A cosmic ride to the end of all things.

The Cosmic Godlike entity Zephirax, once enraged, has thrown his legendary "Sword of Undoing" towards the center of the universe. If it reaches it, everything will end. The sword is as big as a planet, and has been traveling through space for roughly 9000 years. Civilization has grown on it. An old prophecy says you are one week away from its final destination. And it's up to you to stop it.

.1 Pommel Megalopolis

Fortified city with thick walls and tall towers gazing through deep space. Center of commerce.

- **Pommel Guards:** well armed guards, always wary of intruders from the outside.
- Nomad Merchants: trading exotic goods from other worlds and different areas of the Sword.
- Temple of the Angry Divinity: mad men shouting prophecies and sharing visions of apocalypse.
- Smugglers: running a black market through the underground of Pommel Megalopolis.

.2 Twin Jewel Gateway

Twin cities, convergence of roads and magical energies. Jewel Magi run the place.

- Jewel Golem Guards: protect the magi.
- Magic Academy: teaches jewel magic.
- Conspiracists: wants to rebel to magi.

.3 East bilt

Once nicked by an asteroid, revealed rich jewel and metal resources. Mining area.

- Mining Clans: extracting minerals for trade.
- Rocky Formations: refuge to intergalactic wild beasts and natural dangers.
- Mountain Hermits: offer words of arcane wisdom.

.4 West hilt

Damaged by cosmic currents over time, became a desertic area occupied by Tribes and Raiders.

- Desert Riders: constant danger.
- Ancient Ruins: holds forgotten knowledge, Zephirax was enraged because betrayed by lover.

.5 The Council

Main citadel on the back of the blade.

- **Knights of the Swords:** knightly order voted to the preservation of order through the Sword.
- Sword Artisans: creating replicas of the Sword.
- Alchemists: mixing science and magic to understand the nature of the Sword.

.6 Vanguard

Outpost with overgrown nature guarded by **Green Dragons** and **Crystal Dragons**.

.7 The Tip

Face the **Avatar of Zephirax**, steer the Sword back to reverse its trajectory and stab Zephirax's heart so it can find peace. (in another 9000 years)