New Story Idea: The Animental Kingdom

World Building

In the world of Animental Kingdom, it is a magical place where elements coexist with one another. While going through the world you are highly expected to find unique creature that possess special elements. For instance, you'll see somethings like a bear spitting acid to a bird being able to form bridges from stone. Each animal has a unique element even if you think it doesn't suit them. Animals use their elements to live their own lives or even choose to help others with their own lives, but we'll talk about that later.

In The Animental Kingdom there are tons of different and magical biomes that are based on the elements. For example, a place called the Spiraling Amethyn (**Think of settings**).

And not only does the world of Animental Kingdom have cool biomes, it also has different realms that exist. Each realm has its own rules and even its own species to inhabit. The realms are the Overworld, Forest of Power, Departed Tavern,

The Animental Kingdom doesn't only inhabit animals with special elements, but they also have a people who can have the

power to wield those special elements. This is explained in the **Power System Tab**.

Since the people in the Animental Kingdom are at peace with the animals and with the fact that you can't entirely eat animals that are covered and merged with elements, all the people in this world are all vegetarians. People keep the animals as something very sacred and treat them as special. But there are people who decide to kill and eat these animals no matter what other think. There are many side effects when these people eat animals, but people crave the taste too much to the point they don't care. Some of the side effects include death & element corrosion.

The magic doesn't just stop at the animals in this world, in the Animental Kingdom there are multiple realms that are each unique and gives its own vibe. The realms that exist are:

(Overworld Name), (Power Forest), Departed Taverns,

Settings

1.

Power Systems

Chi Essence: Chi is an essence that lives in all living things. It is a Power System that can unlocked when a person understands

what they truly are (understanding oneself). Once you unlock
Chi Essence, a person then is put under three different
variations: Construction, Infusion, & Enhancement. A person
can only use one variation, but you could still use specific styles
from the other ones. For example, a user could construct
something that could enhance them physically like the
Enhancement variation.

- **Construction:** This allows the user construct specific things with your chi. You can be able to create anything depending on their chi essence level. For example, you can create clones of yourself but not everyone can do something as simple as that.
- Projection: This allows the user to use their chi and emit/project it in variety of shapes and forms, such as waves, blasts, auras, etc.
- **Enhancement:** This allows the user to enhance their body using their chi energy. If they have a contract, they can combine that with their chi essence to create unique and powerful attacks. For example, someone could make a falcon punch if they had a fire contract and enhancement.

Animal Contracts: In this world the most common way people use these elemental animals is through forming contracts. A person body can only hold up on one contract for an animal. For

example, it is impossible for someone to have a contract with an octopus and a hyena. There are three types of contracts people can make with an animal, but not everyone can have the same contract. The reason is because not everyone has a body made to keep up with most contracts. The three major contracts are: Demon Contract, Guardian Contract, and Kuguni Contract (Kugutsu - Puppet).

- **Demon Contract (Demon):** This contract allows the user to combine and merge with an animal and then use the animal's powers through themselves. This is the most powerful contract to achieve to an animal. From this kind of contract, you will be able use the element that the animal possesses and will have special animals feature(perks) that become a part of you. For example, if you decided to contract with squirrel then your elemental energy output will be lower than most but will be very swift and agile than the majority.
- **Guardian Contract (Trigger):** This contract allows the user to use the elemental energy through weapon, or such as accessories.
- Kuguni Contract (Kuguni): This contract allows the user to use the animal as a puppet or even better as a familiar.
 The user can conjure up energy and special abilities through the animal.

Elemental Gear: Humans have started to capture Elemental Animals and infuse them with guns and more technology to help them to become just as advanced and powerful as Contract Users and even Mages'.

Sage:

Elements & Weapons

<u>Fire</u>

Element Description: Fire is an energy-based power. Anyone with this power can control and manipulate fire from their body and even through surrounding areas. A user/animal can have a high resistance with fire but not fully. Depending on the animals there can be three stages of fire: Orange, White & Blue, with orange being the weakest, white being the slightly powerful, and blue being the most powerful flames.

How to control: The best way to use harness the Fire element is through breathing, by training your lungs and having good flow of breathing cand help increase the power and control over fire.

Weaknesses: No Air Flow, Cold & Water

Wind/Air

Description: Wind is a physical-base Anyone with this power can control manipulate the air/wind around the even produce from inside themselve even have powerful lungs help them and use it to some advantages. The strongest forces of wind that a user, can produce, or control is 900/mph.

How to control: The best way to use harness the Wind/Air element is thr being fluent, agile, and being free wown body control and manipulate V at a better rate. A better way to expis the more you feel free the more p of an air user you can be.

Weaknesses: Ice/Freezing, Fire & El

Water

Description: Water is a physical-based power. Users can control, shape, and manipulate water in any way they see fit, and even produce some of it. They can also be able to survive underwater for really long times.

How to control: The best way to control this power is personality based. You have the sense of feeling boundless or even stuck. You must feel like you're able to form into anything or shape you see fit. This mindset proves to help you use water more effectively.

Weaknesses: Ice/Cold, Heat/Dryness, Strong Fire and Lava users

Ice

Description: Ice is a physical-based Users can cold the temperature and freeze things in their way. Even have power form anything to their liking They have a high resistance to the c

How to control: None

Weaknesses: Fire/Heat/Lava and vo

<u>Mind</u>

Description: Mind is a physical-based power. The user can sense the thoughts of other people, usually hearing them like ordinary speech but possible by other senses such as sight. Usually, users sense the surface such as thoughts (including mental communications), but they can also learn to

Nature

Description: Nature is a physical-bapower. The user is connected directly natural world and thus can communinfluence, manipulate and control numbers and natural phenomena, such weather and geology of the Earth, a matter and energy of which all these are composed. They can survive in a

push farther into the subconscious and memories.

How to control: None

Weaknesses: None

natural environment on earth. Beca can communicate with nature, they instantly familiar with their surroun the connection is so deep that the e respond to one's emotions and desi (blossoming with flowers and calmi weather when happy, making skies or cause earthquakes when angry, s the landscape to gain the advantage fight, etc.) The user can purify, heal generally influence the health of nat considering the fact that they're hel environment, plants and animals ac favorably towards user. They have a every living species of animal on Ear can also draw strength from them a acquire their abilities. Nature obeys every command and operate on a "l mind", meaning users can control a army of animals.

How to control: The best way to use power is to have a more spiritual side because it will bring you closer to not itself and help you understand and planture around you.

Weaknesses: Fire

<u>Magnet</u>

Description:

How to control:

Weaknesses:

Energy

Description:

How to control:

Weaknesses:

<u>Time</u>

Description: How to control: Weaknesses:

Smoke/Ash

Description: How to control: Weaknesses:

Blood

Description: How to control: Weaknesses:

Amethyst

Description: How to control: Weaknesses:

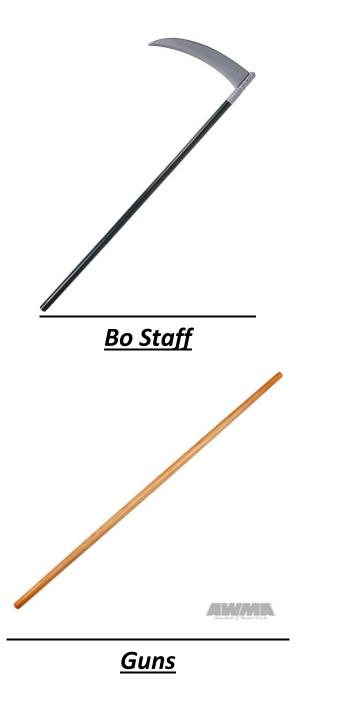
Katana



Scythe*

Da

Nunc









Characters

Protagonist:

If wanting to learn more and get better analysis of each character then click <u>here</u>.

Jayco Doxon; Jayco's nickname that his and Coji's family use is Jay

Age: 19 – 25

Race: Black

Weapons, Contract & Powers: Jayco had mastered the Shurikenjutsu, with this he chooses to fight mixed martial arts and use Shuriken / Kunai. Jayco has a Demon Contract with an Electric/Lightning Komodo Dragon. With this contract Jayco is given the power of **Electricity/Lightning** and using it from inside himself. Since Jayco has a contract with a **Komodo Dragon** he is given some special abilities from it. Jayco gains the ability to sense people and elemental energy from miles away. Jayco also has a resistance to high risks kind of poison/venom. Later down the line Jayco unlock his **Chi Essence** and has the power use **Construction**. For example, Jayco can use **Construction** to construct clones of himself and even weapons such as his shuriken and kunai. Around the same time of learning Chi Essence, Jayco discovers a hidden powers that comes from the Komodo Dragon, Black Lightning. Black Lightning is **<u>Electricity/Lightning</u>** but is severely condensed version that is ten times stronger and faster. And **Black Lightning** has a hidden attribute that can negate other kinds of energy (it must be specific). But **Black Lightning** comes with a huge drawback when using it; it causes immense pain when using the power too much or too long.

Description: Jayco is an African American mal that has a nice light fade with black hair, brown eyes, (**Think of more facial features**). Jayco is color scheme for clothing consists of blue, orange (or white), and black. Jayco's ninja/shinobi outfit consists of (**Think of outfit**).

Personality: Jayco is the kind of person that cares about his friends and family and can also be active and with new people when he wants to. Jayco is personality is seen as a altruistic; someone that has extreme selflessness in undertaking various actions for the benefits of others without having any self-benefit or car of oneself. With this sort if mindset, it makes it harder for Jayco to win most fights because he mainly looks to save others than to win. (Figure out if you should include the rest of this in this section) → Jayco has a unique fighting style that somewhat revolves around guessing the opponents' movement. Jayco guesses a lot when he fights so his fighting is the most unpredictable. After his training Jayco become superiorly fast and agile with his movement and has a pretty good battle IQ. Jayco can be able to adapt and think of unique ways to fight quicker than the average.

Relationships: Coji Whitlock – Best Friend

Chase Aiden Ormr – Adoptive Little Brother

Backstory: Main Character

Coji Whitlock;

Age: 19 - 25

Race: White

Contracts: Coji has a <u>Demon Contract</u> with a **Fire Phoenix**. This contract gives Coji the ability to control and manipulate flames from his body and other sources. With a **Phoenix** contract it gives Coji superior strength, more than Coji already has. When Coji unlocks his <u>Chi Essence</u>, he's able to his family power of visual prowess. Each eye pertains a special ability, his left eye (**Figure out power**).

Description: Coji is a white male that has nappy hair, with blue eyes, (Think of more facial features). Coji is Jayco's Best Friend. Coji's color scheme of clothing is red, white, and blue. Coji's common ninja outfit consists of (Think of outfit). Coji is someone as similar as Jayco but a lot more positive and more active than he is. He's someone that anyone would feel comfortable being around, even at the worst times. Has amazing sense of humor and can really show the happiness he has in his life. But this is all on the surface, Coji suffers from anxiety and hides it well from others. Of course, all his family knows, but Jayco is the only other person that knows. Coji specializes in laijutsu, swordsmanship. Coji really like the art of

the katana, he can fight hand to hand well he just prefers to use a sword more. Coji was born more of an athlete, he was born stronger than most people in the world and uses that kind of athlete build and skill to overpower his opponents.

Relationships: Jayco Doxon – Best Friend

Story: Main Side Character but secretly the main character.

Tyde Whitlock (Change)

Age: 23 – 27

Race: White

Contracts: Fire Demon Contract

Description:

Relationship:

Story:

Cash Jacket; Cash's nickname is CJ

Age: 20 – 21

Race: White

Contracts: **CJ** has a (**Name Contract**) with an **Gravity Barn Owl**, using a **Kusarigama**. This contract gives CJ a very strict ability to control and manipulate Gravity. For example, **CJ** has the power (**Figure this out later**). With the **Barn Owl** contract **CJ** is capable of high precision hearing, incredible eyesight, night vision. When CJ unlocks his Chi Essence, he gains the power(**Figure out powers.**).

Description:

Relationship:

Story:

Kaylauni Everground; (K – Lawn – e)

Age: 22 – 25

Race: Black

Contracts: Earth Demon Contract

Description:

Relationship:

Story:

Ásha Blaire (A – Sha)

Age: 22 – 25

Race: Asian

Contracts: (Name) has a Kuguni Contract with a Illusion Lion.

With this contract she can cooperate with the Lion and use the Lions ability to create illusions. None of the illusion can hurt you physically but used right be hurt you mentally. (Name) having a contract with a Lion, she can have good eyesight at night, and also have a keen sense of smell (not the best out of the group but good enough).

Description: Weapon is Sycthe

Relationship:

Story:

Ace Huxley;

Age: 22 – 25

Race: White

Contracts: (Name) has a Demon Contract with a Smoke/Ash Honey Badger. This contract allows (Name) the ability to control and manipulate Smoke/Ash. With the Honey Badger (Name) his skin becomes super tough and has excellent

strength to have fight back. And an interesting fact is (Name) become more ferocious when he fights.
Description:
Relationship:
Story:
Finnley Huxley; Finnley's nickname that his brothers call him
is Finn
Age: 22 – 25
Race: White
Contracts: Wind/Air Demon Contract
Description:
Relationship:
Story:
Boone Huxley; Boone's nickname that his Brothers call him
is Bo
Age: 22 – 25

Race: White

Contracts: Wood Demon Contract
Description:
Relationship:
Story:
Antagonist:
Owaranin; Owari – End
Age:
Race: Hyper Man Beast; Zinogre
Elemental Powers: Form & Destruction
Description: Owaranin is beast that has a Zinogre type of look to it that is covered in black and purple.
Relationships:
Xi and Daiki – Sons

Xi Oshoro; Osore – Fear, Jayco's Antagonist

Story:

Age: 300 Years old

Race: Black

Contracts: Xi has a Demon contract with a **Shadow Chimera**. The **Chimera** consists of a **Gorilla**, **Spider**, and a **Bat**. This contract allows **Xi** the ability to control and manipulate the **Shadows**. Because **Xi** has a **Chimera** his features are echolocation, sever strength, superior vision in the dark, and spider sense. **Xi's Chi Essence** is (**Figure out power**).

Description: White hair

Relationships:

Story:

Ichorè Hedorian (I – core); Ichor means the fluid that flows like blood in the veins of the gods and Hedorian resemblances Hedonist.

Age:

Race: White

Contracts: Ichorè has a **Demon Contract** with a **Blood Chimera**. This **Chimera** consists of a **Crocodile** and **Axolotl**. This contract gives Ichorè the ability to control and manipulate his own **Blood**, but the only way he can control others blood is by having

his own blood in theirs (Basically mixing them). Because Ichorè has a **Chimera** his features are super regeneration, and bullet proof like skin.

Description:

Relationships:

Story:

Quinn Malain;

Age: 28

Race: Black

Contracts: Quinn has a **Kuguni Contract** with a **Form Black Panther**. With this contract he can cooperate with the **Black Panther** and use the Panthers ability to **Form** into anything. For example, the Panther can change into any weapons, people, and specific items. Having a contract with a **Black Panther**, Quinn can have good hearing and extremely good eyesight.

Description: Specializes in Gun, but can use almost any weapon.

Relationship:

Story:

(Name);

Age: 28

Race:

Contracts: Quinn has a **Kuguni Contract** with a **Form Black Panther**. With this contract he can cooperate with the **Black Panther** and use the Panthers ability to **Form** into anything. For example, the Panther can change into any weapons, people, and specific items. Having a contract with a **Black Panther**, Quinn can have good hearing and extremely good eyesight.

Description: Specializes in Gun, but can use almost any weapon.

Relationship:

Story:

Supporting Roles:

Chase Aiden Ormr (*Or – mo*); *Aiden* means little fire & *Ormr* stands for dragon

Age: 4 - 6

Race: White Kemodial

Powers: Chase has the power to tap into the beast that is a part of him, a Lava Cerberus, with this Chase can turn into the Cerberus and share control with his Cerberus. He can also be able to use some lava powers but not anything powerful cause he's just a kid.

Description:

Relationship: Malorian Ormr – Father

Jayco - Protector(Caretaker) / Adoptive Big Brother

Story:

Malorian Ormr; Ormr stands for dragon

Age: 40

Race: White Komodial

Contracts: Malorian can tap into a Beast, Creation Dragon, with this power he's able to turn into and share control with his dragon. He able to use the element of Creation in and or out of his dragon state.

Description:

Relationship:

Story:

General Plot and Theme

The Animental Kingdom is a story about a group of shinobi's that go out of their way to stop a group of other contract users from awakening and reviving a monster back into their world. The way for them to this is to be able to find and destroy multiple different horcruxs that Owarninin has made to make sure he has no souls to return to their world. They must explore unknown lands and try to understand more about the contracts they must become the strongest and beat this organization from destroying the world.

The hidden message about the enemies is that they are trying to stop humans from using and abusing animals for their own good and punishing humanity for taking animals for granted.

Arcs and Their Key Moments

Act 0: Prologue

The prologue introduces the two college students **Jayco** and **Coji**. It shows how they end up being at the wrong place at the wrong time and end up having made contracts with animals. This happening leads them to being recruited by a group of ninjas. The recruiters are **Cash**, **Kaylauni**, and **Àsha**. These ninjas are tasked with stopping the power of an ancient evil to be unleashed unto there world. Coji and Jayco end up joining the ninjas and go under rigorous training for a total of 3 years.

After going through their training, they are put to the test and are tasked to survive in a forest full of monsters (**Might change threat or task**) for a total of 3 days. When finally completing their training, they can go on missions with the rest of the team.

Act I:

Act I starts out the entire story

Act II: Hidden Magic

Act III: Found & Hunted

Act IV: The Elemental Trials

Act V: Time Skip

During the time skip Jayco and Coji go their separate ways and start to understand the meaning of themselves so they can learn and master Chi. But while on their separate journey they each are encountered by two interesting people that find them very amusing.

Jayco: Lost Demon Child

Jayco decides to go out and explore the world for him to understand who he is and unlock Chi Essence.

Jayco had decided to explore the world, to understand more about himself. Right when he had stopped at a village and helped them out from bandits, he was then confronted by someone named Xi.

Coji: A Blood Promise

Coji had decided to stay home in(Where Coji and Jayco live). He had thought he was able to understand more about himself if he stayed with his family. One day when Coji had completed a mission he had ran into someone named (Coji's Villain Name).

Act VI: Rescue of the Best Friends

Act VII:

Act VIII:

Act: Final Act

The final act begins with the aftermath of defeating (Name of Beast). Everyone starts to feel happy about their victory but even though it was a fearsome battle where many people lost lives even a lot of the main cast there were a small few that had noticed the prophecy that (Name of Beast) would be weaker was true but couldn't understand of how it was. Right when you think the story is about to end, when Coji and Jayco was enjoying themselves and having a fun time, they were caught off guard by an unexpected guest, Daiki. When Daiki appears and sneak attacks Jayco, and he ends up killing him right in front of Coji.

- Battle between Jayco and Daiki
- Battle between Coji
- Battle between Coji and (Coji's Brothers)
- Coji losing his chi and contracts forever