

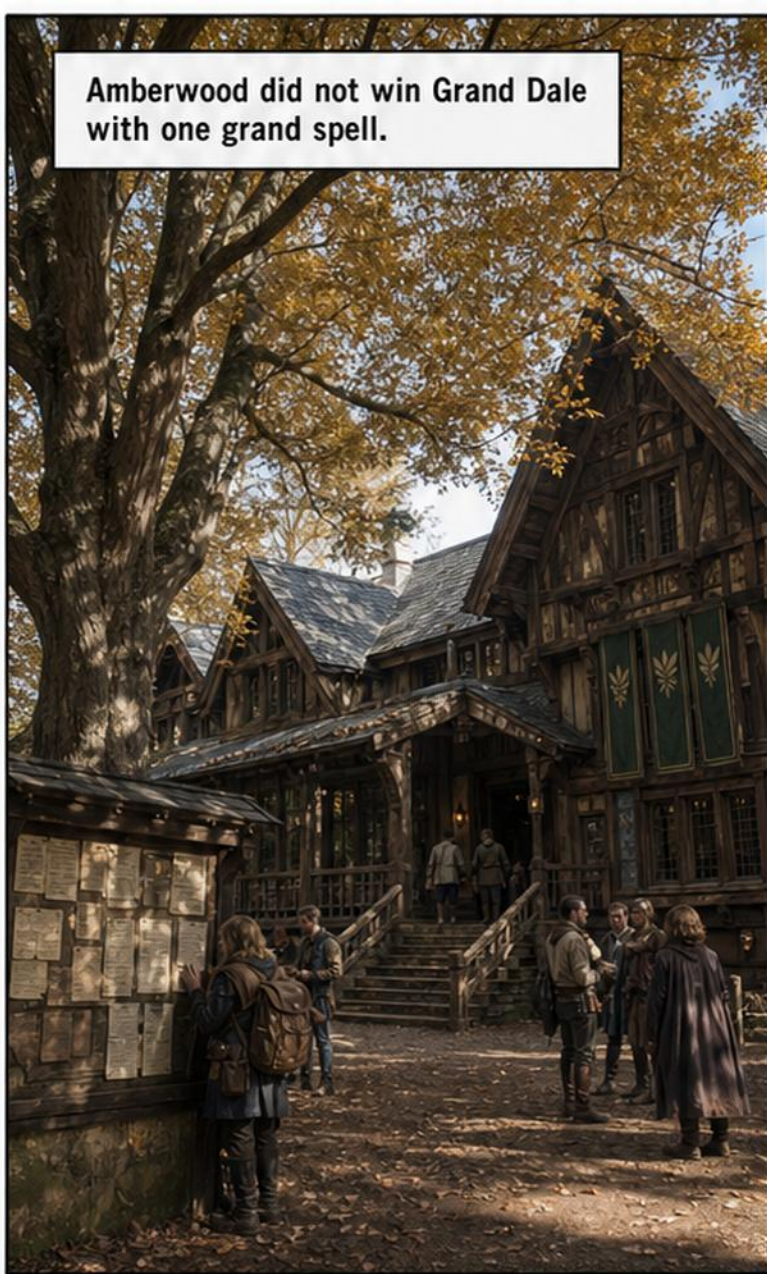
GRAND DALE: THE FIRST ROAD

A Random Comics one-shot.



Every kingdom
has a craft.
Every person has
a secret spark.

Amberwood did not win Grand Dale with one grand spell.



It survived by sending guild members down roads other kingdoms could not walk together.



Humans adapted where frostfolk, desertfolk, marshfolk, and mountainfolk struggled.



Mira Vale received her badge because being useful was its own kind of bravery.





Grand Dale's true wonder was element smithing.



A stormlight lantern could guide a road after sunset.



A frost-blessed sickle could save crops through brutal heat.



No kingdom owned every miracle, so trade kept the world stitched together.

Every person carried
one private magic, small
or strange or mighty.



Mira's gift was
hearing the emotions
of metal.



When the stormlight lantern trembled
like a frightened bell, she knew it
needed the desert road.





The first road left
Amberwood's soft
rain behind.



Snow stung the cloak.
Jungle heat soaked it.
Mountain air thinned
every breath.



Mira was not built
for one climate, and
that became her
advantage.



The lantern sang fear
whenever borders
tightened.



Still, she kept
walking.

At the Dunescar border, distrust had stopped the wagons.



The jackalfolk needed mountain stormlight, but old insults weighed more than need.



Sahr's water compass had cracked. Without light, the sand road would swallow the caravan.



Mira listened until the lantern's metal song answered for everyone.



Mira was not
the strongest
hero on the road.



She had one badge,
one cloak, one
frightened lantern,
and one magic only
she could use.



She asked
the metal what
it needed.



Stormlight
answered with
thunder.



The safe road
appeared.





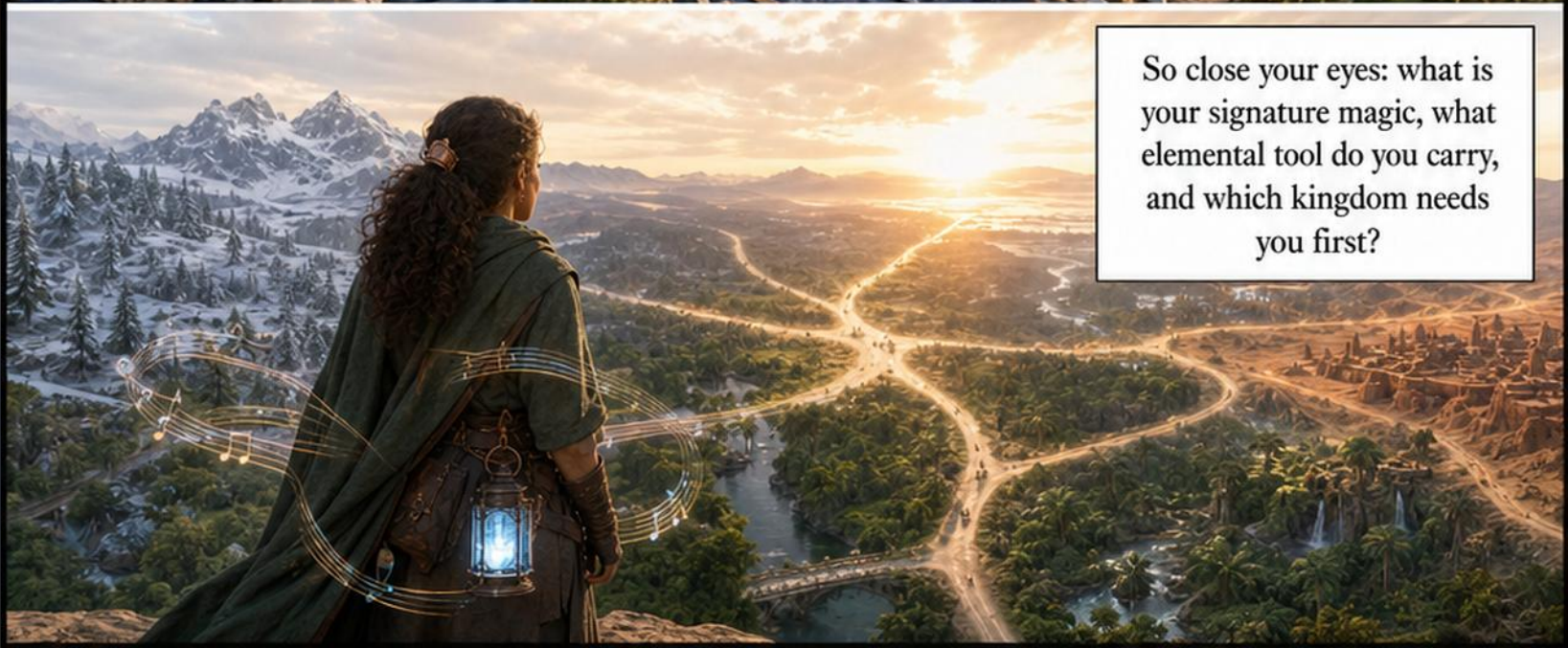
By dawn, Dunescar's
caravan crossed safely.



The lantern no longer
sounded afraid. It
sounded useful.



Grand Dale was not held
together by perfect trust,
but by roads brave people
repaired.



So close your eyes: what is
your signature magic, what
elemental tool do you carry,
and which kingdom needs
you first?