

# Melodies of Life

## Book Series

- I - A Farewell to Kings
- II - Unchain Utopia
- III - Fallen Sanctuary
- IV - Serenade of  
Self-Destruction
- V - Wings of Madness

## A Hunter's Chance

A "Demo" to Book 1, AHC  
is the first ten chapters  
of A Farewell to Kings

## Video Games

- $\alpha$  - Legend of Kleyra
- $\beta$  - Legend of Heresy
- $\gamma$  - A Ninja's Legend
- $\delta$  - The Golden Circuit

## Animated Series

- $\epsilon$  - Adult cartoon  
depicting 8 main  
characters daily  
University life
- $\zeta$  - Series based on  
Milla's teenage years
- $\eta$  - Possible series  
based on legendary  
village of Ninjas

# Under Obsidian Skies

## Book Series

### Agent 84

#### Under Obsidian Skies

Agent 84 is the world's top-Secret Agent, employed by the United Kingdom's fourth department of defense, GB4. Founded some time back in the 1910's by Agent 0 & Agent 1, all special envoys were given a number and referred to as such for anonymity and national security. GB4 was first utilized to combat counterfeiting but quickly developed into an espionage agency keen on international welfare.

## Video Game

### Under Obsidian Skies

A Goldeneye-style first person shooter following a very similar layout to the N64 classic. Twenty levels that coincide with the storyline of Book 1 (Under Obsidian Skies)

## Animated Series

### Agent 84

A cross between James Bond and Archer adult series not directly attached to any one book.

# *Aetatis: A Hunter's Chance*

A “demo” to AFTK, AHC is the beginning of Aetatis’ drift into peril. Gives the reader a good chance to get to know who the main players of the series are.

AHC is currently published on Amazon, but I am reworking a few of the chapters before I start marketing it.

## **Chapter Listing**

**Prologue**

**Chapter 1 – A Farewell to Kings**

**Chapter 2 – Road to Tomal**

**Chapter 3 – The Outsiders**

**Chapter 4 - The Trade City of Arburg**

**Chapter 5 – The Game**

**Chapter 6 – The Unforgiven**

**Chapter 7 – The Gates of Nortune**

**Chapter 8 – The Hunter**

**Chapter 9 – The Diviner**

**Chapter 10 – A Voice in the Dark**

**Epilogue**

# *A Farewell to Kings*

A Farewell to Kings is the first full length novel to 'Melodies of Life', to which the framework is completely planned out. The first 17 chapters have been written and mildly edited.

An ancient world of rich history faces the ultimate peril. An evil, dark shadow has begun to threaten the existence of every form of life. In an era referred to the 'Standard Age' across the continent of Aetatis – the only age known as fact to the common folk – the 4<sup>th</sup> age to the educated historian, a team of heroes will emerge and rise to the occasion. The shadow's hand can be realized across the ages, every influence leading up the Boiling Point which starts to seem inevitable. In the current year of 1280SE, the Umbrae's touch can be felt as the world's weather is turned upside down and death & destruction appears to dominate the land. 7 orphans and a prince will band together the greatest combined force of unlikely allies to save Aetatis from being completely engulfed in the cloud of Umbrae that has begun to creep into every facet of daily life. A combination of Final Fantasy, Wheel of Time, and Game of Thrones, this exciting tale is full of allegiances, betrayal, magicks, musick, different exotic races, alternate dimensions, dragons, and other mystical creatures.

# Main Characters

- Seacyl
- Gimza Rex
- Corelle
- Zid
- Jeifer
- Ylle
- Aezi
- Qeles
- Tarnor
- Dargor
- Aviendha
- Flore
- Koda
- Median
- Ornitier
- Noerya
- Kireyin
- Ferren
- Set
- Rese
- Rydel
- Efori
- Milla Maximilian
- Melly



# *Unchain Utopia*

As the world slides deeper and deeper into darkness, one by one each metropolis crumbles, furthering the destruction started in AFTK as well as unveiling a source to the realm's demise. As Seacyl's company grows stronger, they unlock lost artes and uncover regions lost in time, but the state of global affairs continues to stagger towards catastrophe. Though the world is lost in Shadow, sure there is some way to turn it back to the old days of bliss and cheerful laughter – where lost and barren lands caught in the burning flames arise a leader's path so clearly, to find a path out of the dark.

# *Legend of Kleyra*

- Follows main characters Seacyl and Gimza Rex in their daily lives before the catastrophe hits
  - Introduce battle system, kroyo riding, magicks, and job classes leading up to and during the Karnival of Kings.
    - Quests within Kleyra will get the player into the gameplay
    - Travel outside city limits to Grancel, Arburg, and the Braemwood.
- Disaster strikes the City of Kings
  - Main characters must band together and use everything that they've learned to survive the assault on their hometown
    - Try to save villagers as the city is burnt to the ground
    - Dark forces from places unknown descend down on the City of Kings as the populace is caught in revelry.
- Embark on a journey across the lands to discover the source of Kleyra's demise.

# *Legend of Heresy*

- A mother and father are run out of town for openly practicing magicks by the Sons of Hope, the Devout Army representing the Holy Capital of Eastminster
  - Villagers, afraid of the holy militia, are unable to help the poor couple in need.
  - On the night of their drive from town, the father is killed protecting the mother so that she can escape on her own, pregnant half-term with their unborn child.
  - On her own in the Braemwood, the mother befriends a lone wolf and survives until they stumble upon a fabled village of ninjas.
- Mother takes refuge in the village and gives birth to her daughter.
  - Quests to help defend the village and acquaint mother with the ninja tribe after which she is completely accepted as one of their own. This is about 2 years pass.
  - Unfortunately, just as the daughter is learning to walk and talk, the Sons of Hope locate the mother and storm the village, completely decimating the tiny outpost.
  - With only a handful of survivors, the mother and daughter can once again escape the hands of the SoH.



# *Legend of Heresy*

- Shortly after their escape, they come upon a cave with a starving kroyo pup.
  - Daughter and kroyo share an instant connection and for a time they stay at the cave, altogether:
    - Mother, Wolf, Daughter, Ninja father & son, and the new kroyo.
    - Daughter and kroyo bond over time and learn to defend themselves as strange things begin to occur in all throughout nature.
- The six of them leave the cave (currently daughter is 4), lead by the mother and travel to Kleyra, Grancel, Arburg, and Eastminster. They explore the depths of the Braemwood and even venture up into the Zek Forest and into the Northern Mountains where no one dare set foot.
  - One night, the mother is found again by the SoH in a small village outside the Forest of Zek. In the ambush, the mother and father ninja are killed so that the daughter and son may escape into the Zek with the now juvenile wolf and kroyo pup. They aren't pursued since no one could survive a night there.

*Intermission*


# *Legend of Heresy*

- Teenage Ninja and juvenile wolf look after daughter & kroyo as they settle into a cave deep in Zek for now.
  - Daughter and kroyo become increasingly closer and dependent on one another.
- After a time, the foursome seek a village to inhabit, hoping that their trail is dead to the Sons of Hope.
  - Acquaint with several other bael (kroyo and kryder) during their exploration for a new home.
- Gain new party members and investigate the troubles in Zek, leads them to the Northern Mtns.
  - Sons of Hope encampment found deep in Zek and Northern Mountains.
- End of game – encounter SoH and diablous, uncover some secrets of the church, daughter & ninja track down their parents' murderer and he turns out to be the commander of the Church's outpost in the Northern Mountains.
  - Final dungeon – K2 mountain, tallest peak in the range, crawling with fiends.

# The Galden Circuit



- Small introduction into the city of Arburg and Kroyo racing's lure
  - Tutorials and character introductions.
- Game consists of many varying kroyo and kryders (jockeys)
  - Both kroyo and kryders may be leveled up, as well as some items.
  - Different main characters than in the novel series
- Based in Arburg
- Kroyo
  - Different colors, sizes, special features
- Kryders
  - Varying statures, riding styles, combat styles, and weapon specialties.
    - Default items/weapons and the ability to pick up loose items from ? Boxes.
- Different Circuits and some storylines to go with the Kryders and Kroyo.



# *A Ninja's Legend*

- Follows the story of the teenage ninja that helped Milla Maximilian escape the Sons of Hope.
  - Takes place a few years after the events of *'Legend of Heresy'*
  - Follows main character ninja Baret and his wolf Wind.

# Under Obsidian Skies

Agent 84 – Under Obsidian Skies. The first in a series of espionage novels.

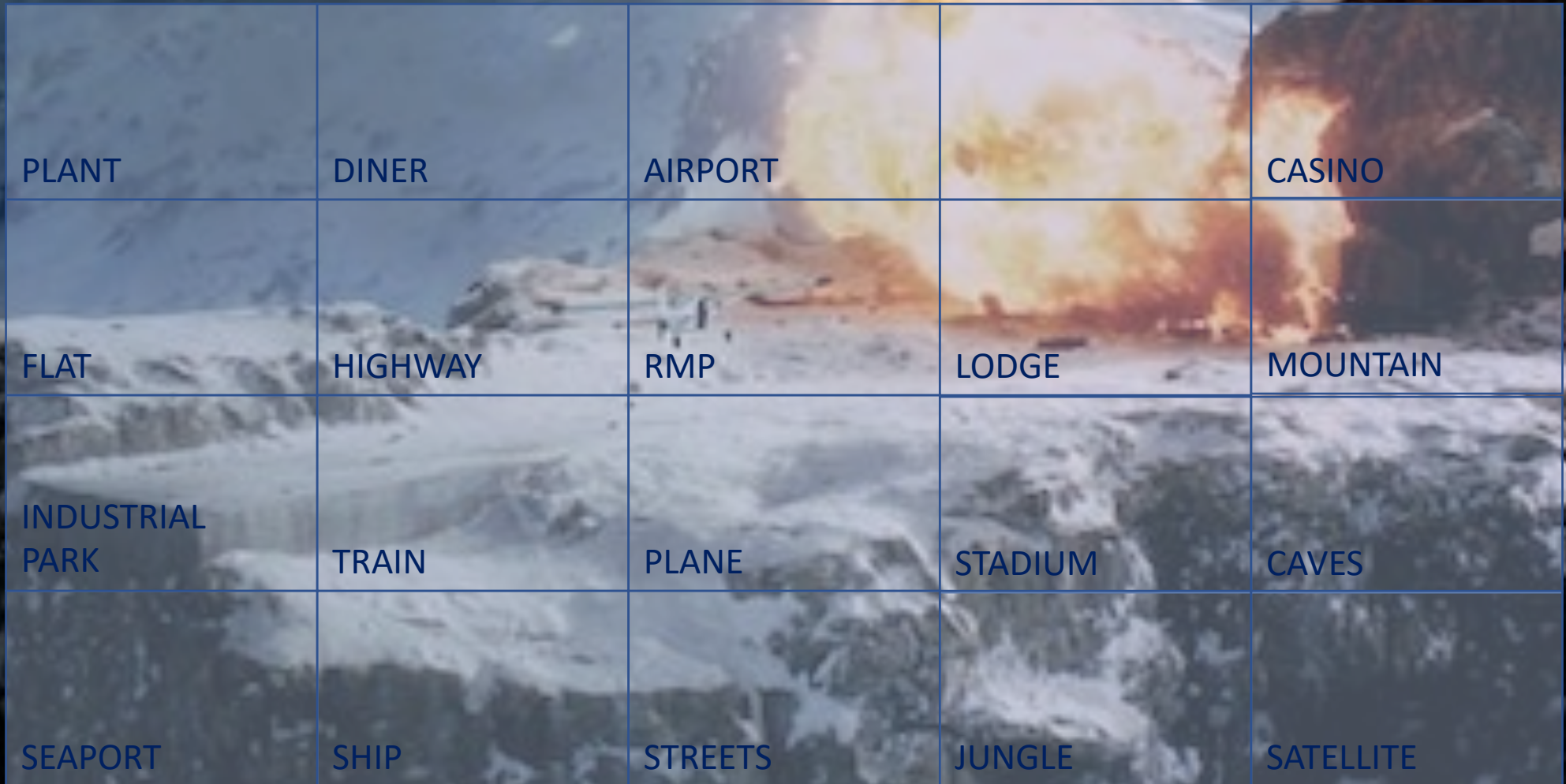
Main character F.F. Manning is Agent 84 for the United Kingdom's Fourth Division of Her Majesty's Secret Service as well as the globe's top undercover operative. In the present year of 2023, Russia's president Aleksandr Baranov has waged war across the nation of Ukraine and threatens to delve the planet into further chaos ultimately leading superpowers to collide in a horrific World War III. With this outcome almost on the verge of realization, a plan is hatched by GB4's top minds to rid the world of the stain that calls himself President Baranov.

However, when all of the nation's greediest criminals unite under Baranov's flag of oppression, Agent 84 will have to keep all of his new comrades in line to keep Earth in one piece.

Can the combined forces of Her Majesty's Secret Service including the newly formed Railway Military Police and even help from the most unlikely of sources be enough to stop Aleksandr's version of the FSB from resetting mankind's accomplishments?

# Under Obsidian Skies

A Goldeneye-style first person shooter, the twenty levels coincide with the plot to the novel 'Under Obsidian Skies'.



PLANT	DINER	AIRPORT	CASINO	
FLAT	HIGHWAY	RMP	LODGE	MOUNTAIN
INDUSTRIAL PARK	TRAIN	PLANE	STADIUM	CAVES
SEAPORT	SHIP	STREETS	JUNGLE	SATELLITE

The background features a stylized, comic-book style illustration of a man with dark hair and blue eyes, wearing a suit and tie. He is holding a handgun in his right hand, which is positioned in the foreground on the right side of the frame. The background is a dark, industrial setting with stone walls and arches.

# Agent 84 Animated Series

- Somewhere in-between James Bond and Archer, Agent 84 will show the day-to-day life of the world's top Secret Agent, F.F. Manning. Other main characters will include:
  - F.F. Manning – Agent 84, Fletcher Manning is 184 centimeters tall, his jet-black hair, steely blue eyes sit atop a common nose and a pair of lips with a quite pale complexion.
  - Sophia Hughes – Agent 21, Old as dirt, Sophia is a perfect mix between M from James Bond and Mallory Archer.
  - Jacob Wood – Agent 28, The Quartermaster, he is every bit the “Q” from James Bond.
  - Claire Osbourne – Captain to the *Hawks* Ranger Corps of the Railway Military Police. The “Arctic Madam”, chestnut locks frame her fair skinned face with eyes of sapphire.
  - Angus MacDonald – Captain Clair’s right-hand man, standing at 178 cm tall, he wears his face cleanly shaven with auburn eyes and matching hair. His build is athletic, and he is MacGyver incarnate.
  - Jasper Wright – 192 cm in height, Jasper is ever the ladies’ man, and often can be caught out on the town with F.F., up into the early hours of the morning. His deep blue eyes are framed by a dirty blonde crop.
  - Barnaby (Barney) Collins – Veteran hand-to-hand specialist of the Hawks. 170 cm, bald, soft blue eyes and has the broken nose of a brawler.
  - Elsie Wright – Receptionist ‘Moneypenny’
  - Aleksandr Baranov – Russian President, intent on world domination.

# Melodies of Life

## University Life

### Animated Series

- Daily life at the biggest University on Aetatis. Students come from the corners of the continent to attend the outspoken university, but the show follows the lives of 8 locals. Kroyo play a very important role in the everyday life of these students, and each has been ritually bonded to their legrunner. It will be seen that often a kroyo takes on the personality of their human counterpart.
- Gimza Rex – Royal Prince and heir to the throne, Gimza epitomizes what a prince should be.
- Seacyl – Orphaned at a young age, the smartass is Gimza's best friend.
- Corelle – Seacyl's girlfriend, Corelle has always had a knack with animals.
- Ylle – A fiery redhead, Ylle is Corelle's best friend.
- Aezi – Kleyra University's best magician, the witty wizard is sometimes too smart for his own good.
- Zid – University's top scholar, there isn't a history question this brawler can't answer.
- Qeles – Unsure of her heritage, the outsider took a liking to the other misfits and found herself a home.
- Jeifer – The wildcard, Jeif has been around the block, a few dozen times & loves his liquor as much as he likes to breathe air. Also never knows when to keep his mouth shut.
- Kroyo each Main Character has a bonded kroyo
  - Tarnor – Seacyl
  - Dargor – Gimza
  - Aviendha – Corelle
  - Median – Ylle
  - Ornitier – Aezi
  - Flore – Zid
  - Noerya – Qeles
  - Koda - Jeifer



# Melodies of Life

Animated Series

## Life in the Braemwood

- The teenage years of Milla Maximilian

- Takes place years after the events of "*Legend of Heresy*", starting when Milla reaches the age of 12.
- Depicts her interactions with the tribes of ninjas dwelling in the depths of the forests.
- Kind of a loose cannon, absolutely abhors seeing anyone or anything getting taken advantage of.
- Eventually, her lifestyle leads her to become a mercenary.
- After a few years on her own, Milla yearns for a place to call home.
- After sabotaging several of their more unspeakable missions, the infamous Iron Brigade begins to harass and then recruit Milla.
- Quickly realizing the Brigade is the home she so much longs for, she accepts without further conflict. And due to her seemingly unmatched skillset, at the age of 15, she becomes the highest-ranking field agent in a class of her own. Because of this she is both revered and outcast. She finds few good friends but always has to sleep with one eye open.
- Her "good morals" often have her on the butt end of in-house scuffles where she always finds herself in the minority.