

Level Design

Epiko Legends Showdown

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Map Theme: Dwarka Battleground

Overview

Dwarka is a sacred city located on the western coast of India in the state of Gujarat. It is considered one of the seven most ancient cities (Sapta Puri) in Hinduism. Dwaraka is primarily known as the legendary kingdom of Lord Krishna, a major deity in Hinduism.

According to Hindu mythology and scriptures such as the Mahabharata and the Puranas, Dwaraka was the capital of Lord Krishna's kingdom. It is said to have been a prosperous city with well-organized governance, advanced architecture, and a bustling port. The city is also associated with various stories and legends from Krishna's life, including his childhood exploits, his role in the Mahabharata war, and his later years as a king.

Today, Dwaraka is a significant pilgrimage site for Hindus, attracting devotees from all over the world who come to visit temples dedicated to Lord Krishna, particularly the Dwarkadhish Temple, which is believed to stand at the location of Krishna's original palace. The city also has historical and archaeological significance, with ongoing excavations uncovering remains that are believed to be remnants of the ancient city described in Hindu texts.

Goal

Our objective is to create an engaging map centered around Dwarka, one of the ancient cities considered sacred in Hinduism and part of the Sapta Puri. By meticulously incorporating elements from the actual city of Dwarka, such as its historical significance, cultural landmarks, and architectural marvels, we aim to showcase the rich tapestry of Indian heritage and culture to a global audience. Through this map, viewers will embark on a captivating journey through the mythological and historical realms of Dwarka, immersing themselves in its profound spiritual legacy while gaining a deeper appreciation for the diverse cultural heritage rooted in Hinduism.

Research and Gather Information:

Begin by thoroughly researching the history, significance, and cultural elements associated with Dwarka. This includes its mythological background, archaeological findings, landmarks, festivals, and any unique cultural practices.

Identify Key Points of Interest:

Highlight the significant landmarks and points of interest within Dwarka. This may include the Dwarkadhish Temple, the Bet Dwarka Island, and any other important sites or elements which relate to the Dwarka city.

Interactive Elements:

To enhance engagement, consider adding interactive elements to the map. Overlays that provide additional information about each point of interest, such as historical facts, legends, or religious significance.

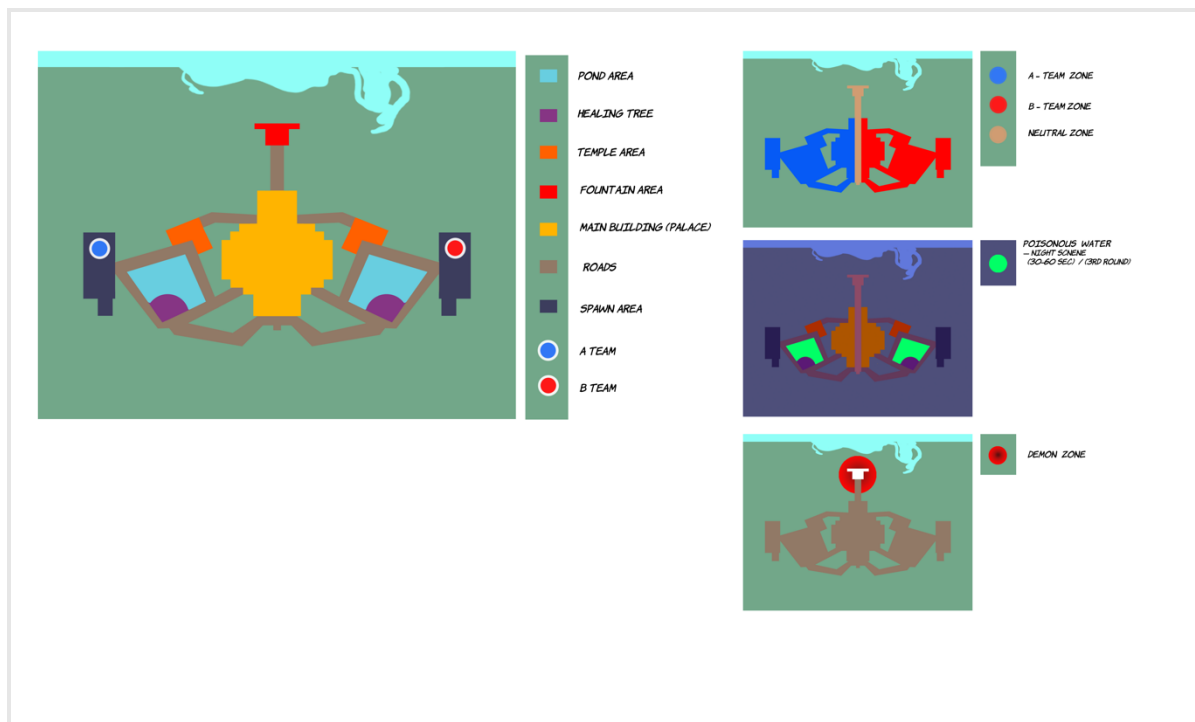
Incorporate Multimedia:

To further immerse viewers in the cultural experience, consider incorporating multimedia elements into the map. This could include embedded videos, audio clips of devotional music or chants, or interactive 3D models of key landmarks.

Educational Content:

Provide educational content alongside the map to offer deeper insights into the history, mythology, and cultural significance of Dwarka and its associated heritage in Hinduism. This could be in the form of informational panels, pop-up windows, or linked articles along with the map.

Map layout



Map layout

Map Elements

- **World event trigger**
 - Day and night cycle which impacts in choke point at day the pond area will filled with water, whereas at the night the water will converted into swamp.
 - Bioluminescent Ecosystems: In this scenario, the natural world undergoes a transformative change where leaves and plants emit light through bioluminescence, creating a luminous environment without the need for artificial lighting sources.
- The map design features multiple exit and entry points, allowing players to freely navigate and explore the environment without being confined to linear pathways, promoting a sense of freedom and discovery within the game world.

- **Creature**

- The creature added to the map will be intricately tied to the theme of Dwarka city, embodying the rich cultural and historical tapestry of this ancient city. Inspired by the lore and legends surrounding Dwarka, the creature will possess traits reflective of its mythical roots, perhaps drawing from Hindu mythology to evoke the mystical essence and heritage of this sacred city.

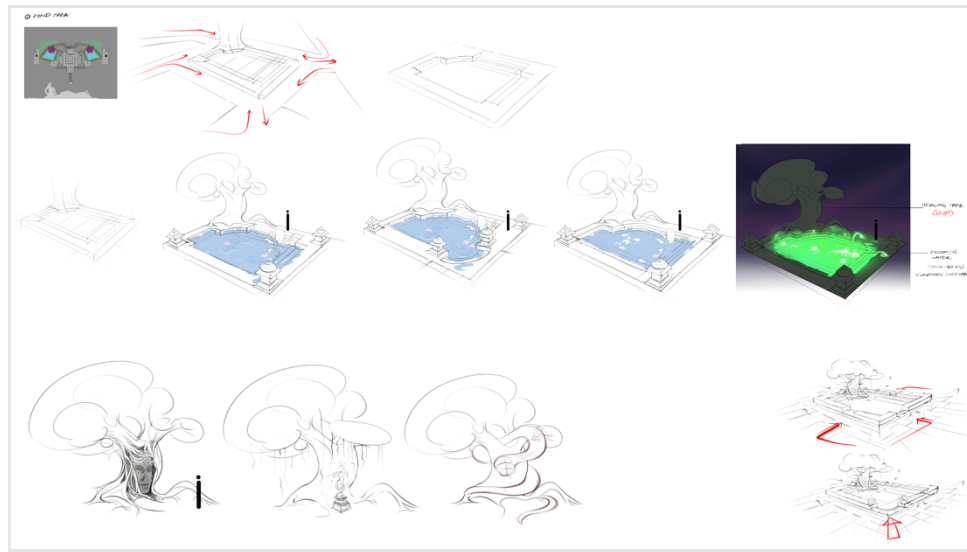


Creature reference image

- **Chokepoints**

- This dynamic feature adds depth and challenge to gameplay, offering players strategic choices based on the time of day and their environment. During the day, the presence of water in the pond impacts player movement (reduce the movement speed by 30%), creating both opportunities for stealth and potential obstacles for navigation. The water serves as a natural hiding spot, allowing players to conceal themselves from enemies or strategize their approach. However, at night, the tranquil pond transforms into a toxic swamp, posing a significant threat to player health. Players must navigate cautiously to avoid contact with the poisonous swamp, as prolonged exposure results in rapid health depletion. This day-night cycle not only enhances immersion but also introduces

a compelling risk-reward element, encouraging players to adapt their tactics and explore the environment strategically to survive.

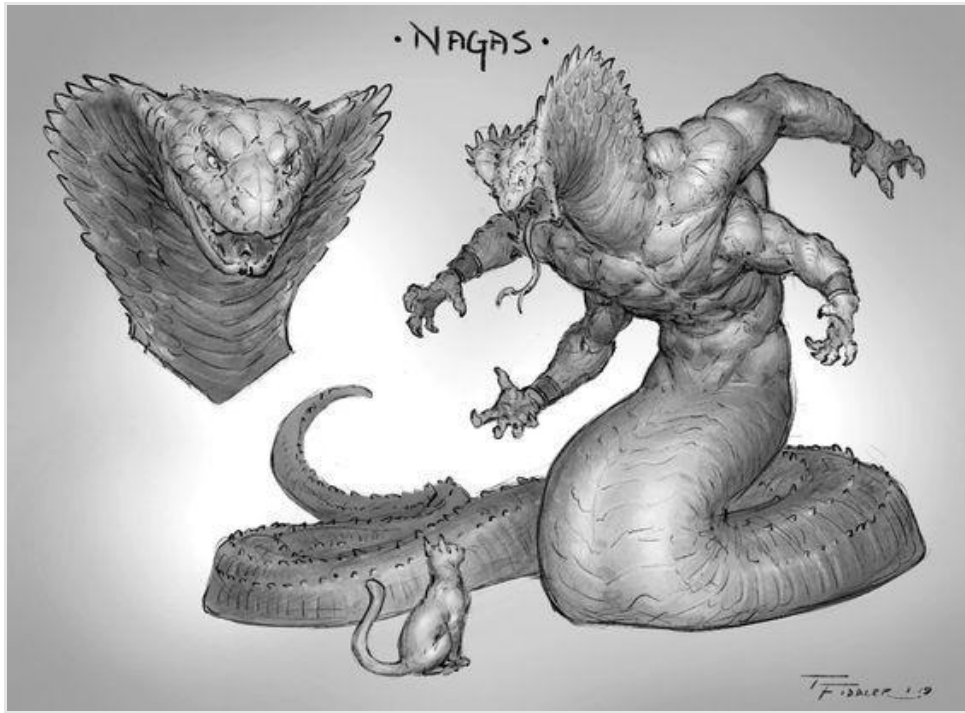


Concept art for pond area

- **Loot Feature**
 - Integrating spell acquisition through creature elimination adds an engaging layer of progression and exploration to gameplay. As players venture through the environment and confront various creatures, they can gain new spells based on their current inventory. This mechanic introduces an element of chance and excitement, as players never know which spell, they'll acquire next, incentivizing them to seek out and defeat creatures to expand their magical repertoire. Additionally, tying spell acquisition to creature elimination promotes strategic decision-making, as players must weigh the risks and rewards of engaging with different types of creatures based on their desired spells. This dynamic system enhances both the combat and exploration aspects of the game, providing players with a sense of accomplishment and discovery as they collect and master a diverse array of spells.
- **Healing trees**
 - The healing trees positioned on both sides of the player's path act as vital sources of rejuvenation. When a player approaches one of these trees, their character's health begins to steadily increase, with a notable 10 health points being added per second. This gradual healing effect offers players a valuable means of replenishing their health during their journey, ensuring they can persist through challenges with renewed vitality.
- **Titan zone**
 - In the game, teams will have the opportunity to gain the "rage spell" ability by collectively defeating a titan spawn located on the map. Once the titan is defeated, the rage ability spell will spawn regardless of which team dealt the final blow. However, it's crucial for a team member to collect the rage spell once

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it appears. Upon collection, the team that acquired the rage ability will experience a significant improvement in their character behavior, boosting both attack and movement speed by a factor of 2x. This mechanic incentivizes teams to strategically coordinate their efforts to secure the rage ability, as it provides a temporary yet powerful advantage that can potentially turn the tide of battle in their favor.



Titan reference

Open world Dwarka city map

High concept

- Dwarka in 1700 BC under the rule of Lord Krishna would have been a vibrant and culturally rich city, characterized by its diverse architecture, bustling streets, and thriving community life. This description aims to provide the artist with a detailed portrayal of Dwarka's urban environment, allowing them to create a captivating digital art and 3D representation of the ancient city during this historical period.

Overview

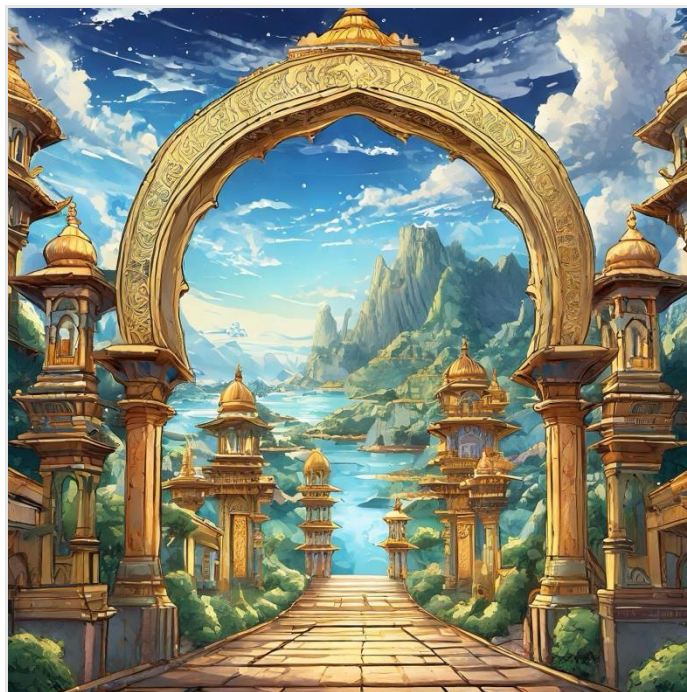
- In 1700 BC, during the legendary rule of Lord Krishna in the city of Dwarka, it would have been a bustling port city situated along the western coast of the Indian subcontinent. The city's architecture would have reflected a blend of traditional Indian styles with influences from other regions, showcasing its status as a prosperous trading hub. Buildings were likely constructed using locally available materials such as stone, wood, and clay bricks, with some structures possibly featuring intricate carvings and ornamental details to signify wealth and status.
- Dwarka's housing landscape would have been diverse, catering to various socioeconomic groups. Commoners would have lived in simple mud-brick houses, while the elite enjoyed more lavish residences with spacious layouts and decorative elements. Streets in Dwarka might have been laid out in a grid pattern or adjusted to the natural topography of the area, with the city centre potentially featuring wider, more organized thoroughfares compared to the narrow, winding lanes of peripheral neighbourhoods.
- Amenities in Dwarka would have been essential for the city's residents. Public wells, baths, and religious structures would have dotted the urban landscape, serving as focal points for community activities and social gatherings. These amenities would have varied in size and style based on the socioeconomic status of the neighbourhoods they served, with affluent areas boasting larger, more elaborate facilities.
- The interiors of Dwarka's buildings would have reflected the occupants' social standing. Wealthier households would have featured opulent decorations such as intricately carved woodwork, painted walls depicting scenes from mythology, and luxurious furnishings. In contrast, simpler dwellings would have been more sparsely decorated, with basic furniture and minimal ornamentation.



Dwarka city portal

A stylized portal designed in a manga art style, serving as a gateway to the Dwarka city map from epiko world, where player can explore could be a captivating blend of Hindu mythological themes and symbols representing Dwarka's cultural significance. Here's a detailed explanation of the elements to include in the design:

- **Manga Art Style:** The portal's design should embody the characteristics of manga art, featuring bold lines, vibrant colours, and exaggerated proportions typical of the style. This will give the portal a visually striking and dynamic appearance, drawing the player's attention and inviting them to interact with it.
- **Hindu Mythological Themes:** Incorporate iconic elements from Hindu mythology to infuse the portal with a sense of mysticism and ancient wisdom.
- **Dwarka City Symbol:** Integrate symbols or imagery that represent Dwarka's significance as an ancient city of legends. This could include depictions of Lord Krishna, who is closely associated with Dwarka, or symbols like the Sudarshana Chakra (divine discus) or the Shankha (conch shell) which are associated with Lord Vishnu, whom Krishna is believed to be an avatar of.
- **Stylized Gateway:** Design the portal itself as a grand and ornate gateway adorned with intricate carvings and embellishments. The gateway could be framed by elaborate arches or pillars decorated with motifs inspired by traditional Hindu architecture, creating a sense of grandeur and reverence.
- **Magical Aura:** Surround the portal with a shimmering aura or mystical energy to convey its supernatural nature and hint at the transcendent experience of traveling to Dwarka. This could be depicted as swirling patterns of light or ethereal wisps of energy emanating from the portal, adding to its otherworldly allure. (example Star Wars light speed).
- We will be having spiral Vfx and symbol of epiko tokens.



Layout of the gateway attached below

Living Quater

- Architectural depiction, envision a bustling port city like Dwarka, characterized by a blend of traditional Indian architectural elements and influences from other regions, reflecting its cultural diversity. Buildings would be constructed using locally available materials such as stone, wood, and clay bricks, showcasing the city's wealth. Varying housing types cater to different socioeconomic groups, from simple mud-brick houses for commoners to elaborate structures for the wealthy. Streets, whether laid out in a grid pattern or following natural topography, would delineate between orderly, spacious neighbourhoods of the affluent and crowded, haphazard areas of the less privileged. Incorporating amenities like public wells, baths, and religious structures would be crucial, with variations in size and style based on residents' status. Interior decorations and furnishings would further distinguish social strata, with wealthy households boasting ornate woodwork, painted walls, and luxurious furniture, while simpler dwellings feature more modest adornments, reflecting the diverse living spaces within the city.



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Reference image living quatre

Marketplace

Setting: Dwarka city, a bustling port on the western coast of ancient India during 1700 BC, renowned for its maritime trade and cultural vibrancy.

Layout: The markets would have been vibrant hubs of activity, strategically located near the city centre or along major thoroughfares to ensure accessibility for both residents and visiting traders.

Architecture: Market stalls and shops would have been constructed using locally available materials like wood, bamboo, and thatch, featuring open-air layouts to accommodate the tropical climate. Temporary and semi-permanent structures, such as awnings and canopies, might have been erected to provide shade and shelter from the elements.

Goods and Merchandise: The markets would have offered a diverse array of goods reflecting the city's cosmopolitan character and its role as a trading hub. Keywords: Spices, textiles, pottery, jewellery, exotic fruits, vegetables, grains, livestock, and handicrafts.

Vendors and Traders: The marketplaces would have bustled with activity as vendors from different parts of the region and beyond congregated to sell their wares. Keywords: Merchants, traders, artisans, craftsmen, farmers, and fishermen.

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Atmosphere: The markets would have been alive with the sounds of bargaining, the aromas of spices and cooking food, and the vibrant colours of merchandise on display. Keywords: Bustling, lively, colourful, aromatic, and energetic.

Social and Cultural Exchange: The markets would have served as important social and cultural centres where people from diverse backgrounds interacted, exchanged goods, and shared stories and experiences. Keywords: Cultural exchange, social interaction, community gathering, and cosmopolitan atmosphere.

Ai generates key words

- *The market in ancient India before 1900, particularly in a city like Dwarka during 1700 BC, would have featured bustling streets lined with wooden and clay houses, characterized by their simple yet functional design. The layout would have been organized to accommodate the flow of people and goods, with narrow alleys leading to open-air market stalls showcasing a diverse array of merchandise. The buildings would have had sloped thatched roofs and intricately carved wooden facades, reflected the architectural style of the time and added an ancient touch to the bustling marketplace.*



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Terrain texture

The terrain of Dwarka city would have been characterized by a mix of coastal features and island landscapes. The city likely sat along the shores of the Arabian Sea, with sandy beaches and rocky cliffs forming its coastal boundaries on other side it covered by dense forest where in the interior. Island, the terrain might have varied from flat plains to gently rolling hills, with the city nestled amidst this diverse landscape. Rivers or streams may have flowed through the city, providing a source of water for its inhabitants and facilitating trade and transportation. The terrain would have influenced the layout of the city, with streets and buildings adapting to the natural contours of the land. Vegetation such as palm trees, shrubs, and grasses would have dotted the landscape, adding to the scenic beauty of Dwarka city.

- Link: [Coast Sand Rocks 02 Texture • Poly Haven](#)

Lake

In the ancient city of Dwarka, a freshwater lake nestled within a lush forest served as a natural boundary separating the urban landscape from the verdant wilderness where the Nagas live the place has been owned by nagas Nagas . The lake, fed by freshwater springs and surrounded by dense foliage. Humans are not allowed to step in their place and the Nagas territory has lots of mythical herbs, magical hot spring and the structure to flora will be different. People may sneak in there for collecting herbs if they got cot, they will be killed only certain people with permit can enter their forest.



Waterfall's setup in forest

Key words: In the mystical realm of Dwarka's enchanted forest, a fantastical waterfall cascades from unseen heights, its crystalline waters shimmering with an otherworldly glow as they tumble down with magical grace. Nestled near the sacred lake that serves as the boundary between human and Naga territory, this ethereal waterfall is a sight to behold, its cascading torrents weaving through the dense foliage and moss-covered rocks. Enveloped in an aura of mystery and enchantment, the waterfall is said to possess magical properties, its waters imbued with the essence of ancient spells and mystical energies. Legend has it that those who dare to approach the waterfall may catch glimpses of ethereal creatures frolicking amidst the hear whispers of long-forgotten secrets carried on the gentle breeze. fantasy in middle of both the land. show some variation its same as reference images. Make tropical.



Temple

In Dwarka city during 1700 BC, the temple area would have been a sacred and revered space, serving as the spiritual heart of the ancient city.

Description for an artist: The temple area in Dwarka during 1700 BC would have been a place of profound reverence and spiritual significance, reflecting the city's deep-rooted religious traditions. Located at a prominent central location within the city, the temple complex would have comprised grand structures constructed of locally available materials such as stone, wood, and clay bricks. These temples would have been adorned with intricate carvings depicting scenes from Hindu mythology, showcasing the artistic prowess of the craftsmen of the time. The temple area would have been a bustling hub of religious activity, with devotees flocking from far and wide to pay homage to their gods and goddesses. Surrounding the main temple structure, there would have been smaller shrines dedicated to various deities, each adorned with elaborate decorations and offerings from devotees. The temple complex would have also included ancillary structures such as courtyards, halls for religious ceremonies, and sacred ponds or tanks for ritual purification. The atmosphere in the temple area would have been charged with devotion and piety, with the air filled with the sounds of prayers, chanting, and the ringing of bells. Priests clad in traditional attire would have performed elaborate rituals and ceremonies, invoked the blessings of the gods and facilitated the spiritual journey of the worshippers.

Temple layout area

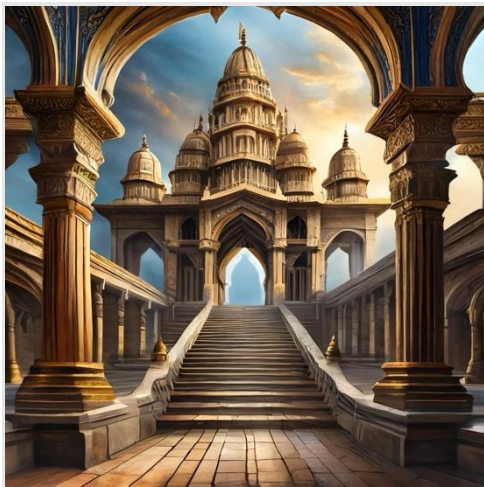


Temple Entrance



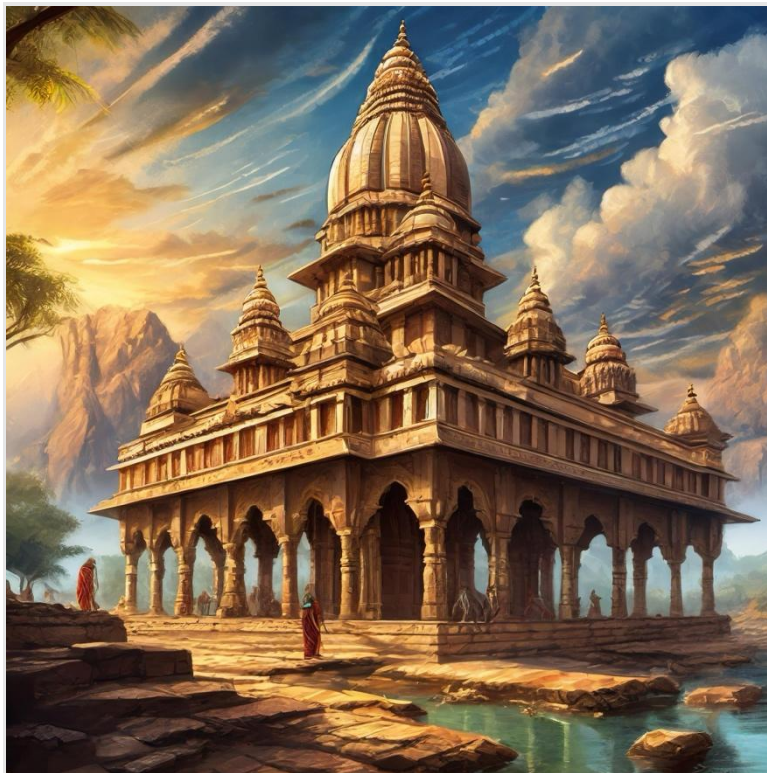
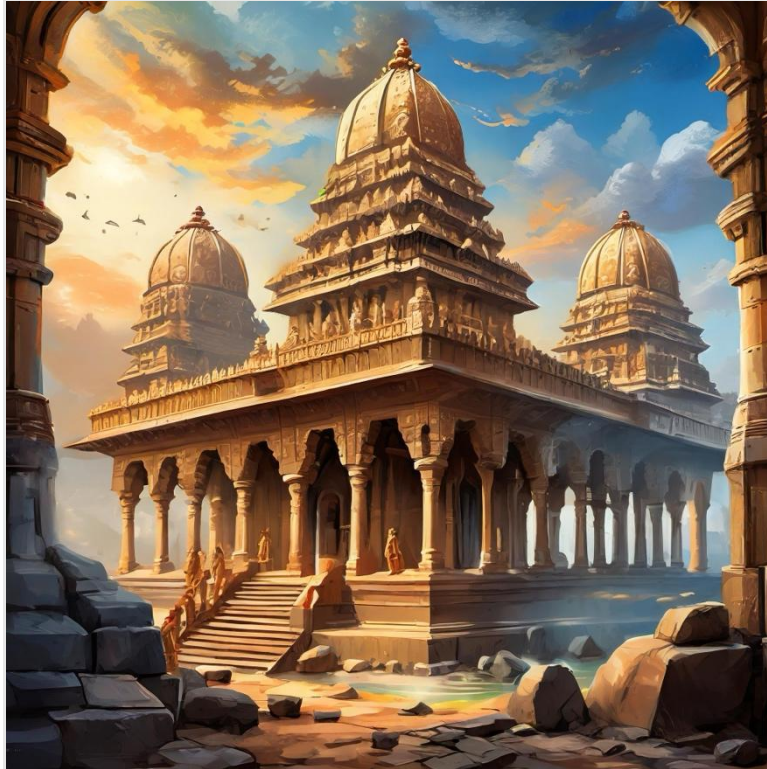


Temple staircase and pillars

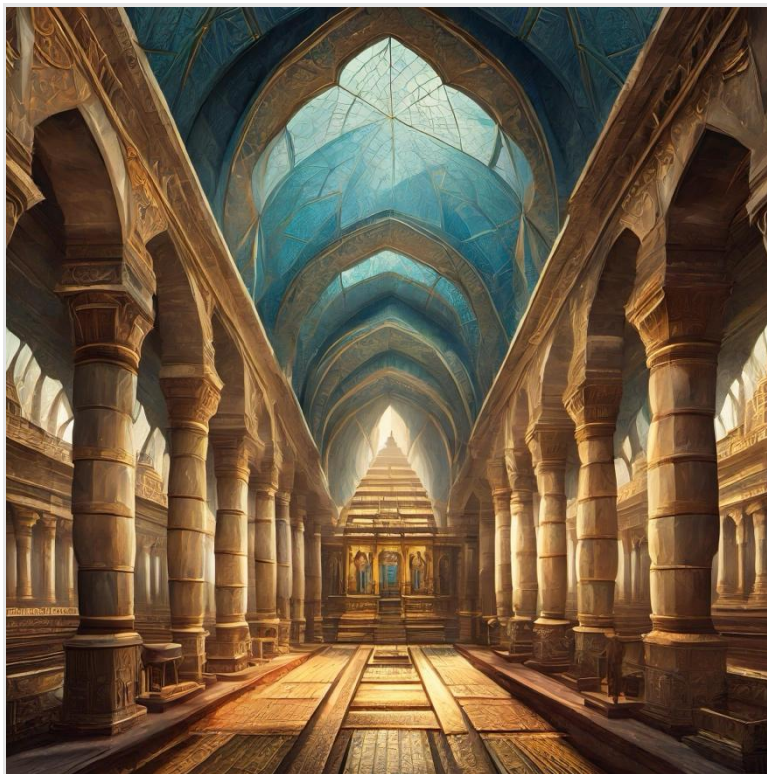


Temple building

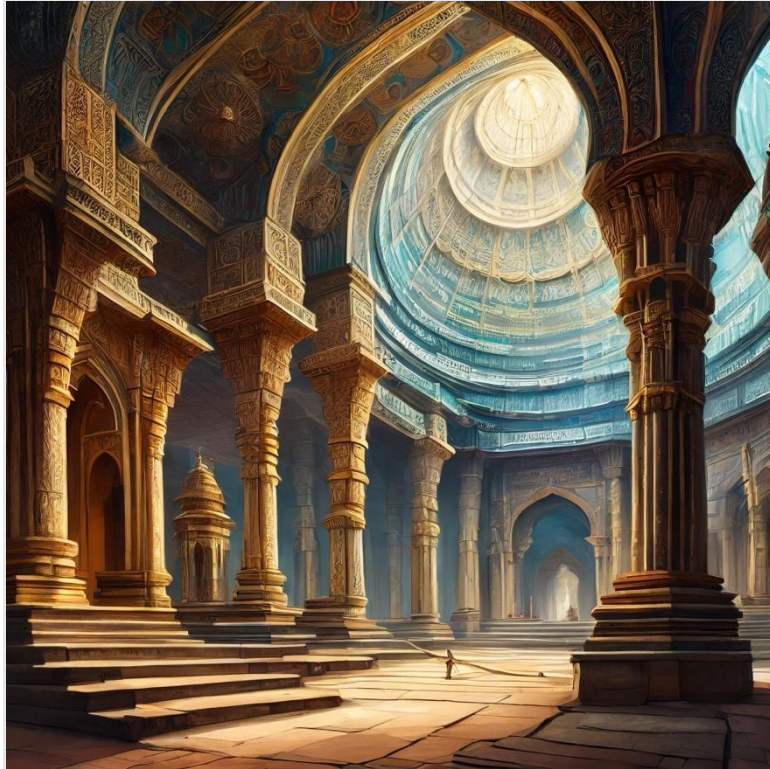




Interior of temple



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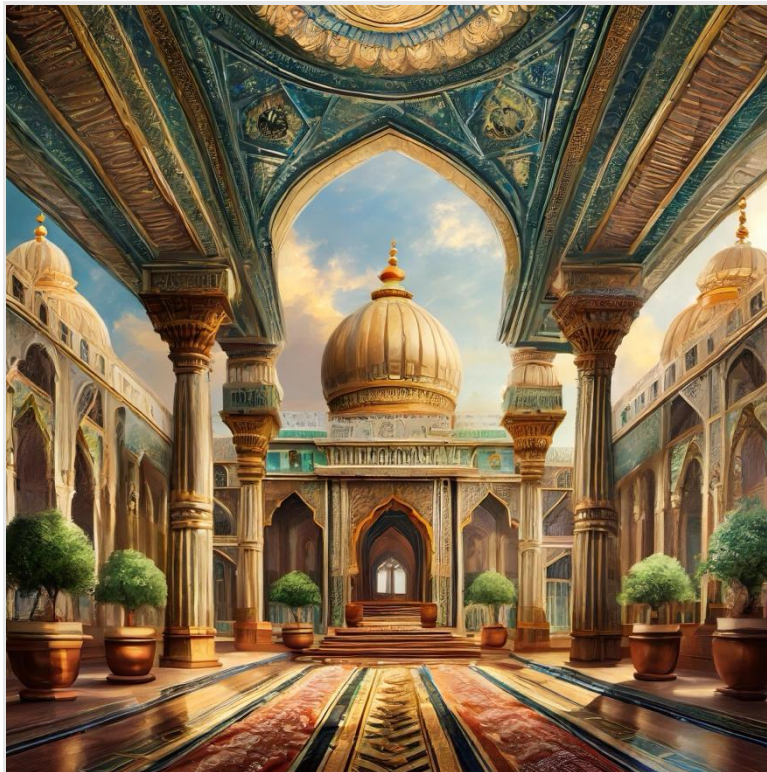
Courtyard



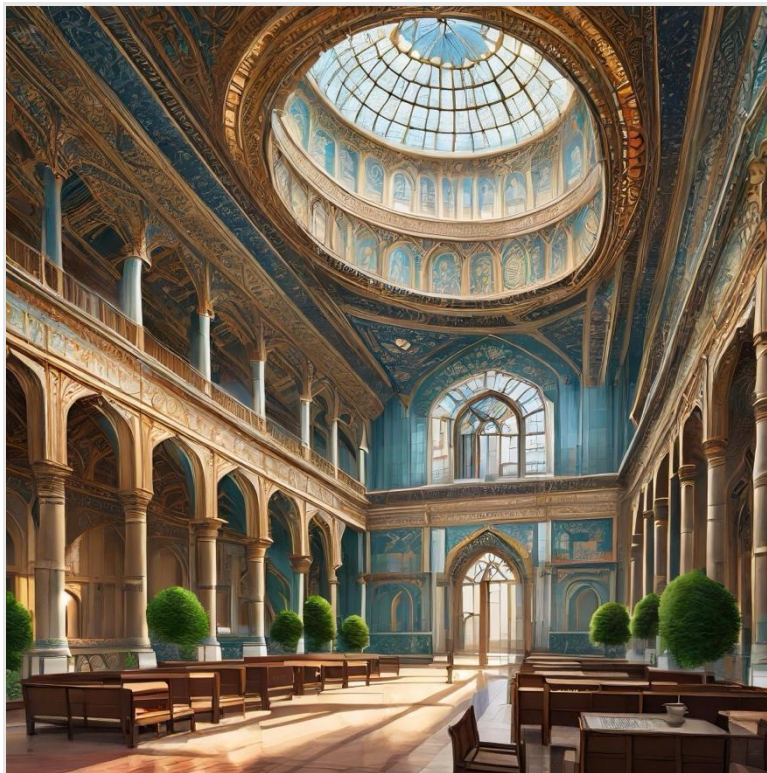
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Museum and hall of knowledge

- In the temple-turned-museum within Dwarka, the sacred space is adorned with vibrant murals and paintings depicting scenes from Hindu mythology, particularly centred around the life and legends of Lord Krishna. The walls are adorned with intricate patterns and signs inspired by Hindu mythology, creating an immersive atmosphere that transports visitors into the world of ancient tales.
- The museum showcases a rich collection of artworks and artifacts, each telling a story from the life of Krishna and his various avatars. Visitors can explore colorful murals illustrating key moments from Krishna's life, from his childhood antics to his divine feats and teachings. The walls also feature detailed paintings depicting the different avatars of Krishna, each embodying unique qualities and attributes.
- In addition to the visual displays, the museum houses a collection of books and manuscripts that delve into the life story of Krishna, offering visitors an opportunity to delve deeper into the mythology and philosophy surrounding this revered deity. Interactive exhibits and multimedia presentations further enhance the visitor experience, providing engaging insights into the rich cultural heritage of Hindu mythology.

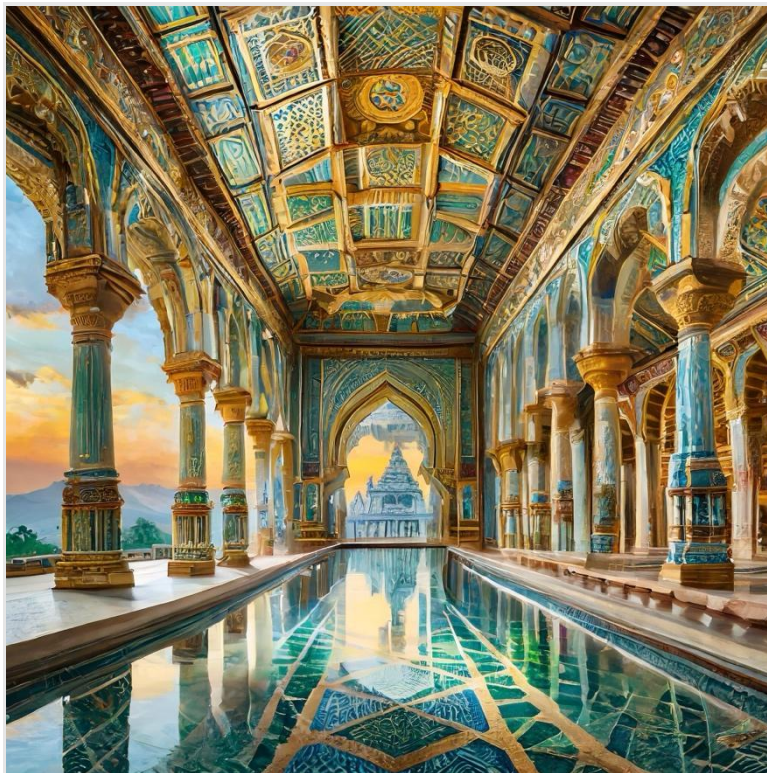


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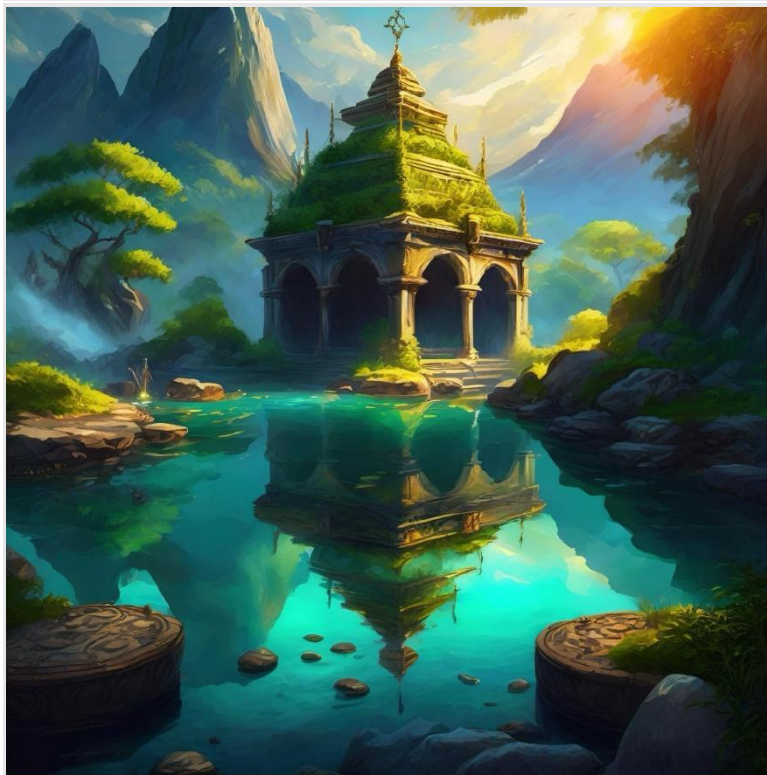
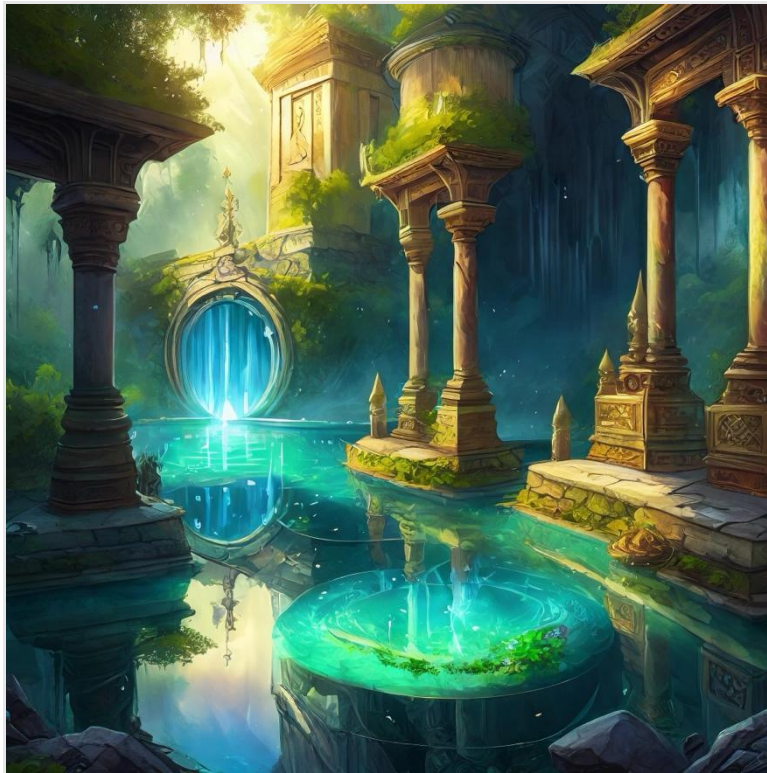
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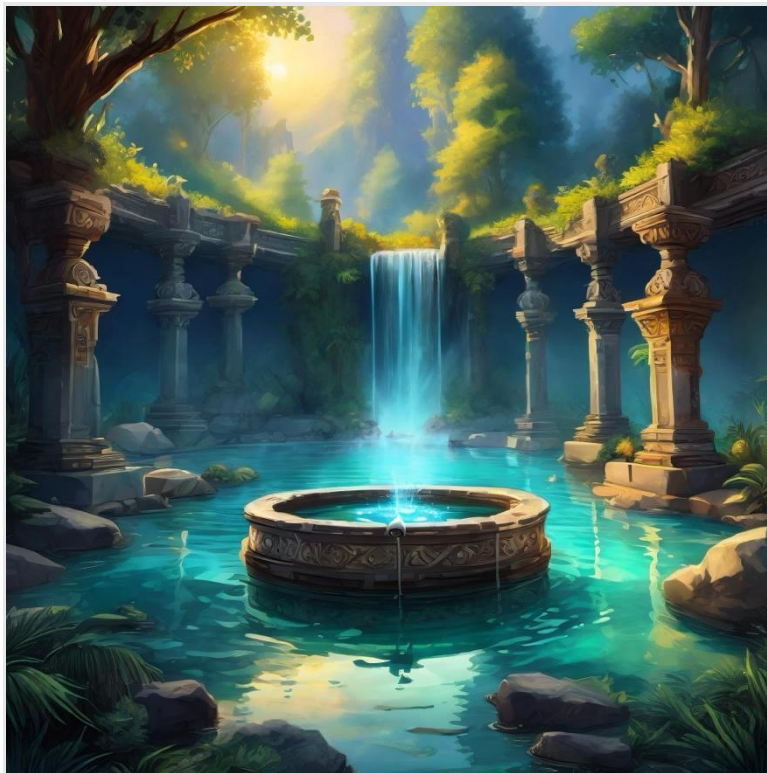


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Lake area



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Level Design

Castle

Overview



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Exterior:

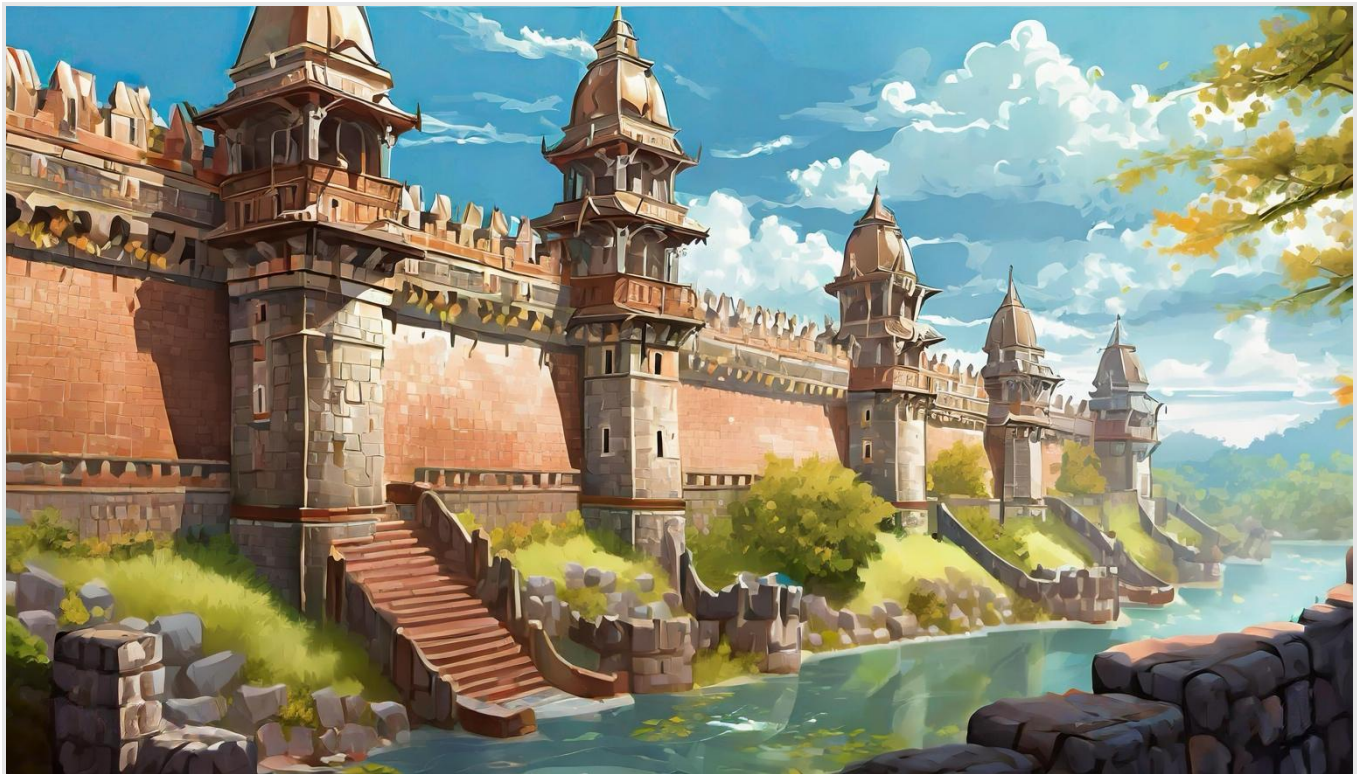
- **Fortified Walls:** The fortified walls of Dwarka Castle would have been constructed with precision and strength, utilizing locally sourced materials such as large stones and clay bricks. These walls would have been several meters thick and towering in height, encompassing the castle grounds to provide formidable protection against external threats.

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- **Main Entrance:** The main entrance to Dwarka Castle would have been a grand spectacle, featuring intricately carved archways adorned with symbols of royalty and power. Massive wooden doors, reinforced with iron bands and decorative motifs, would have been flanked by imposing stone guardians or sculptures, exuding an aura of authority and strength.

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- **Towers and Battlements:** Dwarka Castle would have boasted tall towers and battlements strategically positioned along its walls, offering panoramic views of the surrounding landscape and serving as defensive strongholds. These towers would have

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been equipped with arrow slits and battlements, providing shelter for archers and guards during times of siege.

- **Courtyard:** Upon crossing the main entrance, visitors would have been welcomed into a spacious courtyard at the heart of Dwarka Castle. The courtyard, paved with intricately laid stone or marble tiles, would have been flanked by ornate colonnades or arcades adorned with sculptures and decorative motifs. Surrounding the courtyard, various structures including administrative buildings, barracks, and stables would have provided essential amenities for castle life.



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- **Drawbridge:** Spanning the moat at the main entrance, a sturdy drawbridge would have allowed access to the castle, which could be raised in times of siege for added security.



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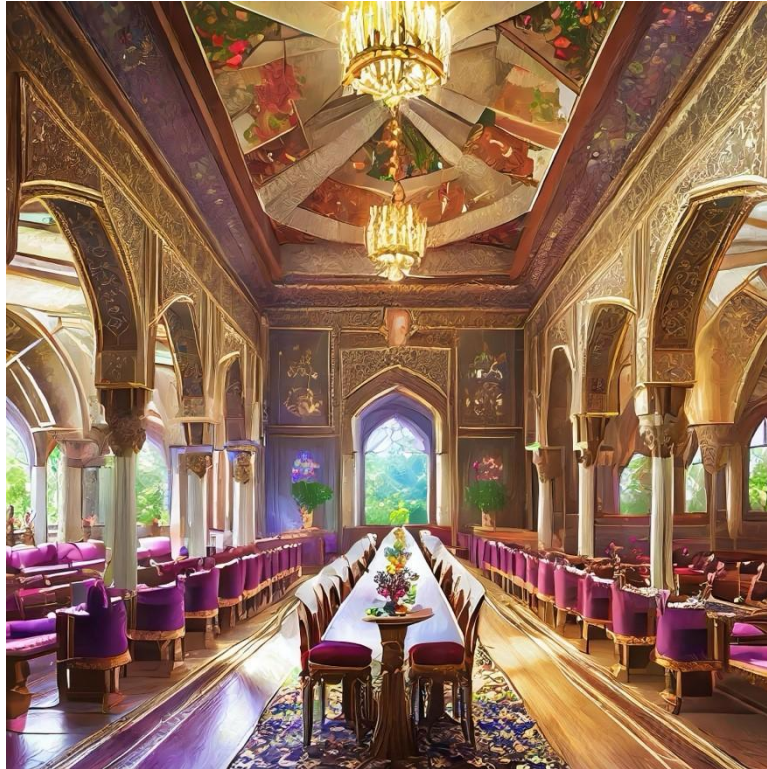
- **Guard Towers:** Along the perimeter of the castle walls, there would have been tall guard towers equipped with arrow slits and watchtowers for sentries to keep vigilance over the surrounding area.
- **Ramparts:** The tops of the castle walls would have featured wide ramparts where guards patrolled, offering panoramic views of the city and surrounding landscape.

Interior:

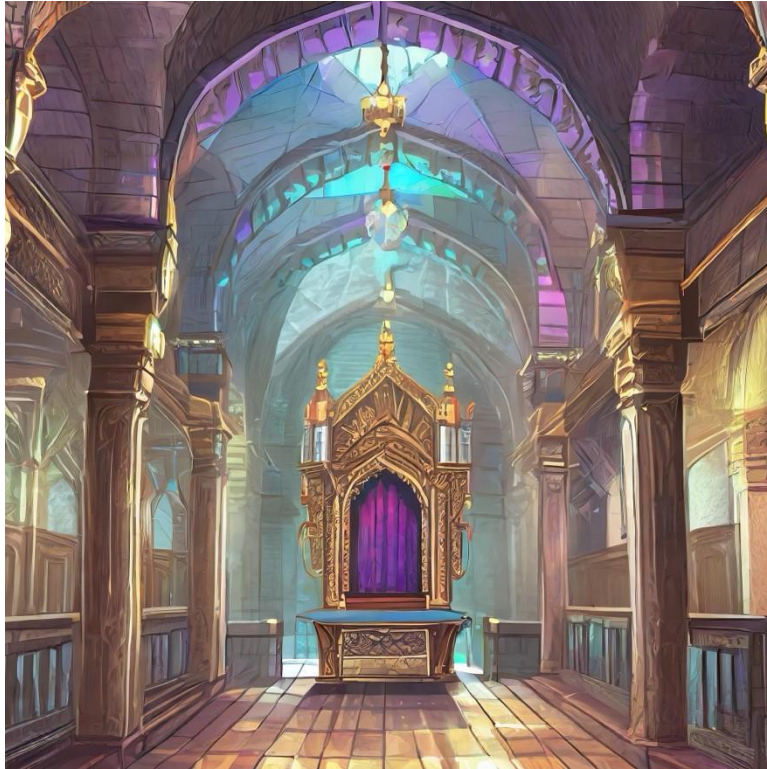
- Beyond the Second gate to the castle visual look



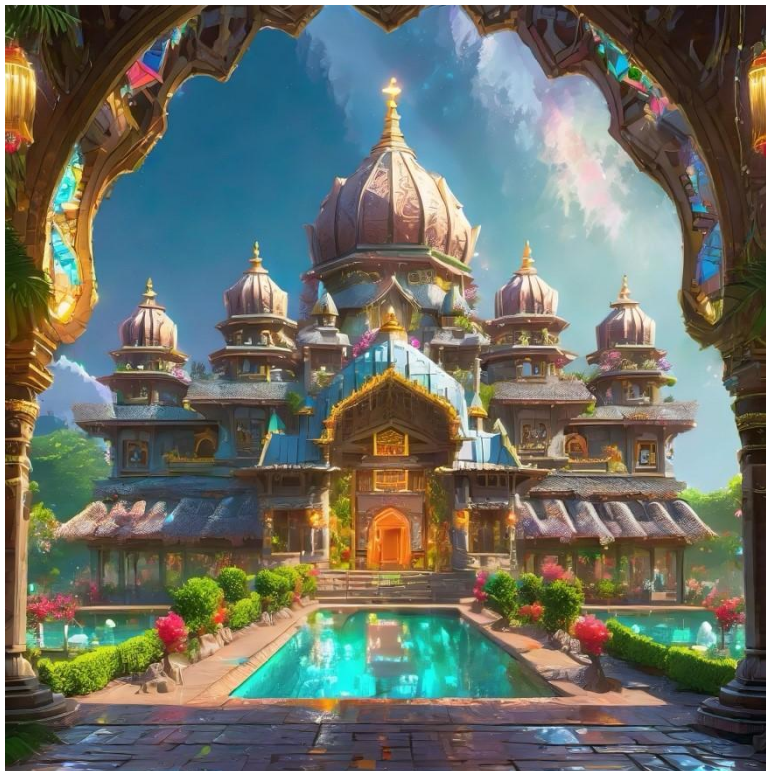
- Great Hall: The Great Hall of Dwarka Castle would have been a magnificent space, designed to impress and awe visitors with its grandeur. The hall, illuminated by large windows or ornate chandeliers, would have featured towering ceilings adorned with intricate frescoes and gilded decorations. Long banquet tables made of polished wood or marble would have been set with silverware and fine china, ready to host elaborate feasts and royal gatherings.



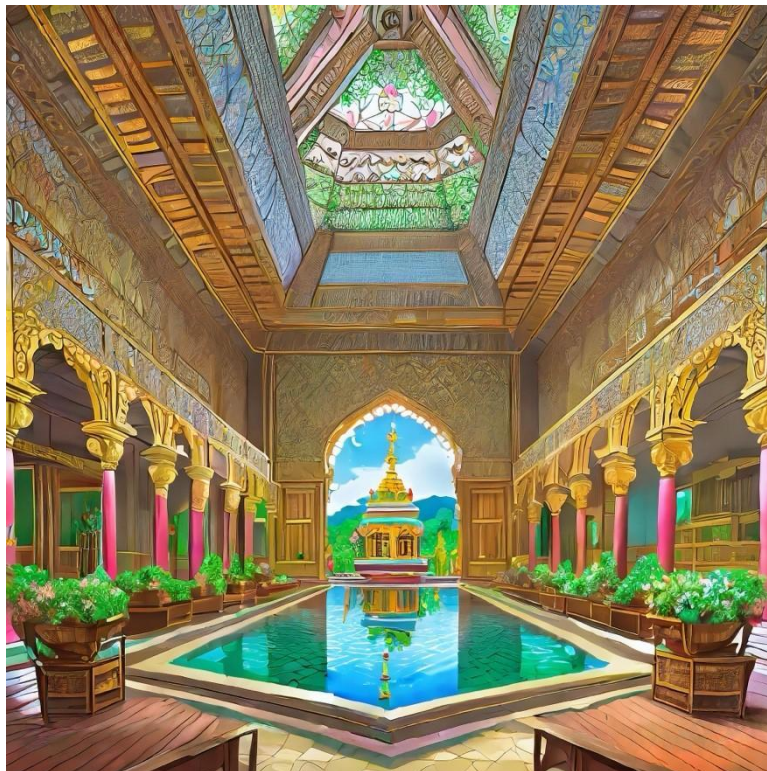
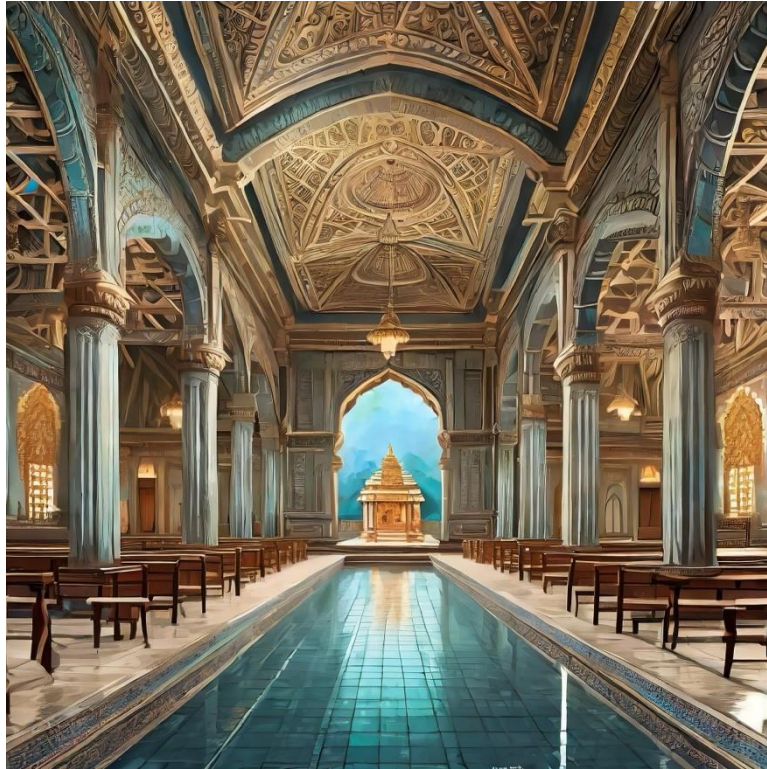
- Throne Room: Within the Great Hall, the Throne Room would have been a focal point of power and authority. At one end of the hall, a raised dais or platform would have held a majestic throne, crafted from the finest materials and embellished with jewels and precious metals. The walls of the Throne Room would have been adorned with opulent tapestries and murals depicting scenes from mythology, celebrating the lineage and achievements of the ruling dynasty.



- Living Quarters: The living quarters of the royal family would have been in the upper levels of Dwarka Castle, accessible via grand staircases or private elevators. These quarters would have comprised a series of luxurious chambers and suites, each tastefully decorated with sumptuous furnishings, silk draperies, and ornate artworks. Bedrooms would have featured canopy beds adorned with richly embroidered linens, while private sitting rooms and studies would have provided spaces for relaxation and contemplation.
- Chapel or Temple: Dwarka Castle may have included a private chapel or temple dedicated to the deities worshipped by the ruling family. This sacred space would have been adorned with intricately carved altars, statues of gods and goddesses, and offerings of flowers and incense. Elaborate stained glass windows or decorative murals would have bathed the chapel in ethereal light, creating a serene atmosphere for private religious ceremonies and devotion.



- Council Chamber: A dedicated chamber within the castle where the rulers held council meetings with advisors and dignitaries, discussing matters of governance and strategy.

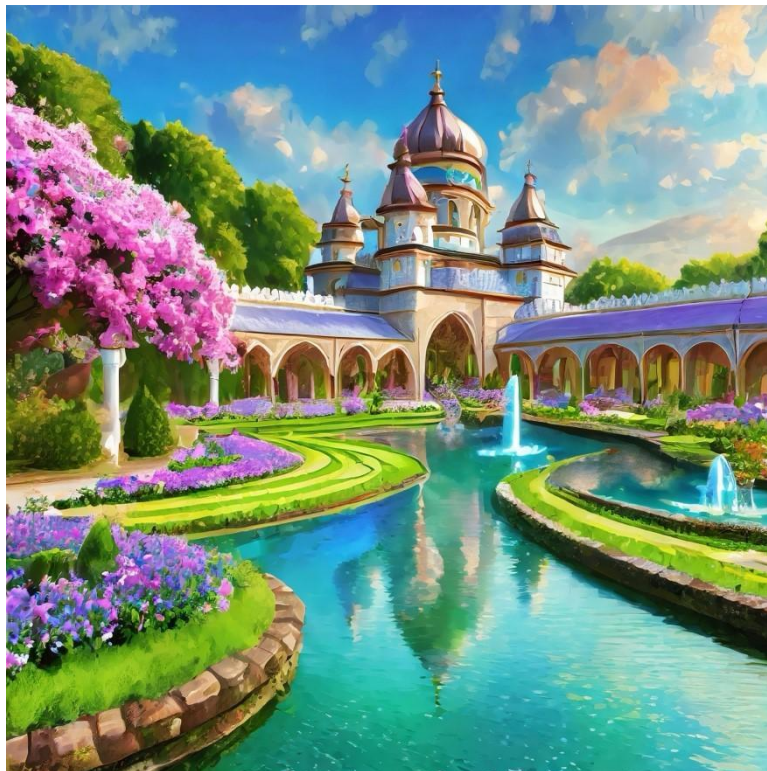


Replace the flooring with above image

- Royal Library: A room housing a collection of scrolls, manuscripts, and ancient texts, serving as a repository of knowledge and wisdom for the royal family and scholars.



- Royal Gardens: Within the castle grounds, there may have been lush gardens and courtyards adorned with exotic plants, fountains, and sculptures, providing a serene retreat for the royal family and their guests.

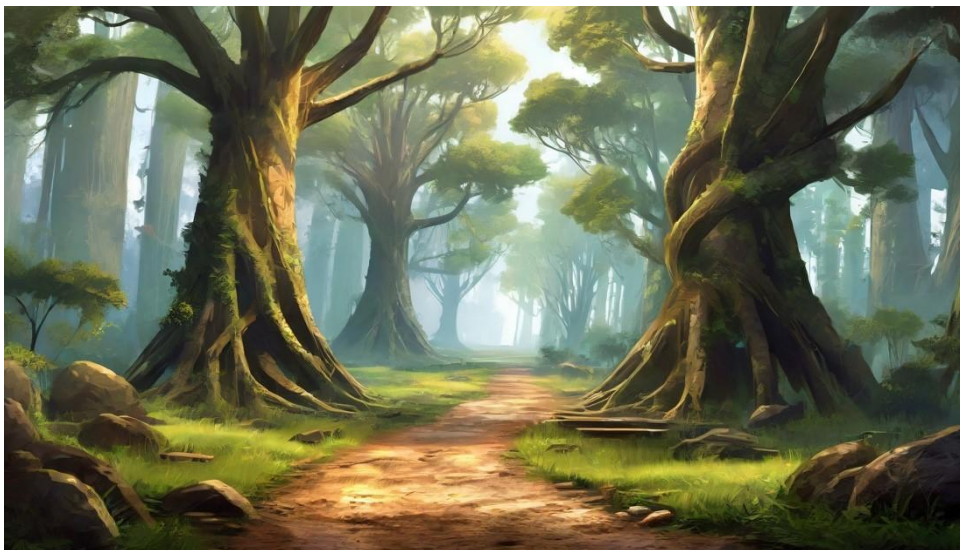


Forest

- Normal forest will consist of azure nature pack

Nagas's forest

- **Lush Vegetation:** The forest is characterized by dense, lush vegetation that flourishes in the fertile soil. Towering trees with sprawling branches create a verdant canopy overhead, filtering sunlight and casting dappled shadows on the forest floor below.
- **Glowing Foliage:** The foliage of the trees and plants in the forest emits a soft, ethereal glow, casting an enchanting radiance throughout the woodland. Leaves and flowers shimmer with iridescent hues, imbuing the forest with an otherworldly luminescence.
- **Magical Creatures:** Mythical creatures roam freely amidst the trees and undergrowth, their presence adding to the mystical atmosphere of the forest. Ethereal beings like nymphs, fairies, and sylphs' flit among the branches, while majestic creatures like unicorns, griffins, and phoenixes roam the forest floor.
- **Ancient Ruins:** Hidden within the depths of the forest are ancient ruins shrouded in moss and vines, remnants of a bygone era when the forest was inhabited by ancient civilizations. These ruins add an air of mystery and intrigue to the landscape, hinting at the forest's rich history and storied past.
- **Glistening Waters:** Crystal-clear streams and sparkling waterfalls wind their way through the forest, their gentle murmurs adding to the tranquil ambiance of the woodland. Glittering pools and tranquil ponds reflect the lush greenery and colorful blooms that surround them, creating serene oases amidst the magical landscape.
- **Mystical Flora:** The forest is adorned with exotic plants and flowers that defy conventional botanical classification. Vibrant blossoms with hypnotic patterns and intoxicating scents perfume the air, while strange fruits and berries hang from twisted vines and branches, tempting passersby with their mystical properties.
- **Ethereal Light:** The forest is bathed in an ethereal light that seems to emanate from within the very heart of the woodland. Soft rays of sunlight filter through the dense canopy, creating mesmerizing patterns of light and shadow that dance across the forest floor.





Flora and fauna in nagas forest

- Nagas: Serpentine beings with human heads, Nagas are believed to inhabit the depths of the forest. They are often associated with wisdom, magic, and guardianship of ancient secrets.
- Yakshas and Yakshinis: Benevolent nature spirits, Yakshas, and their female counterparts, Yakshinis, are believed to reside within the forest's hidden groves. They are depicted as protectors of natural treasures and sources of inspiration for poets and artists.
- Vanaras: Monkey-like humanoid creatures, Vanaras, are said to frolic in the treetops and swing from branch to branch. Known for their agility and mischievous antics, they add a playful energy to the forest.
- Rakshasas: Demonic beings, Rakshasas, are rumoured to lurk in the shadows of the forest, instilling fear in travellers with their malevolent presence. They are often depicted as shapeshifters and wielders of dark magic.
- Gandharvas and Apsaras: Celestial beings, Gandharvas, and Apsaras, are believed to frequent the forest's clearings, enchanting all who encounter them with their ethereal beauty and captivating music.

As for mythical plants

- Kalpavriksha: The celestial wish-fulfilling tree, Kalpavriksha, is believed to grow in the heart of the forest, its branches laden with divine fruits offering boundless blessings to those who seek them.

Level Design

- Soma Plant: The sacred Soma plant, known for its mystical properties and role in ancient rituals, is said to thrive in the forest's secluded glades, guarded by mystical creatures and elusive spirits.
- Mandara Flower: The fragrant Mandara flower blooms in abundance throughout the forest, its petals said to possess healing properties and its scent capable of inducing vivid dreams and spiritual visions.
- Agni Lata: Also known as the "fire vine," Agni Lata is a rare and magical plant that emits a warm, ethereal glow, illuminating the forest's darkest corners and guiding lost travellers to safety.
- Amrita Creeper: The Amrita Creeper is a mythical vine that produces nectar of immortality, rumored to be hidden deep within the forest's labyrinthine undergrowth, accessible only to those pure of heart and intention.