The Story of Giotopia "A Fantasy Tale On Music" Part I & II

-1-

About the author ...

Born in Beveren-Waas, Belgium, on January 3rd, 1984, Giovanni "Gio" Smet published his first novel "Innerlijk" in August 2015. "Innerlijk", a psychological thriller/horror received positive reviews and great comments.

Giovanni Smet's writing style can be described as mysterious, emotional with mental twists and humorous touches. In his writing style, the tension is superior and full of gruesome details.

Giovanni Smet spends his spare time with his partner and four kids, combined with composing hardrock/heavy metal music in his home studio.

-2-

Gio Smet's



A Fantasy Tale On Music Part I & II



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-4-

Introduction

Welcome, dear reader, to the enchanted world of Giotopia. An epic fantasy tale, full of heroes, demons, wizards, elves, witches and strange creatures...

The title, "A Fantasy Tale On Music", means the story is combined with composed and recorded music by the creator of Giotopia, Giovanni "Gio" Smet. The two albums,

"A Fantasy Tale On Music" - Part I & II, can be discovered and purchased on the official Giotopia website: www.qiotopia.com.

The entire story can be found in this book, as well as the expanded descriptions and drawings of each character, combined with pictures of the musician who plays that particular character role. In addition, some exclusive recording pictures from the making of the two music albums.

I personally wish to thank the following persons:

My loving partner Claudia Mólders, al the quest musicians and their respective music bands, Ilse Van Esbroeck of "Creative Wings" for the stunning artwork, Marleen Liessens, Stefan Van Remoortere and the entire Giotopia fanbase for their endless support.

-5-



-6-

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Chapter One

The Declaration

Abaddon, destroyer of worlds, has opened the gates of hell and declared war on Giotopia. The stories tell he is the devil's servant, bringer of pain and destruction. Thousands of undead souls are surrounding him. They are the flawless legion, neither dead nor alive. Giotopia, a land surrounded by crystal, is the next part of the devil's sinister plan. Abaddon got the order to raise war on the land and bring the people to extinction. It is to believe Giotopia holds the last Fountain of Youth, beyond the hidden entrance. In his search for it, Abaddon has destroyed many worlds, but failed to found what he desperately seeks. With the essence of the Fountain of Youth, the devil himself can travel through the gates of hell and rule the universe.

After Abaddon's declaration, Giotopia is in uprising. The seven forgotten hero's returned to the Fountain of Youth and regained their strength. They will stand between the people of Giotopia and the demonic evil that is coming.

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Chapter Two

Call of the King

After Abaddon's declaration of war, Giotopia is in uprising. A land that was once in peace and harmony, stands of the brink of destruction. A dark shadow lurks over the enchanted forests and rippling waters.

King Cornelius has instructed Magus the Forest Walker, a wizard and advisor of Kings, to call upon the Forgotten Ones.

The Forgotten Ones are a variety of six heroes and one heroin. The seven all heard the call and returned to the Kingdom. Their names are written in many books and known throughout the nation. Egon the Fearless, Frederick the Witch Devour, Caius the Swift, Waldemar the Veteran, Sanvin the Foresighted, Stephan the Lover of Maidens and Aurora Vixen, the heroin. Strength, dynamism and fury are combined to make her a true warrior. All regained their former strength at the hidden Fountain of Youth, as Magus opened the secret entrance with a magic spell.

In the court of the King, the Forgotten Ones are instructed to carry out the first step of Magus his defensive plan, which is to

STOPIA

enforce the crystal walls that surrounds Giotopia with the help of Siberians. These are great white tigers with wings and can only be mounted by a true hero. It is said that, many ages ago, the wizard Magus himself brought these mighty creatures to life with magic words and the essence of the Fountain of Youth. On the back of a Siberian, our heroes can get closer to the undead souls and fight them. The giant claws and sharp teeth of a Siberian can tear open the flesh of the damned, release the soul and send it back to the depths of hell.

The seven heroes march for the icy rivers. It is there the Siberians can survive. Our heroes need to carry out the order quickly, as a Siberian can not remain alive for a long time near the crystal walls. Their wings will starve without the breeze of the icy rivers, leaving the Siberians to die.

After the Forgotten Ones passed the test of being true heroes, they each mounted their Siberian. They could feel the exceptional bond with this ferocious creature when they each flew towards a specific part of the crystal walls. It was like a bond between mother and son.

SIOTOPIA

Chapter Three

The Icy Rivers

On the back of the mighty Siberian, our heroes flew over the Icy Rivers. They felt the bond growing by each spread of the Siberians majestic wings. Their mission was clear. After they left the Icy Rivers, they would part ways and defend the crystal walls, hoping they would arrive in time so the undead souls wouldn't enter the realm. Little did they knew it was Dark Elf Falena, spy for the evil Lord Abaddon, that was hiding and lurking in the mist that was hanging over the waters. She could see the heroes part ways, leaving them vulnerable for attacks. An interesting scheme she needed to share with her Lord, the destroyer of worlds. Falena wasn't seen or heard on her way back to Abaddon's lair. She followed her instructions and carried them out flawlessly. Dark clouds were on the horizon, as the heroes didn't had an idea of what was waiting for them. A small, yet forceful, army was being prepared to counter attack our heroes one by one. It was Falena that was giving the exact locations. As the heroes flew alone, a bloodlust legion was waiting on them. They had the element of surprise, something that could be the downfall of the Forgotten Ones.