

THE LEGACY OF THE VALLEY OF KINGS



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In ancient times, the world was divided not by borders but by fear, with humans hiding in stone castles and werewolves lurking in misty forests. Deep within the wild lands, hidden behind cloud-covered peaks, lay the legendary Valley of Kings, a sanctuary where all creatures lived in harmony away from human eyes.



Fifteen-year-old Artem was a tall, dark-haired boy who felt like a stranger in his own werewolf village. While other teenagers had already shifted into their wolf forms, Artem had never felt the call of the beast and spent his days clumsily trying to wield a heavy iron sword that felt far too large for him.



The peace of the summer solstice was shattered when hunters attacked the village with silver arrows and roaring fire. In the chaos, Artem grabbed a blade and managed to escape the ring of flames, fleeing into the dark, suffocating smoke of the forest as his home burned behind him.



He woke up in the deep woods to find a legendary old warrior named Varg watching over him by a small fire. Varg told the boy that his failure to turn into a beast was the reason he survived that night, and that he must now learn to be both human and wolf to save his kind.



Varg led Artem to the hidden Valley of Kings, a vibrant paradise where different species lived together under a wise and peaceful ruler. The King hated war and believed that werewolves could only survive by stepping out of the shadows and proving they could be protectors rather than monsters.



Years of intense training transformed the once-clumsy teenager into a master of the blade, combining human sword techniques with supernatural speed. Since he could not transform, Artem focused on agility and cunning, becoming a unique warrior whose skills were unlike any the valley had ever seen.



When a massive mountain troll attacked the valley, the traditional wolf warriors struggled to pierce its thick hide with their claws. Artem used his acrobatic skill and precise sword strikes to exploit the monster's weak points, bringing the giant down and proving that intelligence was as powerful as brute strength.



FRONT VIEW

Impressed by his growth, the King made Artem his right hand and sent him into the human world as a secret guardian. Under the guise of a wandering mercenary and sheriff, Artem protected human villages from bandits and monsters, slowly building a bridge of trust between two races that had only known hatred.



Though he became a hero among men, Artem never forgot the smell of ash from his childhood home. He spent his nights looking at the stars, planning for the day he would use his status and strength to bring justice to his displaced people and end their long exile.



Finally, Artem stood in the grand throne room of the Valley of Kings and asked for a single favor in exchange for his years of loyal service. He called upon the King to lend him the strength of the valley's warriors to return home and finally liberate his brothers from the shadows.