Result of the first experiments with humans the essencemancers made, the Reborn Reachers were considered defective and highly dangerous. Acting on pure instinct, they attack anything on its reach. After many casualties, the essencemancers realized they had no means of controlling these creatures. The Reborn Reachers were locked away, only to be released around Akratya years later to repel the advances of the Church. Since it is highly effective in repelling entire squadrons, they worked as a last resort to slow down the progress of the crusade, when it was already imminent. The creatures are so out of control they even attack members from the Cult to Life, but that was a small price to pay in desperate times.

### **The Holder**

After a sequence of failed experiments, the accumulated laboratory debris combined all in one, giving birth to the Holder. Born from experiment remains, these nightmarish creatures are made of dozens of arms holding weapons and other debris. Guided only by the primal desire of survival, these horrendous fiends need to kill in order to keep their existence. To compensate their weak source of essence, they have one single purpose: to gather more essences from other beings.

## **Flesh Doll**

After many failed attempts, the Essencemancers finally managed to create a functional creature: the Fleshdoll. They were born from the first successful experiments from the Essencemancers, made from discarded human corpses who, days after death, have only remnants of their Essence. As a result, even their basic instincts fail to manifest. Empty of feelings and impulses of their own, the Fleshdolls were eventually produced in large scale to serve as slaves and obey basic commands from the essencemancers. Used mainly as work force, they are able to perform repetitive or heavy tasks, such as pressing buttons, activating levers, carrying objects and using simple weapons. In some cases, however, some of these Fleshdolls are also allocated as small guard soldiers to secure the areas during the experiments that occur in the Life Laboratories. When built for this task, the Fleshdolls receive metal plates as small armor during their repair.

## **Tortured Soul**

The result from a cruel line of experiments carried out by the Essencemancers in association with the combatants of the 8th Zehrim Movement. They are made from Death Soldiers captured by the combatants, often ambushed around Akratya. The most physically capable soldiers are subjected, while still alive, to a series of procedures that strengthen their bodies at the cost of a great deal of pain and suffering over several days. After heavy torture, the Tortured Soul is born: a tall and burly humanoid, very strong, but not very agile.

## **Chimera**

A beast created by merging humans with predators, the Chimera was made with the sole purpose of serving the war goals of the Combatants. After a deal with the 8th Zehrim movement, the essencemancers decided to recreate one of their first and most dangerous experiments to fulfill their part of the bargain. These creatures are big, tough, savage and relentless, made to kill in battle. They were used to start rebellions around Krulezgon.

## **Dreaded Shadow**

Saying goodbye to their human form, the bravest 8th Zehrim members decided to sacrifice their own bodies for the cause and let a horrific creature emerge in its place: the Dreaded Shadow. The idea behind the transformations is to become a highly efficient assassin capable of achieving their goal of armed revolution against the Church. In order to accomplish this purpose, after the transformation, the Dreaded Shadow are sent on missions to infiltrating the cities around Akratya and eliminate political enemies. Unlike other creatures, the Dreaded Shadows keep their minds intact for a while, but, with time, what remained of their reasoning and memories fades away.

## **Sinister Artillery**

Sinister Artillery is a creature created in a rush by the Essenciamancers when they learned of the impending Crusade. Suspecting a possible retaliation on Akratya by the Church, the Essenciamancers decided they needed to strengthen the city's protections. To do this, they created a creature with the sole reason of shooting enemies from distance. However, due to the short time they had to work on this experiment, it got out of control. Now, the Sinister Artillery attacks anything in motion.