

ONCE MORE INTO THE FRAY

World & Blueprint Compendium



Five overworld islands, Cloud Castle, and all boss encounters — reference maps, bestiaries, and dimensioned blueprints in one document.

World Overview



The player-facing world map. Five islands in strict sequence, then the bridge into World Mountain.

The player experiences this as a friendly, linear RPG: one island at a time, five encounters and one boss each, a boat to the next island once the boss falls. Gearforge Coalition is the fifth and final island — its boss does not lead to a boat, but to a long bridge into World Mountain.

World Mountain is hollow. Inside is a single staircase leading above the clouds to Cloud Castle — the true second half of the game, where the genre shifts from linear RPG to a Souls-like vertical gauntlet with a single save point outside the castle doors.

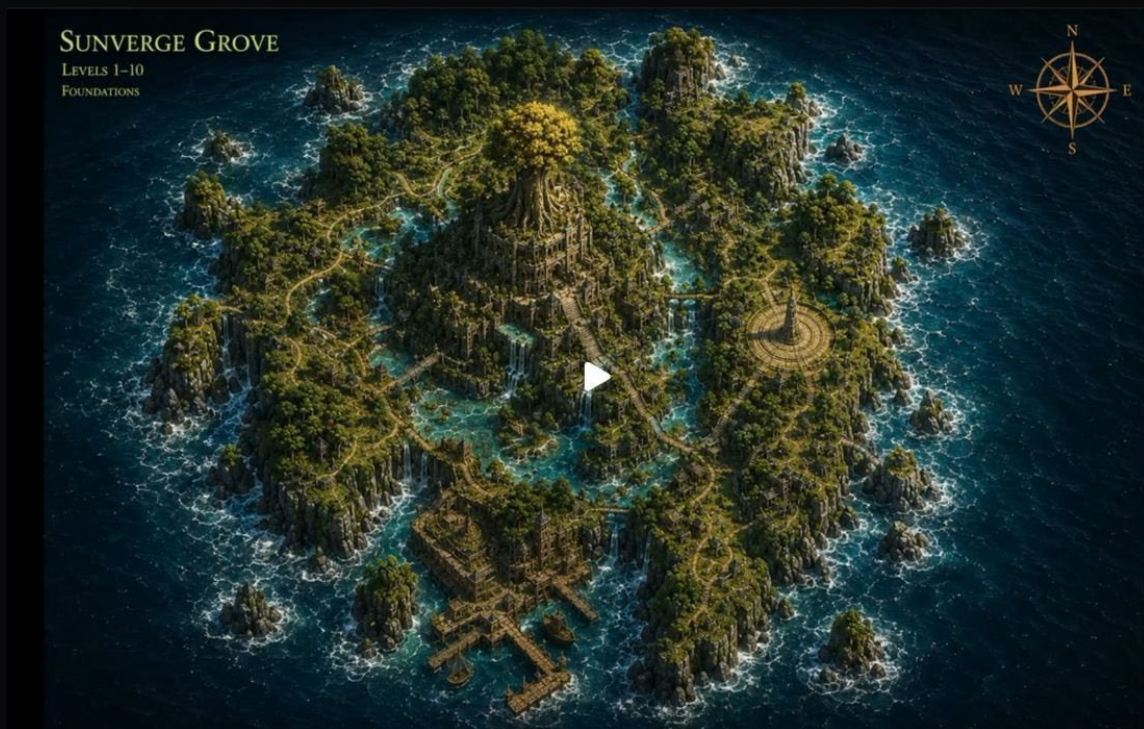
Sunverge Grove

Levels 1–10 · Foundations

Overgrown tropical island ruins, a massive god-tree growing through the remains of an ancient temple complex, waterfalls cascading through terraced stone, a spiral obelisk observatory to the east, and a working harbor at the south shore.

Design role: First island — the "friendly linear RPG" impression the whole game is built to sell before Cloud Castle flips the genre.

Reference Art

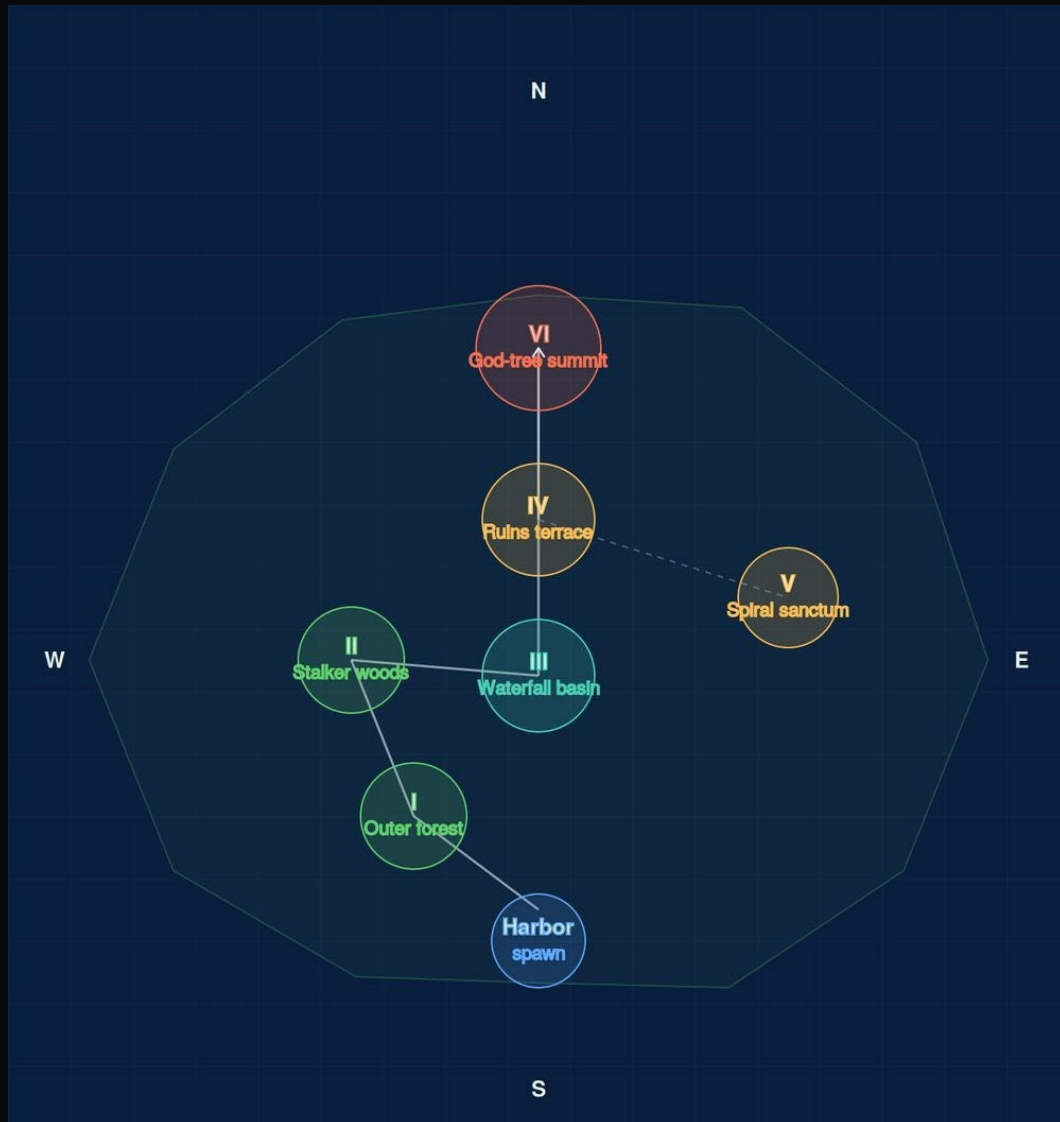


Original concept art — island map.



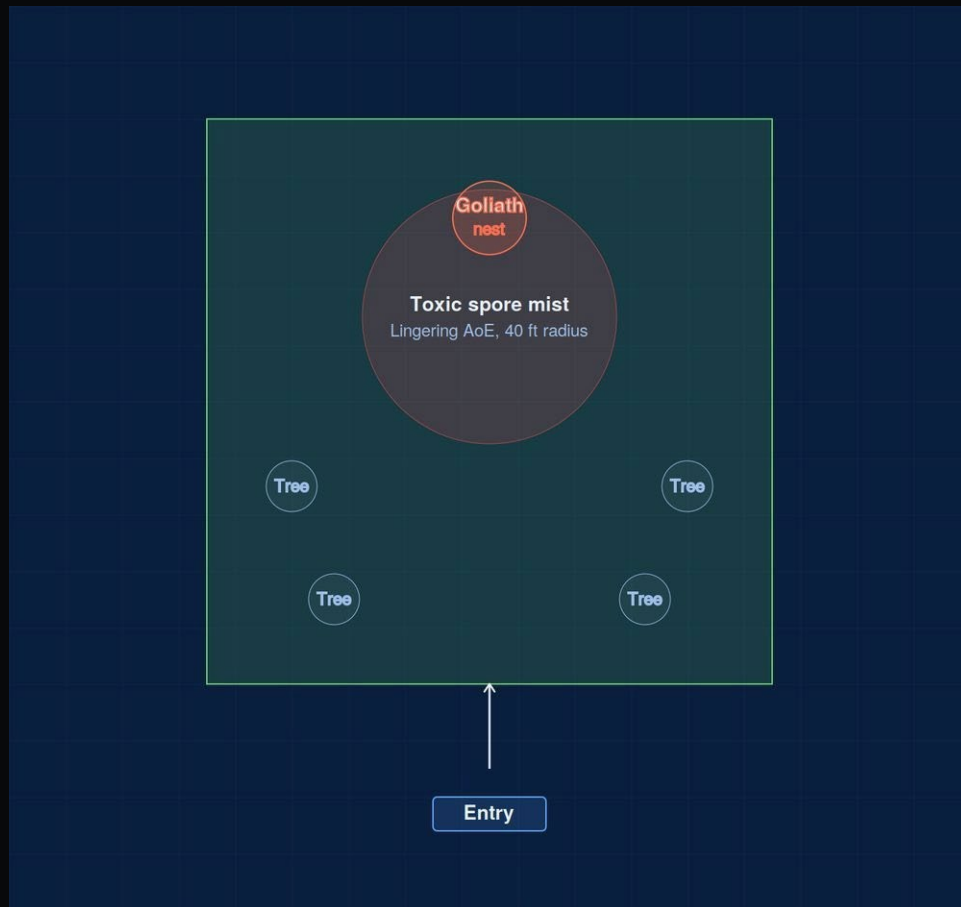
Original bestiary reference — all six encounters for this island.

Island Blueprint



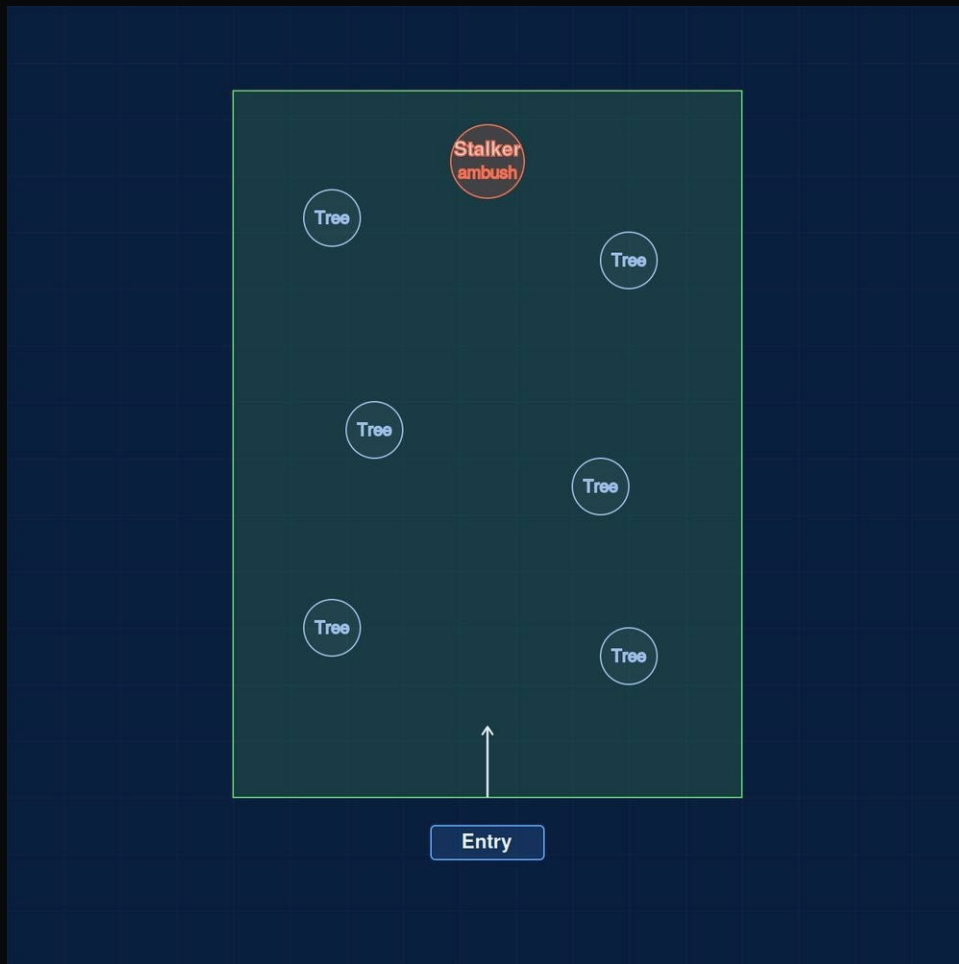
Topological layout — not to literal scale. See zone entries below for exact footprints.

I. Outer forest ring — Spore-Goliath



First threat, releases toxic spore mist. 200 x 200 ft (6,096 x 6,096 cm) forest clearing. Creature ~20 ft tall (610 cm). Hazard: lingering AoE spore mist, tutorial-tier fight.

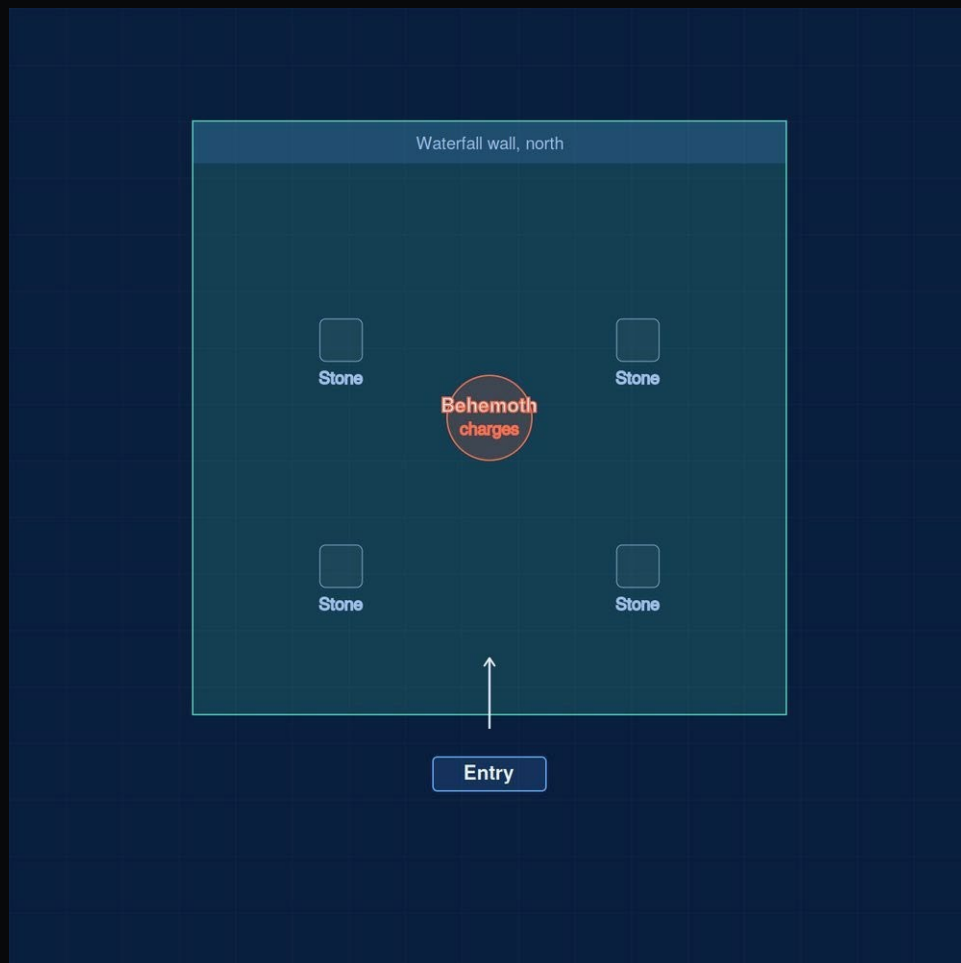
II. Stalker woods — Ironwood Stalker



Agile hunter, long reach, multi-jointed wooden limbs. 180 x 250 ft (5,486 x 7,620 cm) dense canopy forest. Creature

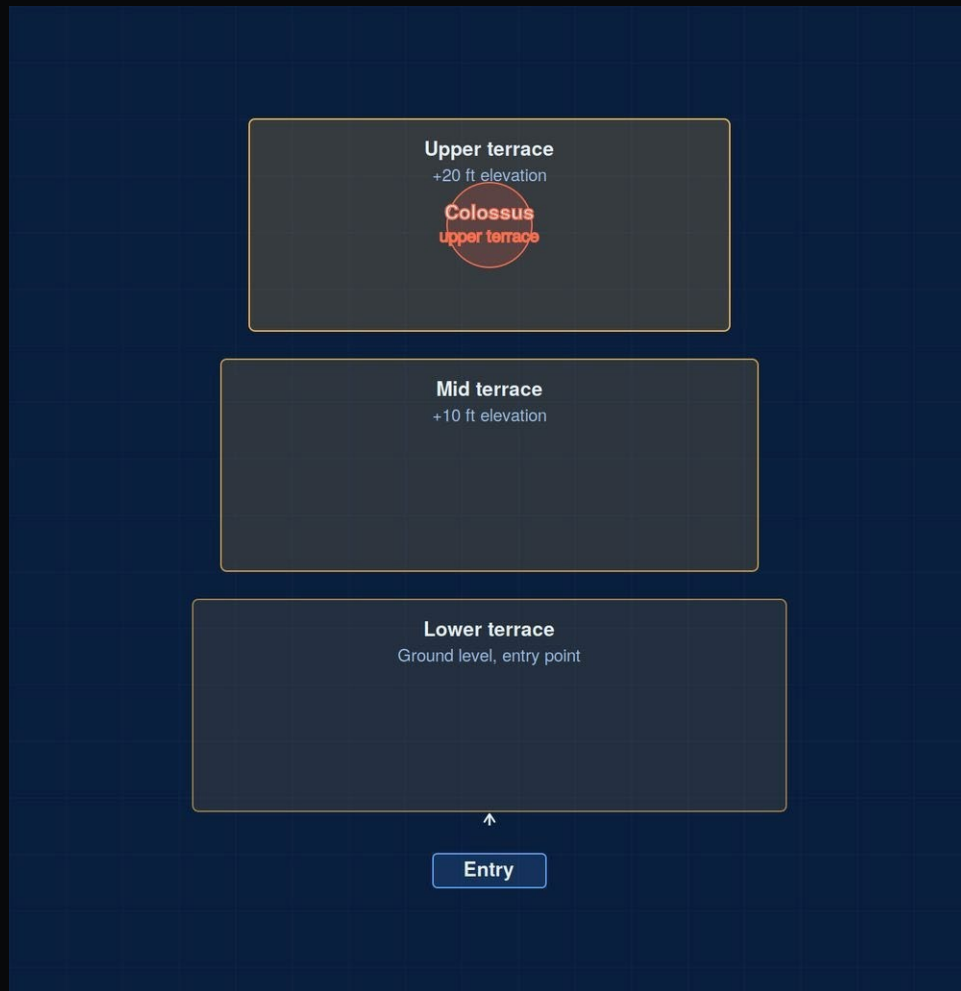
~25 ft tall (762 cm). Hazard: broken sightlines, ambush-style engagement.

III. Waterfall basin — Antlered Behemoth



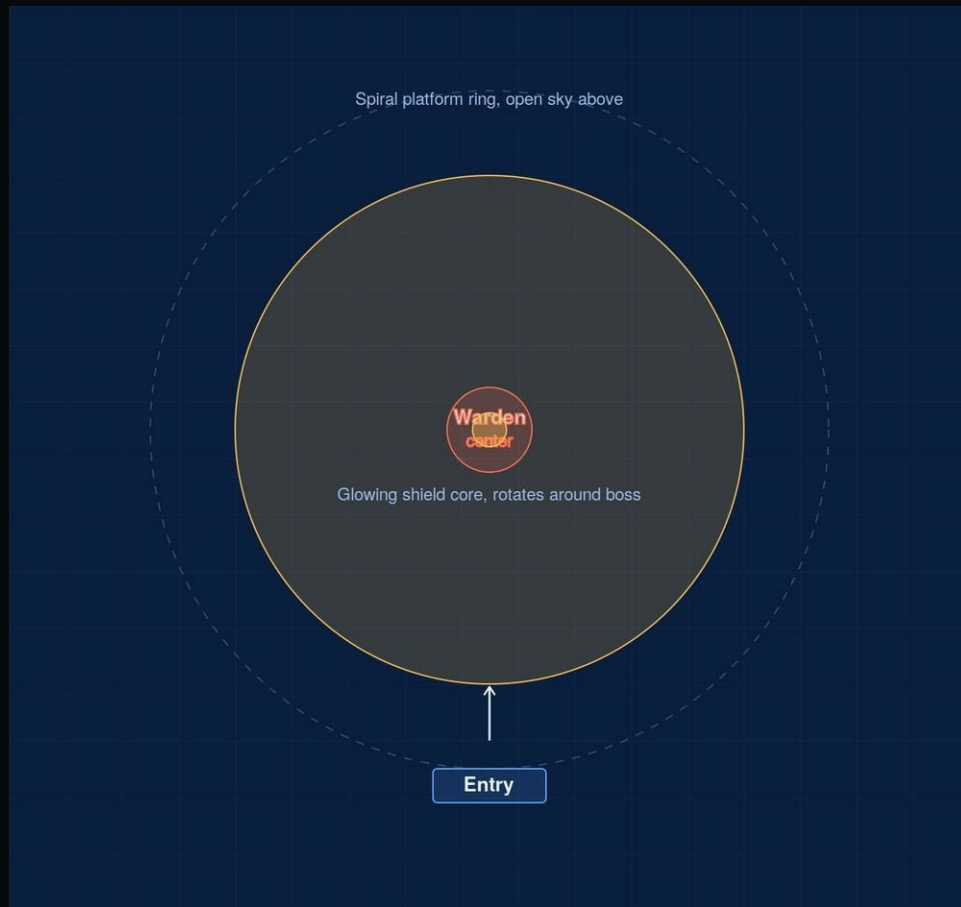
Brutal charger, high-aggression DPS check. 250 x 250 ft (7,620 x 7,620 cm) open basin. Creature ~30 ft tall (914 cm). Hazard: wet stone floor, charge-break standing stones.

IV. Ancient ruins terrace — Temple-Crust Colossus



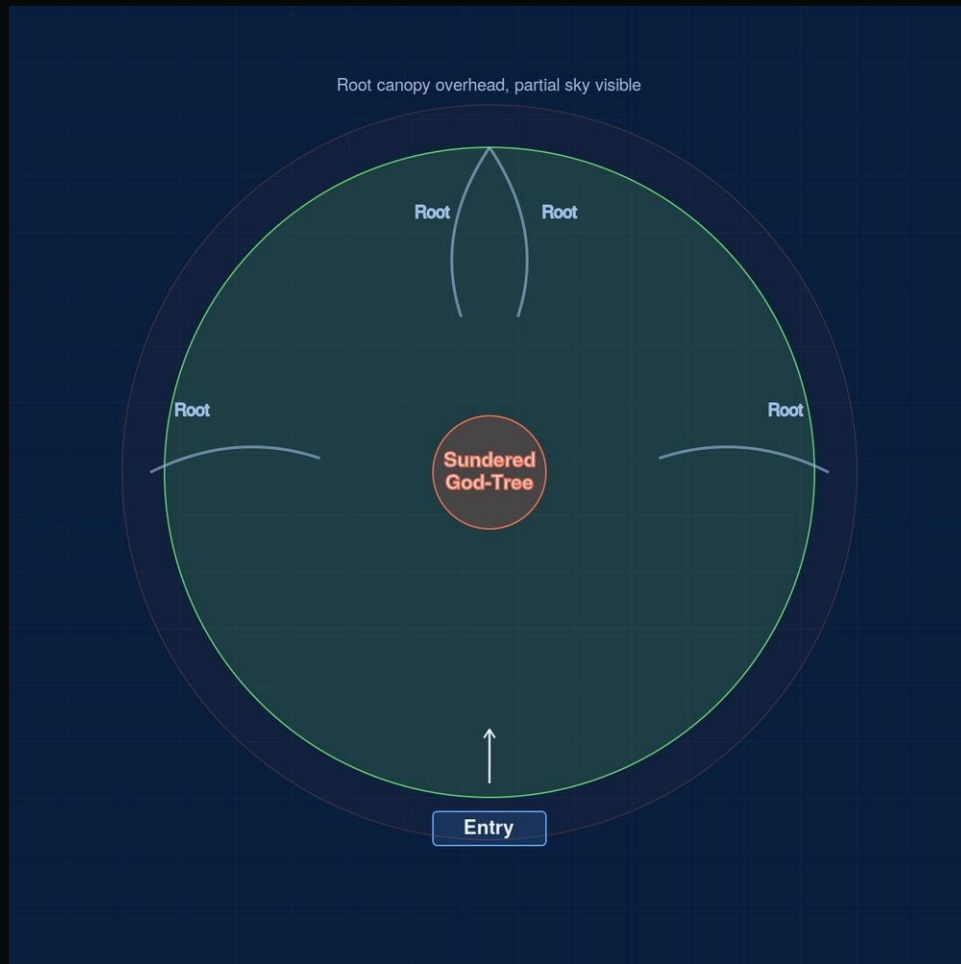
Ancient sentinel fused with ruined stonework, extreme armor. 220 x 300 ft (6,706 x 9,144 cm) multi-tiered terrace, 15–20 ft (457–610 cm) elevation changes. Creature ~40 ft tall (1,219 cm).

V. Spiral sanctum — Root-Shield Warden



Tactical guardian, glowing woven-root shield, blazing solar core. 150 ft diameter (4,572 cm) circular platform, open sky. Creature ~25 ft tall (762 cm). Hazard: rotating shield weak-point.

VI. God-tree summit — The Sundered God-Tree (end boss)



The ultimate entity of Sunverge, a living ancient fortress-mountain. 300 ft diameter (9,144 cm) summit clearing, root-structure cover. Fortress-scale, multi-phase candidate.

Crystalsummit Expanse

Levels 11–20 · The Internet

A glacial mountain range ringed by forested, waterfall-fed islets, rising to a single ice-crystal summit at the north. Colder and more vertical than Sunverge Grove.

Design role: Second island — still within the "friendly linear RPG" framing, but noticeably harder and more vertical.

Reference Art

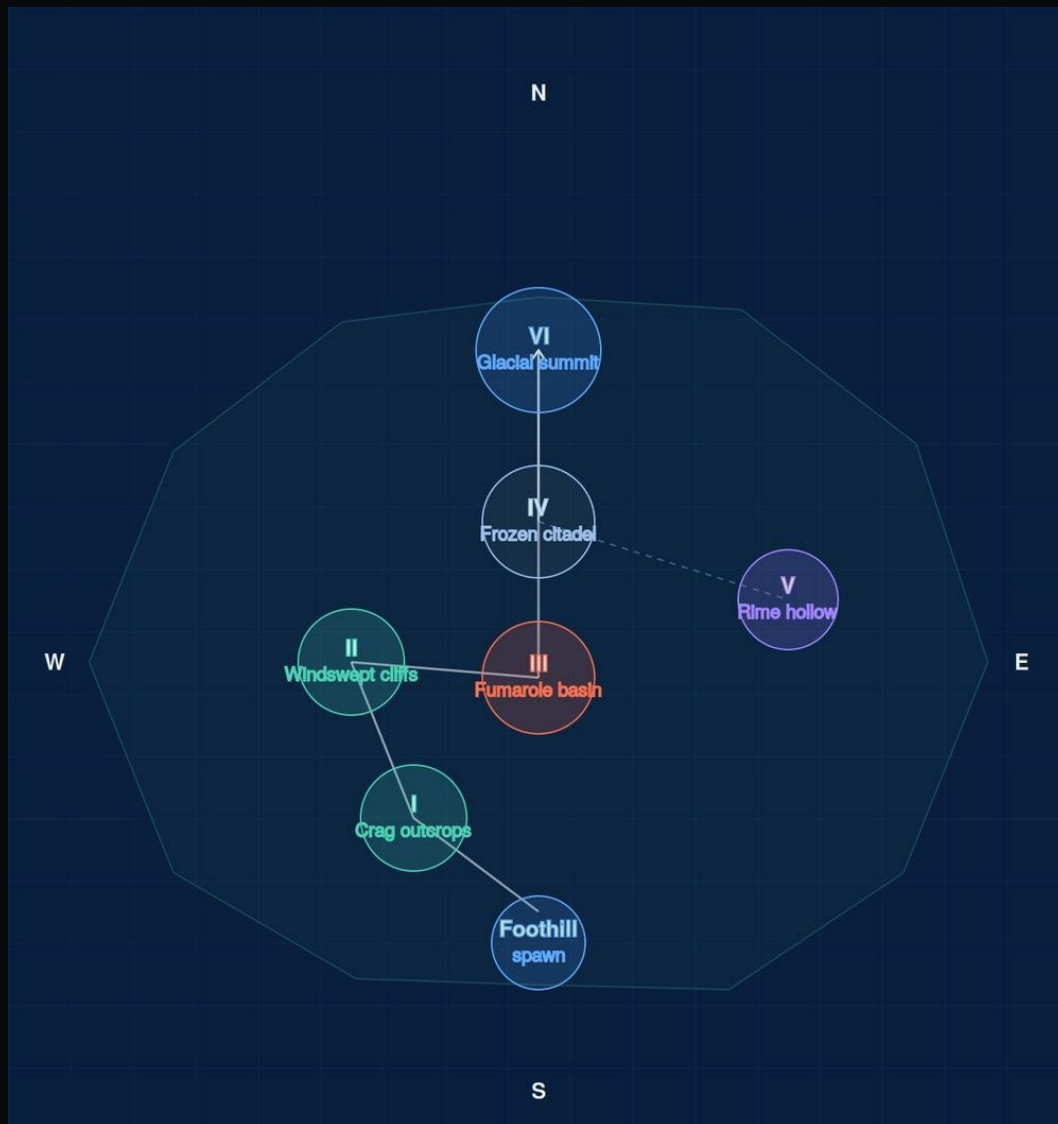


Original concept art — island map.



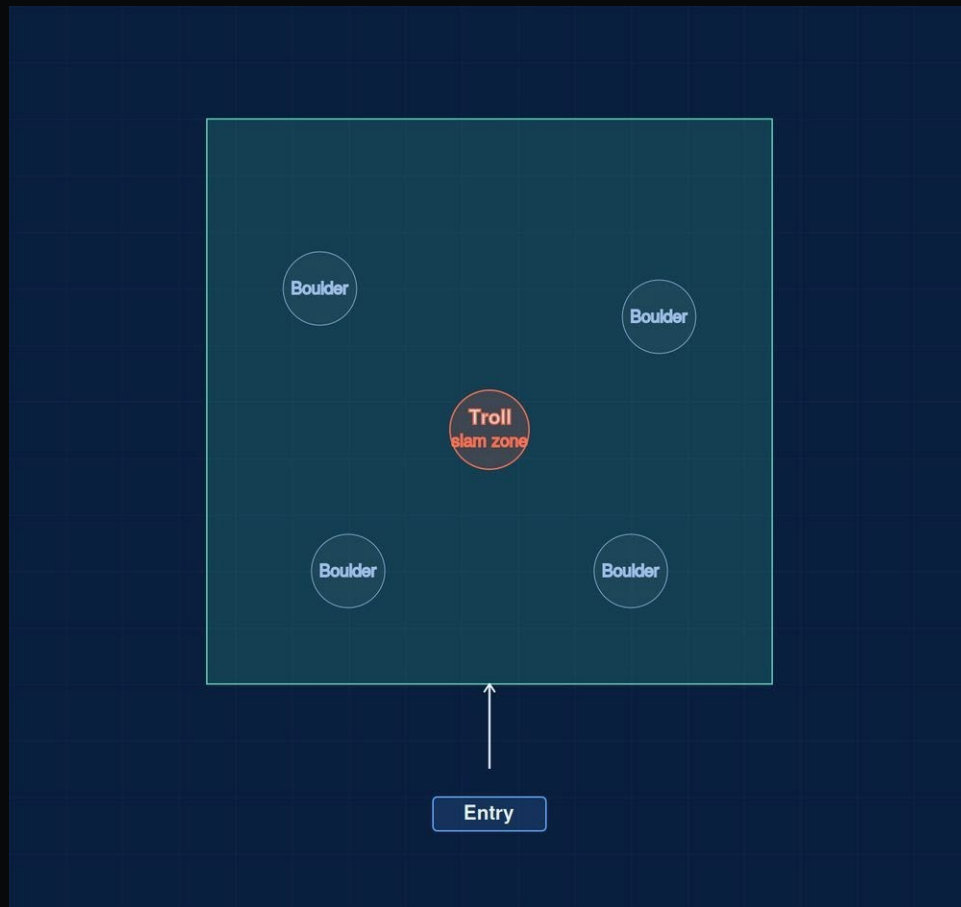
Original bestiary reference — all six encounters for this island.

Island Blueprint



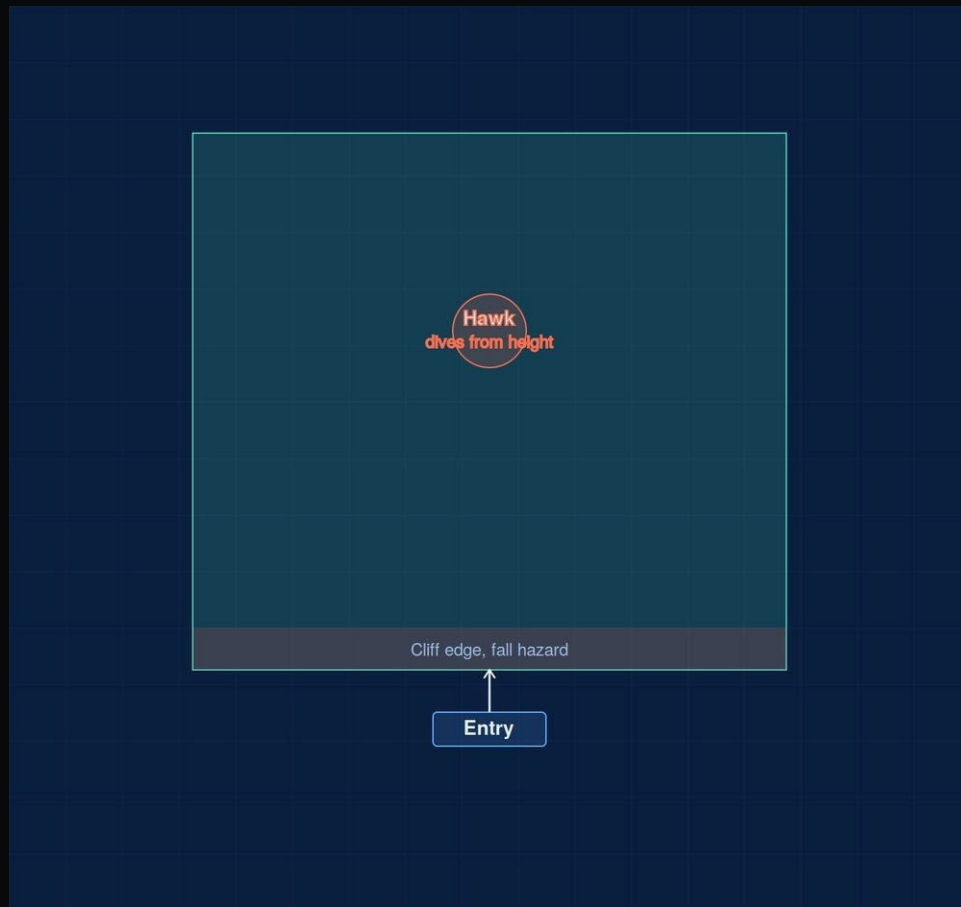
Topological layout — not to literal scale. See zone entries below for exact footprints.

I. Crag outcrops — Frost-Crag Troll



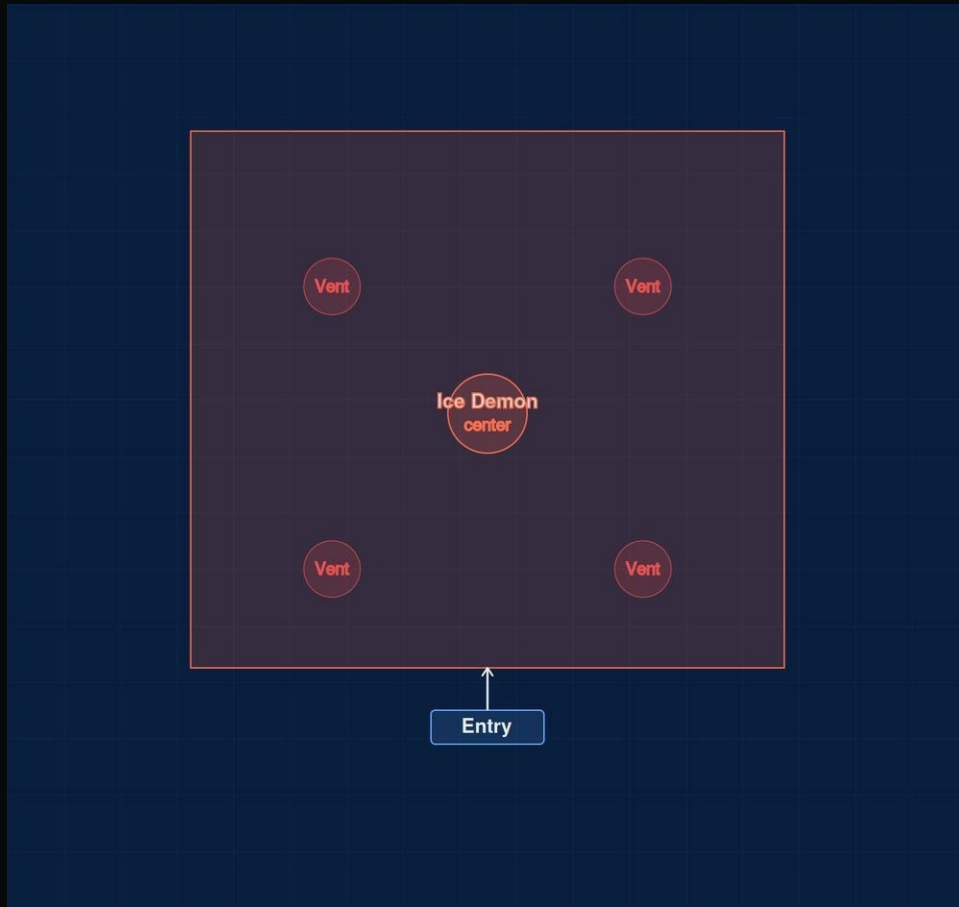
Territorial brute, avalanche slams, razor-ice armor. 200 x 200 ft (6,096 x 6,096 cm) rocky outcrops. Creature ~22 ft tall (671 cm).

II. Windswept cliffs — Shiver-Hawk Alpha



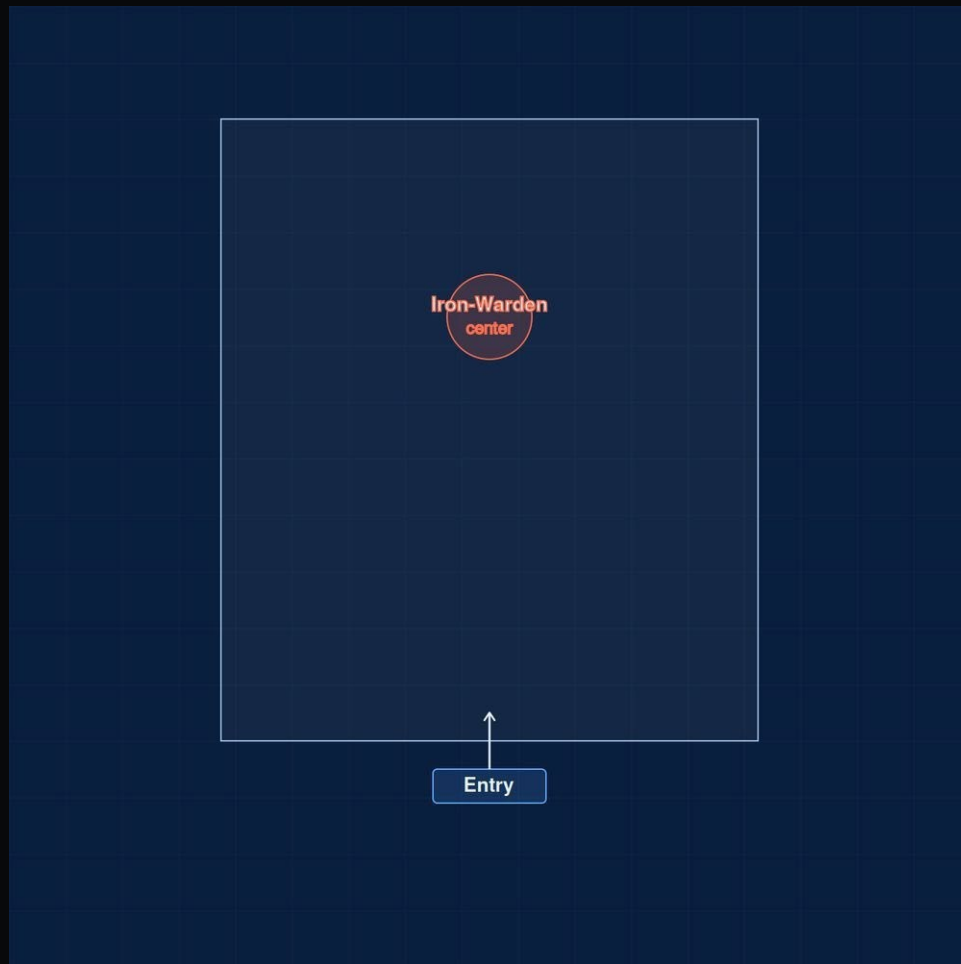
Aerial hunter, dives from storm with iron talons. 220 x 220 ft (6,706 x 6,706 cm) cliff-top, real elevation drop-offs. Creature ~18 ft wingspan (549 cm).

III. Fumarole basin — Molten Ice Demon



Brutal aggressor, frostburn eruptions. 220 x 220 ft (6,706 x 6,706 cm) geothermal basin. Creature ~28 ft tall (853 cm). Hazard: timed eruption vents.

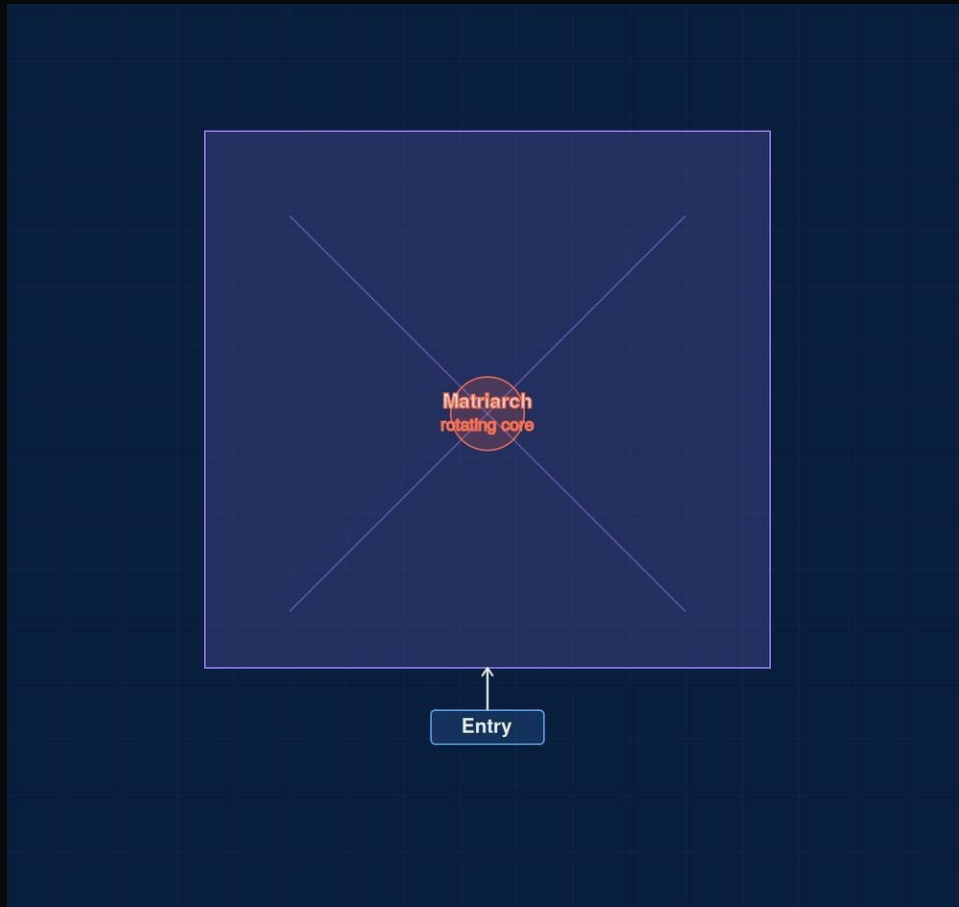
IV. Frozen citadel gate — Dwarven Iron-Warden



Ancient sentinel, layered armor, mechanical counters. 200 x 250 ft (6,096 x 7,620 cm) walled courtyard.
Creature

~35 ft tall (1,067 cm).

V. Rime lattice hollow — Rime-Weaver Matriarch



Tactical trapper, freezing lattices hide a rotating weak core. 200 x 200 ft (6,096 x 6,096 cm) crystal chamber. Creature ~30 ft leg span (914 cm).

VI. Glacial summit — The Glacial World-Wyrm (end boss)



Ancient ice dragon fused with the mountain, commands avalanches and living storms. 300 ft diameter (9,144 cm) summit, destructible ice terrain.

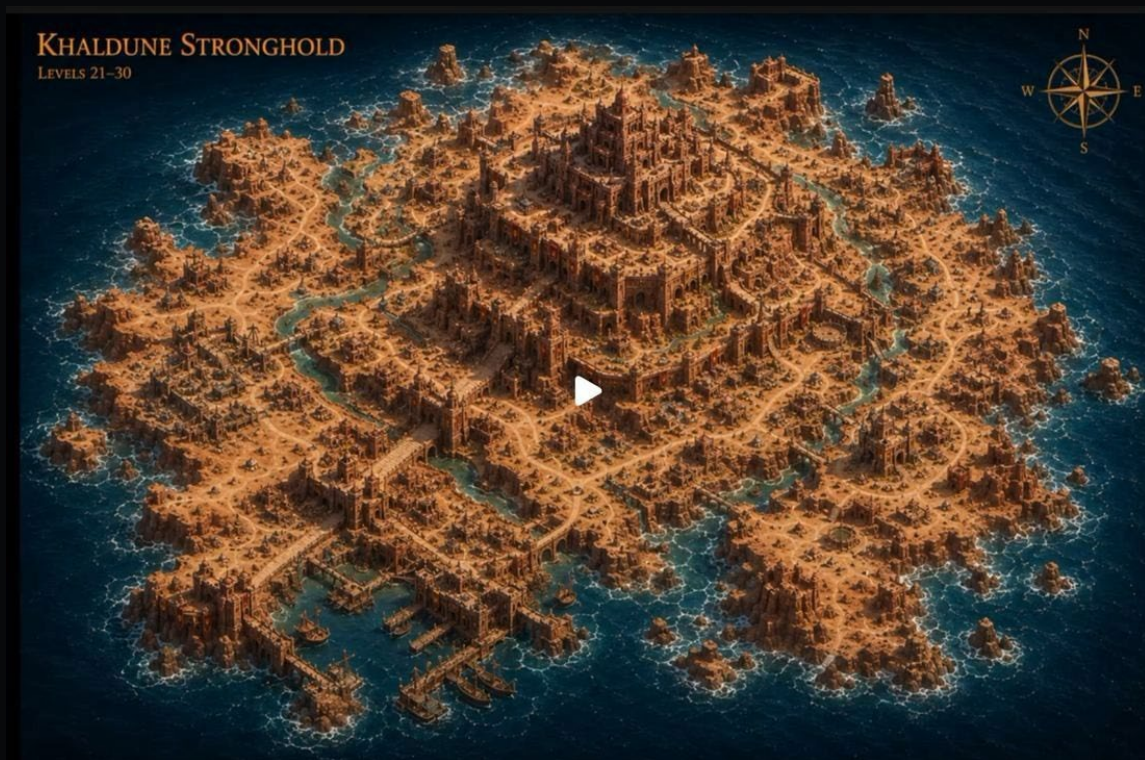
Khaldune Stronghold

Levels 21–30 · Security

A sprawling desert fortress-city, sandstone architecture built up into towers and walled districts, connected by winding streets and canal-like waterways.

Design role: Third island — urban and dense. Ends with the first boat-departure gate: no return once the boss is down.

Reference Art

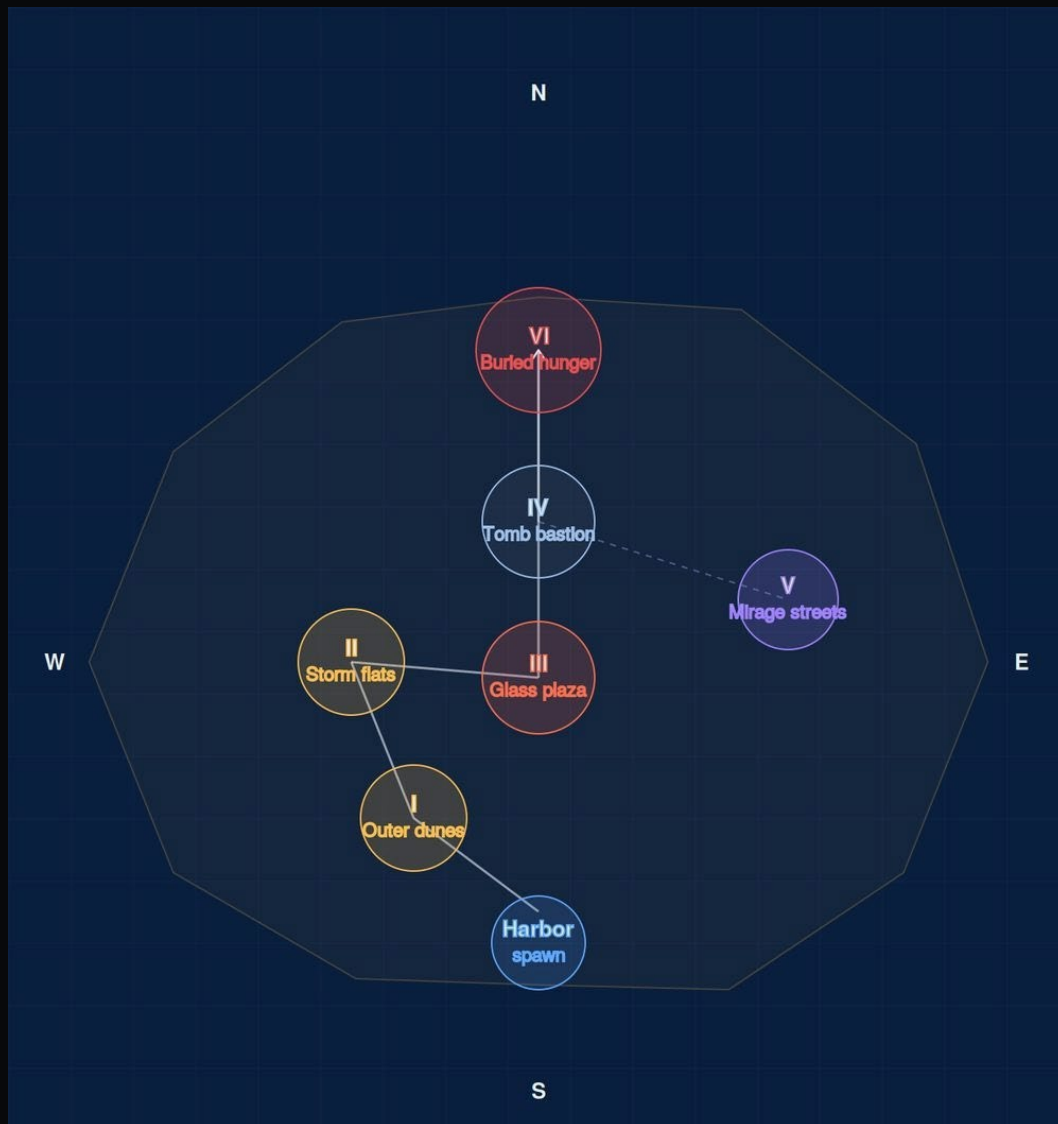


Original concept art — island map.



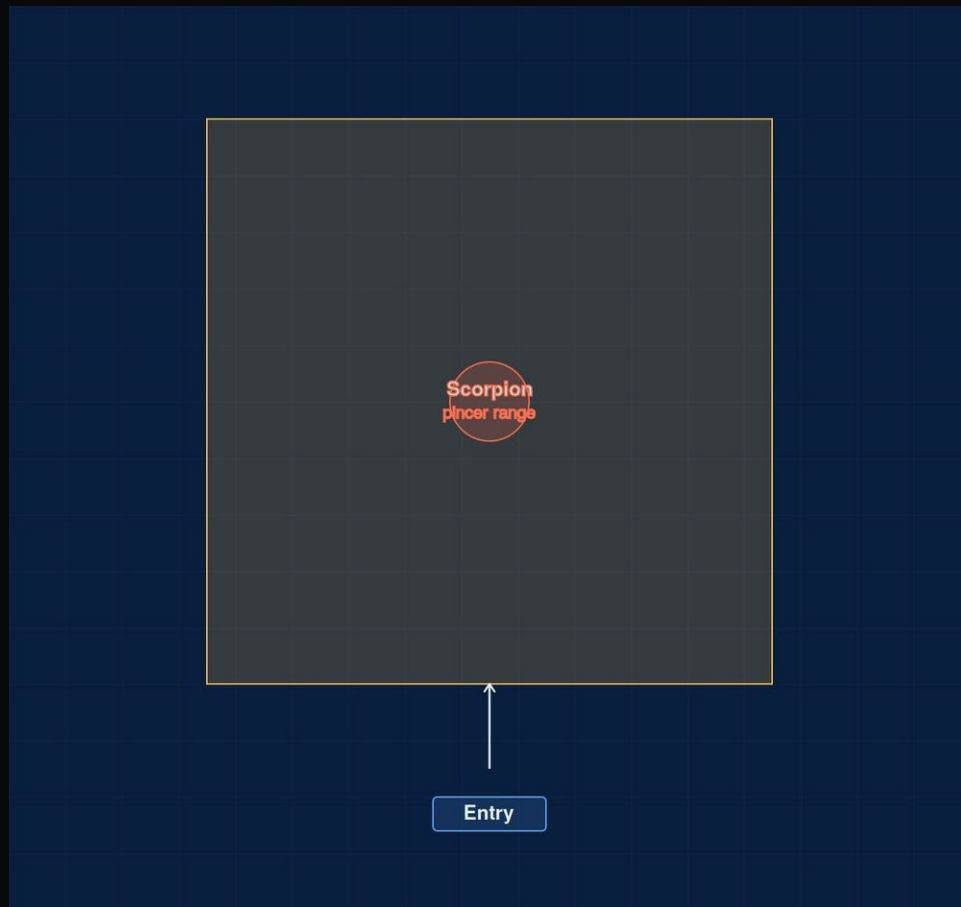
Original bestiary reference — all six encounters for this island.

Island Blueprint



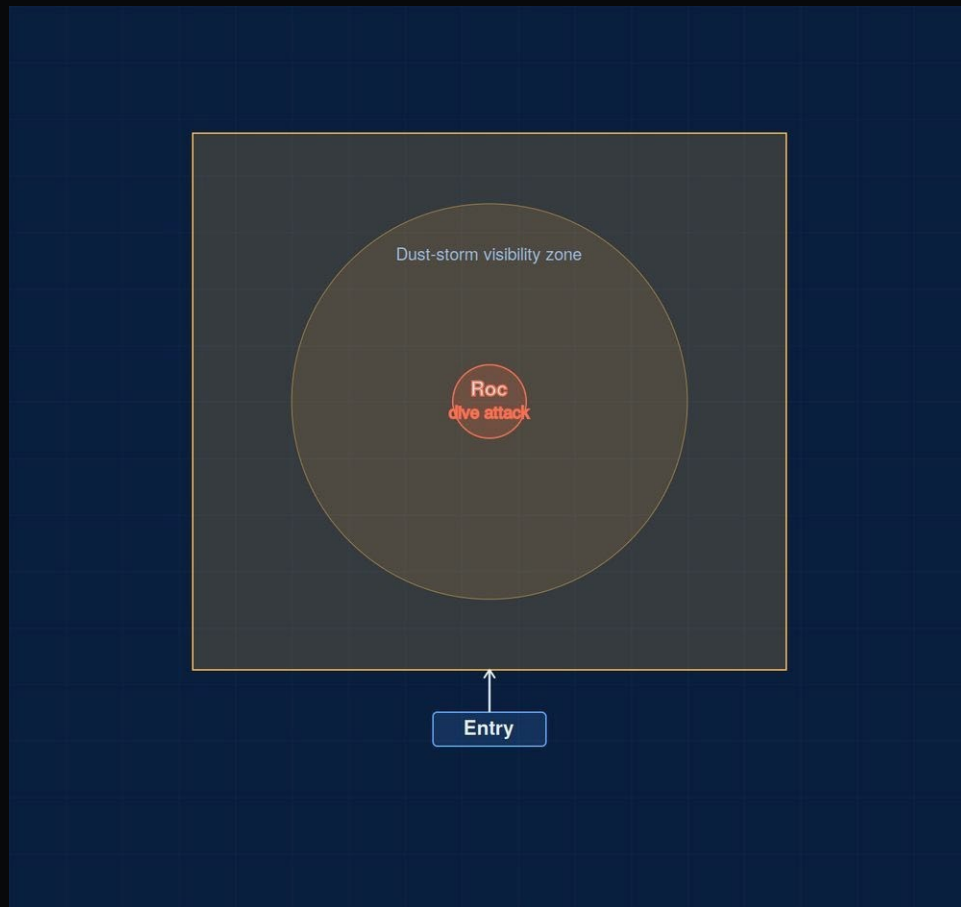
Topological layout — not to literal scale. See zone entries below for exact footprints.

I. Outer dunes — Duneclaw Scorpion



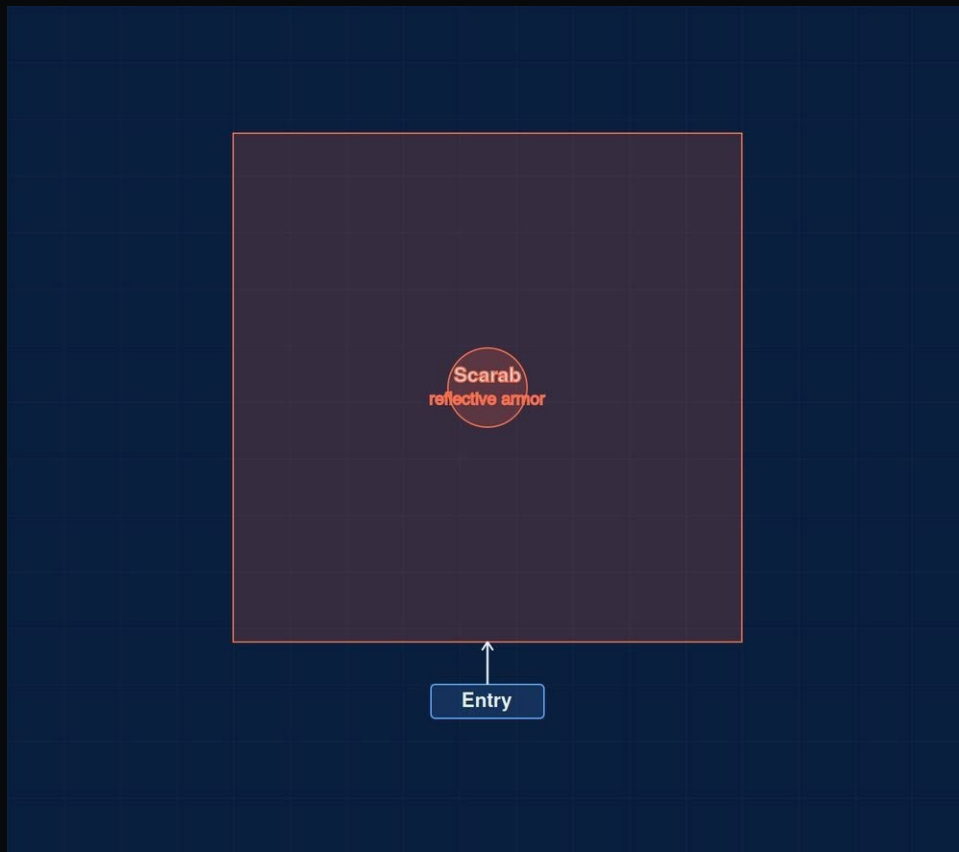
Armored predator, crushing pincers, sunfire venom. 200 x 200 ft (6,096 x 6,096 cm) open sand. Creature ~25 ft body length (762 cm).

II. Storm-scoured flats — Sirocco Roc



Aerial hunter, hides in dust storms before killing dive. 220 x 220 ft (6,706 x 6,706 cm) flatland. Creature ~22 ft wingspan (671 cm).

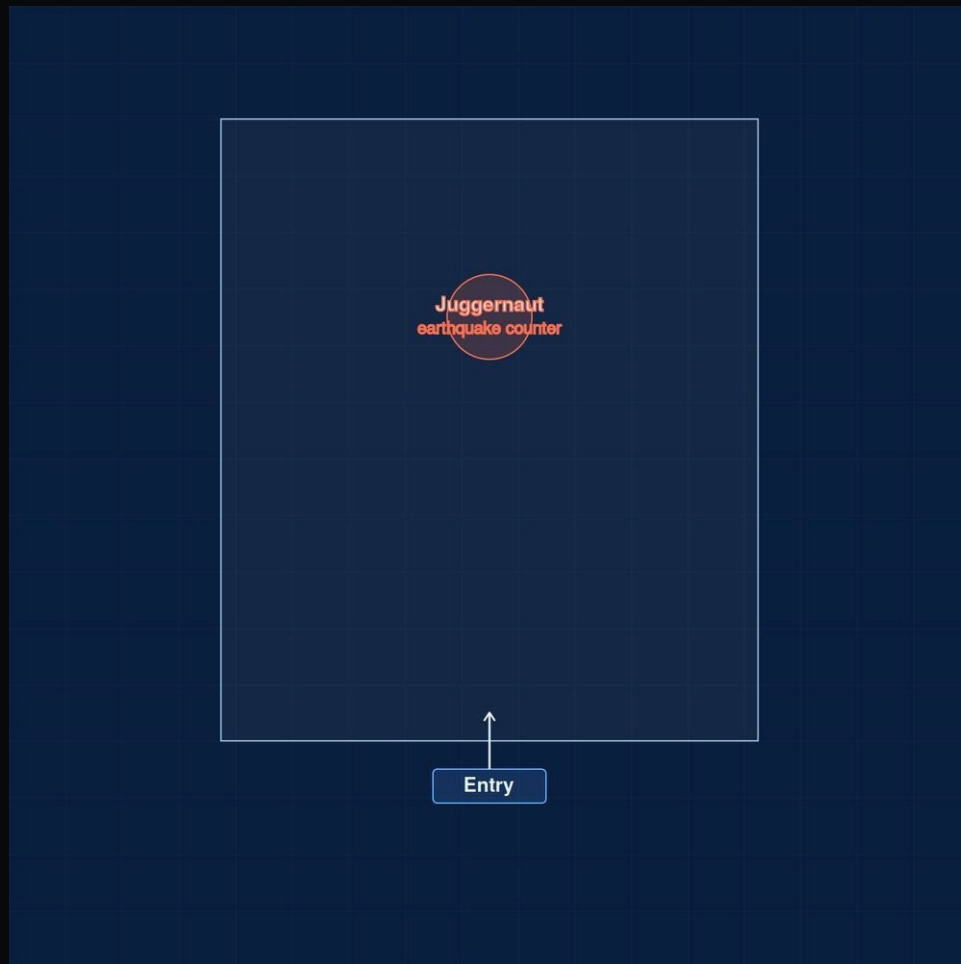
III. Glass-fused plaza — Glassback Scarab



Brutal charger, reflective armor turns defense into impact. 180 x 180 ft (5,486 x 5,486 cm) glassy plaza.
Creature

~20 ft (610 cm).

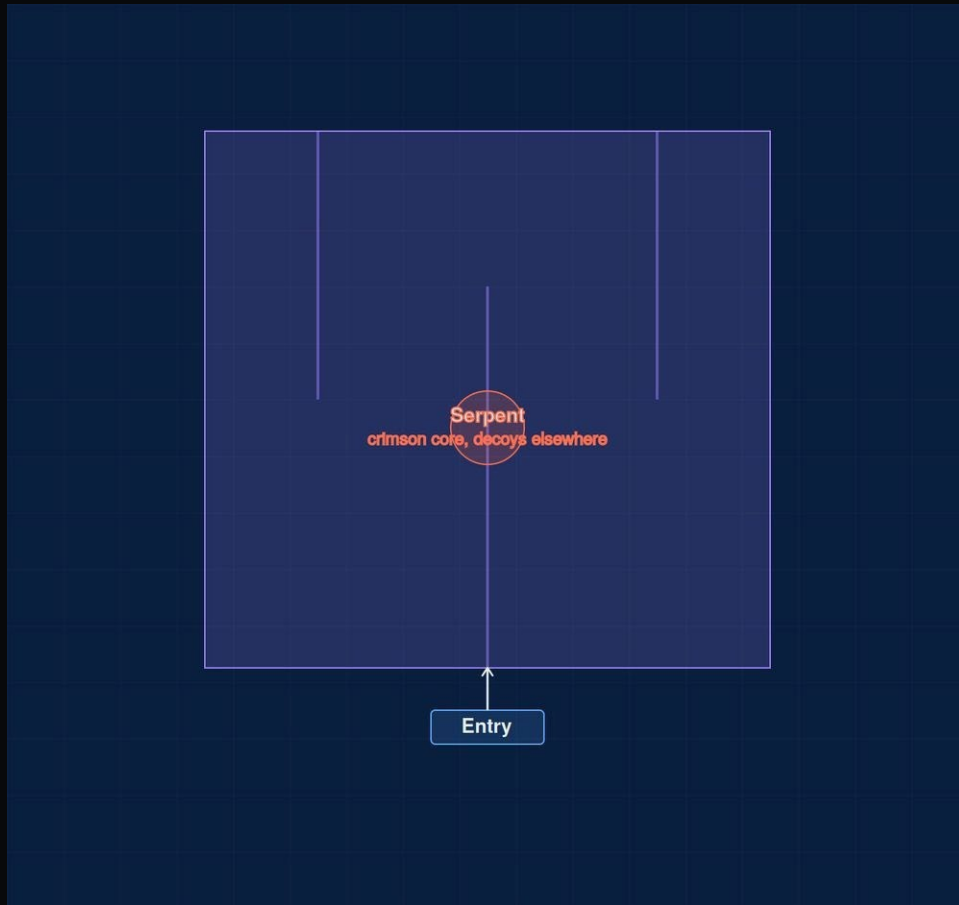
IV. Tomb-forged bastion — Tomb-Forged Juggernaut



Ancient sentinel, fortress armor, earthquake counters. 220 x 250 ft (6,706 x 7,620 cm) walled courtyard.
Creature

~38 ft tall (1,158 cm).

V. Mirage streets — Mirage Serpent



Tactical deceiver, false bodies conceal its crimson core. 200 x 200 ft (6,096 x 6,096 cm) maze-like streets.
Creature

~30 ft body length (914 cm).

VI. Buried hunger depths — Khaldune World-Worm (end boss)



The buried hunger beneath the stronghold, devours fortresses and living armies. 300 ft diameter (9,144 cm) collapsed sinkhole plaza.

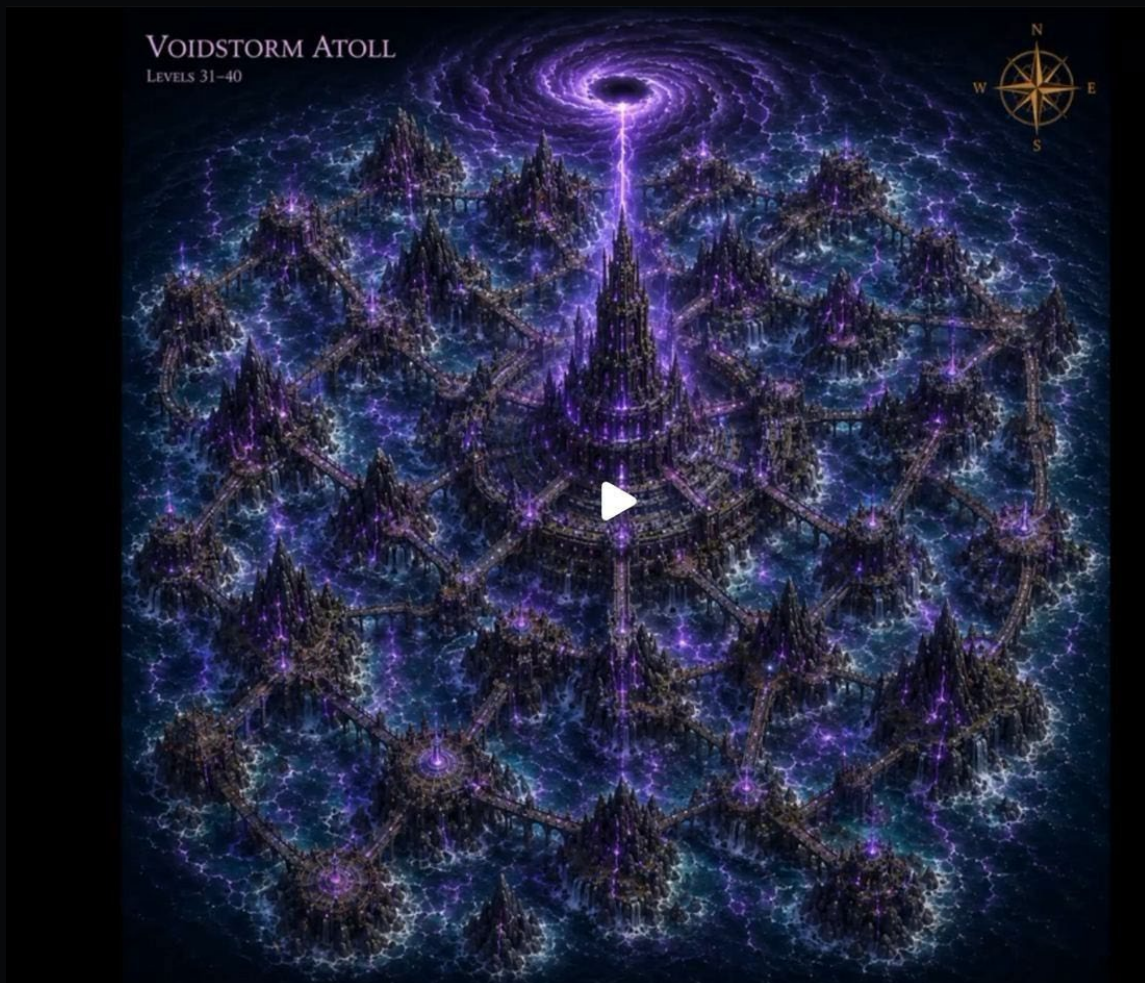
Voidstorm Atoll

Levels 31–40 · Zero Trust

A ring of dark, storm-wracked spire-islands radiating out from a central spike-topped tower, wired together by suspended causeways, lightning arcing constantly overhead.

Design role: Fourth island — visually the most alien and hostile. Radial geography, unlike the other four islands' linear path.

Reference Art



Original concept art — island map.



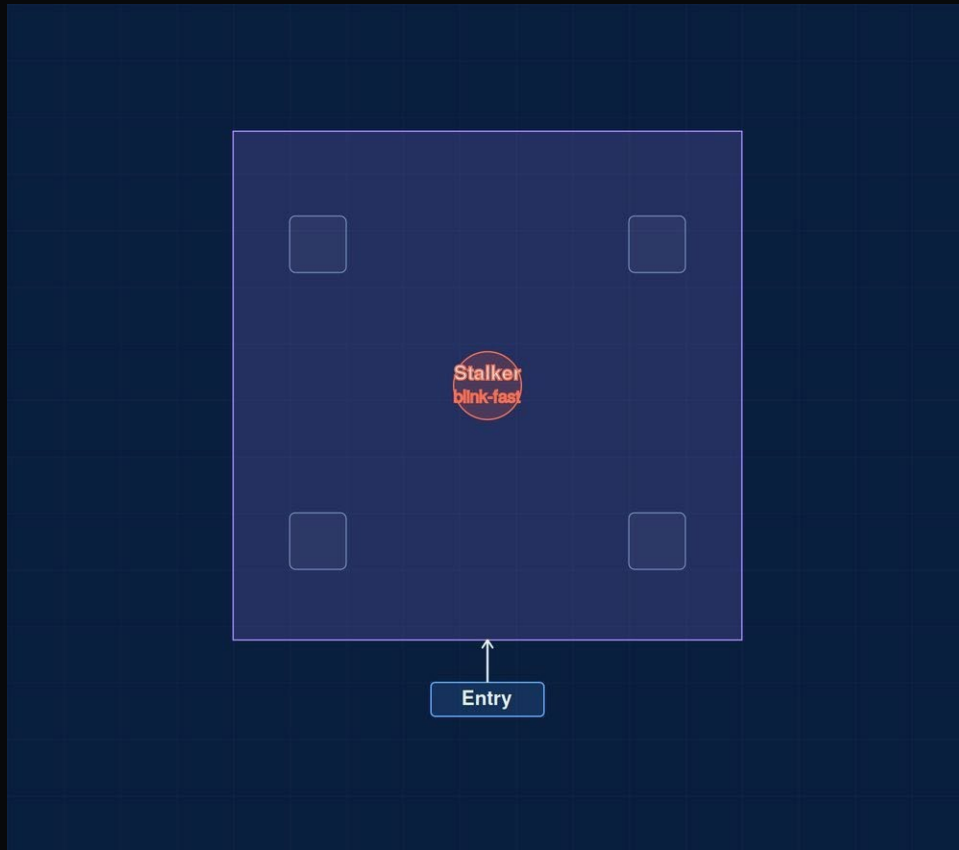
Original bestiary reference — all six encounters for this island.

Island Blueprint



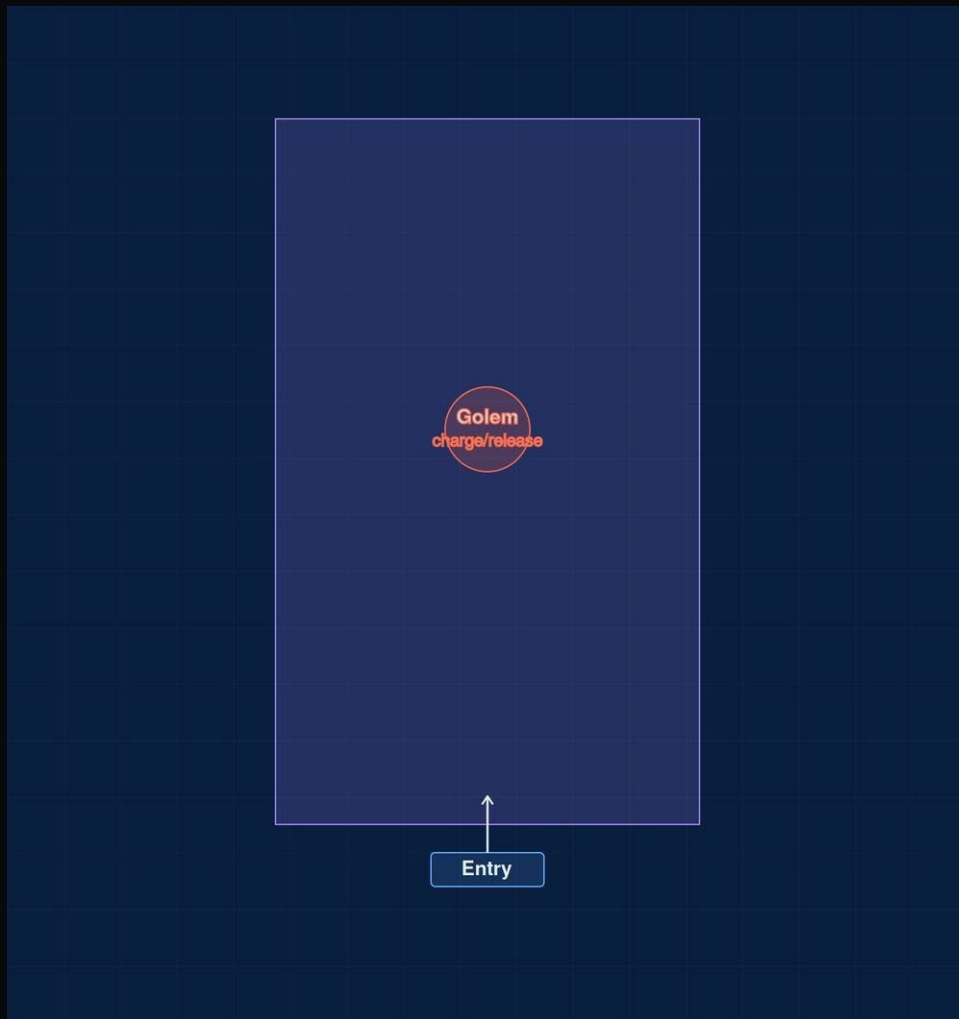
Topological layout — not to literal scale. See zone entries below for exact footprints.

I. Outer shards — Stormshard Stalker



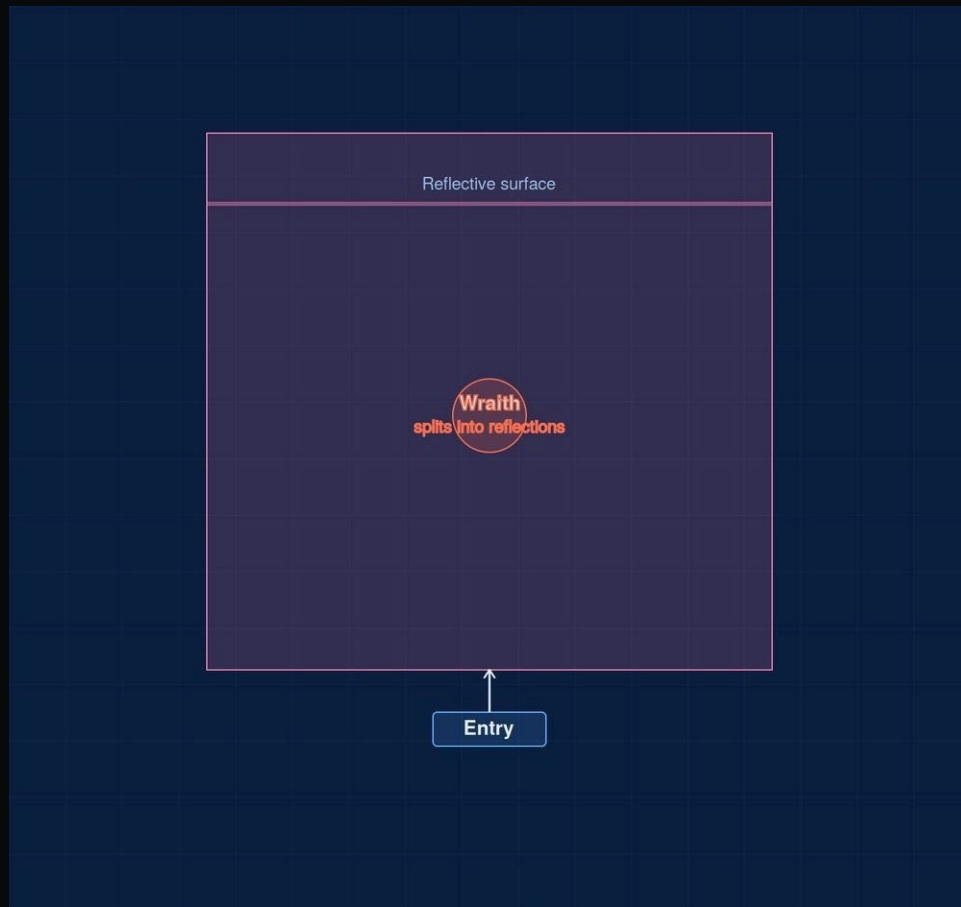
Crystal predator, blink-fast strikes, chain-lightning claws. 180 x 180 ft (5,486 x 5,486 cm) broken causeway. Creature ~18 ft (549 cm).

II. Conductor causeway — Thunderclast Golem



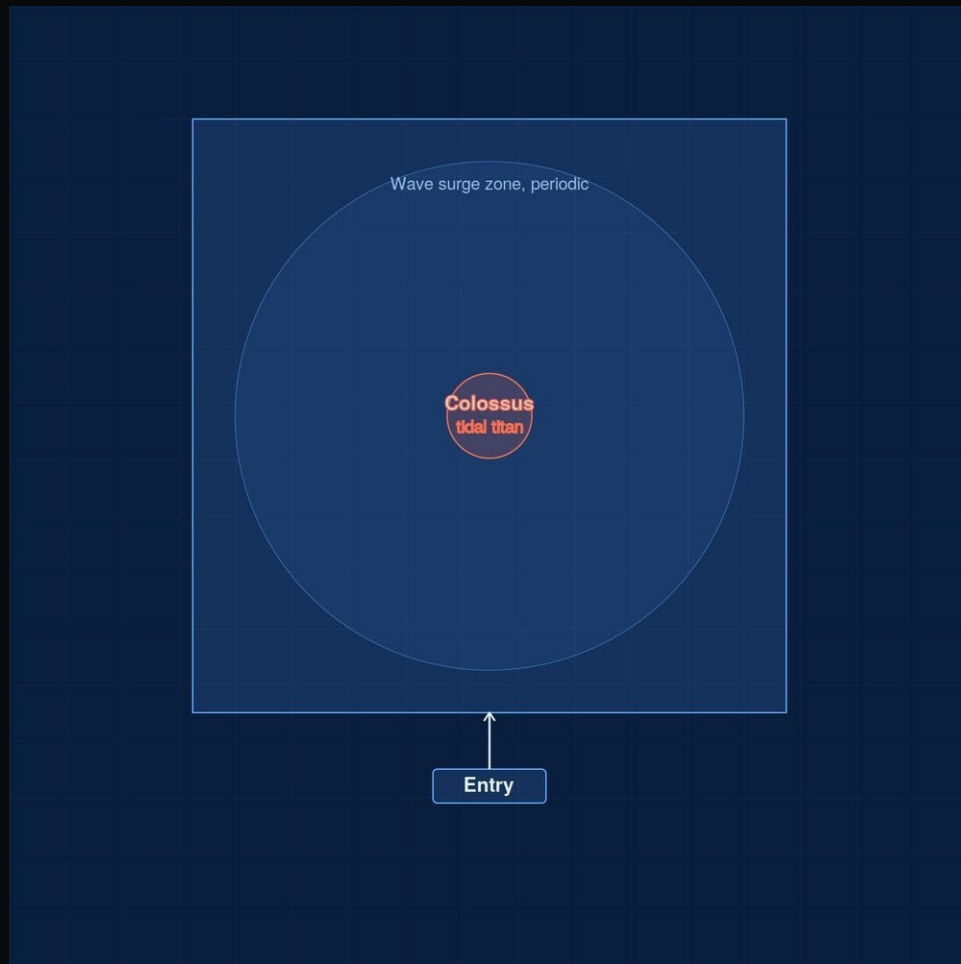
Living conductor, stores every lightning strike then releases it. 200 x 300 ft (6,096 x 9,144 cm) elongated bridge. Creature ~30 ft tall (914 cm).

III. Prism bridgeworks — Prism Wraith



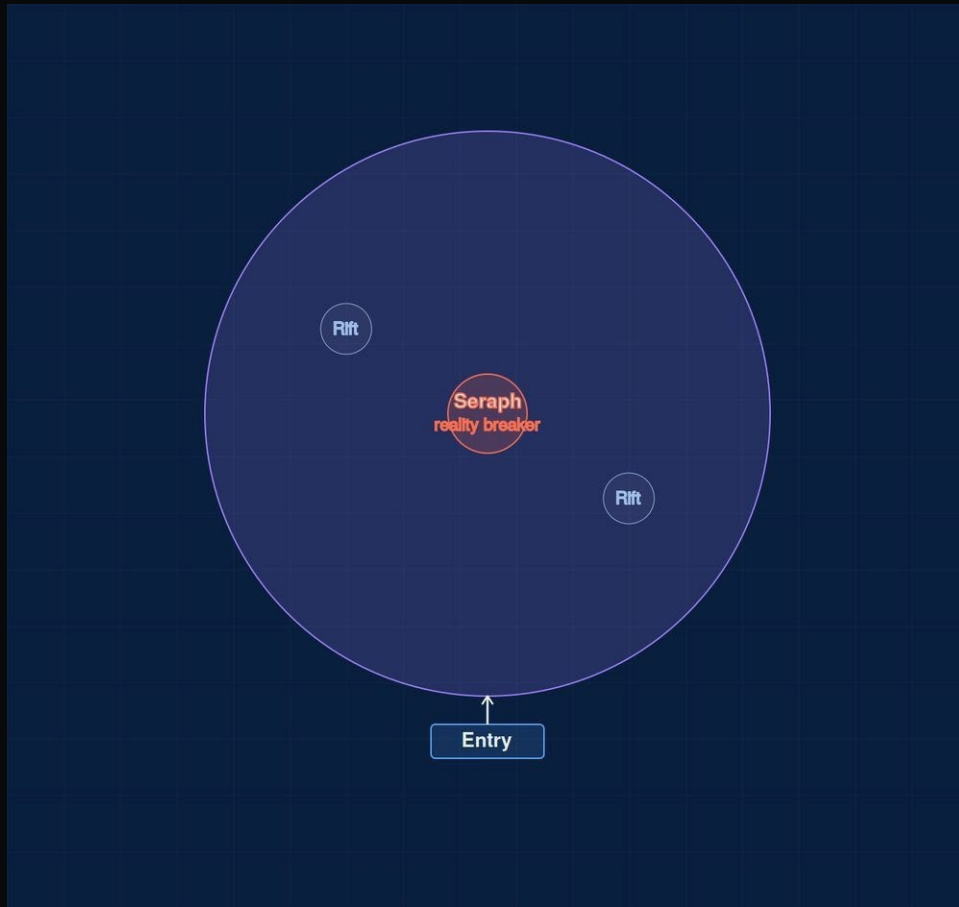
Spectral hunter, splits into reflections, attacks through light. 200 x 200 ft (6,096 x 6,096 cm) reflective bridgeworks. Creature ~20 ft (610 cm).

IV. Maelstrom shoals — Maelstrom Colossus



Tidal titan, crushing waves, gravity-warping winds. 250 x 250 ft (7,620 x 7,620 cm) open shoal. Creature ~35 ft tall (1,067 cm).

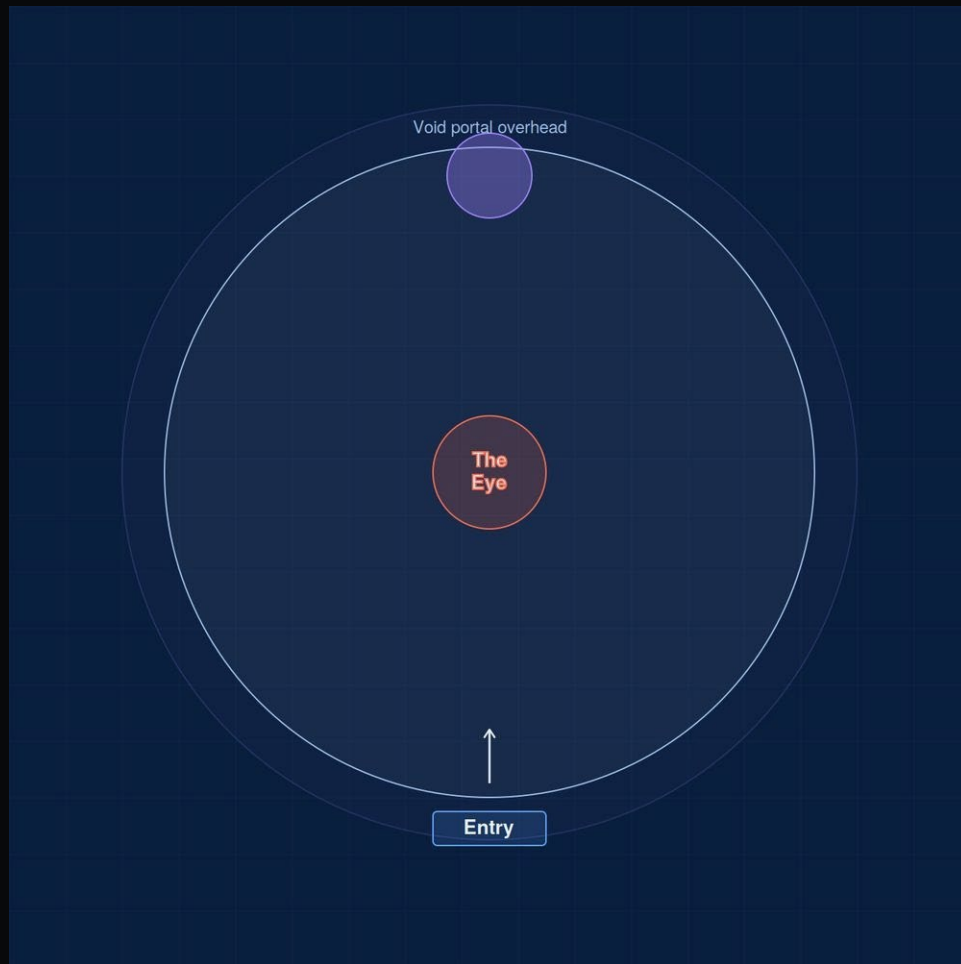
V. Shattered spire ring — Voidglass Seraph



Reality breaker, shattered wings carve rifts through space. 220 ft diameter (6,706 cm) circular platform.
Creature

~28 ft wingspan (853 cm).

VI. The Eye, central spire — Eye of the Voidstorm (end boss)



The storm given form, devours light, sea, and sky. 300 ft diameter (9,144 cm) platform beneath the sky-portal.

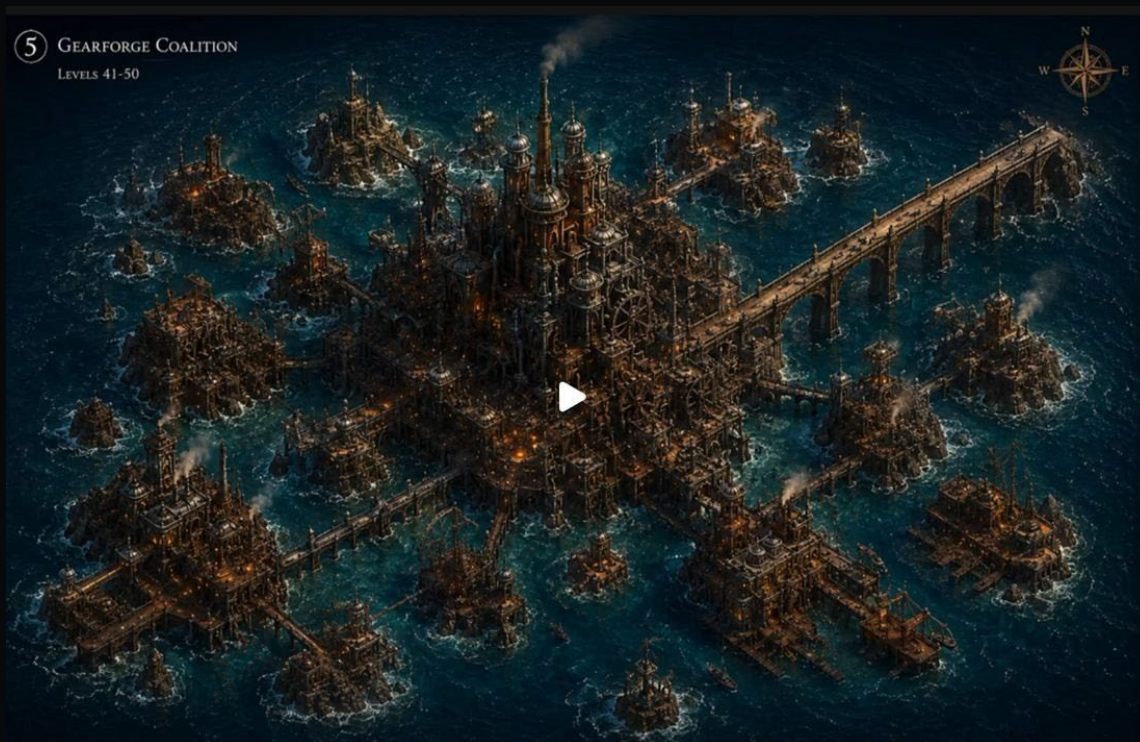
Gearforge Coalition

Levels 41–50 · Connectivity Cloud

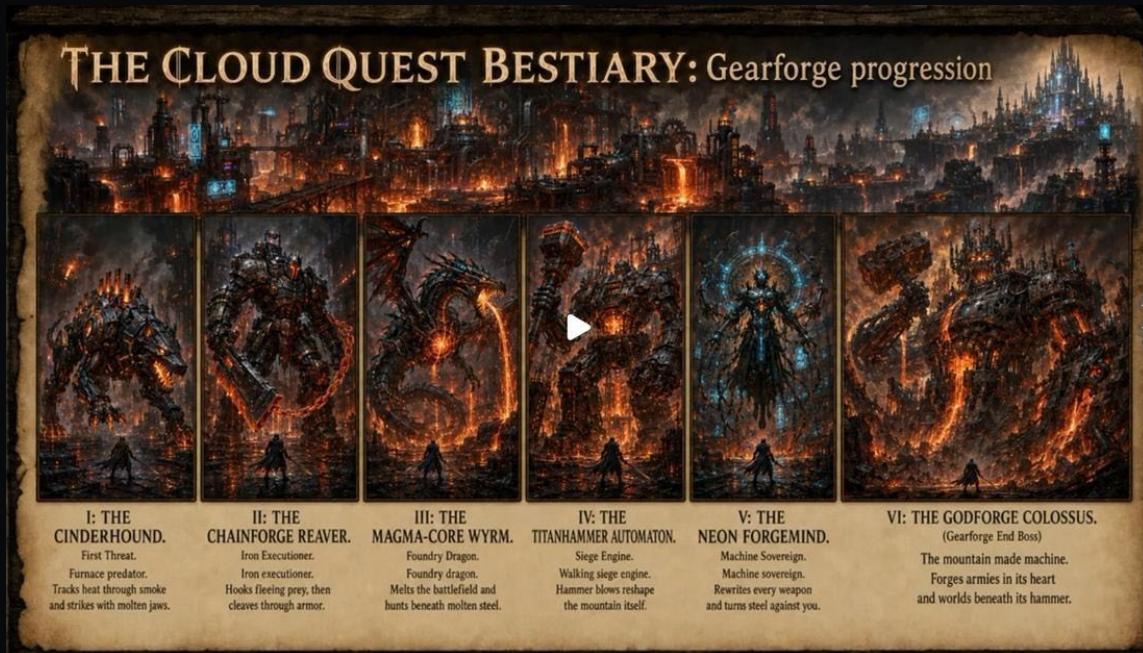
A dense industrial steampunk city across connected rock platforms, furnace-smoke rising throughout, a tall central spire dominating the skyline, one long bridge stretching toward World Mountain.

Design role: Fifth and final overworld island. Ends with the long bridge into World Mountain instead of a boat — the last moment before the genre shift.

Reference Art

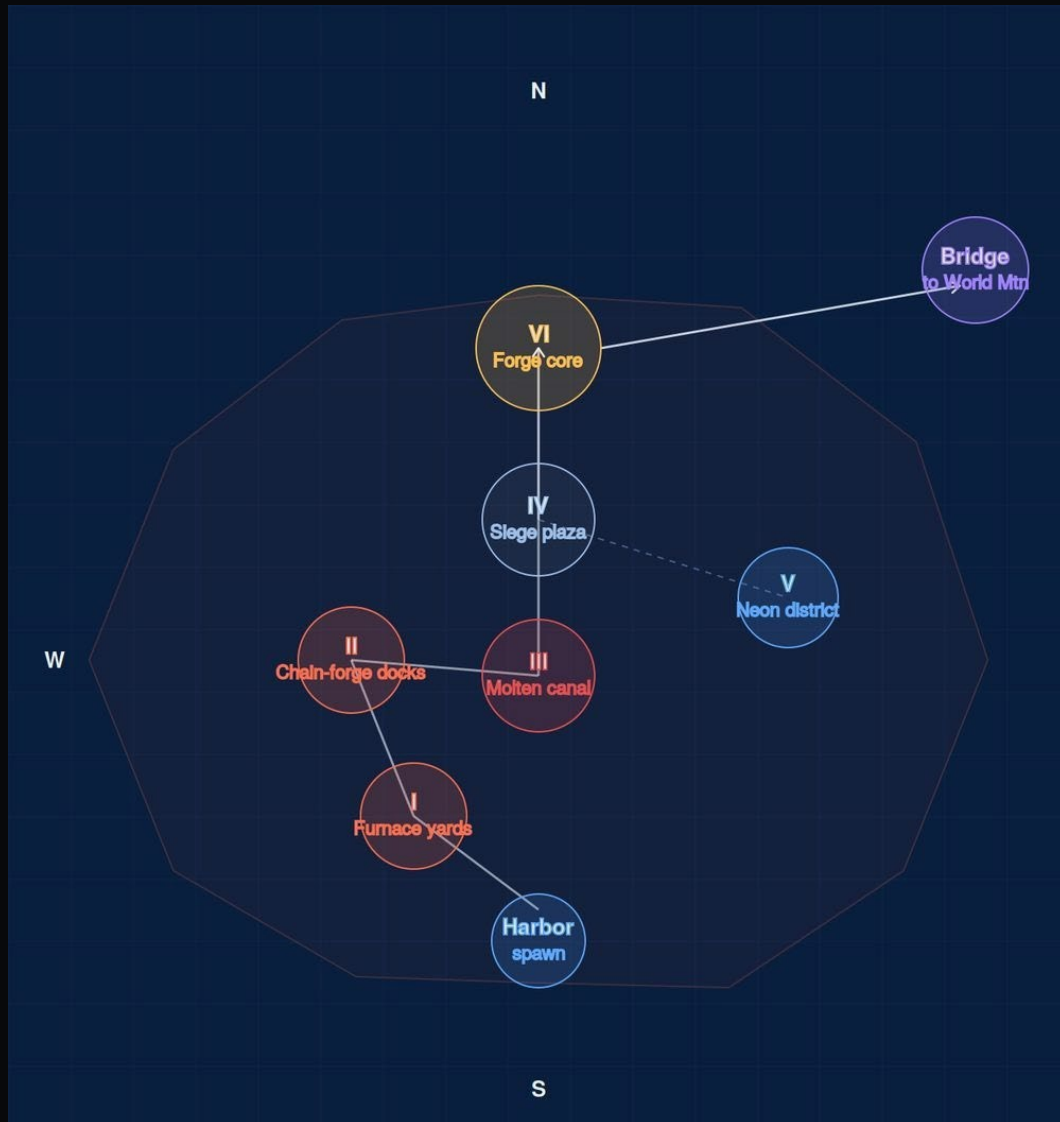


Original concept art — island map.



Original bestiary reference — all six encounters for this island.

Island Blueprint



Topological layout — not to literal scale. See zone entries below for exact footprints.

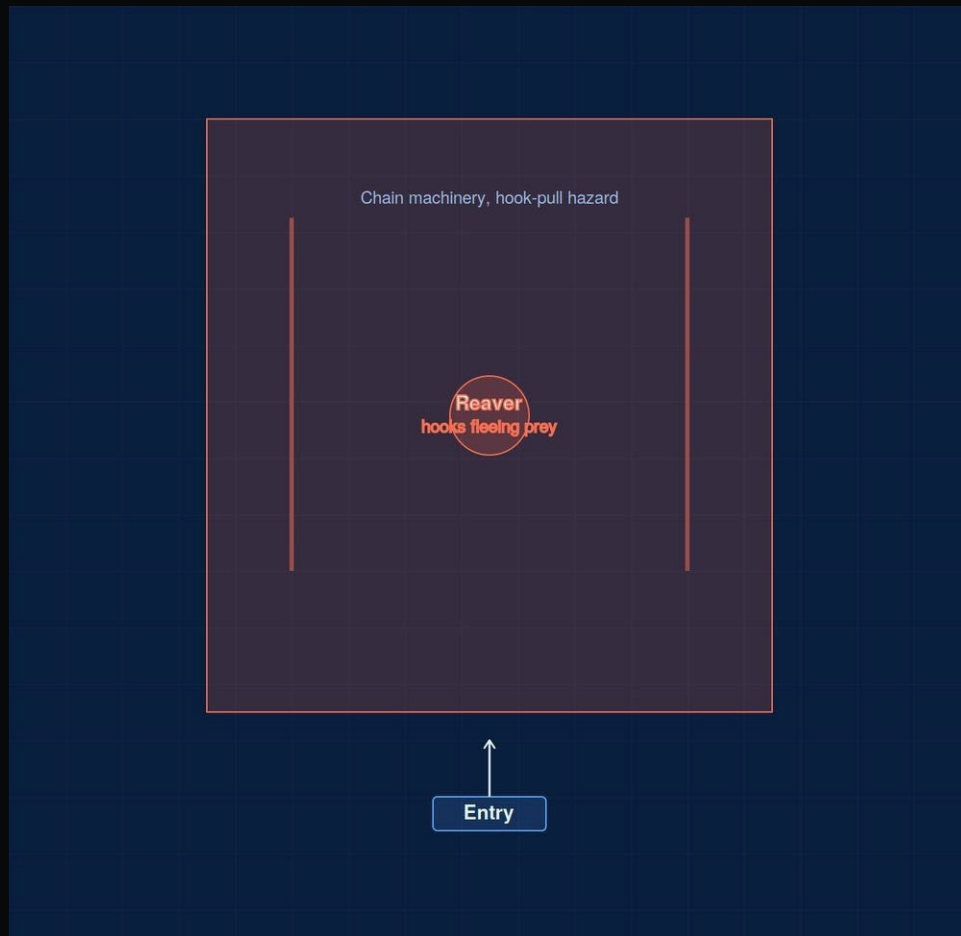
I. Outer furnace yards — Cinderhound



Furnace predator, tracks heat through smoke, molten jaws. 200 x 200 ft (6,096 x 6,096 cm) smelting yards. Creature

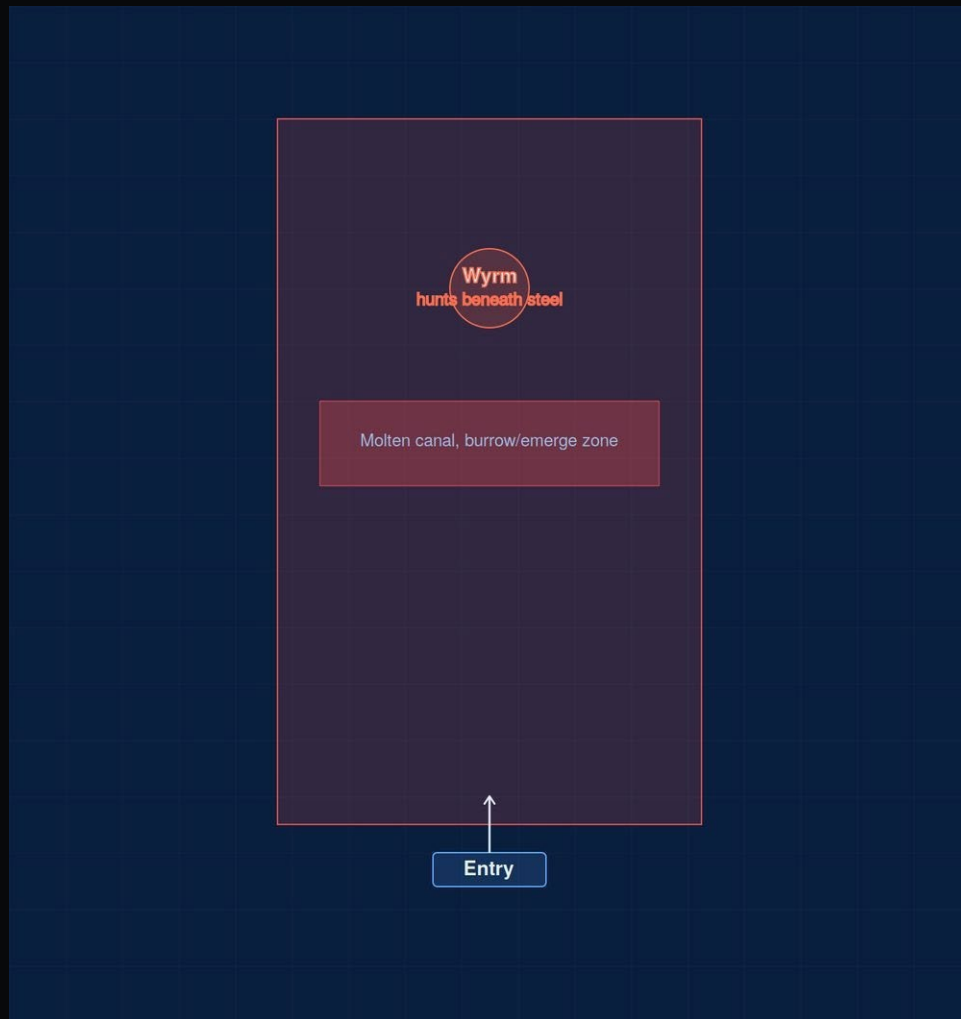
~15 ft (457 cm).

II. Chain-forged docks — Chainforge Reaver



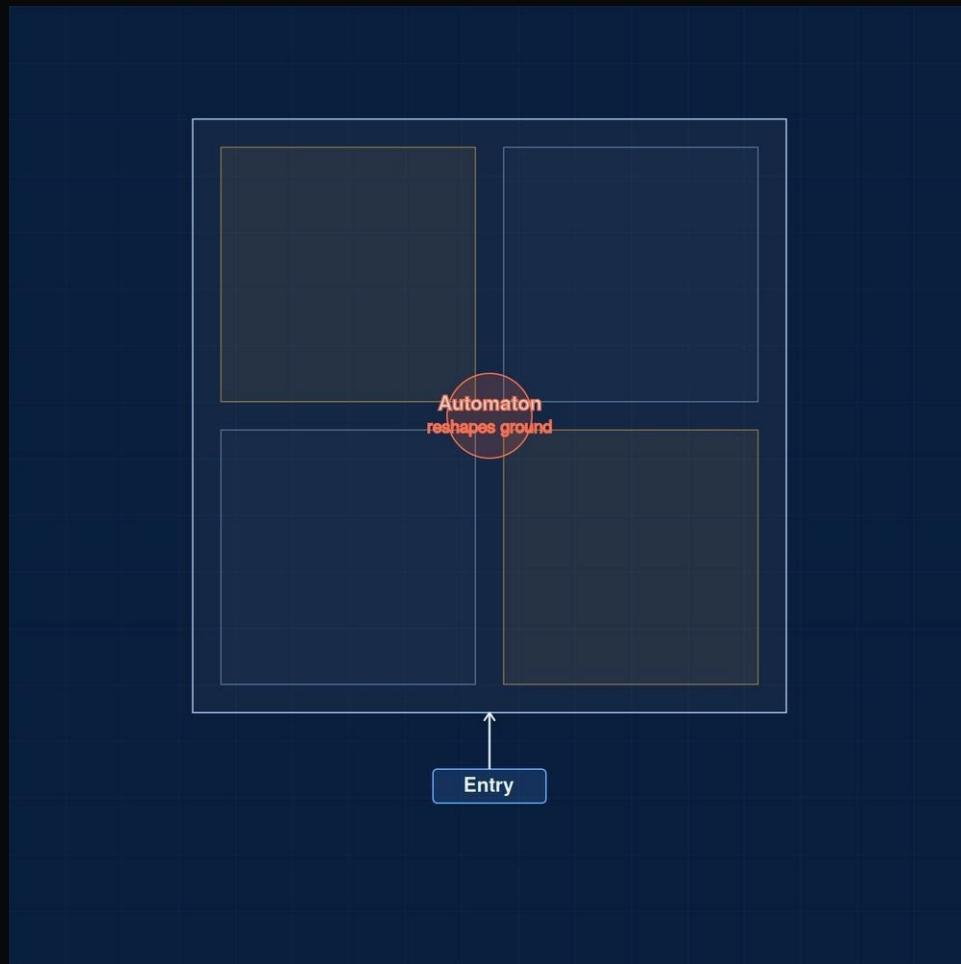
Iron executioner, hooks fleeing prey then cleaves through armor. 200 x 220 ft (6,096 x 6,706 cm) chain-hook docks. Creature ~25 ft tall (762 cm).

III. Molten steel canal — Magma-Core Wyrms



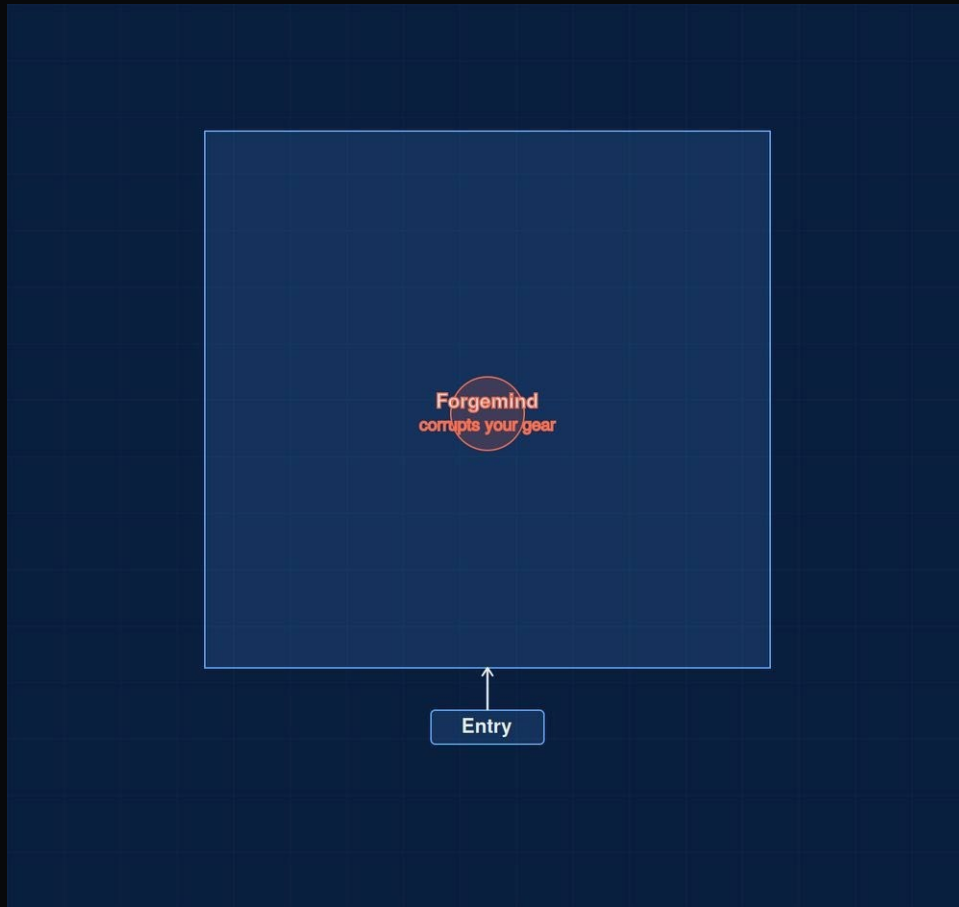
Foundry dragon, melts the battlefield, hunts beneath molten steel. 220 x 300 ft (6,706 x 9,144 cm) elongated canal. Creature ~40 ft body length (1,219 cm).

IV. Siege works plaza — Titanhammer Automaton



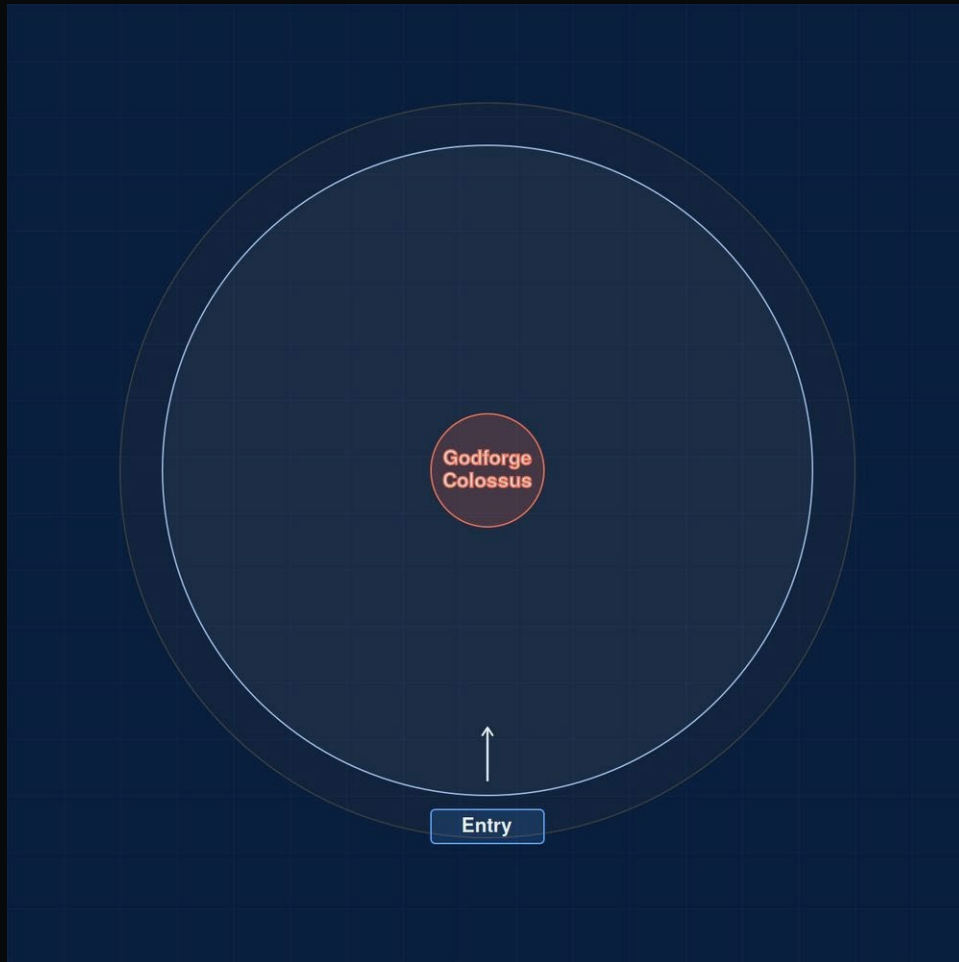
Walking siege engine, hammer blows reshape the ground. 250 x 250 ft (7,620 x 7,620 cm) open plaza. Creature ~45 ft tall (1,372 cm).

V. Neon spire district — Neon Forgemind



Machine sovereign, rewrites every weapon, turns steel against you. 200 x 200 ft (6,096 x 6,096 cm) tech-dense district. Creature ~20 ft tall (610 cm).

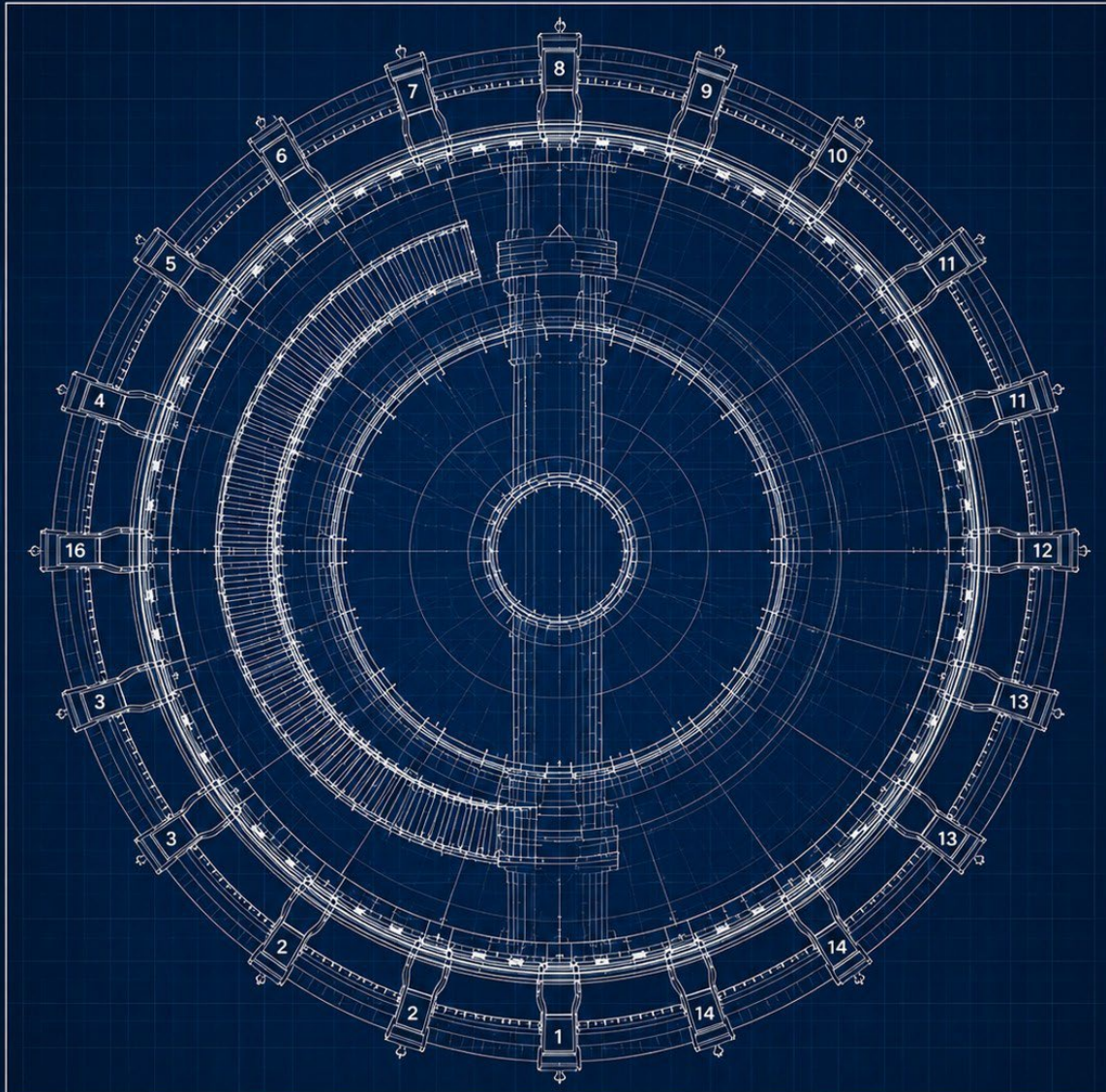
VI. Central forge core — The Godforge Colossus (end boss)



The mountain made machine, forges armies in its heart. 300 ft diameter (9,144 cm) platform at the spire base. The island's true climax fight.

Cloud Castle

The interior is bigger than the exterior — a nine-floor atrium tower with a double-helix staircase, one door per floor, each door a pocket dimension holding a unique boss. Floor 10 is the roof apex, not a pocket dimension: the final confrontation happens on the tower's own roof.



1. Central Atrium & Tower Layout

Prompt: A top-down architectural blueprint schematic of a massive hollow circular castle atrium. Showing a central vertical shaft, a single marble spiral staircase hugging the outer circular wall, and numbered balcony door threshold landings at regular intervals. Clean white vector line art on dark blue blueprint paper, technical drawing, architectural draft style, highly detailed grid, 8k resolution.

Original concept art — the interior atrium, before blueprinting.

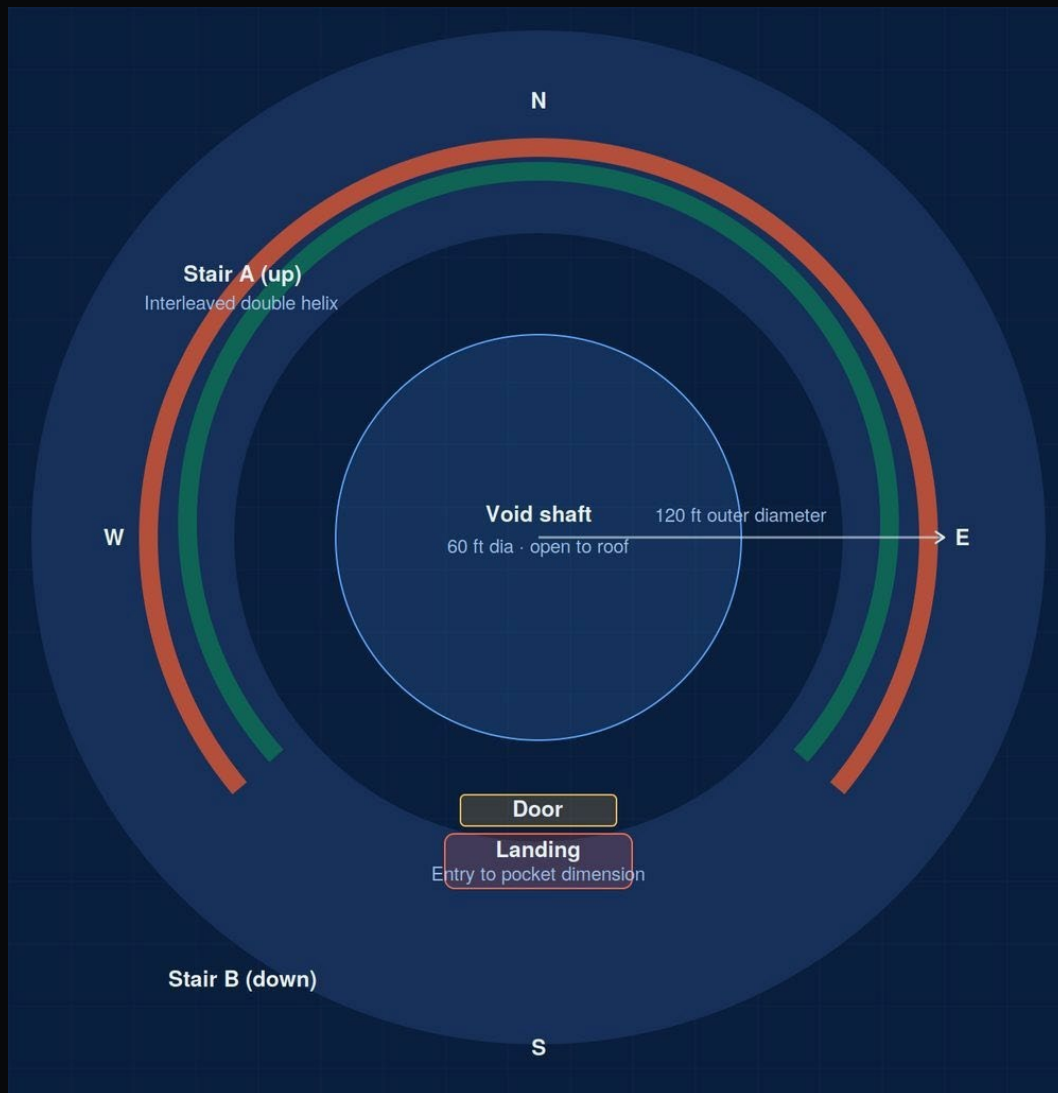
CLOUD CASTLE

INTERNAL ARCHITECTURE



THE INTERIOR IS BIGGER THAN THE EXTERIOR.

Interior Structure



Typical floor template (floors 1–9): 120 ft outer diameter, 60 ft void shaft, one door per floor.



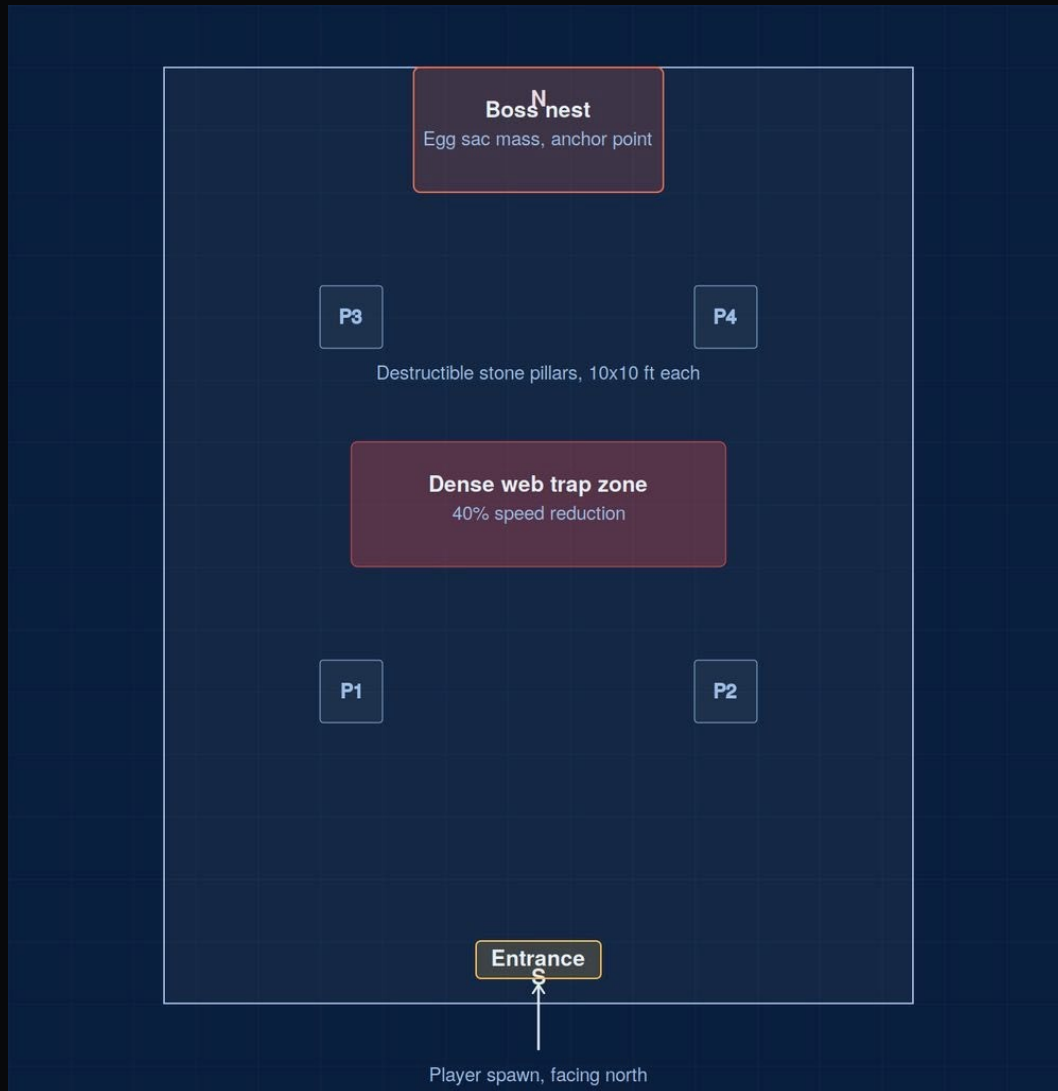
Vertical cross-section: floors 1–9 plus roof apex, 30 ft rise per floor, double helix stair.

- Outer hull diameter: 120 ft / 3,658 cm
- Void shaft diameter: 60 ft / 1,829 cm
- Walkway ring width: 30 ft / 914 cm
- Floor-to-floor rise: 30 ft / 914 cm
- Total interior height: 290 ft / 8,839 cm (floor 1 to roof)

Floor 1 — The Weaver of Whispers



Reference still from the hero's playthrough footage, floor 1.



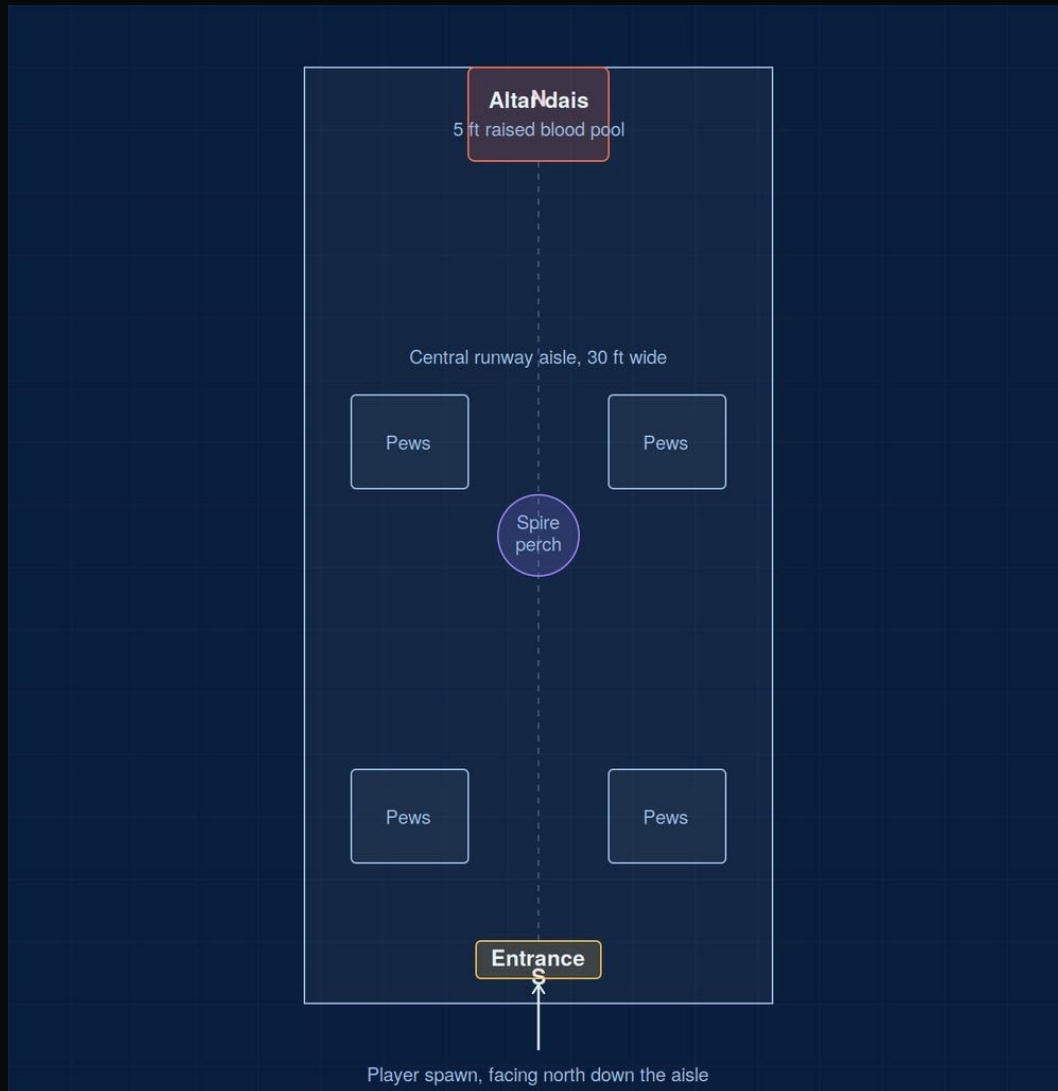
Floor 1 pocket dimension, top-down.

Gargantuan stone-armored spider, webs of condensed fog and moonlight. Environment: a subterranean webbed catacomb. Arena 120 x 150 ft (3,658 x 4,572 cm), vaulted ceiling 60 ft (1,829 cm). Boss ~45 ft leg span (1,372 cm). Four destructible stone pillars, dense web trap zone (40% speed reduction), egg-sac nest at the north wall.

Floor 2 — The Vampiric Matriarch



Reference still from the hero's playthrough footage, floor 2.



Floor 2 pocket dimension, top-down.

Giant vampire bat, hallucinogenic echolocation. Environment: an inverted gothic cathedral nave. Arena 100 x 200 ft (3,048 x 6,096 cm), vault 120 ft (3,658 cm). Boss ~80 ft wingspan (2,438 cm). Core mechanic: echolocation splits the hero's target into a mirrored double — the correct read is to stop relying on sight. Signature move: the hero's blade can dematerialize and rematerialize on command; against the mirrored bats he leaps to eye level and overcharges through both images. Only the real bat drops.

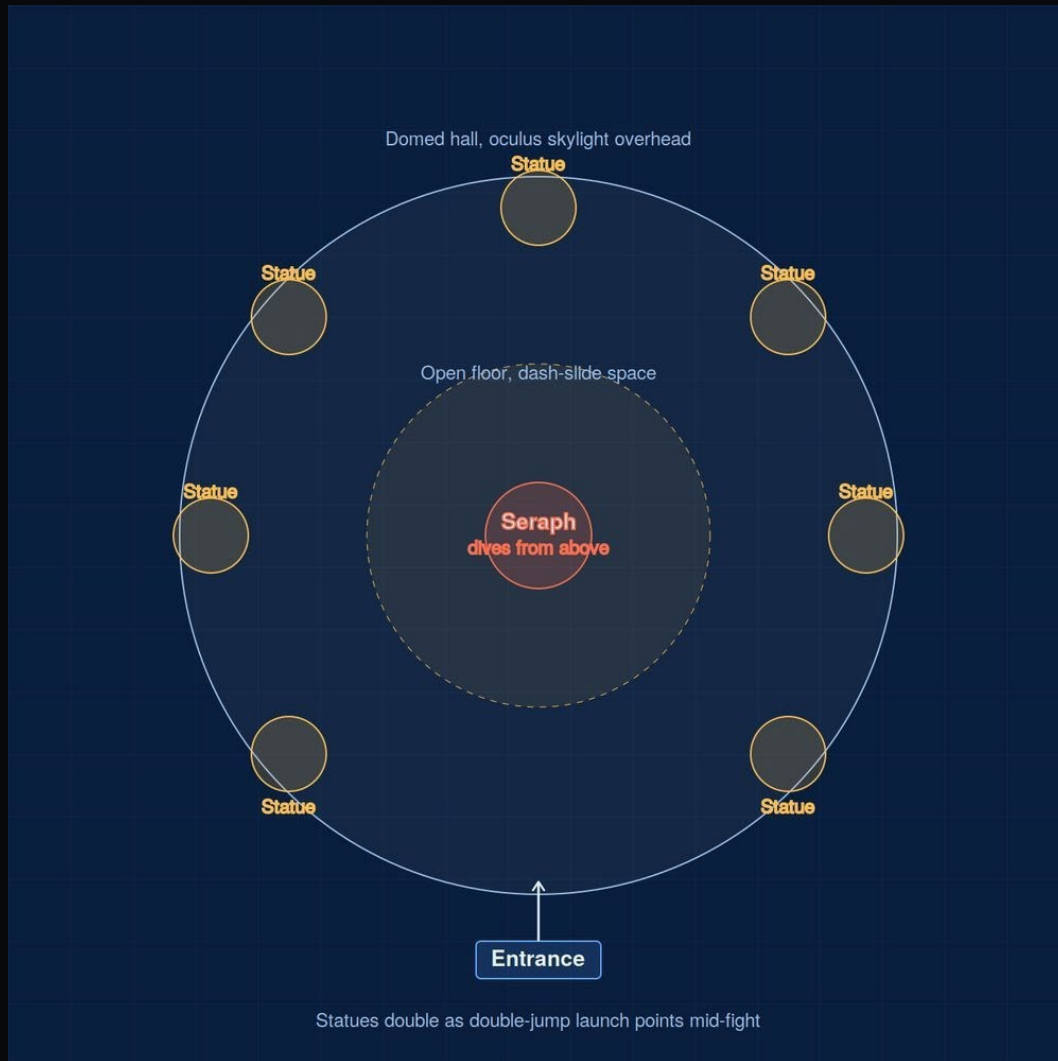
Floor 3 — The Galvanic Seraph



Reference still from the hero's playthrough footage, floor 3.



The execution beat — sword raised vertically before the finishing strike.

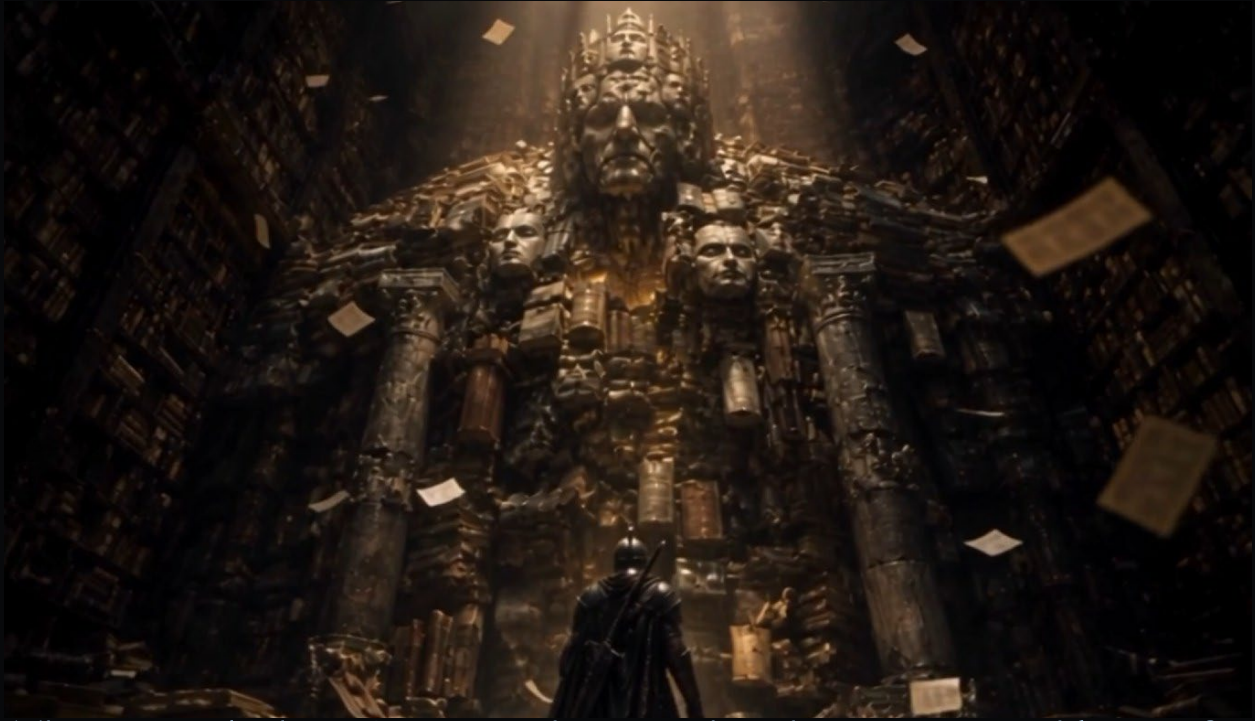


Floor 3 pocket dimension, top-down.

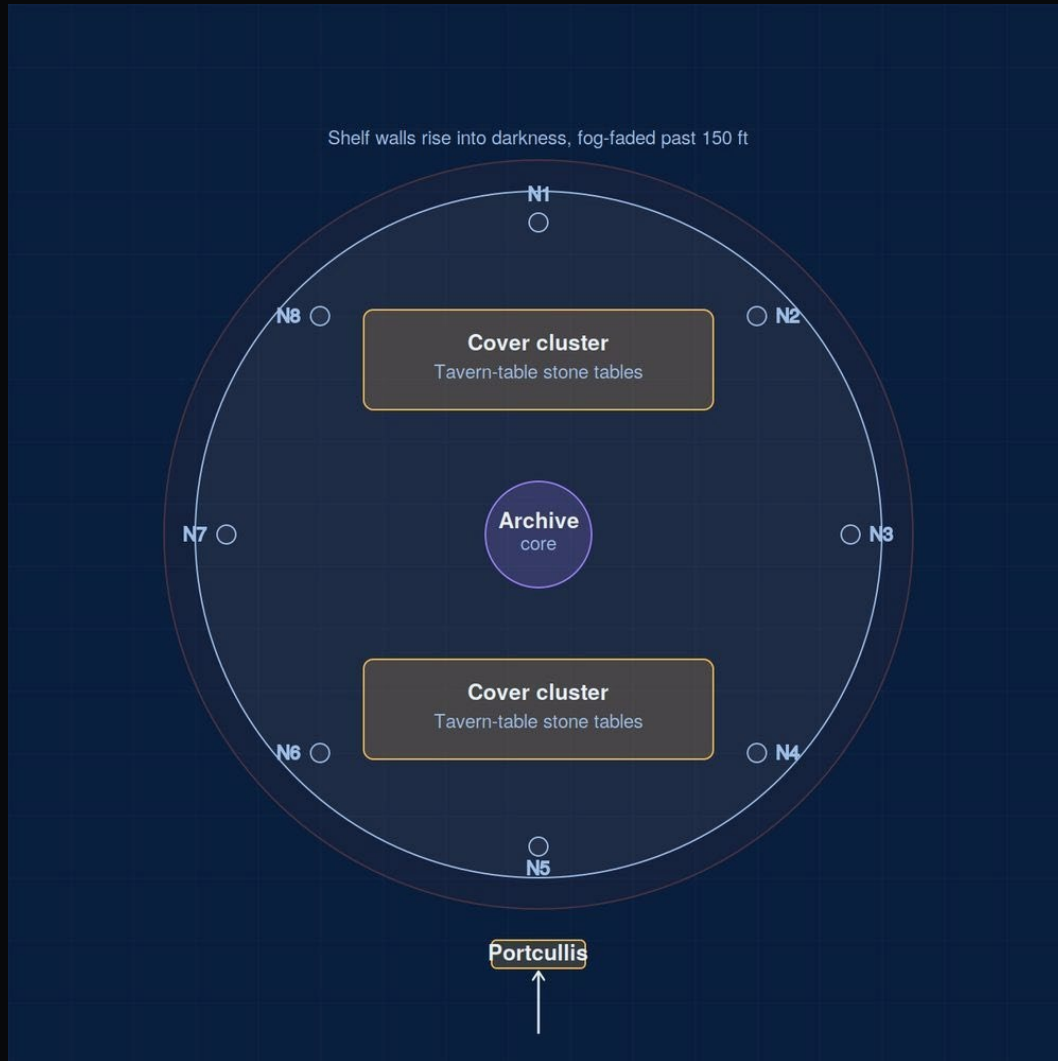
Fallen lightning elemental, a golden winged humanoid with dual lightning-wreathed spears, flanked by animated angel-statue guardians. Environment: a domed coliseum hall ringed by angel statues, oculus skylight overhead. Arena 220 ft diameter (6,706 cm), dome rising to ~150 ft (4,572 cm). Boss ~30 ft wingspan (914 cm). Statue pedestals double as double-jump launch points. Choreography: dash-slide beneath the Seraph's legs, redirect off a statue, land a deep cut that drops it, then an execution finisher that cracks the floor into a crater on impact.

Floor 4 — The Living Archive





The Living Archive Concept: Floor 4 is the silent, expansive library of the Old World. Appearance: A mass of animated, weathered stone tablets, ancient scrolls, and broken pillars. It forms itself into a singular, bulky Golem shape. Its face is a mosaic of shifting stone masks, each depicting a forgotten king. When damaged, it splits apart, forcing you to chase the individual moving scrolls (its weak points) before they reform the golem. Unless you can jump from book to book thrown at you, and single pages cutting you, giving you the vertical you need to strike the Living Archive.



Floor 4 pocket dimension, top-down.

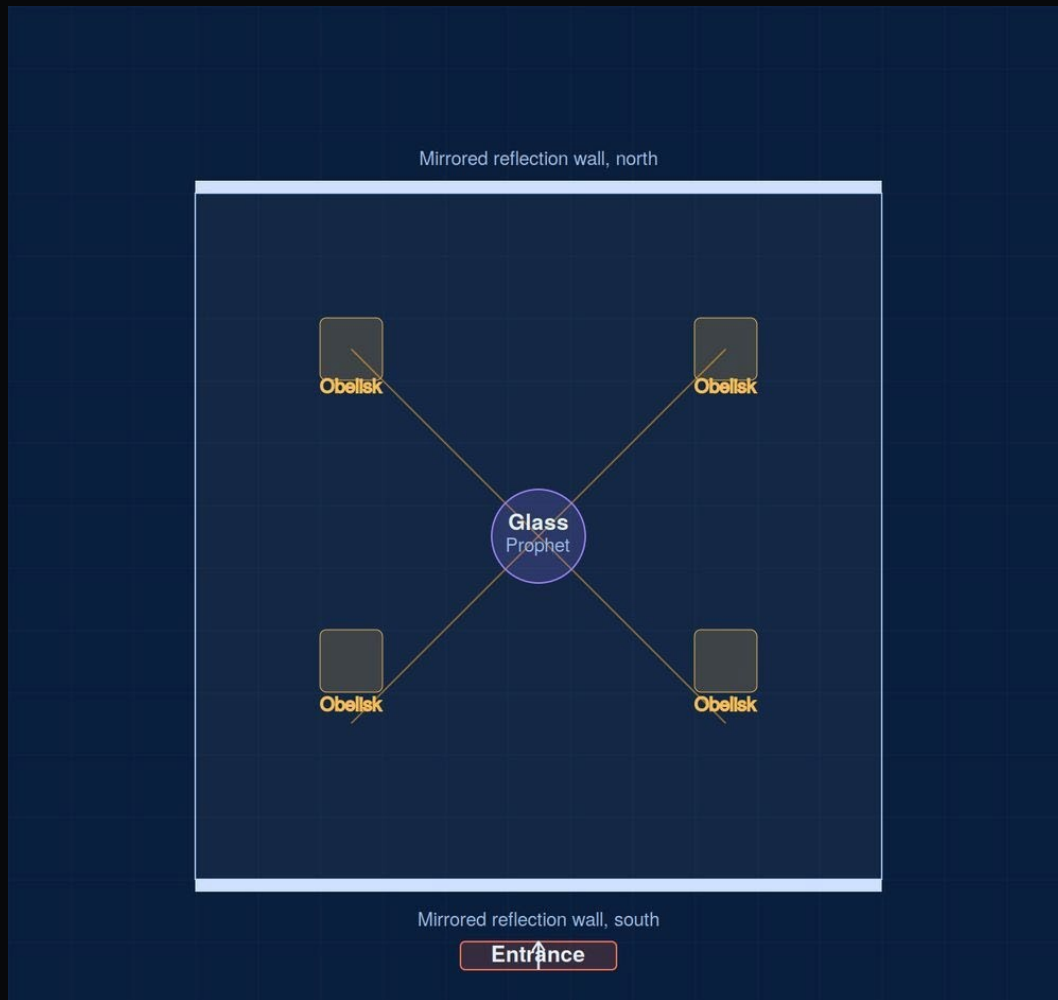
Animated stone tablets and scrolls forming a golem, splits apart when damaged. Environment: an endless archive suspended in a starless void. Arena 300 ft diameter (9,144 cm), shelf walls visible to 150 ft (4,572 cm) before fading into fog. Boss ~35 ft tall assembled (1,067 cm); split scrolls scatter to 8 elevated wall niches, forcing a vertical chase.

Floor 5 — The Glass Prophet



The Glass Prophet Concept: A beautiful but grotesque entity made entirely of crystalline light. Appearance: Floor 5 is a hall of mirrors that fracture reality. The boss is a faceless humanoid made of millions of geometric glass shards, constantly shifting like a kaleidoscope. It fights by reflecting and focusing sunlight into powerful laser beams. When you attack it, your damage splits the glass, creating miniature clones (refractions) that you must also defeat. The arena itself is the threat. You have the opportunity to throw your blade into him, using your sword as a ladder to get the vertical to strike the Glass Prophet. He dodges fast though. And he does a large jump that tries to smash you when he is

irate and have the chance to cut him at the legs to bring him down to do potentially do a finishing blow – shattering him into the glass of which he is made.



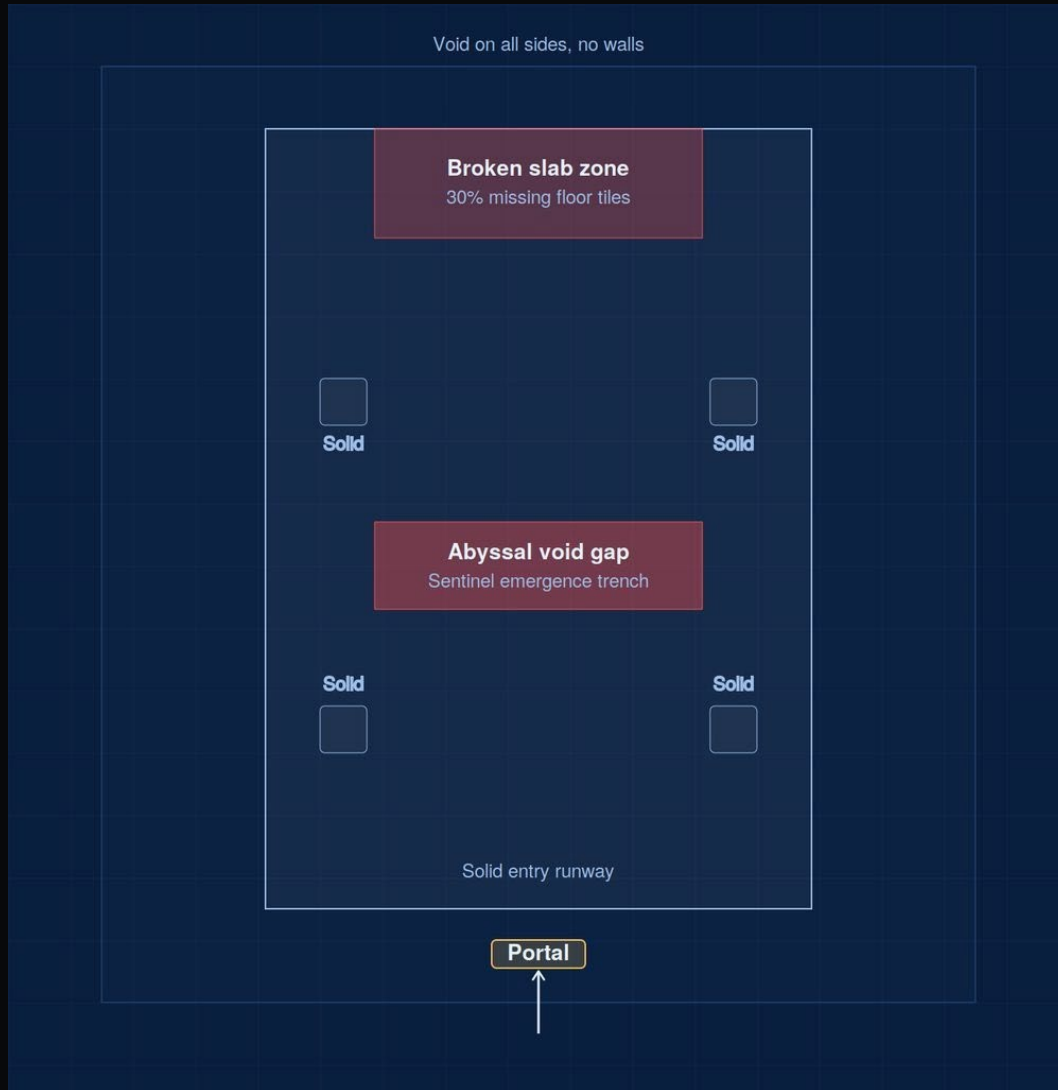
Floor 5 pocket dimension, top-down.

Faceless humanoid of shifting glass shards, reflects light into lasers, splits into clone refractions when hit. Environment: a geodesic hall of mirrors. Arena 220 x 220 ft (6,706 x 6,706 cm), dome 100 ft (3,048 cm). Boss ~20 ft tall (610 cm); four prism obelisks fire intersecting lasers along the diagonals.

Floor 6 — The Void-Weaver Sentinel



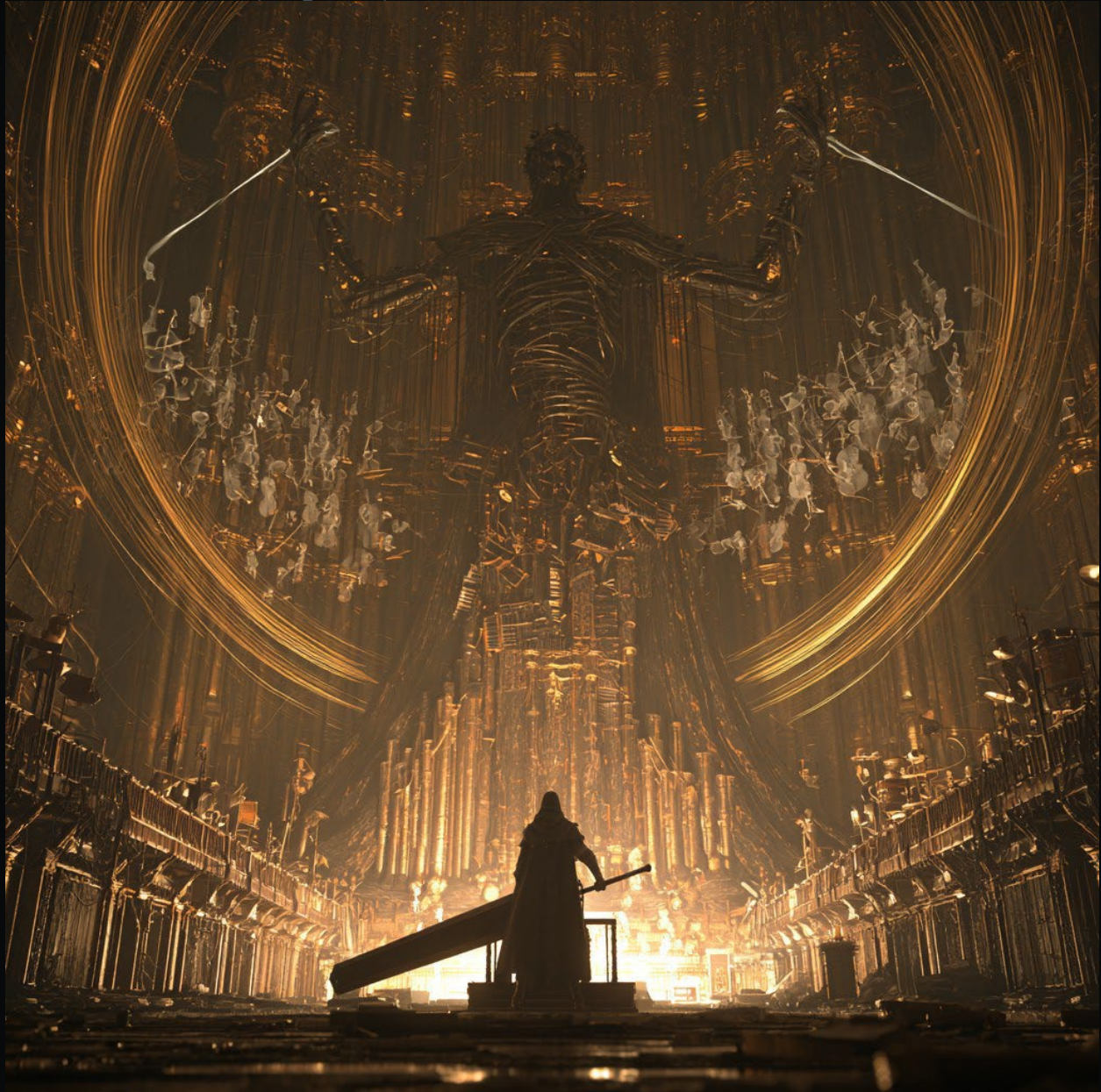
The Void-Weaver Sentinel Concept: The first guardian corrupted by the Void above the castle. Appearance: This is a monstrous biomechanical hybrid. A massive, heavily armored centipede-like creature forged from abyssal steel, but its face is a human-like ceramic mask. It doesn't walk; it swims through the air, leaving trails of gravitational dark matter that slow and damage you. It burrows through the castle floor, making the terrain unstable. His shell is harder than steel but once removed opens up opportunities to kill him while he is most vulnerable.



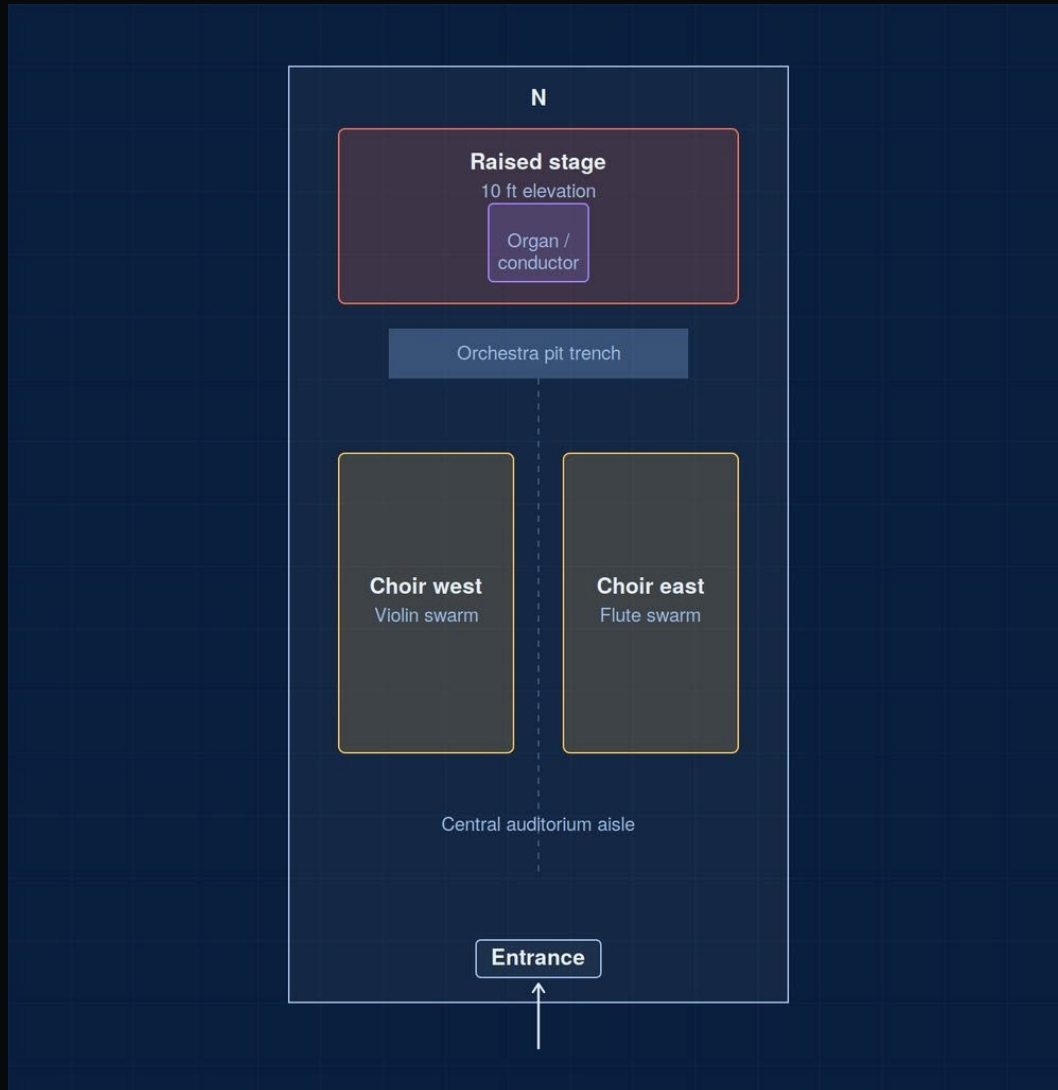
Floor 6 pocket dimension, top-down.

Biomechanical armored centipede with a human-mask face, swims through the air and burrows through the floor. Environment: a shattered slab floating in an abyssal void. Arena 250 x 400 ft (7,620 x 12,192 cm) floating platform, no walls. Boss ~90 ft body length (2,743 cm); ~30% of floor tiles destructible.

Floor 7 — The Symphony of Sorrow



The Symphony of Sorrow Concept: The tragic, corrupted maestro of the old cathedral. Appearance: Floor 7 is the Great Orchestra Hall. The boss is a massive organ and choir structure itself, fused with a humanoid 'Conductor' made of rotting wood and pipework. It cannot move. Instead, it fights by generating sonic shockwaves and controlling hundreds of floating, ethereal instruments (violins, flutes, drums) that attack you autonomously based on the current musical movement.



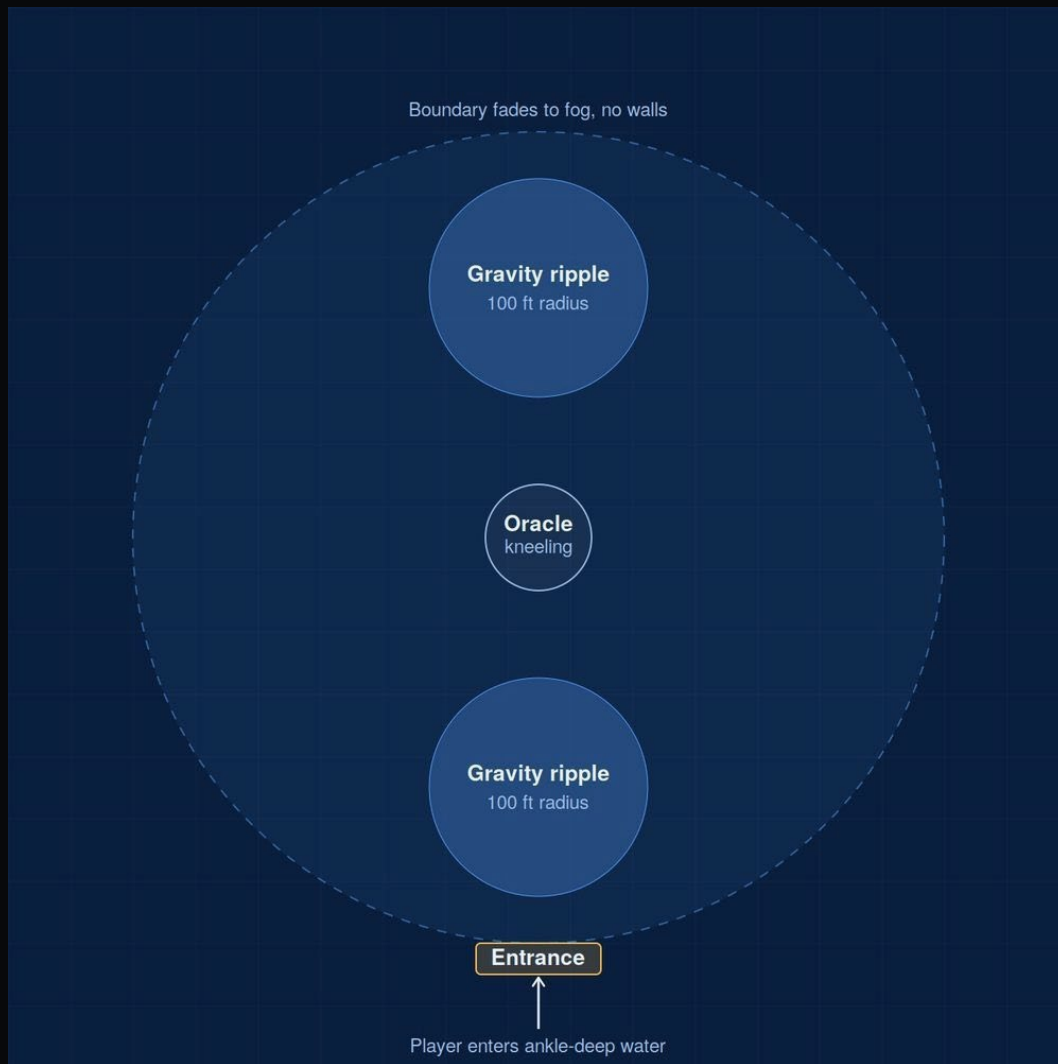
Floor 7 pocket dimension, top-down.

A stationary pipe-organ-and-conductor structure, fights via sonic shockwaves and autonomous instrument swarms. Environment: an overgrown grand amphitheater. Arena 200 x 350 ft (6,096 x 10,668 cm), vault 80 ft (2,438 cm). Boss ~40 ft tall (1,219 cm), immobile — the fight is entirely about managing the swarm adds.

Floor 8 — The Oracle of the Weeping Moon



The Oracle of the Weeping Moon Concept: An avatar of the dying moon that once protected the world. Appearance: A massive, featureless porcelain entity, kneeling in a shallow pool of reflective water (the arena). Its only features are a gaping wound in its chest and two colossal wings made of solidified shadows that bleed like dark liquid. Its attacks manipulate gravity and pull you into the reflections below the water.



Floor 8 pocket dimension, top-down.

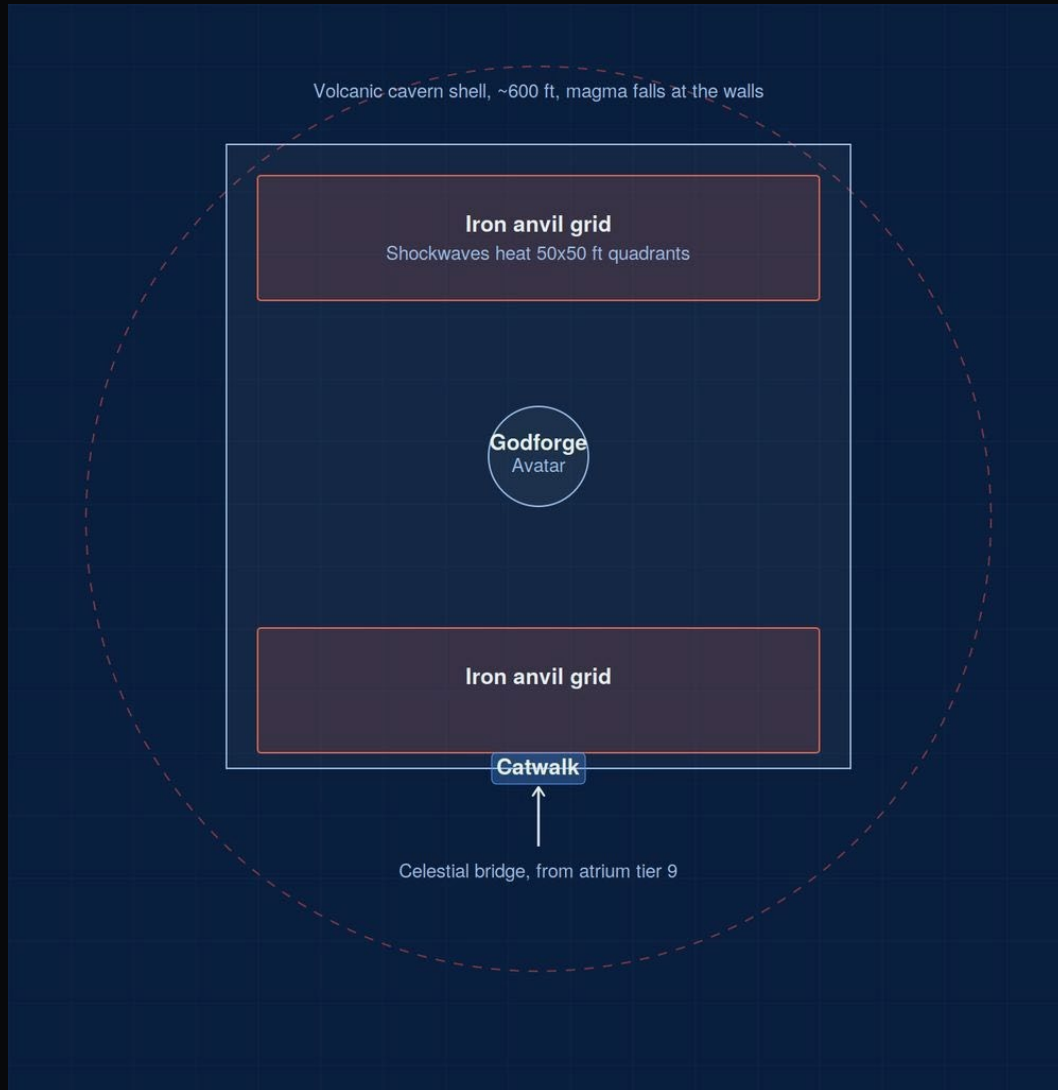
A kneeling porcelain giant in shallow water, wings of solidified shadow, gravity-manipulation attacks. Environment: a borderless reflective water plane under a dying moon. Arena 400 x 400 ft (12,192 x 12,192 cm), no walls. Boss

~55 ft tall kneeling (1,676 cm); two gravity-ripple hazard zones pull the player toward the water's reflection.

Floor 9 — The Godforge Avatar



The ultimate, uncorrupted sentinel of the original builders, activated only as a final measure. Appearance: Floor 9 is the original forge of the castle. The boss is a giant, blocky, symmetrical entity of immaculate, moving stone gears and plates, radiating heat like molten metal. It does not speak or bleed. It fights with mechanical precision, utilizing a colossal, transformable hammer that can change shape into a shield or a giant piston.



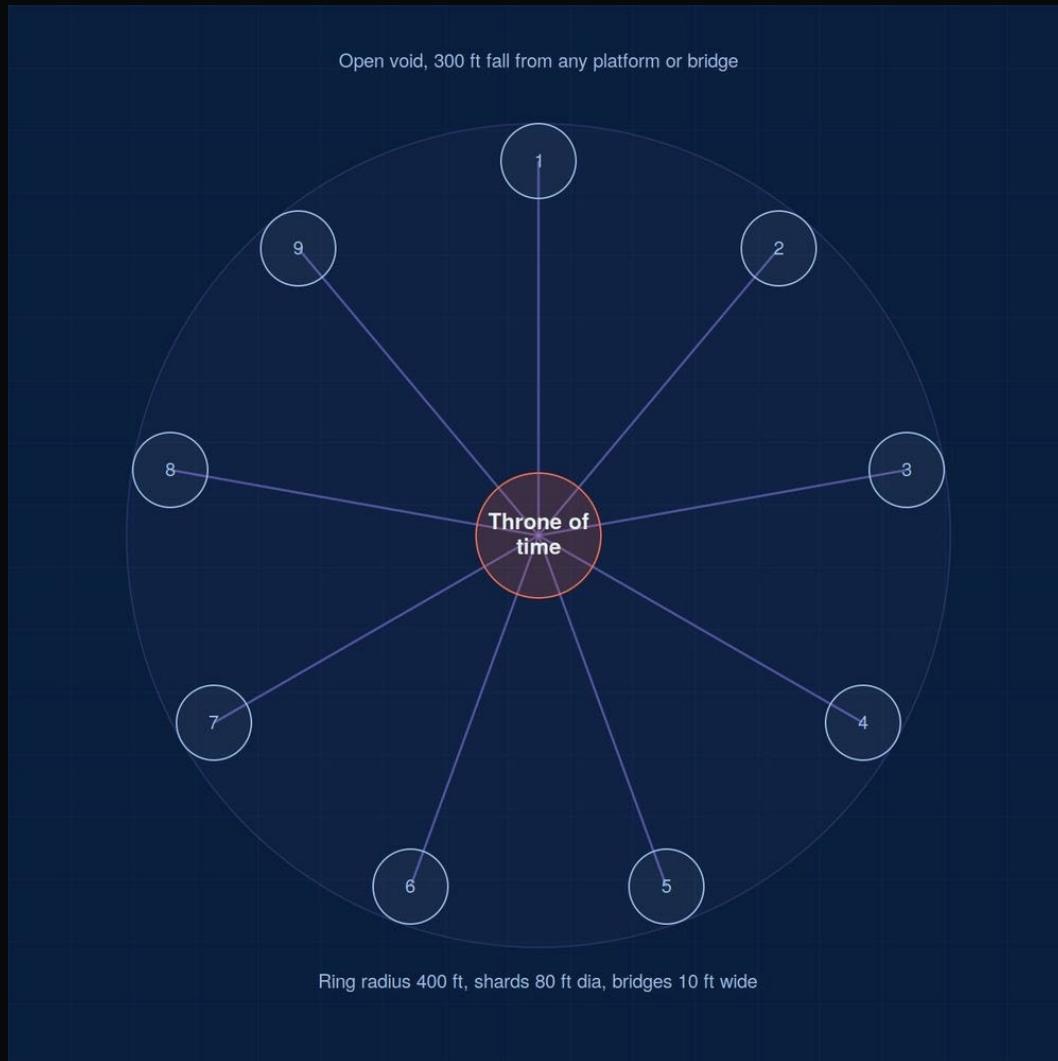
Floor 9 pocket dimension, top-down.

A blocky, symmetrical mechanical golem with a transformable hammer (hammer/shield/piston).
 Environment: the original forge, a suspended iron grid platform inside a volcanic cavern. Arena 300 x 300 ft (9,144 x 9,144 cm), cavern shell ~600 ft (18,288 cm). Boss ~50 ft tall (1,524 cm); hammer shockwaves heat 50x50 ft floor quadrants to lava status.

Floor 10 — The Chronos-Devourer (Final Boss)



The entity that stopped the old gods from saving the world. It exists outside of time. Appearance: A monstrous entity composed of shifting cosmic dust, fragmented starfields, and impossible geometry. It has no solid form, but manifests tentacles made of distorted light and gravity wells. The battle is a gauntlet: it rewinds time to force you to repeat boss phases from floors 1–9, creating an exhausting challenge. When you finally defeat it, it collapses into a peaceful, miniature nebula.



Roof apex: Throne of Time, ringed by nine memory-shard platforms.

A monstrous entity of shifting cosmic dust and fragmented starfields, exists outside of time. Environment: the roof apex — a central Throne of Time platform (120 ft / 3,658 cm) surrounded by a ring of nine 80 ft (2,438 cm) memory-shard platforms, callbacks to floors 1–9, connected by light-bridge causeways at a 400 ft (12,192 cm) radius. No fixed boss size — reach extends across the full ~960 ft (29,260 cm) arena. Gauntlet mechanic: rewind phases force intensified callbacks of each floor's core attack before the true final phase on the central platform.