



Ocean and Time : Shackle of the Keeper

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Silverious (A young Dream of Dremanico) has just lost his Father. He is inadvertently plunged into a great war between the Dreams and the Night mares. The world Dremanico is in chaos ruled by the rouge Quasepella, yet there are darker and more sinister threats that plague the Nation of Dreams (Flomoshia). Forces of supreme evil dominate the realms. The world needs a keeper. Time needs a keeper, and fantasy needs a keeper. Can the fledgling Silverious take on this burden? His love Versillies, a hardened soldier Zural, a mysterious great Prophet, and a strange creature known as Taak soon join him on his voyage to the glass Castle of Ance, where they must meet the gallant Cocomal. It is said that Cocomal may understand the mystery behind the Jewel of the Ocean, the most powerful element known to Dream-kind. It is said to have the power to either usher in Paradise, or inflict eternal Hell upon all the worlds by releasing the evil dead once more into the upper-realms. Can the new friends procure the Jewel before the Nemesis does? Or shall wickedness prevail, and the world of Dreams fall into a nightmarish tyranny?

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