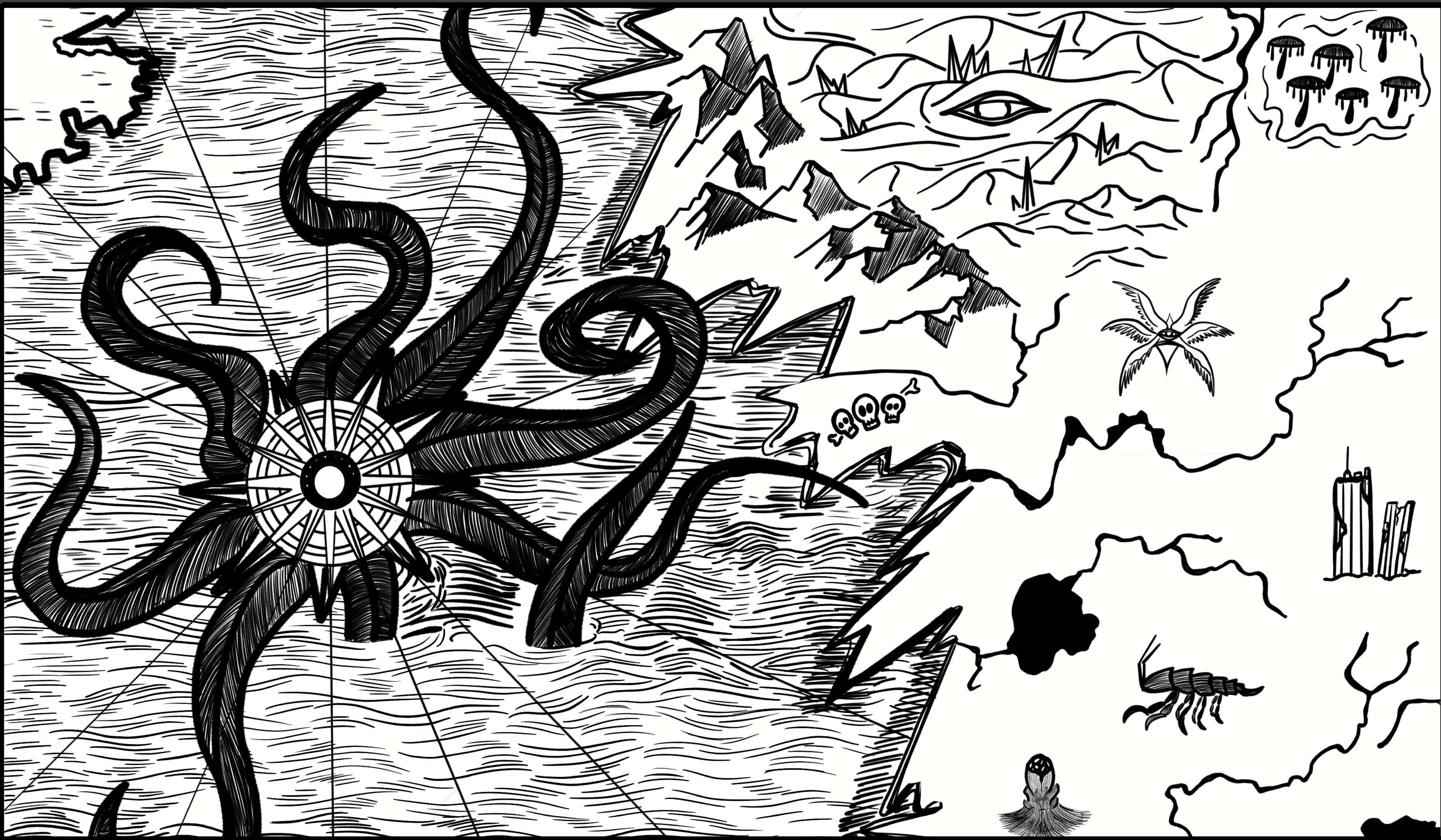






# YHASSNA



Yhassna is a transition between the High Heavens and the Deep Circles of Hell, no laws or morals apply here, the stranded souls fight for their survival every day and every night. Toxic fumes and extreme temperatures are the least of their worries. The beings of this forgotten world pursue goals beyond human understanding. While everything else repeatedly enters the fight for survival, everything has to adapt to this wasteland of Yhassna.





# WANDERER

A survivor that recently awoke in this barren wasteland quickly learning that a strong protection from the elements is needed to survive donning a protective suit of someone long gone.





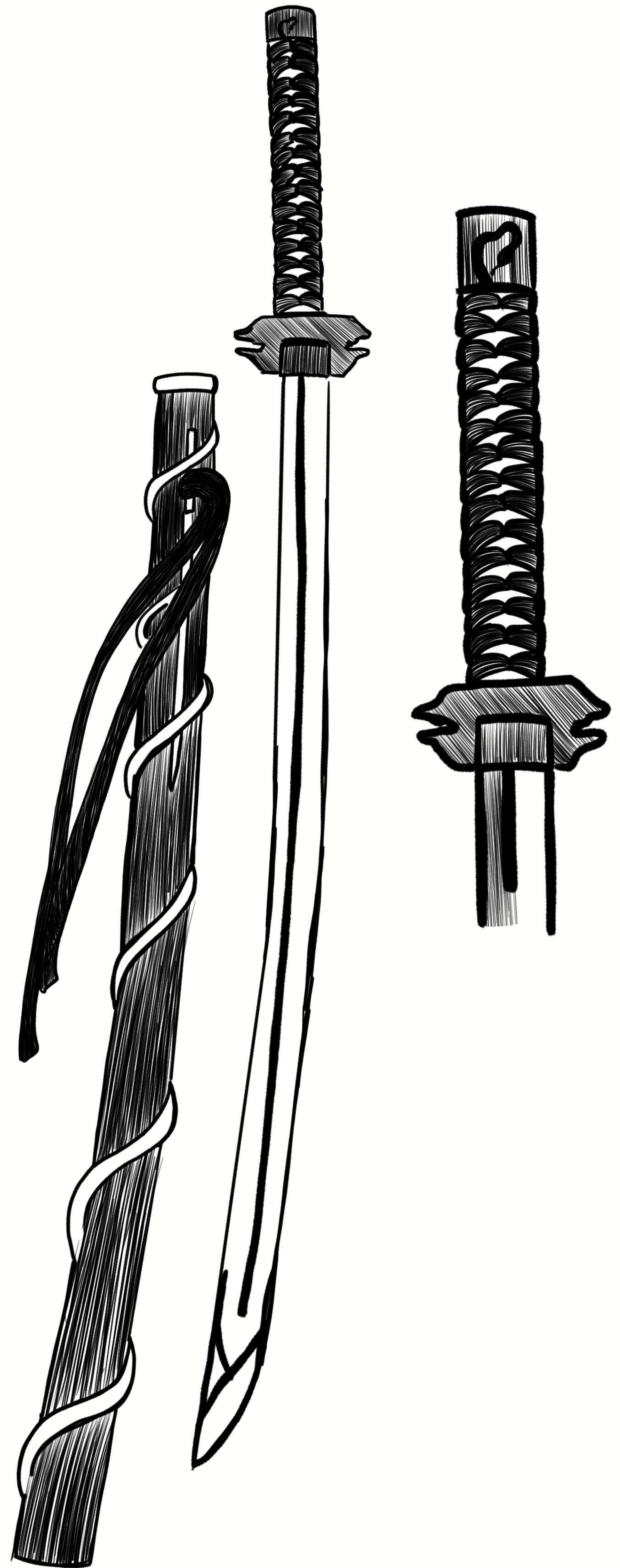
# BLIND GUARDIAN

A survivor that spend a long time in this realm learning to adapt, she saves the lost newcomers when she can while using a sword to avoid making too much noise. She only goes out at night. Fearing the sunlight because she got heavily burned when the second sun descended upon Yhassna. She lived in the old world once and still holds on to the old ways of morality.



# ⊕ NIMARU

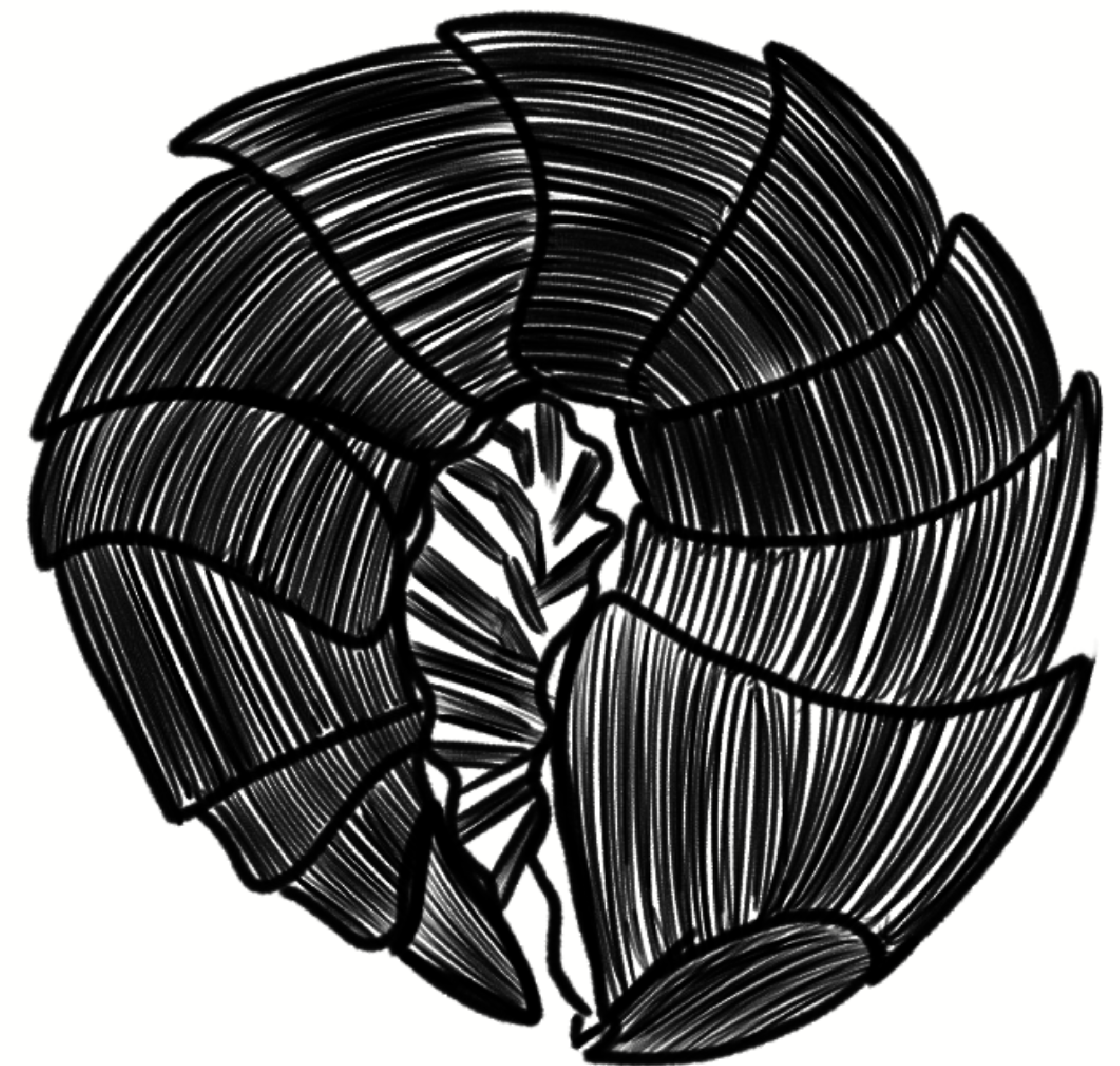
A silent and efficient weapon  
elegantly crafted and  
well maintained.





# UNDERLAND CRAWLER

People of Yhassna have to eat these strange crustaceans that live deep underground. They might look disgusting but I swear they taste like chicken.





# THE CORPSCRAWLER

The land is roamend by thieves.  
They climb through flesh and  
claw through bone to take  
control of the lively bodys of  
their victims, to use them as pro-  
tection, as shells to roam freely  
through the wastelands.







# THE DEPTHS

It's a long way down into the earth where they catch the crawlers, deep down it gets really cold but there is something else down here.





# THE ETHERNAL

An angel condemned to be the judge of all the souls stranded on Yhassna, he hovers in silent expectation but his verdict would be eternal. The Dead Angel determines the fate of everyone who wanders around on this lifeless earth. Whether they move on to paradise or stay with him forever as his newborn children, while they suffer forever.

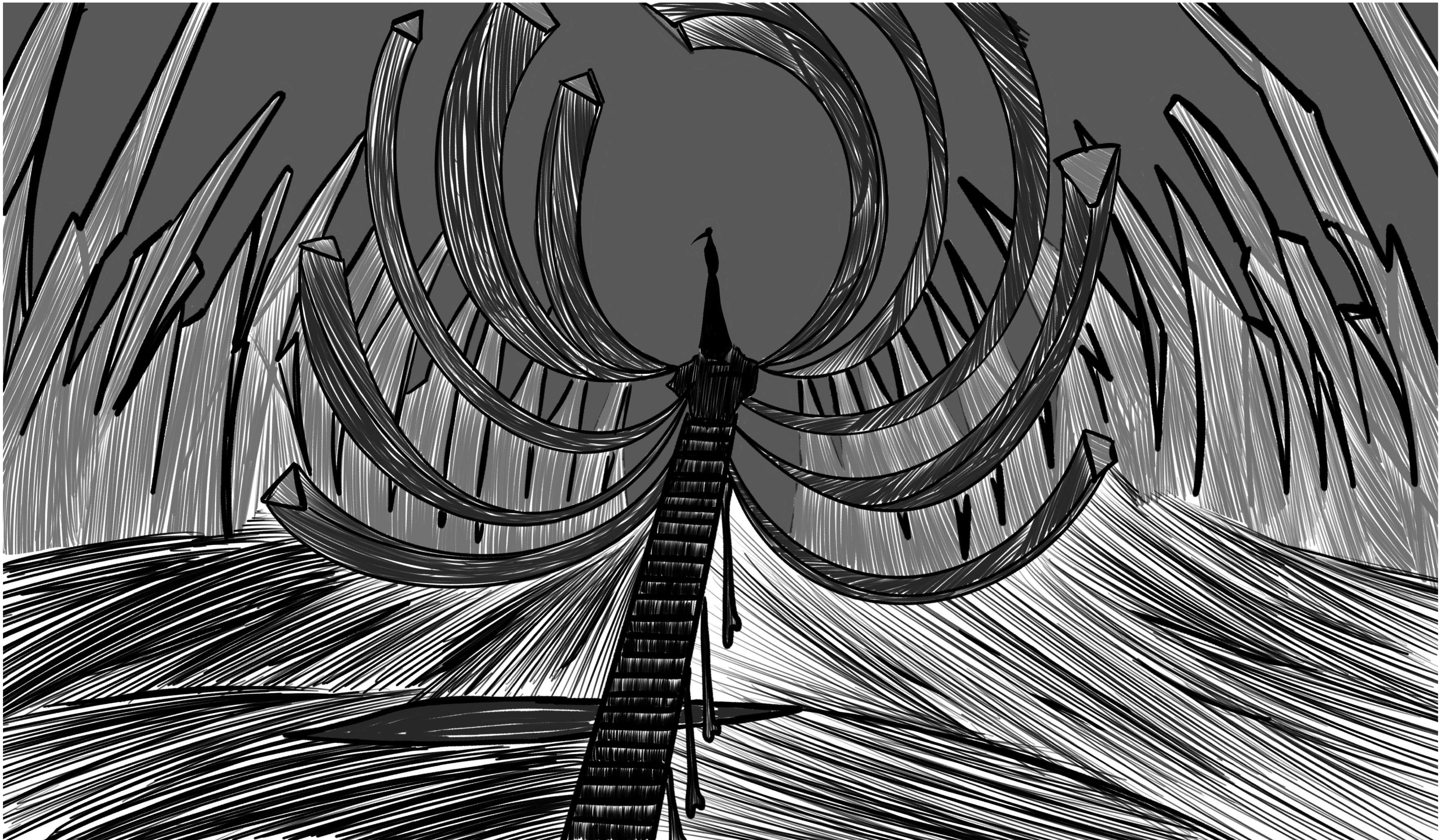




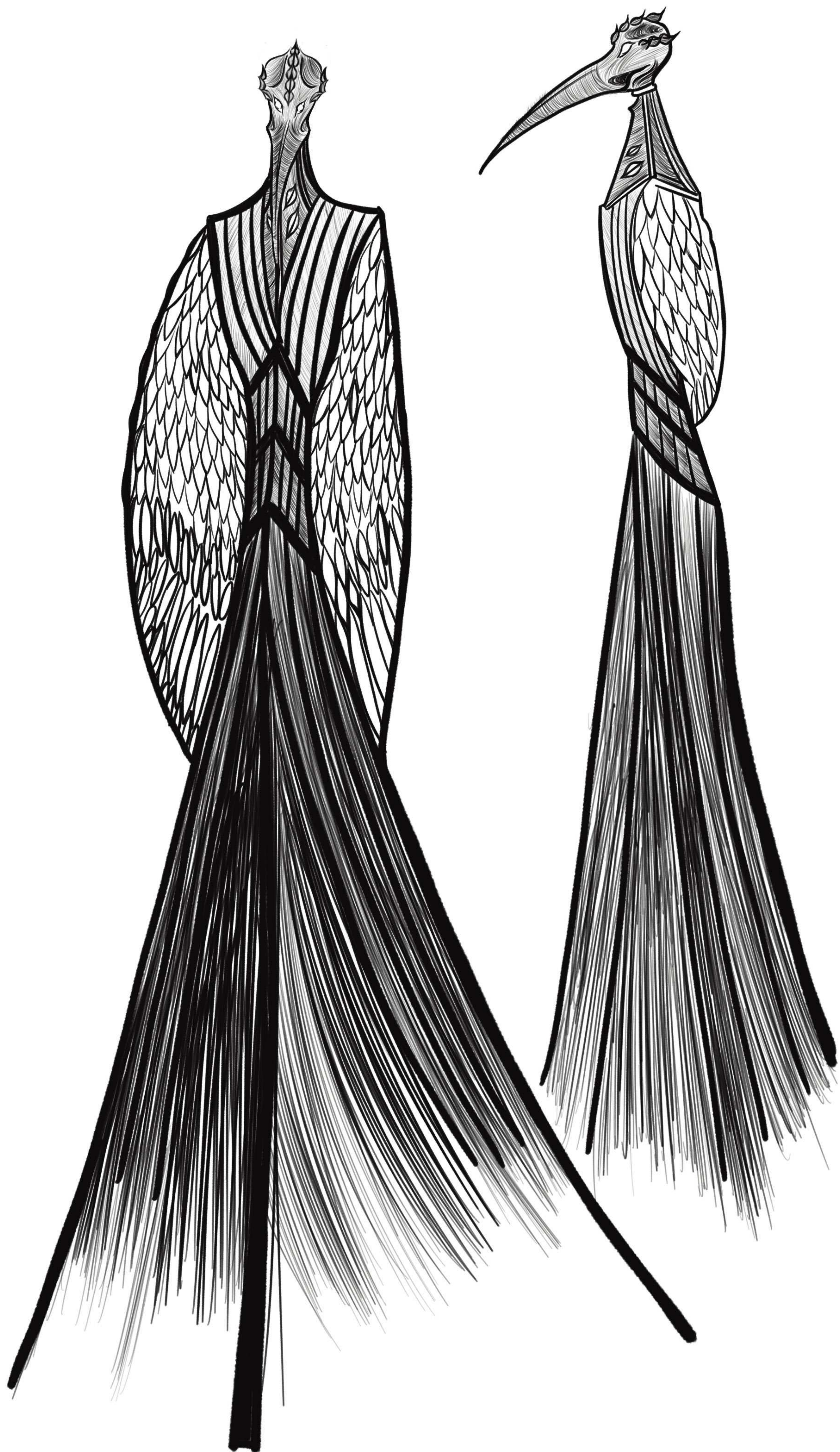
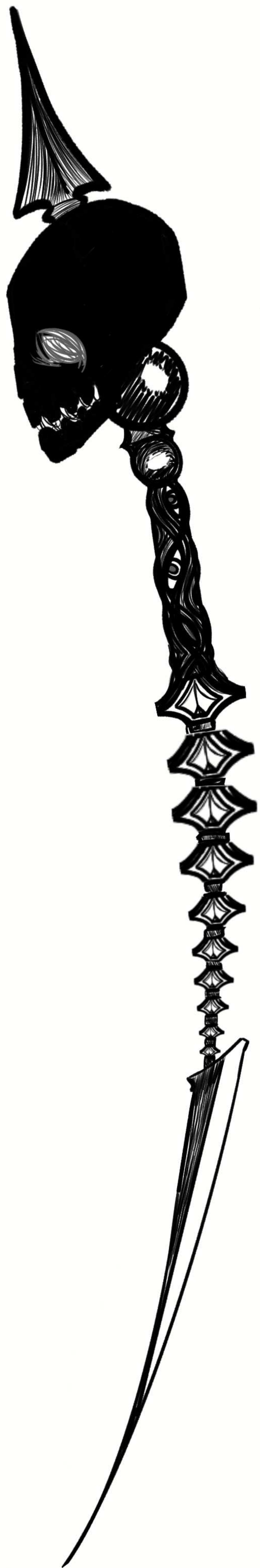
# CØST ØF THE BØNELØRDS

The coast of Yhassna, is home to  
a Cult, they collect all that dies  
on Yhassna so there leader may  
warp and twist it to their mad  
conception.

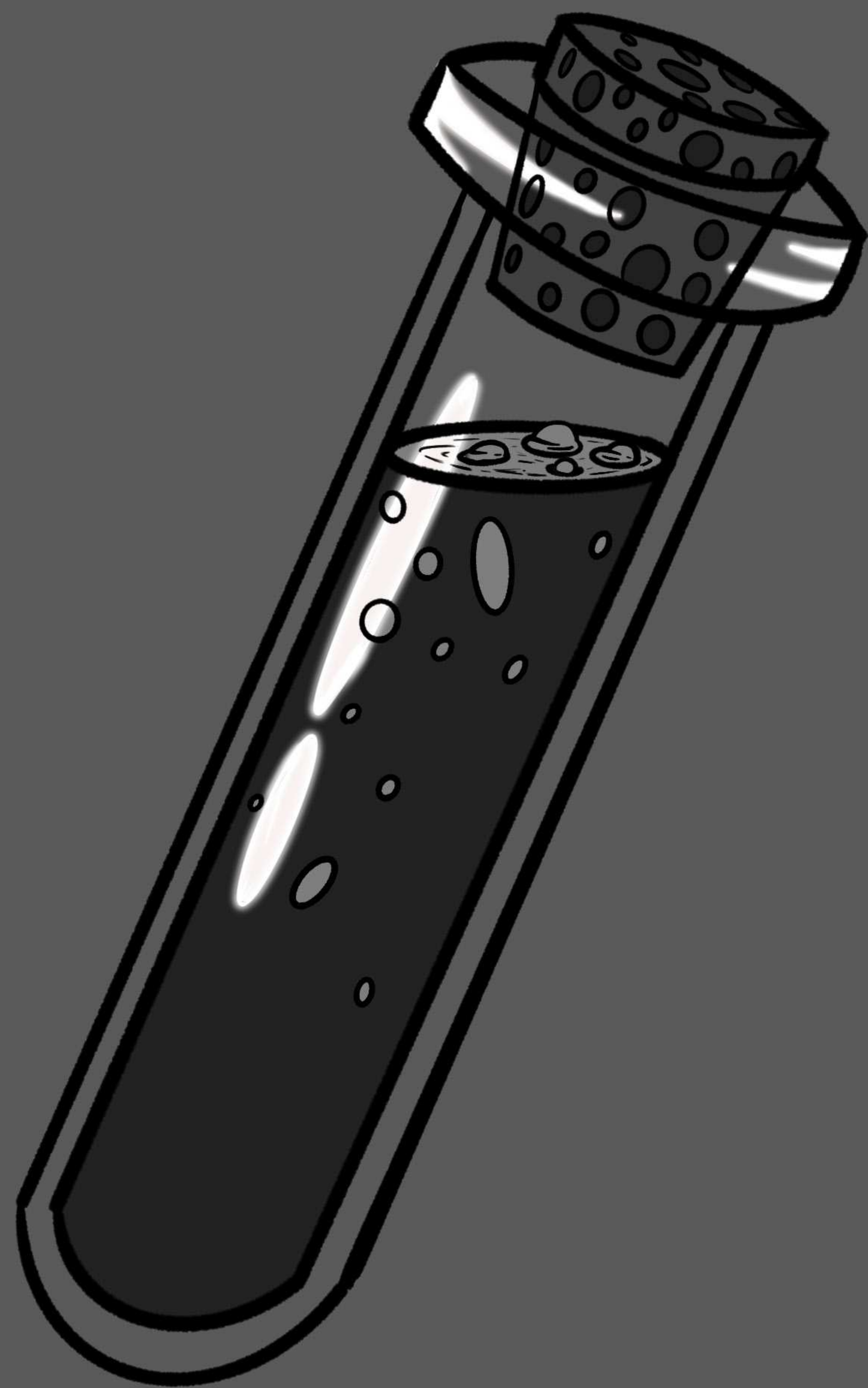












# HEATRESISTEND FUGAL - SLIME

A Slime originating from the top of giant mushrooms, it serves the purpose of protecting the Fungi in very harsh weather conditions, the giant mushrooms grow in very hot deserts and have entire plant systems growing under their huge shadows.

It can also be used to protect oneself from extreme heat, harvesting it can be a dangerous task in the gleaming hot radiation.

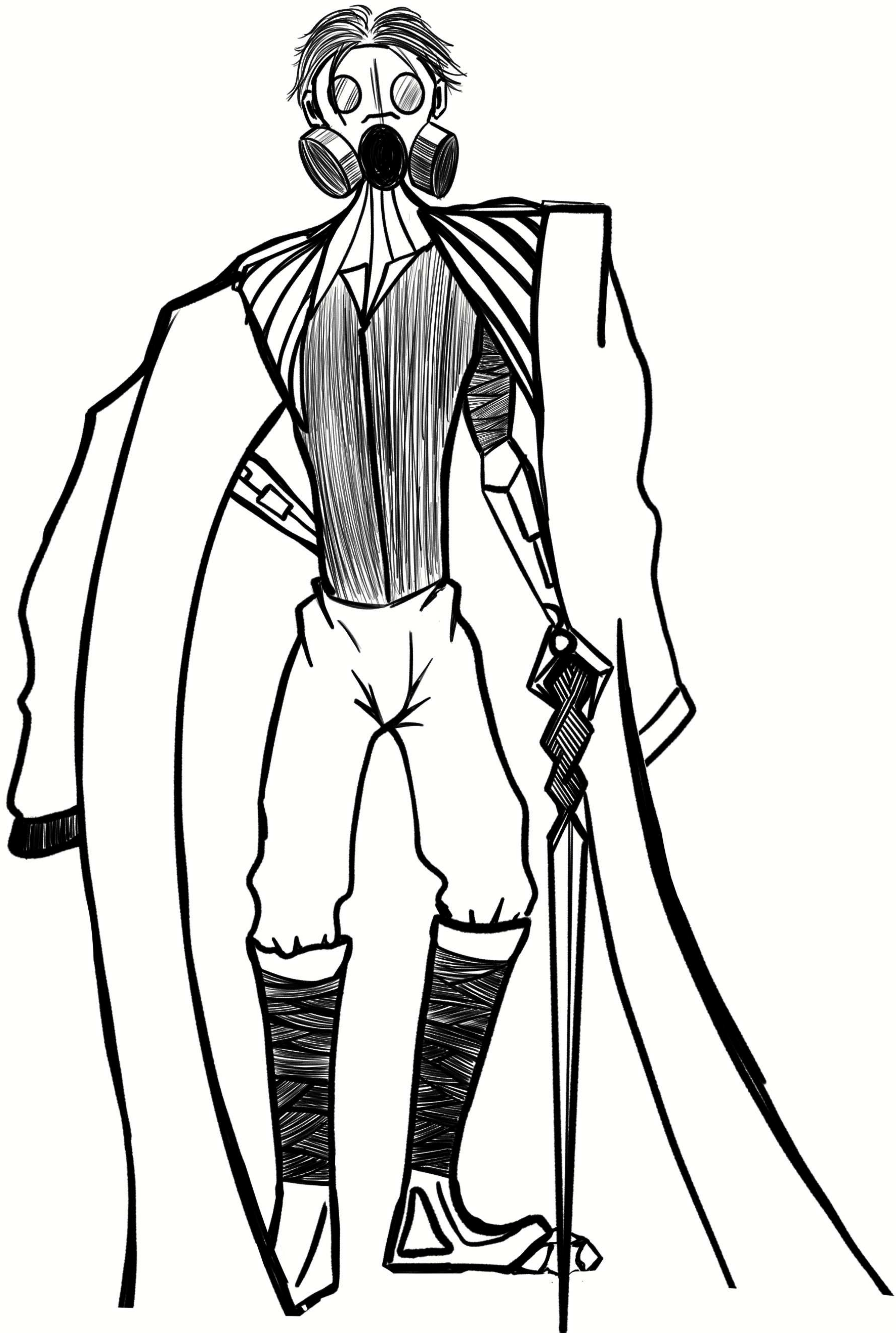


# THE CRAZY HERMIT

A strange character that probably  
turned mad right when his  
family died to the descending  
second sun.







# THE GENERAL

A General once he commandeered a grand army, now he is only an estranged gun nut that shoots on sight protecting his old military base.



# THE ALL SEEING DESERT

The domain of the Eyless one, wandering through here makes you wonder. Are you being watched? While the Kristals might show you something, they might make promises about your future, a future that does not exist or if you are really unlucky you might even find his palace while you wander.





# THE EYELESS

A strange eldritch being that like the other gods came to the lands of Yhassna with the descent of the second sun. In an age that seems long gone now.





