

Lycania - The kingdom of Werewolves

Lycania is a rather peaceful kingdom with many werewolves as inhabitants. Those werewolves are as different as every human is. One is more of a technician, one is more an (dungeon) explorer, the other one is trying to practice magic without any negative effect on him, another one is also a swordfighter and does not use his claws exclusively, other werewolves seek fights, others prefer no fights at all. [The list goes on...]

The kingdom next to Lycania, called **Venefia**, is the kingdom of practitioners of dark magic. Although being said to be enemies (because Werewolves can't stand any magical things because they hurt them), those two empires are normally living in peace.

As months have passed, [...] (there could be a fight were some of the practitioners of Venefia noticed that someone in Lycania is abusing their ability of summoning magic and try to weaken the magical abilities of Venefia. Therefore, they call out a war between the two kingdoms if the weakening magic does not stop impacting Venefia. The war could be magic (Venefia) vs magic and werewolf abilities (Lycania) or that Venefia is using stronger, normally forbidden spells to either conquer or create a ticking time bomb which will destroy Lycania after a set time (or something different)))

Holy statues and Things with holy status

- Statue with a werewolf howling at the blood Moon?

Because werewolves are said to totally lose their minds and control when there is a blood moon, this particular werewolf could be the first one which somehow could manage to not lose control andKönnen save the whole nation/kingdom from getting wiped out. He might not have had full control of himself back then. He definitely felt that the blood moon had some impact on him; he might have had severe pain or couldn't think in a normal way. The werewolf on the statue is sacred; said to be the savior of the whole werewolf breed. Without him, werewolves would have been doomed.

Divinities / Gods

Depending of the time the game takes place, this part can be adapted.

Kingdoms usually have some kind of king or even god. Normally, those kind of creatures are excessively huge to empathize their powers. Lycania was initially a kingdom of werewolves and werewolf-hybrid creatures, so the god here could be a special kind of werewolf. Or even another creature to get more insight into how Lycania was built and why it was made as "kingdom for werewolves" initially?

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