

THE LEGEND OF

ANIMA

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THE LEGEND OF ANIMA

The Legend of Anima is a universe created, illustrated, and designed by the artist Pedro Porto. He drew inspiration from his travels across Europe and North Africa for historical research, visits to medieval libraries, and interviews with contemporary residents who inherited legends from their ancestors. He has brought to life a fantastical world where history and imagination intertwine.

At the heart of this journey is Sofia, a girl born in Anima, a city of warrior women where she never truly belonged. Haunted by a prophecy that seeks to shape her fate, she refuses to surrender to an imposed destiny. Instead, she embarks on a quest to pursue her own dreams, determined to find her true place in the world.





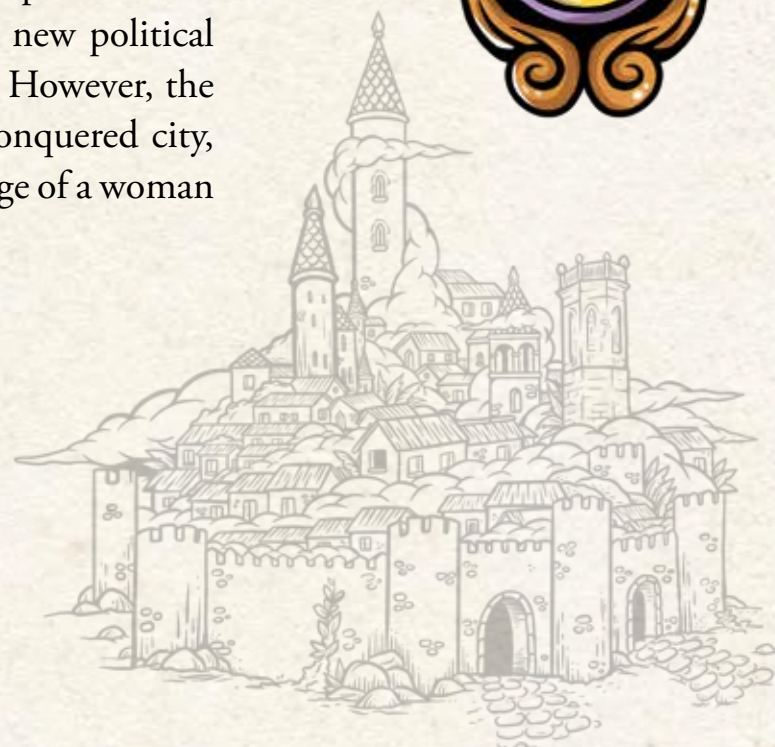
ANIMA



The Citadel of Anima is the capital of the kingdom and represents the ordinary world—the heroine's starting point and the place to which she returns, transformed, bearing a gift. The revered celestial body is the Moon, the guide of emotions and dreams. The connection with the cosmos is celebrated during full moons by the women of Anima, known as the greatest warriors. The legacy of Aurora, the city's founder, was the teaching of the art of combat with sword, shield, and bow and arrow, passed down from mother to daughter, making them the most skilled fighters.

Men's power in the city was merely symbolic, leading to conflicts and conspiracies that ultimately resulted in a division, with the men abandoning the city. In this new political landscape, the Queen became the Empress of the whole Kingdom of Anima. However, the men who left claim that the Emperor would be the rightful King of the reconquered city, Animus. Due to this separation, Anima celebrates female strength with the image of a woman stepping on a man's head, symbolizing their independence.

- **Celestial Body:** Moon – Symbolizes mystery, the cycle of life, and intuition.
- **Government:**
 - **Empress:** Jimena (Sofia's mother's sister)
 - **Priestess:** Teresa (Sofia's older aunt)
 - **Defense:** Anima's Warriors (women only)
- **Borders:** Borders the Village of Genarius and Animus.
- **Tarot:** Major Arcana
- **Element:** Spirit
- **Beasts:** Wolf-Lion / Bat-Dragon



LEGENDS AND MYTHOLOGY

In the mythology of Anima, two hybrid beasts represent challenges and transformations. The bat-dragon, with a key around its neck, symbolizes the warriors' internal struggle against their fears and the shadow that prevents them from reaching fulfillment.

The legend of the forest tells that the wolves howling at the moon represent those who reached the end of their lives without fulfilling their dreams. The Cosmos granted them a gift, but they failed to embrace it, consumed by fears, vices, and the blindness of power. As punishment, the Cosmos transformed them into wolves, forever wailing at the moon—symbolizing the dreams that were never realized. Deep within the forest lies a cave where these unfulfilled dreams are painted and etched onto the very stones.

To defeat the bat-dragon and break the curse, the warriors must symbolically transform into a wolf-lioness, representing the balance between strength and wisdom. This creature, once the pet of Aurora, the city's founder, taught the heroine the instinct of a fighter, becoming a symbol of resilience and transformation for the warriors of Anima.





THE CITADEL OF ANIMA

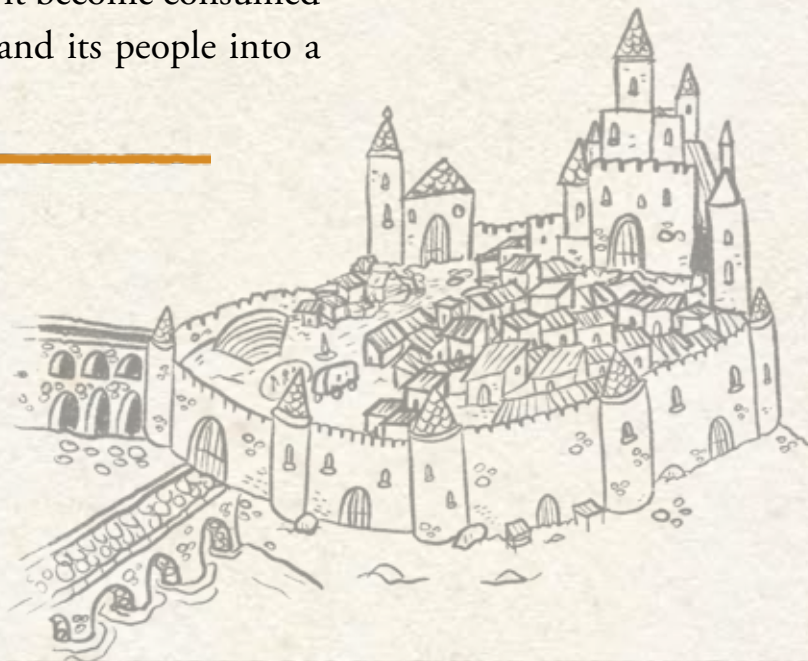
ANIMUS



The city of Animus was reclaimed by the men of Anima. This battle drove out the last resistance of the outsiders, sending them back to Almah, and restored the city to their control. The event caused a great rupture within the Kingdom, marking a turning point and igniting deep disputes. Animus represents Ego and Power, symbolized by the Sun, the celestial body that governs its essence. As the largest city in the Kingdom, Animus stands as a center of masculine forces and influences, with towering structures and a population consumed by an inflated sense of grandeur and arrogance.

Within the city, an aqueduct channels water infused with mystical herbs to its fountains. This water has the power to ignite an exaggerated ego in its inhabitants, deluding them with a false sense of personal power and superiority. Those who drink it become consumed by pride, and Ego emerges as the dominant force, shaping the city and its people into a reflection of hollow grandeur and vanity.

- **Celestial Body: Sun** – Symbolizes strength, clarity, and leadership.
- **Government:** Emperor, Priest, and Knight.
- **Defense:** Knights loyal to the Emperor.
- **Borders:** The closest cities are Anima and Portus.
- **Tarot:** Suit of Swords.
- **Element:** Air.
- **Beasts:** Lion-Peacock and Goat-Pegasus.



LEGENDS AND MYTHOLOGY

The guardian beast of the city is the Lion, once magnificent and strong. Its imposing appearance made it effortlessly feared and revered. However, as time passed, it succumbed to laziness and indulgence. Its once-radiant beauty faded, and its body became sluggish and unkempt.

Desperate to regain its former glory, the Lion pleaded with the Cosmos to restore its charm and vigor. The Cosmos, in its infinite wisdom, asked which virtue it valued most. Proud of its appearance, the beast chose beauty. In response, the Cosmos transformed the lower half of its body into that of a peacock—a symbol of beauty, but also of fragility. The creature would remain beautiful, but its strength had been replaced by vulnerability.

The other beast represented in Animus is the Goat-Pegasus. Originally, the Goat symbolized earthly temptations, pride, and an insatiable desire for power. When the Cosmos transformed it, they granted it Pegasus wings, symbolizing creativity and ascension. However, the Goat's ego remained unchecked. Instead of using its wings to rise with wisdom, it sought only to showcase its own grandeur and power, like an artist obsessed with their own image.

The Cosmos then offered a warning: to balance earthly ambition with the pursuit of something greater. To prevent the Goat-Pegasus from following the path of Icarus, who was lost to his own arrogance, the Cosmos made its horns grow, curving toward its own neck. The higher the beast soared, the more its horns would grow toward it. Thus, it had to learn to wield its power wisely, lest its own ego lead to its downfall.





THE CITY OF ANIMUS

PORTUS

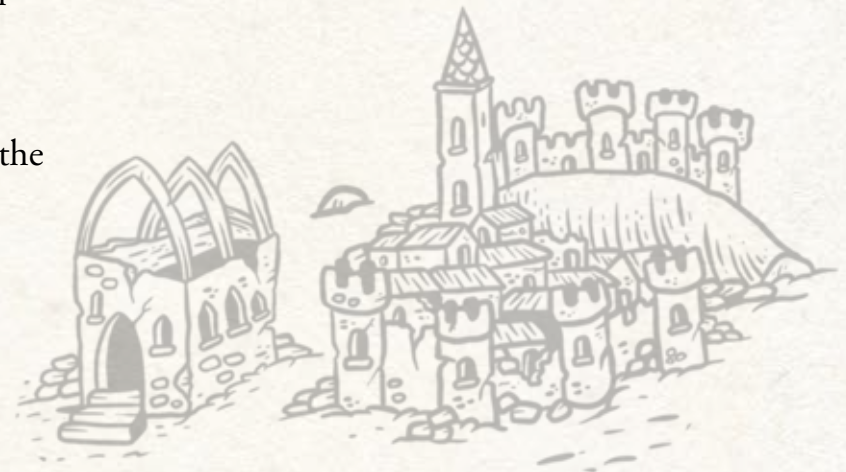


The Hamlet of Portus revered Venus, the goddess associated with love, beauty, and harmony. Its connection to the morning star came from its sailors, who, upon seeing the dawn star in the sky, knew that the waters were calm enough for them to train in their rowing boats. The hamlet guarded the entrance to the Channel of Winds, overseeing the vigilance and control of the protective current that safeguarded this strategic point. Located on the canal's edge, on the side of the Kingdom of Anima, it was crucial for the security and control of the maritime borders of the territory.

Portus was severely damaged by a great earthquake, which destroyed its structures and shook its government. To rebuild it, the Order of Anima, a council of philosophers, alchemists, and architects, dedicated its knowledge to restoring the city from its very foundations. This process of rebirth turned the city into a point of contention, as both the Citadel of Anima and the City of Animus sought to influence its future.



- **Celestial Body:** Venus – Symbolizes love, beauty, and desire. The city's reconstruction represents the Renaissance.
- **Government:** Governed by the Order of Anima (a secret society).
- **Description:** A secret society founded by Sofia's grandmother, a philosopher who disappeared long ago. The Order seeks the rebirth of Hamlet of Portus. Sofia's father is the Architect, responsible for aiding in the city's reconstruction. Her mother, a wise hermetist, moved to the city to contribute to its restructuring.
- **Defense:** The Brave Sailors.
- **Borders:** The Citadel of Genarius. It controls the maritime frontier of the Kingdom, sharing maritime borders with Almah.
- **Tarot:** Suit of Cups.
- **Element:** Water.
- **Beasts:** The Sirens and the Seagull-Dolphin.



LEGENDS AND MYTHOLOGY

In the mythology of Portus, two beasts are linked to the city's fate: the Siren and the Seagull-Dolphin. Legend has it that the sirens, with their hypnotic song, have the power to distract the warrior sailors, leading them away from their destiny and putting the city in danger. Their song is so powerful that, should they unite and sing in unison, a great earthquake will ravage the city.

To prevent this disaster, the Seagull-Dolphin — symbol of vigilance and protection — is always on the lookout for the sirens, soaring over the waters and diving when necessary to stop them from gathering and singing together.

The population of Portus believes that the earthquake occurred because the Seagull-Dolphin was captured by a spy from Almah. Although the chain protecting the canal remained intact after the earthquake, it became known for the man who tightrope-walks across it, traveling between realms.





THE HAMLET OF PORTUS

GENÁRIUS

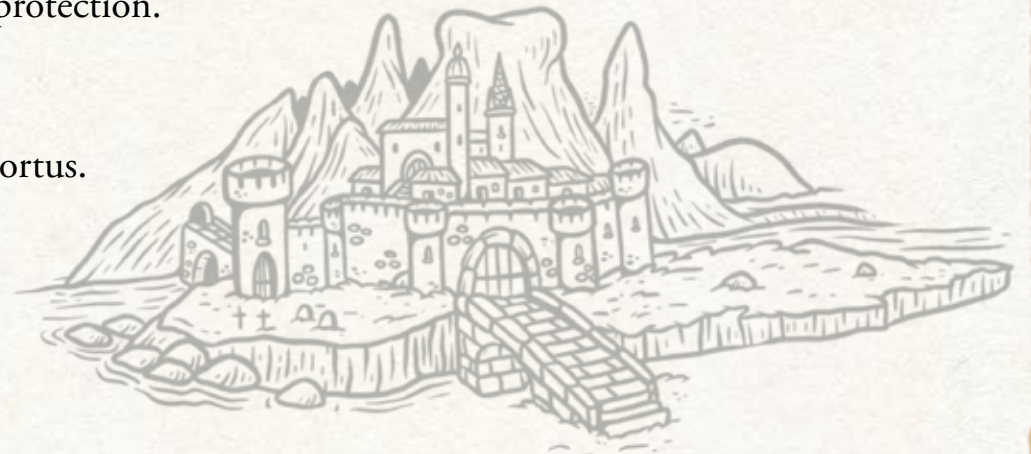


The Village of Genarius is self-sufficient and governed by a parliament composed of the local elite. Protected by a mountain range and its imposing walls, the village is nearly inaccessible. Its borders have only two entrances: one leads to Anima, through a tunnel in the mountains, and the other requires travelers to navigate a labyrinth designed to protect the heart of the village.

Although trade with other cities exists, it is regarded more as a luxury than a necessity, as the region's natural resources ensure its self-sufficiency. The worship of Saturn, god of order, structure, and renewal, is central to the life of the village. Every seven years, a grand astrological celebration is held, during which the government is renewed and new leaders are selected for strategic positions. During this period, the citadel reaffirms its commitment to self-sufficiency



- **Celestial Body:** Saturn – Symbolizes time, wisdom, challenges, and protection.
- **Government:** Parliament composed of the elite.
- **Defense:** Archer guard of the wall.
- **Borders:** Shares borders with the Citadel of Anima and is close to Portus.
- **Tarot:** Suit of Coins.
- **Element:** Earth.
- **Beasts:** The Rat-Frog and the Beaver-Snake.



LEGENDS AND MYTHOLOGY

Many, many years ago, when wolves were still few in the Shadow Forest, the beavers constructed a massive dam on the great river. This barrier in the water's flow created an island at the river's mouth, and it was there that they laid the foundations of the Village of Genarius. According to legend, these beavers—devoted architects—built a city so magnificent and towering that, in their arrogance, they began to believe they could construct a structure high enough to challenge the very Cosmos.

But the Cosmos, sensing their pride, decided to teach them a lesson. As punishment, it transformed half of each beaver into a serpent, a creature that now lies dormant deep within their souls. Whenever the beavers' vanity surpasses its limits, the serpent awakens, biting them with its venom. This toxin, though not lethal, induces a deep slumber, and they may remain unconscious for months before awakening.

However, there is a prophecy that keeps the beavers vigilant and cautious. According to it, while a beaver rests in this enchanted slumber, rats and toads begin to multiply throughout the city. It is said that when a beaver awakens to find Genarius overrun by these creatures, it will be the sign of a great punishment that will befall all its inhabitants, plunging the city into chaos and ruin.





THE VILLAGE OF GENÁRIUS

ALMAH



The Caliphate of Almah is a city that stretches from the base of the mountain to the port on the *Rih* Canal, a crucial point for trade and access to the desert and other *taifas*. At the mountain's peak stands the Alhambra, the Caliph's imposing fortress, from where he has a privileged vantage point to monitor the approach of his enemies.

In his youth, the Caliph of Almah was an impulsive and aggressive leader, conquering lands through war. However, after suffering defeats in the Kingdom of Anima, he now seeks to grow old in peace and stability. Yet his enemies—the sons of the sultans he once vanquished—still thirst for vengeance, haunting his thoughts and making him restless within the walls of his palace.



- **Celestial Body: The Stars** – Symbolizing destiny, spiritual guidance, and the infinite.
- **Government:**
 - **Caliph:** The Caliph of Almah
 - **Vizier:** The Astrologer of Almah
- **Defense:** Janissaries – Warriors of Almah
- **Borders:** Borders the City of Portus by the canal and the Taifa of Ruh, its enemy, by land.
- **Tarot Suit:** Wands
- **Element:** Fire
- **Beasts:** The Sphinx and Thoth



LEGENDS AND MYTHOLOGY

In the mythology of Almah, the Caliph can only achieve fulfillment if he has an Astrologer as one of his Viziers. This person is chosen by their predecessor and taken by force to live in a cave carved into the mountain, where they spend their days observing the sky through an opening in the rock. Their role is to interpret the stars and guide the Caliph. Without the presence of this cosmic seer, the Caliph's fate would be doomed to failure and death.

Almah believes in and is devoted to Kismet, the universal force that governs destiny. The figure of Thoth stands out as the personification of wisdom, guiding the people in understanding the paths of the universe and maintaining the cosmic balance between order and chaos.

The city holds a secret: the Fountain of Sphinxes, located at the center of the Alhambra. Its waters flow uncontrollably, and those who uncover its secret may ask the Caliph for whatever they desire.





THE CALIPHATE OF ALMAH

RESEARCH AND SKETCHES

The research was conducted during trips to medieval cities in Europe and North Africa. It all started with a visit to the city of Ávila, where the story of Jimena Blázquez and the defense of the walls by women, children, and the elderly—due to the absence of the men, who were on an expedition—was discovered through a graffiti on the wall. Other cities visited include: Segovia, Toledo, Seville, Granada, Córdoba, the fortresses of Monzón and Loarre, as well as a visit to the medieval library of Vic in Spain.

Girona was another city that inspired one of the characters, based on a legend told by a local resident. The version she shared of the Legend of Tarlá de Argentera is different from those found in books. Additionally, the inspiration for the executioner's house came from a walking tour in the city of Barcelona.

Lisbon and Porto in Portugal were also explored, with the Lisbon earthquake and fire serving as inspiration for certain events. Montségur, the site of the Cathar fortress tragedy, and Carcassonne, in the south of France, were also part of the journey. Finally, Pedro traveled to Morocco, visiting the cities of Marrakech and Essaouira.

In addition to the aforementioned field research, Pedro delved into a study of tarot and astrology, taking personal and online consultations with renowned professionals in Brazil and Spain. For the creation of the illustrations for the book, he took a linocut course, applying the influences gained to his black-and-white illustration style for the interior of the book.

In the following slides, you will see photos, sketches, and drawings by Pedro. It is important to note that all the illustrations for the Universe of Anima—including the capital letters, banners, graphic elements of this presentation, book's illustrations, logo, tarot deck, and all visual aspects—were entirely handcrafted by the artist.



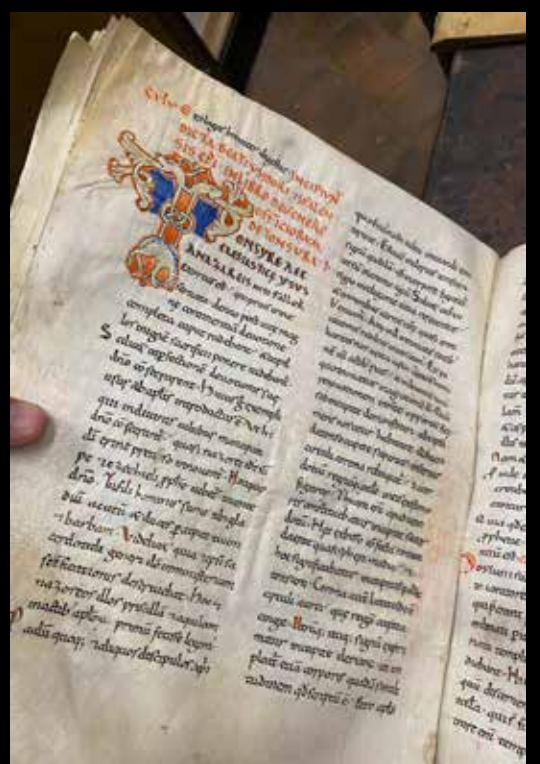






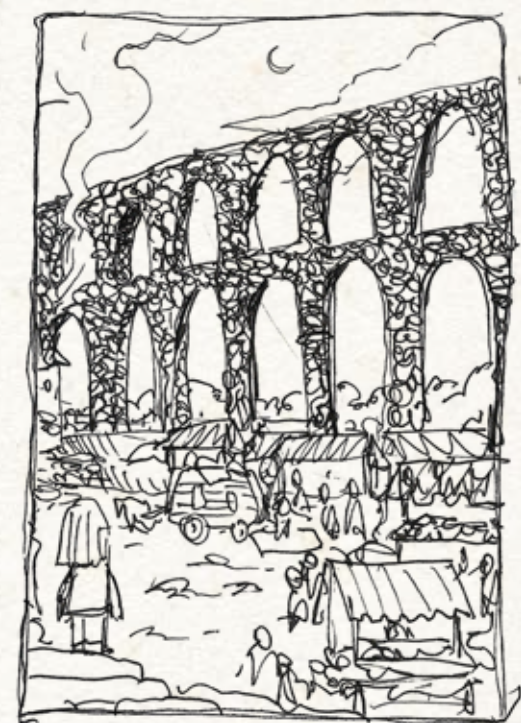




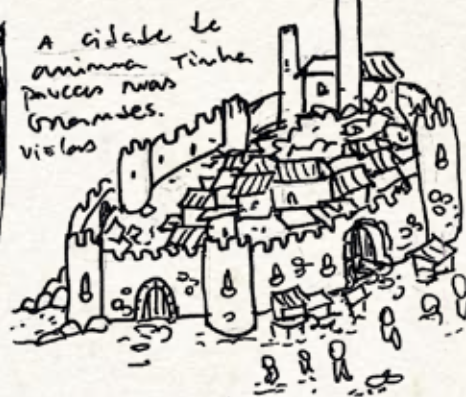












A cidade de
anima tinha
paucoas ruas
grandes.
villas



transide de
demonstrativa
pela geografia
e por context da
perda da cidade
de animus no
passado.



Vida normal

PERSONAGEM

uma vez que de esse passo, já
não haverá volta atrás. Não poderá
ignorar o que sabe e seguirá ma
e ignorância. A prova que terá que passar
é dura e não
mas se não
avancar,
sotrá-la as
ploras
consciências.

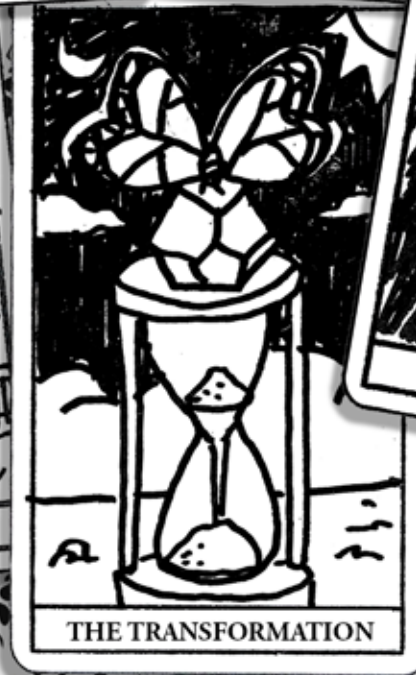


TAROT DE ANIMA

The Tarot of Anima is an oracle currently being developed by Pedro Porto, bringing to life the characters and symbolism of the literary universe of Anima. Comprising the 22 Major Arcana of the Tarot, the deck reflects the challenges, allegories, archetypes, and transformations present in the narrative. Additionally, its 78 cards illustrate not only key moments from the story but also the challenges and cycles of change in life, making this oracle a unique tool for connection and reflection.







AUGMENTED REALITY.

The Legend of Anima will incorporate Augmented Reality technology through the Haloar.app. Given the esoteric, fantastical, and spiritual themes explored in the book, the author decided to add an extra dimension of interaction for readers – the 6th sense. Through this technology, elements invisible to the characters will be revealed to the audience, allowing readers to uncover hidden secrets throughout the narrative.

The book's illustrations will be in black and white, which, in addition to reducing printing costs, gives the design a medieval aesthetic, inspired by woodcut engravings. By using the cameras on their mobile devices, readers will be able to explore these hidden elements and access layers of meaning beyond the narrator's perspective, offering an immersive and unique experience.

THE LEGEND OF ANIMA

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Pedro Porto



Scan the code and point the camera at the book illustrations to discover its secrets.

For a better experience, download the app.





PRÓLOGO



ofia acordou de repente, com a sensação de que algo terrível estava para acontecer. Aquela noite não fazia tanto calor, porém, ela despertou com a roupa ensopada de suor. Seu coração batia tão forte que ela temeu que o barulho acordasse seus pais. Havia sonhado com uma ave, um pássaro muito feio que ela nunca havia visto em lugar nenhum. Ele era branco e negro, tinha um pescoço enorme e um grande bico que se curvava para baixo, além de pernas longas.

“Que pássaro feio”, pensou ela. Enquanto se esforçava para lembrar do sonho, seu coração se acalmava pouco a pouco. Olhou para o nada, reflexiva, e chegou a uma conclusão:

— Eu não sonhei com um pássaro... Eu era o pássaro! Voava por um lugar distante e observava uma cena muito esquisita. Tudo era diferente: as pessoas, as roupas, as casas. Havia um grande templo e um homem alto escalando a torre. — Lembrou da brisa fresca que vinha do grande canal, tocando suas penas. A memória desta sensação a acalmou; seus olhos se fecharam e ela voltou a dormir e a sonhar.

Um grande pássaro, voava em círculo, até que pousou no



O tesouro



PRÓLOGO



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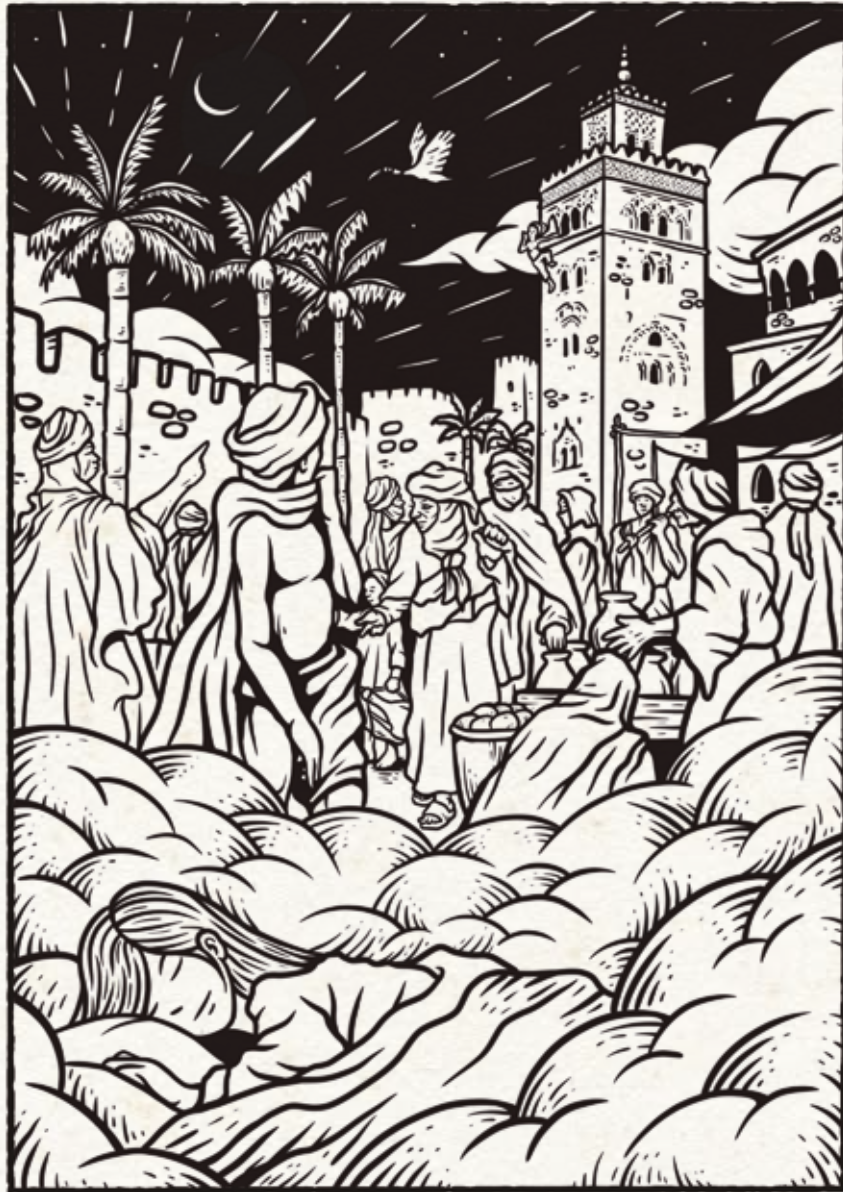


O tesouro

BLACK AND WHITE ILLUSTRATIONS OF THE BOOK.



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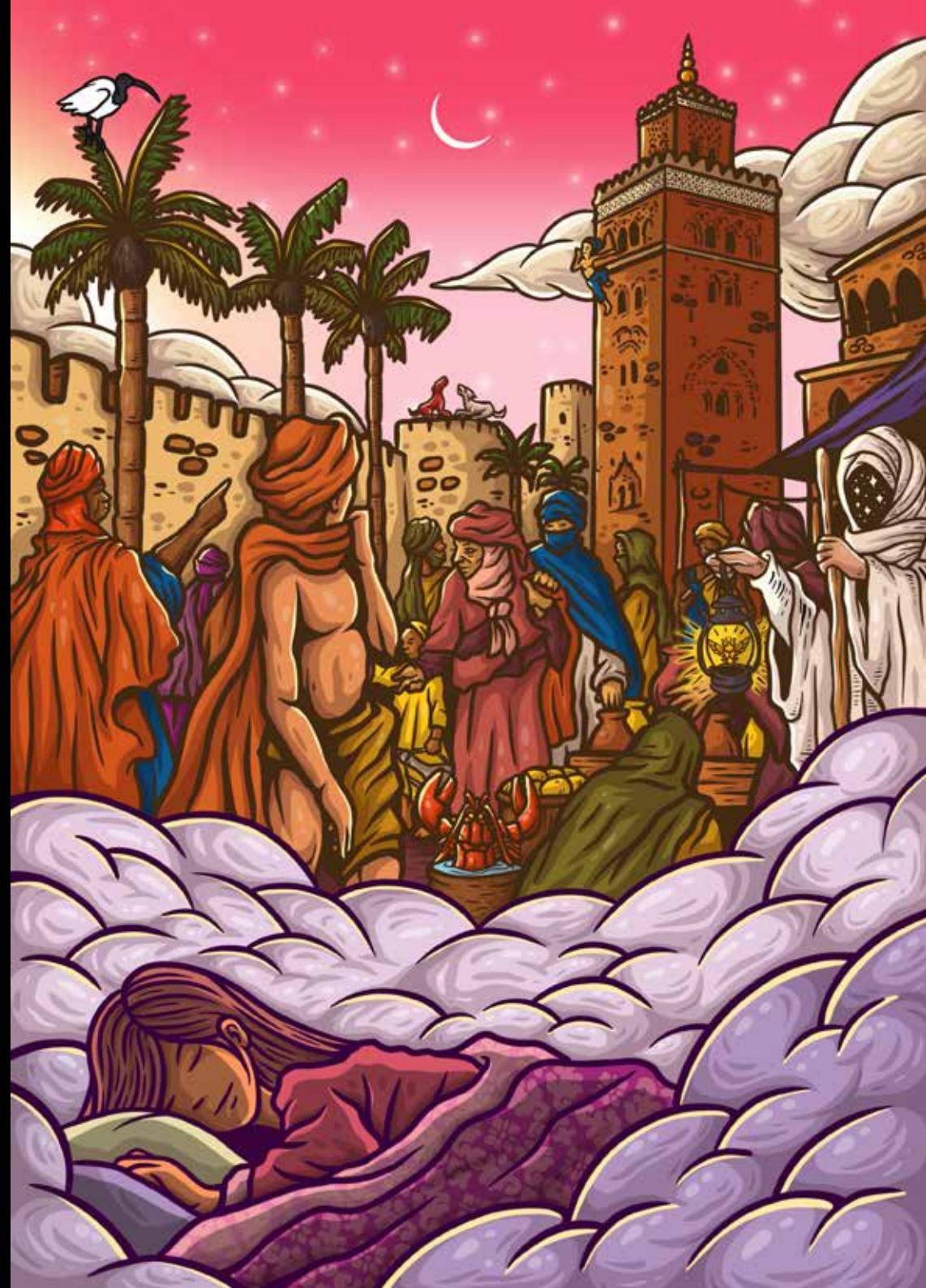


BLACK AND WHITE ILLUSTRATIONS OF THE BOOK.



*THESE ARE SOME EXAMPLES OF ILLUSTRATIONS THAT ARE ALREADY FINISHED FOR THE BOOK.
CHECK THE COLORED VERSION THAT THE APP WILL SHOW IN THE NEXT SLIDES.





STUDIES AND LITERARY INSPIRATIONS

The main source of inspiration for this book is Carl Jung's work. The concepts of Anima, Animus, and Synchronicity, widely disseminated by him, are essential pillars of my narrative. In addition to Jung, authors such as Joaquin de Saint-Aymour, James Hillman, Jean Shinoda Bolen, Emma Jung, and Ira Progoff have provided a foundational bibliographic base for the development of this work. Authors like Christopher Vogler, Joseph Campbell, and K.M. Weiland also play an important role in this project, bringing elements of mythology and the hero's journey. I must also mention that it all began with reading *The Simple Forms* by André Jolles, a work that broadened my understanding of literary structures.

Regarding my influences, I highlight the author and fellow countryman Paulo Coelho, whose works deeply impacted my life, as well as the historical novels of Ken Follett, Luiz Zueco, Noah Gordon, and Irene Vallejo. Deepak Chopra's work provided profound insights into the spiritual aspect, while Yuval Noah Harari expanded my perspective on history and the possible trajectories of humanity. Jan Terlow, Piers Torday, and J.K. Rowling also played a significant role in shaping my literary formation, especially in the context of children's and young adult literature, helping to shape the construction of this book.

The following quote by Wilhelm von Humboldt encapsulates the essence of my creative process:

"...The spiritual labor of humanity can only bear fruit through collective work; it is not a matter of one person completing what another lacks, but of the successful activity of some inspiring others, so that all can see the need for a joint, continuous effort, always renewed and without selfish purposes, so that the convincing power of what is exposed may be well utilized."

This philosophy permeates not only the development of the work but also my view of collaborative effort, where each influence and inspiration intertwines to create something greater.



THE LEGEND OF ANIMA

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being developed, created, and carried out with love and dedication.

Pedro Porto

