



Unreal Engine - POLYGON - Elven Realm (Engine version 4.25- 4.27, 5.0- 5.2)

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Unreal Engine - POLYGON - Elven Realm: Introducing POLYGON - Elven Realm, a celestial kingdom hidden away from non-magical beings, nestled amidst mountains and powered by the Bloom of Runes. This mystical energy serves as a ward, power source, weapon enchantment, and portal connecting realms.

Are you ready to immerse your players in the lunar realm of POLYGON - Elven Realm?

Assets include:

- 11 Characters: Commoners, Kings, Knights, Nobility, Priestesses, Queens, Rogues, Scholars, Soldiers.
- 51 Character Attachments: Ears, Hairs, Helmets, Capes, Crowns.
- 279 Buildings: Base building pieces with various roof designs, balconies, stairs, doors, floors, pillars, railings, trims, trellises, walls, windows, and more.
- 139 Props: Flags, statues, furniture, decorations, and more.
- 49 Items: Elixirs, instruments, letters, spellbooks, and more.
- 137 Environment assets: Bushes, rocks, cliffs, trees, waterfalls, and more.
- 19 FX: Auroras, flames, wisps, waterfalls, and more.
- 37 Weapons: Bows, daggers, swords, shields, and more.
- 3 Vehicles: Boat, carts.



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