

Monsters for our hero to face

- **Native creatures of the valley.**
- **Not elementally enhanced** and therefore did not get destroyed in The Sage's destructive shockwave (which was targeted only to beings whose souls were enhanced by an element).
- They have lived uninterrupted in the empty valley for millennia, and now the factions have moved in, they mainly stay out of combat areas, occasionally scavenging battlefields after a skirmish for something to eat.
- **Why fight them?** Because they are in your way and because they each offer some kind of reward and perhaps, if you die, you might discover something unique.



This is a gwar (that's the Acrean word that Boji uses). Gwars are big, strong and fearsome but slow. They fight to defend themselves and their territory.

Reward: Infused with the minerals of Acrea, gwar scale is prized for its durability. Thanks to cooling properties evolved to protect gwars from their intium-rich environment, it can be used to forge and shape the volatile element.