Table of Contents

[Current situations 3](#_Toc463839840)

[Intersecting Lines 4](#_Toc463839841)

[Plot Planning – chapters, events, items, added plots 5](#_Toc463839842)

[Narration format 6](#_Toc463839843)

[World settings 7](#_Toc463839844)

[The Thirteen 8](#_Toc463839845)

[Mages and magic 11](#_Toc463839846)

[Four Towers – layout, some info 17](#_Toc463839847)

[Other things 18](#_Toc463839848)

[Characters 19](#_Toc463839849)

[The Four Towers 20](#_Toc463839850)

[Demons 21](#_Toc463839851)

[Humans 22](#_Toc463839852)

[~~Ethereal beings~~ 24](#_Toc463839853)

[~~The Condemned/ Seven Lights~~ 26](#_Toc463839854)

[Groups and organizations 27](#_Toc463839855)

[Darklings 28](#_Toc463839856)

[Thirteen Relics 29](#_Toc463839857)

[Relics / Marks / Symbols / Others 31](#_Toc463839858)

[Ancient Life Forms 32](#_Toc463839859)

[Nations, cities, etc. 32](#_Toc463839860)

[Common knowledge 34](#_Toc463839861)

[Expressions 34](#_Toc463839862)

[History, information 35](#_Toc463839863)

[Folklore 39](#_Toc463839864)

[Vandheer Nillis 40](#_Toc463839865)

[Vandheer Nillis: Future 52](#_Toc463839866)

[Bloodstained Blade 55](#_Toc463839867)

[Relics 57](#_Toc463839868)

[*MAP* 59](#_Toc463839869)

[Airesa 62](#_Toc463839870)

[Groups 65](#_Toc463839871)

[Places 66](#_Toc463839872)

[History 70](#_Toc463839873)

[INERTiA – Redux 72](#_Toc463839874)

[INERTiA 79](#_Toc463839875)

[Places 82](#_Toc463839876)

[Organizations 83](#_Toc463839877)

[Background and history 85](#_Toc463839878)

# Current situations

***Thirteen***

**The Four Towers have the same goals, but desire different means of achieving them. How they choose their leaders, their local cultures, have also changed. The Tower of Light has almost separated itself completely.**

**Vandheer Nillis**

Vandheer is soon embarking on the journey to the Blade of Threads.

***The Second Coming of the Artiphex Throne***

A myth tells of an Artiphex group intent on world domination. In the process, thousands of Anzareth resisted, causing the world and many civilizations/nations to suffer massive damages in the conflict. The one who defeated this group was Evinqar vaal’Nillis.

The Artiphex Throne is a referential name used to denote great conflicts of death and destruction, but in history books, it refers to a time when an Artiphex will put the world to his knees out of need, and govern it into peaceful times.

Such a major conflict will arise, escalating increasingly faster and faster.

# Intersecting Lines

***SCREW REALITY.*** A door can easily lead to another dimension entirely, or another room occupying the same space. Magic. Why not have liquids floating upwards, snow ascending?

* Daylight’s death – when days last shorter, and the sun fades from memory.
* The last of life – crops fail, food rots faster, disease spreads.
* Arcana amok – when forces of the world run rampant

***The High Rule*:** An ancient covenant, or a reign that has lasted for a long time.

In case it is a covenant, it was made at a golden age of monarchs and republics, in which the leaders of each nation came to an agreement with one another.

In case it is a long-lasting reign, it is of a powerful, noble House in which every member is somewhat similar to the ancestor who made the bloodline rise into a noble or royal house. This House also has strong allies.

***Note*: A tribute to the Legend of Zelda-series and its creators.**

***Fate of the Blade*:** a hand gesture. Pinky and ring finger bent except for first joint, middle and index finger pointing upwards. Middle and index finger intersect with the 2nd joint of the ring finger. Used in wishing others luck in battle.

If the thumb and ring finger is connected, it implies a strong desire to see someone make it out alive – to strengthen the protecting part of the blade.

**Blood Caster:** a person who uses blood for spells. Blood casters have a feature, which makes some part of them become red, or is red in some part of the body by default.

# Plot Planning – chapters, events, items, added plots

*Brand meeting with Sky*: She spots someone who pushes the waist-deep snow around him away as he repeatedly falls onto it, limping towards the tower as he’s freezing. When he finally stops getting up, she decides to run down the stairs and towards him, outside. At this point, she carries him along slowly, covering both of them with a thick fur coat given to her by the Tower of Light, considering the worsening winter. Upon bringing him into the tower, there is no one to help her, and she puts him near one of the fireplaces in the entry hall after brushing the snow off him. She finds both food and water for him; she pours some water carefully into his mouth, and inspects his clothes – they have cuts and symbols she doesn’t recognize. He has a shoulder plate made of leather, and removed a steel bracer while on his way. Having been on the move for more than 24 hours, he was guided only by the tower’s sheer height.

**General:** as Sky learns more and more history from Brand, some of them will cause his lost memories to resurface, though he will not figure out the reason behind why he gets the images and thoughts in his mind, until he realizes that they’re simply memories of his time living in different eras.

*To reveal hidden truths of history*: reaching places of raw arcane essence; these places are scattered and few. The End of the World, and the Beginning of the World, are such places.

Narration format

Alternating narrative? – Main storyline progresses alternately; big sections recounting the past scattered here and there.

Straight forward narration? Traces to the past/flashbacks.

\* will be used to denote change in who, and where the story is told from.

*All cursive* will be used to denote past events.

***Thirteen– Important Stuff***

**STARTING YEAR: 1557th year after Heaven’s Divide, middle of winter autumn.**

**IMPORTANT: KEEP THE STORY TOWARDS INDIVIDUALS’ NARRATIVES.** Remember: what their interests are, habitual thinking, characteristics. For each paragraph, a new perspective on the story shall be unveiled. All kinds of people shall find someone they emphasize with, in this story.

# World settings

**Three moons:** one of them being exceptionally bright in the night sky. The other two are made out through their sizes, and the bright one is in the middle. They are; the Pebble (smallest), the Crystal (brightest; middling sized), and the Stone (greatest).

They aligned during Sky’s awakening. Each moon will cause a solar eclipse at important points; at a major plot point, they will all contribute with an unprecedented total solar eclipse.

**Magic, arcana:** in order to utilize magic, one must be able to sense the arcana’s characteristics when focusing on one’s ability to sense even the slightest of feelings. To use arcane powers is essentially equivalent to connecting one’s arcane veins towards whatever one seeks to use, and then controlling it – through movements or directing the amounts of arcane power. Patterns in either contribute towards spells.

Another way of utilizing arcana is to force the arcana to bend to one’s will – something that requires a natural sense for the action itself. A handful few can even physically feel the arcana they touch, and thus manipulate it.

The more one uses arcana, the more one life gets prolonged; great bursts of arcana can be the source of collapses, at which point they *can* drastically reduce one’s lifespan.

*Arcana lvl:* 1 to 27. Characteristics:

* Rank 1: can easily create landmarks on their own, or mar lands; sieges and turning points of wars are trivial with these. A truly unparalleled amount of power unique to beings of other worlds; defenses fall short to offensive capabilities.
* Rank 2-3: in terms of dueling, equal to rank 1. In terms of power, are capable of destroying lesser forts single-handedly. These are often remembered as mythical/legendary figures, remembered through tales and vague scriptures. Defensive powers peak at this level.
* Rank 4-5: powerful on a battlefield, and garner much respect among fellow mages. Only a handful few exist in each tower at any point in time.
* Rank 6-8: the most common amount of power for the more influential ones within each tower.
* Rank 9-17: average, and mediocre users. While arcana by itself is potent on battlefields, these users remain useful to the point that a single one can overpower two hundred soldiers in conjunction with a lesser army. The majority of mages lie here.
* Rank 18-23: weak users, and can only cause lesser harm in close proximity. While not dangerous figures, they make for potent surprises.
* Rank 24-27: near powerless ones; their strength fades heavily with distance.

**Religions, folk lore**: there was at least *a* beginning to the world. Be it a moment of creation or one from another world, all people believe there was a very physical point in time worth calling the beginning of this world. Whether there was *a* creator is unknown.

* Many commoners believe in prayer. Only a few reject it.
* Fables and legends of gods, mythical beings of great power, have nonetheless risen. Some of these figures are inaccurate descriptions of deceased mages, and users of powerful arcana.

# The Thirteen

By common people, they will be referred to with such titles: First (Second, etc), Lord/Lady.

In the previous Sealings, Sky fought back. As a result, he has thus far killed 7 of the Twelve, leaving only 5 remaining, him being the sixth.

***Choose 5.***

**Chrono Miazrith:** The First. He has grey/silvery hair and eyes; is the only one among the Twelve who may gain red eyes, in response to Sky. His hair reaches halfway down his back, tied into a tail at multiple points, with a few loose strands. Wields ordinary, black, and blue fire – only soulfire is immune to the effects of lightning. Right-handed. **17 years old**. Orphaned at a young age. Discovers a combination of the flames, which can form temporary solids, and thus highly dangerous weapons.

A reluctant but very capable leader, weighing his options carefully.

**History**: discovers black fire on his own, and his control is terribly lacking – he is unable to balance any output of fire properly, and may use tiny or vast amounts of mana in unstable bursts. Will spend a lot of time mastering his level of control, even in his spare time.

*Power lvl: 1*

**Scarlet:** The Second. She has blood red hair and red eyes. Possesses blue fire, and will get a relationship with Chrono later on. Right-handed. **16 years old**.

**Taires Aratheum:** The Third. He has sand-colored hair and blue eyes; has a sharp eye for many things. A prodigy in many ways. He is the only living member of his family, which was a high-standing noble family. His family was assassinated by the request of the Tower of Light, which had found out that his family was planning a coup d’état. Left-handed. Human, noble blood. Residence at the 50th floor at the Tower of Earth, **23 years old**, began at Tower of Earth while 8 years old, though at the age of 10, he began spending time on swordplay. Recently finished his studies, but hasn’t taken the test to become a mage, despite many recommendations. Deserted the Tower of Earth for his own reasons.

Has observed the Tower of Earth’s leader in combat for his own gains.

*~~The Fourth~~*~~: the first of the Twelve to be murdered by Sky’s hands, two incarnations ago; was the younger sister of the Third in each, causing the Third to permanently feel disgust and hatred for the Thirteenth.~~

**~~Ekaitz:~~** ~~The Fifth. Twin of~~ **~~Esen~~**~~, calls her~~ *~~tivin~~*~~, an ancient word for sister. A skilled swordsman, has a tendency to play with blades when bored; plays with~~ *~~shuriken~~*~~-like blades as well. Uses dual swords with sharp crossguards and hilts; only single-edged blades. Weak in wind-magic in the beginning, finds it difficult to control.~~ **~~17 years old.~~** ~~Lacking in control, but becomes a master at directing wind arcana with the aid of physical objects; a natural fit for the airblade branch; due to raw power, may manipulate weather to some extent. Blonde, grassy green eyes. Despises boredom, never overdoes anything. Somewhat lazy, attempts to be efficient in all endeavors. Interests himself only in swordsmanship. An~~ **~~Ialzet~~**~~. Will come under the wings of a swordmaster.~~

**Esen:** The Sixth. Twin of **Ekaitz**, calls him *navin*, an ancient word for brother. An archer and a swordswoman whose fine precision is lethal. Uses wind-magic to make her arrows become even deadlier, and makes full use of wind. Skilled in wind-magic, mediocre at first, ends up making her arrows fly in impossible paths and yet kill her enemies. Always aims for the head or weak points. **17 years old.** Blonde, emerald eyes. Bright, helping. Opposite of her twin brother in many respects – stubborn, hardworking. Prevents Sky from killing her twin brother.

*~~The Seventh~~*~~: the previous incarnation was named the leader of the Tower of Water, but was killed by Sky.~~

**~~Deria~~** ~~(derives from~~ *~~Derya~~*~~, means ocean, Turkish, ultimately Persian)~~**~~:~~** ~~The Eighth. Originally a resident of the Tower of Light, she was eventually sent to the Tower of Water. A natural ice-skater, and has a talent for anything involving ice, while mediocre in usage of water. The little she learned of telekinesis during her childhood in the Tower of Light, is particularly useful for direction the motion of ice.~~

*~~The Tenth~~*~~: a former prophet, who foresaw his own death, and ultimately gave his life to protect the Tenth.~~

**~~Eivana:~~** ~~The Twelfth. Falls in love with Eclipse; will steal tomes from various places, to learn sorceries. Right-handed; a lesser force user. Unstable usage of arcana restriction, as she incorrectly applies it to herself in the process, but makes for a great disruptor nonetheless.~~

**~~Eclipse:~~** ~~The Eleventh. He has long, raven-colored hair and sharp, blood-red eyes, with pale skin. He is a powerful dark sorcerer, possessing the ability to dissolve and rearrange himself in shadows. Is willing to sacrifice many things, and eventually is killed by Sky’s hand.~~

* ~~His death causes the Pebble to shine like the Crystal, and the Rock permanently falls out of sync with the other two, always appearing lonely, rarely, and with a blood red color; its size peaks at solstices. The Crystal itself becomes a permanent crescent, fusing with the Pebble only during equinoxes.~~

**Luna:** the Ninth – brown hair and chestnut eyes,

The only one whom Sky has never had troubles with, even if she was merely non-supportive of the decision to seal him in previous incarnations. No strong ties to him, but sees him as a guiding light.

**Sky:** the Thirteenth. White hair and powerful blue eyes. A being of no known origins, but always descends from the skies when he awakens from slumber or seals, plummeting towards the ground. Ambidextrous, but prefers using his left hand and right leg, always giving him a surprise opportunity whenever locked in physical combat. Looks like a young adult. Solemn, honest, but somewhat bleak personality. Incapable of truly trusting any of the other 12 than Chrono, following betrayal from all others; is by default distrusting of others; jests to most others’ displeasure. Suffers from extreme amnesia, but his feelings towards his previous companions remain somewhat intact. Eyes turn blood red when he feels threatened. He is a natural amplifier of arcana to those he trusts, and as such, Chrono becomes singled out and the inevitable leader among the other twelve, also through his leadership. At the same time, stability becomes more important when he trusts none.

Frequently unable to differentiate whether he is speaking or thinking, to himself, or others. Can easily blurt out thoughts, or not immediately answer questions, due to this condition.

With each betrayal, he lost virtues that he once found in others. Chrono, who was remarkable for his raw power in former incarnations, is the only one who can form a bond with Sky – one of fire, responsibility, and power.

Former names all possess the same meaning.

Hairstyle: see **Misc. inspiration>Models>Hair.** (Rurouni Kenshin style)

Possesses lightning arcana and force; excels in control beyond measure, as if it was a matter of using a part of his body. Only two others have more, raw power than him, but are ultimately weaker due to inferior arcana. Can learn many of the elementals’ branches swiftly as he originally could use fire, water and wind decently, before moving on to more potent arcana, and mostly abandoning the others. Near unparalleled in terms of raw arcana potency, but in terms of actually using magic, nobody can stand up to him individually. **Visits the Valley of Whispers to relearn lightning. Needs to relearn force usage on his own; easily enabled by direct physical contact, as if by instinct.**

His true power is to generate alterable arcana, with no true limits.However, his being as he himself recognizes it, can only hold so much.When he recognizes the Beginning of the World as his true source of power, he eliminates the lightning storm, as it is effectively a buffer for his powers. When the Beginning and End of the World are connected, his power gradually fades into nothing but an ability to make sparks and light up bonfires.

*Power lvl: 1+*

# Mages and magic

**Mage, magus:** Man/woman who has fulfilled his/her studies within their respective magic institution. The majority are likely to reside within an institute of magic, or in cities, close to individuals of importance. Very few have affinity for multiple powers; among those who do, many of them sooner or later find themselves studying the other powers.

*Novice*: students of magic. A novice’s age can vary by a significant amount within an institution. Among the towers, they consist mostly of children, and adults up to 30. Amount of time needed to become a full-fledged mage varies too; children are often growing up within the towers as well; parental figures are rare at this point.

Those educated primarily outside of the Four Towers, are not in high regards by those from the Four Towers. However, some institutes are known to be peculiar places for people with entirely different powers, or of different calibers. Temples, shrines and such exist.

**The Tower of Light** in particular struggles to gain recognition from the Four Towers, as it is host to sorcerers, and it is the home of history’s few wielders of primordial powers, and contains the most diverse and largest libraries the world has to offer. It is also a significantly greater structure through the use of arcana that its makers used, and has never been used since for similar purposes. It also acts as an amnesty.

* **Often called the *White Tower***, to distinguish it from the others. Used in a derogatory sense by mages.

***Sorcerers***: individuals with unusual powers, often involving possession of multiple element branches. Commonly not fully taught in any specific institute, but may have been taught by many sources.

*Priestesses*: various inhabitants of the Tower of Light/ Tower of Prophets/White Tower; mostly those who have been through rituals and indoctrinated.

**Major differences between the towers**:

* Fire: made mostly of ice;
  + The sages’ table is shaped like a crescent, pointing north with the tips. The throne is just in front of the tips.
* Earth: made mostly of sand;
  + Sages’ table is shaped like a rhombus (diamond), with the throne in the middle.
* Wind: the compartments can be rearranged
  + Sages’ table shaped like an arc before the throne.
* Water: halfway submerged tower. Is capable of changing its height; 72 floors down, the crypts are accessible only when the tower is manipulated downwards.
  + Sages’ table is shaped like a circle, surrounding the throne.

**Sages:** Mages raised to a position of authority, often serves as the ruling body of the Towers, as well as assisting their leaders in work. There are 9 sages in each Tower, and they may allow one from each of the others – including the Tower of Light. Those elected are often leaders of their own factions within the towers.

In each of the towers’ meeting hall, the table is made of second-rate arcana-suppressing ore. They are shaped differently.

*Sages of Fire*: Araenor (elder man), Janice (middle-aged woman), Eilin (elder woman), Emilhara (elder woman, **leader**), Flumhaer.

*Sages of Wind*: -

**The Ordained:** ultimately, those elected to lead a Tower, who are also supported by a clear majority of a tower’s factions; if not directly, then due to the need of a leader. History is full of short-lived Ordained who were tower regents for less than a decade. Also known as *Amahn’Evin*; plural *Amahr’Evin.*

If a tower ***ordains*** something, then it is a (holy) decree which must be carried out.

The Ordained have two personal servants who are essential in keeping a tower in order, and commonly refer to the Ordained as “Master” instead, whereas others must refer to the Ordained by titles; a common one is “my lord, the [insert formal title]”.

* **Tower Writer**: the receptionist in a tower’s entry hall, who keeps track of all who come and go along with their purpose, in written form; both stated and speculated. Has a private residence at the ground floor, and is otherwise sitting behind a desk with stacks of paperwork nearby.
* **Tower Watcher**: essentially the Ordained’s shadow, closest adviser, and often one of an allied faction, though rarely the same as the Ordained.
* **The thrones**: within each of the 70th floors, there is a throne of black ore with chains on the back (of the same ore). Nothing else can suppress arcana as well as these. When mages are executed, they must always be executed by ordainment, and on the throne. It is also a symbolic gesture to remind the *Amahn’Evin* of his/her duties, and their weight.

***Prophets***: terribly rare individuals, who often go down in history by some pseudonym

denoting their abilities.

**Magic:** *how it works*

* Every branch of magic has its own (inner) workings, and learning each tree of magic is a different thing altogether. Related arts have some similarities, but unexpected connections may be found; e.g. fire and lightning.
  + To sense the flow of arcane power within oneself, is essential for all.
    - **To empower one’s own flow is impossible unless one can draw upon a source.** This source can even be other humans – and in the most dangerous scenario, a well of arcana that is sealed within oneself; that is, a part of the arcane veins that have been cut off.
    - **To strengthen one’s arcane veins is often a matter of increasing their tolerance for increased arcane stress, not increasing the potential.** **One cannot use more than one’s body accepts without drawing from others.**
  + **Fire**: explosive, and intense outlet. Demands more raw power than the other elementals; is especially physically taxing and can easily hurt the user, also by stressing oneself beyond what one is used to. Power > control. To become truly proficient fire, one must have very practiced control.
    - Unknown branch: temperature management – draining heat or exploding with it.
    - Unique but familiar: *soulfire*, using a sacrificial spirit as fuel for a fire with capabilities beyond measure and still not fully understood. The arcana behind it can only be drawn out when death is imminent; the dying one must possess at least 1 powerful arcana type.
  + **Wind**: variable outlet levels, demands breathing techniques and fine movements, as the body may be used to conduct wind. Not only may one extend veins of arcana, but one can also *forcefully* grab hold of arcane essence in the air. Wind mages are perfect at tracing uses of magic and characteristics in arcana. Control >>> power; only from higher levels is power ~= control.
    - Branch: *shockwave/airblade*: to form gusts of wind as one desires. Requires great mastery.
    - Lesser known relation: *sound*.
  + **Earth**: outlet of power must be in patterns of both size and form, but can vary very much. A strong sense of balance and ability to direct arcana in general is essential. Control > power. Power trumps control only in the presence of vast gaps of raw power.
    - Main branch: manipulating solids – from physical form to separation of different materials; the latter requires much refinement and is a matter of practice over decades.
    - Typical ability: through arcana extension, one may determine what kind of solid the arcana is travelling through.
  + **Water**: steady changes in outlet level are vital; rapid changes are dangerous. To manipulate anything from the water branch requires much practice to the point that one can manipulate movement and form of both arcana and medium freely; arguably the most forgiving to use, however, as it is simple to increase difficulty when practicing; and water doesn’t kill that easily, after all. Control ~= power; one may come far with either one, but reaching high levels requires a suitable combination; power is prominent at this point.
    - Common branch: **ice** manipulation.
* The most characteristic powers are called elementals, and are very common.
  + Minor branches, often being specializations, vary in power and usefulness, and their practitioners can be difficult to locate.
  + Unique arcana that have yet to be determined to be the offspring of others, are commonly called *sorceries*, or *primordial*. Sorceries have no reason to be considered either offspring or results of others; rather strange offshoots. Primordial powers are rare and far between, and lend themselves a vast array of potential spells.
  + **Primordial powers**: telekinesis/movement, heat, force, shapeshifting and rearranging matter, *arcana restriction*…
  + **Sorceries**: lightning, light, telepathic powers, extreme manipulation of natural beings, healing of different kinds…
    - *Lightning*: requires great control and fine adjustment of power to begin with; one should be adept at using other forms of power before using this. The few who are attuned to lightning are commonly attuned to all elementals but earth. Users of lightning may easily dispose of enemies with lightning alone, thus rendering other known arcana mere conveniences in the light of it.

Users of lightning are commonly feared and are noted down in history, in the Tower of Light.

* + - Healing: a handful few are capable of regenerating missing parts of the body. Many can cure weaker diseases e.g. colds and fevers; often, village healers come to the Tower of Light to learn more about healing. A fair amount become priestesses in the process.

*Liar’s Ice*: an arcana crystal found only in the deep north. In spite of looking like ice, it is always cold, and does not melt – it breaks only when Earth is used. Its use lies largely in reducing the power of Fire in its vicinity. Vast quantities of it remains in the White Wastes.

A staff with Liar’s Ice is commonly held by the Tower of Fire’s Watcher.

**The Black Thrones**: simple thrones made of a black material, that eradicates any and all arcana that involves the ones in contact with the throne. While it is the ultimate shield against arcana, it is also the ultimate prison, as all senses that can be affected by arcana, cease picking up anything related to arcana. Anyone in contact with the Black Thrones cannot use arcana, and ceases to exhibit any characteristics involving arcana. Anyone holding a piece of the Black Thrones becomes completely equivalent to powerless ones, until the connection is separated.

Previously known as Pillars of the World, during times where the leaders of each of the Four Towers possessed immense power and influence across the continents.

***The Frozen Flame***: a remnant from many dead creatures, made through forgotten methods. Carries the power of all former possessors, be it failed or successful ones. Concentrated into a hand-sized blue fire that is frozen solid. It does not interact in any way, except for one: when gradually heated, it will sublimate and must be inhaled constantly, otherwise the person will choke and reform the Frozen Flame within themselves, eventually burning until only ice remains, and melts, and contribute to its powers. The flames are also blue.

A successful attempt at inhaling it completely transfuses its fire within the person’s blood, temporarily sealing away that person’s powers and constantly causing temperature shifts, essentially crippling the person, but after 3 lunar cycles, grants permanent thermal stability and the power of ***soulfire*** – fire that burns away at anything living, but is easily defended against by anything that is not alive. Nonetheless, it is a kind of fire that, once stricken, there is no escape from death lest the user prevents it from burning further. It is also severely more painful, as ice grows forth to replace whatever was burned into nothingness. Soulfire leaves behind nothing but terrible heat and ice where it burned. Users of it who die, crystallize instead, and within some time, burn within the ice, and leave behind the Frozen Flame anew. Victims say they hear the most terrible screams when stricken, if they live to tell stories.

**~~Earth:~~** ~~oldest type of magic. Can be used to sense attributes in objects, e.g. magical effects. Can measure most physical attributes, e.g. resistance to bending. A common advantage is being able to shape most non-living environments to their will, e.g. climbing mountains that no others possibly could.~~

*~~Arcana~~***~~:~~** ~~the ground (and stones) is best manipulated by extending one’s arcana and then strengthening the connection. Those who can interact with nature must be able to direct a carefully attuned flow of arcana to avoid overflow. In a sense, this can boost healing in other humans, but comes at the cost of draining the body’s resources.~~

* **~~Breakers:~~** ~~mages who are most effective at, or only effective, when in close range or direct contact with target. It is often the case that their handicap renders them near useless, but they become terribly dangerous martial fighters and constructors of another level, as their potential grows inversely with distance. The name is in the spirit of the strongest breaker to date, who is fabled to have created a split in a wasteland mountain that split it in two, but was useless if he was to fight another mage. Only a handful non-breakers achieved this level of melee-range power.~~
* *~~Branches~~*~~: stone, metal, tremors, sand. Shape manipulation is elementary. A highly valued attribute is affinity for wind, in order to keep things hovering.~~
  + ~~Those who happen to have an affinity for wind, often tend to be apt in manipulating sand.~~

**~~Fire:~~** ~~individually, the most destructive kind of magic. While intensity is difficult to measure, one’s ability to cover more space is a factor related to none. The strongest of flames are blue.~~

* **~~Coolers:~~** ~~mages who may, or always do, absorb energies in order to create their redirect heat/create fire.~~

*~~Branches~~*~~: (extreme) heat, spontaneous explosions.~~

~~Controlling extreme heat results in lightning, but it typically requires affinity for wind and water in addition; commonly, those who could use all of them, but with great proficiency in fire, were able to utilize lightning, but to differing levels of usefulness.~~

***~~Soulfire~~*** ~~is an entirely different branch power, and learning it is considerably more difficult. It may often be more beneficial to use it in conjunction with weaponry, as it may then become easier to get direct contact. Soulfire usually comes at the cost of heavy fatigue. A handful few in history have possessed natural ability at using it; they were known as pyres.~~

**~~Wind:~~** ~~powerful combinatory magic, good for scouting, invisible strikes. The easiest one to measure power in (raw wind power). Raw force is its most common usage, but can be used in creative manners – boosting one’s agility is a very common tactic.~~ **~~Airblades~~** ~~are the most powerful utilization of wind magic, as it grants wind mages an immediately threatening distant weapon.~~

* **~~Whisperers:~~** ~~mages with extremely delicate control, as if they were just extending another limb.~~

*~~Branches~~*~~: Shockwaves, local weather manipulation in powerful individuals. Airblades are made easier to form with the aid of physical, sharp objects – a handful few can use their own body for useful levels of shockwave manipulation.~~

**~~Water:~~** ~~a subtle form of magic, and generally one with less accessible usages – but devastating in any environment where water is available. Wielding ice in addition is almost a given, and can lead to terribly damaging effects in combat, with ranged wielders. Few have the precision to disperse water to lasting fog that stops requiring attention, and it’s difficult to focus the fog onto any single point. The most remarkable ones are able to force clouds to pour down water/ice instantly – a tool that is often available for use when darklings move during daytime, as they bring with them cursed clouds to keep light off them. The most potent ones can shift between water and ice effortlessly.~~

*~~Branches~~*~~: Ice, vapor, snow~~

**~~Light:~~** ~~magic that has, since, become an umbrella term for various kinds that have been associated with the Tower of Light’s inquisitive history. It has been theorized that it actually damages the soul, or the mind, regarding its non-physical component. Its physical prowess lies in pure force, but becomes significant only in the hands of its high-tier users. Its non-physical prowess lies primarily in neutralizing, absorbing or reflecting magical attacks. Direct empowerment is a trait unique to it – it is able to strengthen all kinds of things that the other magic types can enhance, as well as reduce their strength, both degrees depending on the users on both ends.~~

* **Skyborn:** the Tower of Light believes that, those gifted with eyes that see in both complete dark and blinding light, are born in the sky – in the darkness of the night and in light that not even the clouds can hide. These rare individuals also happen to be the strongest users of light, to the point that they can use its physical component to overpower many. They can slay darklings instantly by enchanting weaponry.

***~~Sealers~~*~~:~~** ~~People with the inborn and uncontrollable power to seal off the area around them from any use of magic or unnatural powers. Their sealing power has no end, and at the places they die, the ability leaves their bodies, and grabs hold of the ground, creating an area immune to the use of magic inside it, and any magic from outside affecting it directly. How much area their powers cover varies, but the strongest in history made a circled area equal to the diameter of 1 day’s travel on sea, become immune to magic. The effects wear off after about ten years, normally.~~

***~~The Realm~~*~~:~~** ~~A place where everything seems to be liquid, and colors are mixed everywhere, creating a confusing sight, due to the immense amounts of power a single person may wield inside~~ *~~The Realm~~*~~, even if not a Mage. Yet, most Mages will gain powers capable of razing the Kirandan capital in an instant, the greatest city known on Shinraigon. The Thirteen Guardians will become capable of destroying ¾ of the Doomed Isle, individually, with a single, basic spell. From The Realm, one may think of an image of the world, and see it as if through a window in the air, through a portal.~~

# Four Towers – layout, some info

Tower of Light: located in *Stellamor*, a large southwestern city-state on one of the large islands of the Old Continent.

They all have seventy-two floors, and the uppermost floor is where the head of that tower looks upon the world outside. There are dining halls in every 3rd floor where the inhabitants live; it is commonly in the middle.

Ground floor contains a waiting hall, a few rooms for resting & conversation, and the residence of a “receptionist”.

1st – 4th floor for people who are unofficial guests (mostly apprentice relatives).

5th – 18th floor for servants, maids, tower administration, foreign relations, etc. Each floor has storages of paperwork, dishes, materials, etc.

19th floor for letter pigeons.

20th – 22nd floor for younger novices

23rd floor for guests of importance

24th, 25th, 29th, and 30th floor for midway novices.

26th – 28th floors contain dedicated **libraries**; smaller libraries are commonly scattered throughout the floors

31st floor for self-study

32nd -34th floor for theory classes

35th to 39th floor for novices who are close to becoming mages

41st – 46th floor for supervised arcana practice

47th – 49th floor for free practice by anyone

50th floor to the 54th floor for the chefs, food storages, dishes, etc.

51st – 66th floor for mages; the stronger ones get residences higher up. The 66th floor has 4 rooms; each quarter belongs only to the most powerful residents of the tower. The 54th, 58th, 62nd and 66th have large libraries.

67th floor for certain persons whose presence and importance is of priority

68 – 69th floor for each tower’s sages and their meeting room, along with guest apartments. The sages’ apartments all have little storages.

70th floor for meetings between the sages and the Tower Leader.

71st floor is where the leader lives and gazes upon the world outside the tower. The 71st floor is connected only to the 70th, via a circled staircase at the back of the meeting hall.

The 72nd, a small chamber with a hidden staircase to the 71st, is commonly used as the leader’s most private refuge, with a cushion to sit on. There is only one small window, directed north. Some of the leaders have personal belongings kept here.

Each tower has several gardens at the ground floor, but each tower has its variations.

# Other things

**The Cycle:** A part of the Prophecies, telling of a battle between chaos and order, revived until time itself stops completely. Numbers, circumstances and what happens are not necessarily the same. The Reborn Guardians are simply a reincarnation of the previous, although the Thirteenth Guardian is the reason they were reborn.

**~~The Seal of the Skies:~~** ~~When Sky, the Thirteenth, was sealed, the Twelve made a seal too powerful to exist independently on anyone or anything. Each time however, it has been bound to prisoners of great magical power, essentially sapping them of all their powers – a curse that passes on through their bloodlines, but it has physical properties too. These family trees tend to die out completely after a few centuries. The most recent “penance bloodlines” lasted one and a half millennia, and died out in~~

***Dakota smokeless fire***: a type of fire that minimizes smoke and heats well; prerequisites: a pit, with another entry for airflow to push smoke upwards. By having the fire on top of the firing material, any smoke/impurities will have to go through combustion through the fire, and thus be reduced drastically – the combustion keeps itself alive due to the airflow from the side, and is improved by combusting the smoke too.

Commoners sought to emulate the fire produced by fire arcana, and this is the closest they have come in terms of simple and practical means.

# Characters

List of planned/**currently in chapter** MCs:

|  |  |  |  |
| --- | --- | --- | --- |
| Chrono | Clyde | **Brand** |  |
| Kathryn |  | **Sky** |  |
|  |  |  |  |
|  |  |  |  |

**Brand:** a young lady with no powers whatsoever, but has great memory and is considered very intelligent. **Has the uncanny ability to stay awake for much longer than others, and perfect eyesight. Near perfect memory.** In terms of stamina, she is remarkable, considering her modest physique.Black hair, powerful blue eyes. Has a sigil branding on her right arm and a symbolic branding on her back. Her parents originally lived on an island on the other side of the Eastern Sea, where children of her physique were generally known as heralds of major events – some were those of miracles, but there were far more disasters. Unlike many of those, however, Brand possesses no type of power besides memory, intellect and cunning. She was sent to the other side of the Eastern Sea, and delivered to an orphanage near the Tower of Light. Eventually, someone took her in. Said island is in due process of being consumed by the Edge, and its ruin may be halted.

Originally from a bloodline possessing a variety of different arcana, with just as varying levels of power, but after birth, due to her physical traits, she was stripped of magic and sent to an orphanage in Stellamor eventually. The bloodline itself has a low amount of members whose level of power actually enabled them to use their powers at all. *This will not be revealed*.

Any kind of arcana sealing can reduce the pain emanating from the sigil on her forearm, as it is a flawed seal which she has innately enough power to overcome, but only slightly. Sky’s presence can altogether remove any kind of pain she suffers from the large branding on her back.

*History*: A commoner who originally grew up near the Tower of Light, on the peninsula of Stellamor, she was discovered to be a very frequent visitor to the tower, eventually learning how to read by watching others read aloud. Spontaneously starting to read a whole lot of books, she attempted to experiment with magic that she had seen apprentices practice, but to no avail. At some point, her parents vanished, out of fear that she would learn to use magic and become a major disaster – she would often have trouble sleeping because of what they said about her, and distanced herself from them at an early age, becoming rather disconnected from most people and having difficulties making or tending to relationships. Her physical characteristics made most avoid her.

After attempting to sleep in the library, and eventually sleeping there, multiple regulars within the Tower of Light who frequented and spent their time there working, noticed and elected for her to be raised and educated within the tower, following a test of recital from books she claimed to have read – going to the point of verbatim in some cases, she proved to be a very capable person.

Her knowledge encompasses many areas – she reads arcane tomes in her spare time due to a vague wish of using magic, and often enough visits other areas of her tower. She has thus far visited the Tower of Wind and the Tower of Water, and now resides within the Tower of Fire.

Wishes to write down the current state of the world, and the history of the world in her days. The only influence she has in history, is rescuing Sky from the White Wastes, and being the first powerless one he trusts in this life and with his life. Also the most influential person on him. His presence eliminates the pain inflicted to her by her marks.

Hairstyle: see *Raenef V* (Demon Diary). Spiky hair bun.

**Kathryn:** a young sorceress in possession of ice, unconventional healing, and various spells of unknown arcana. Has studied at the Tower of Light, but left the tower before any initiation rituals for her own reasons. Lived at the Tower of Water for a short while to learn to use ice arcana. Saw Clyde on her journey, and found out of his plans. In the Tower of Light, she is simply one of the *uninitiated*, the group of its former and present long-time residents who do not announce their allegiance to it. Can cloak herself in invisibility arcana, most notably, but only for short periods of time. Her shadow remains visible.

Blonde hair shaped like a horsetail, green eyes, pretty. ~24 years old; a head taller than Chrono.

Appearance: see **Misc. inspiration>Models>White mage** – uniform of priestesses of the Tower of Light.

**Clyde Scarwing:** A wind-Mage whose strength is terribly high, and would have been the Tower of Winds’ leader if it wasn’t for a terrible incident in a town square. He has found one of the Lost Spells, and is known by every Mage for finding a Lost Spell and the accident. Excellent swordsman. His sword is of a special kind. Left-handed. Specialized in airblade magic.

## The Four Towers

**Faraen:** The head of the Tower of Earth. She wields a sword made by special sand from the Burning Desert – her homeland – along with a shorter sword in her other hand. She hails from the Clan of the Blinding Blades from the Desert, and is renowned for her skills. None have defeated her in martial arts. She hasn’t taught anyone her very own techniques as she knows many disciplines, but will teach Sky after losing to his challenge – Taires has observed her and incorporated some of it into his own style. She is right-handed and uses both of her hands in swordplay.

**Remond Hoarfrost:** The head of the Tower of Water. He is a prominent figure in Kiranda, as he comes from the House of Hoarfrost, in which most members possess Water and are very strong, and as a result, his bloodline is one of high standing. His magical skills are unique/ a characteristic of the Hoarfrost family, and his swordplay always includes magic, and if it’s supposed to be a duel without magic, he uses magic in a way which none will notice. He is renowned for having invented several new spells, though some speculate that it’s spells handed down to him from his family. He is right-handed. An impatient, but knowledgeable man. Among water spells, he is a specialist in steam and ice, and can make use of clouds and violent weather with great effect.

**~~Laran:~~** ~~The head of the Ancient Temple. He has lived for over five-hundred years, and is one of the few remaining Archsages. He is renowned for having written many philosophical books and his wisdom. He was once the Tower of Light’s head. His surname is no longer known. He hadn’t told anyone his surname in three-hundred years, and it ended with no one remembering it. Right-handed.~~ **~~[Vanishes at some point.]~~**

**Miranda:** The head of the Tower of Light. Her background isn’t known, but she is one who firmly places herself behind laws and protocols, if not traditions as well. She isn’t as famous as the other leaders in the countries. Her surname is unknown. Left-handed.

**Talgar, Vyce:** The head of the Tower of Fire. Merciless fire mage when in battle. A man with a swift sword arm, though he admits it is

**Aryn:** The Watcher, of the Tower of Fire. Long, blonde hair – long enough to come out of her hood and well within visibility. Has a no-nonsense attitude. A fire mage who possesses an affinity for ice arcana in spite of lacking strength in water arcana, she is the keeper of a metal staff with Liar’s Ice.

**Nhaross:** The Writer, of the Tower of Fire. Bald, and often with a blank expression on his eyes.

**Scarwing, Erutis:** The head of the Tower of Winds. She is a Mage whose strength is at level nine, and her swordsmanship is at the level of a low-level swordmaster. Her brother is Clyde Scarwing, who would have been the Tower of Winds’ leader if it wasn’t for a horrible event. She is not so very famous, but she is known for being strict. Right-handed. Saigen nationality, not noble blood. The youngest carrier of the Wingblade yet, an enchanted sword designed for airblade spells.

**Enlil:** Father of Ekaitz and Esen, Head Councilor of Nalir.

## Demons

***Demon Lords***: Demons of higher standing. Many are descendants of demon heroes and legends. The Dragon King is a direct descendant of the First Guardian.

Their alliance is called the Union of the Demon Lords.

**Volug:** The leader of the Twenty-One Assassins of the Demons’ Lands, the sixth member of the Thirteenth Order, a strong fire-Mage with level nine, and an excellent swordsman. Half-demon, and has regained the ability to transform into a wolf. Vyce, the Tower of Fire’ leader, is a friend of him. Went to the Tower of Fire together, and have always kept contact. Twin of the Shadow, the one who literally follows the Demon King. Red tattoo on his left forearm, one black covering his chest and another black covering his entire back. Right-handed. **May vanish for long periods.**

**Fallon:** The chieftain of the Blue Dragons. A seer, and knows her clan well. Has long azure hair bundled in a long horsetail reaching her waist, turquoise eyes. Taller than an average woman, lower than an average man. Becomes aware of the future suddenly, with no warning of when she will be able to predict anything, and often becomes unaware of everything around her when she sees the future. Right-handed.

**Fahror:** a blue dragon, capable of sensing souls and people’s personalities, attributes and etc, even subconscious things. A century old, relatively old compared to blue dragons. Lives at the Tower of Winds, in service to the Tower’s higher individuals and certain demons. Grows grey hair, and has lost his dragon form entirely, though he is unaffected by his morphologic loss. A scholar in history. Accompanies Clyde Scarwing quite often, though his services are often recruited by others.

***The Demon King:*** True name never addressed; long black hair and eyes, solemn, intolerant to failure or disobedience, strict, never really asks for anything, always *demands* in a no-argument voice. Like *Byakuya*. True name: Nircin, *No End*, named so for the longevity of the Black Dragons, and their thought-to-be limitless power.

## Humans

***~~Nekane Ciphal~~*** [sorrows & …]: Extremely powerful mage, the carrier of Sky’s seal of raw power which has given her considerable longevity.

**Raine, heir to the kingdom of Kiranda:** 18 year old girl; falls in love with Taires. Incapable of fighting. Bright hair, emerald eyes, slim, lovely,

**The Dark Rider/Knight, Elezar:** A solemn human, often irritated and bothered. A strong swordsman, but one of the strongest Dark Riders in magic, uses wind-magic mostly, and lightning occasionally. Once the Tower of Winds’ mightiest leader, known as *the Thunderstorm*, as he is one of the few who possess two elements. Right-handed. Leeth’s superior and caretaker. Member of the Three Circles, 4th seat of the Second Circle.

**Varel Jayhrad:** A human ***Ialzet***, gains slit eyes in battle. Uses his fists and legs with great skill and swiftness, knows martial arts as well. Grey-blue eyes, brown-blonde hair, Saigen. 26 years old, blurred background. Invited by Kirlan into the Assassins’ League to become a Black Fist.

## ~~Ethereal beings~~

**~~Heaven’s Twins:~~** ~~Two children who have been separated ever since they became immortal. They were originally raised by their elder brother, Sky, but, after his first allies threatened with killing them, due to their desire for him to sacrifice himself in order to fully destroy the Endless Dark – as well as Sky seeing their most obvious, and terrible faults – he has irrevocably sealed his siblings’ deaths as ones that he is forced to witness at some point. He thrust his legacy into history, but also his own fate. Sky’s power is enough to grant them absolute immortality as long as his consciousness exists; the more power he exerts, the more certain they become of him being well and alive. However, Sky gains nothing. It is an absolutely parasitic bond, by function.~~

* ~~If Sky decides to kill his siblings by his own hand, he may reduce their suffering, down to a single hour, from six.~~
* ~~Whichever twin dies first, the other one will still accept Sky, as he raised them by making them believe in the afterlife, where the first to go would wait for the two others.~~
* ~~Each of the twins contain a lock on Sky’s powers: the girl locks away a great portion of his full consciousness, as well as his power to spontaneously see what truly lies in the minds of others, and interact with them for as long as he wishes while freezing time between the interacting minds; the boy locks away Sky’s memories, and the ability to force someone’s eyes to meet his for as long as he desires, which allows Sky to delve into any given being.~~
  + ~~The Endless Dark, having eternal memory and unending capacity of imagination of all it has observed, has purposely bereft itself of its ability to see, following Sky’s first and only possible attempt at delving into the Endless Dark’s consciousness – at which point, Sky was able to fuse his consciousness with the Endless Dark, but also expand its imagination into the unthinkable, for that which seeks egoistic growth: self-destruction. This was the only known effective method of destroying the Endless Dark. Following his decision against self-sacrifice, Sky allowed the Endless Dark to exist in another state, within a magical seal, or rather, a representation which oozes out what the Endless Dark would otherwise do – e.g. the seal is constantly changing shape. The seal is bound to an immaterial realm in a cave which can e.g. become impassable to varying degrees.~~
  + ~~The Endless Dark may now only be contacted by Sky if he terminates all of his own senses – not only being isolated from the realm of the senses, but his mind needs to remember what the Endless Dark was like, reconstruct it, and enter this identical consciousness. The Endless Dark has never thought of having a parallel, or an equal, as it has a predictable but complex thought process that has to be taught how to think of its own existence – and once it happens, Sky’s aspect of being a human, takes full control, and following his desire to remember both pain and bliss that he brings with him to the Endless Dark, the Endless Dark collapses upon itself.~~
    - ~~Principle that the Endless Dark has never understood, and cannot make sense of: the irrational is the rational answer to the irrational. The true idea is: there is no~~ *~~rational~~* ~~answer to an irrational idea. Thus, present anything that does not satisfy.~~

# ~~The Condemned/ Seven Lights~~

Seven of the strongest illuminated/Fallen, all of them are extremely potent. They are influential within the illuminated, and are authorized to do as they wish, but not going too far with their personal desires and interests.

**Perdita** (lost, derived from Latin *perditus*)**:** A seemingly young **lady** at the age of Leeth, found by Shyamal, and still worships him as her superior (though only slightly, as his subordinate), though the Dark One is even more superior. Will become heavily wounded on her back by Leeth, and will in return make Leeth unable to stand for a month. Possesses striking beauty, moves sleekly and has a tendency to keep many secrets for herself, and vengeance is worth much to her, and she is arrogant. Possesses the same abilities as Leeth, and is an Ialzet. Will die by Chrono’s hand in the Great Clash, though she won’t know it was him. Ambidextrous. **Considered to be at first rank, although actually on third rank,** equal to Cerafina**.** Despises Cerafina. Fourth-eldest. Dark sorcerer. **Demi-demon**.

**Conlaed** (pure & fire, Irish)**:** A **man** who exceeds all in fire-magic, and has invented a huge number of spells, varying from absolute protection to quick and devastating spells. Can also use dark magic to fuse it with fire, and create extraordinarily powerful and chaotic spells. Right-handed. **Second.** Fifth-eldest. **Human**. Once an Archsage, previously known as the **Wildfire** due to his spells having areal effects, now known as the *Infernal Flame*, focusing more on powerful magic instead of widespread.

**Cerafina** (derives from Roman *Seraphina*, means **fiery ones**)**:** A middle-aged **woman**, whose temper is calmer than water, but icy; arrogant, although her swordplay executes an immense speed, and only Sky, Arinda and Vyce are able to fight her. Possesses chaotic powers, they are of a kind that has never been discovered, able to twist reality at her desire. Has a lovely look, extremely sharp tongue and precise use of words, and never goes back on them neither. Right-handed. **Third.** Second-eldest. **White dragon**. Once a famed Mage. Ialzet.

**Jarogniew** (fierce, strong & anger, Slavic elements, Polish)**:** A big man, dresses in the clothing of a war torn knight without armor, ragged edges on his clothing. Will die by Leeth’s hand. Enjoys tough battles. Can execute fire and wind magic, though rarely, but if ever, he executes them in unknown manners. Right-handed. **Fourth.** Third-eldest. **Human**, Ialzet.

**Angra** (destructive, Near Eastern)**:** A **man** who enjoys the sight of destruction, but has a youth-like demeanor. Looks pretty much like a casual person, and tends to stay casual in any way, though he loathes boredom. Possesses a magic similar to Sky’s, though not as potent. Right-handed. **Fifth.** Sixth-eldest. Previously named Gharn Iphsa. Better known as the Destroyer. **Half-demon, half black dragon**. Ialzet.

**Shyamal** (dark, black, Indian)**:** A **woman** whose appearance is totally black, except for her body, which is pale as snow. Uses only dark magic, a master of swordplay, and can see even in the darkest of shadows. Never becomes blinded, as shadows protect her from every corner, even within her clothes. Blatant, has a cold demeanor, and doesn’t trust anyone but the Dark One. Willing to kill anyone who is against her ideal, and those standing in her path. Right-handed. **Sixth.** Eldest of the Condemned. None has seen her blood spilled. Once named Shae Leran (Pure soul). Only Laran knew Shyamal before.

**Abadon** (ruin, destruction, Hebrew and others)**:** The **seventh** and mightiest of the Condemned, and his powers are known only to the Dark One and Sokan, suspected to be stronger than Sokan. Can take down the other Condemned all together with ease. Will die while fighting a chaotic battle against the Thirteen Reborn Guardians. Is capable of using all types of magic, including Sky’s, though not as much. An extremely skilled swordsman. Youngest of the Condemned. Known as the Dark Light among the Fallen. **Black dragon**. A descendant of Ennarex, the previous 1st Guardian.

# Groups and organizations

***The Three Circles*:** A group of strong individuals formed by the Dark One, consisting of three circles, with 11 in the 1st, 7 in the 2nd, and 3 in the 3rd.

**The First Circle** consists of the top-ranking army commanders of the Dark One.

**The Second Circle** consists of the commanders of the *Special Forces* and the *Task Forces*.

**The Third Circle** consists of **Sokan**, **Abadon** (the strongest of the Condemned/Seven Lights) and **[Insert]**. There is always someone else in [Insert] place, who is the Twentieth Seat.

**Elezar**’s seat is the 4th seat of the Second Circle.

Members of the 1st circle are known as Commanders, 2nd known as Black Riders, 3rd are known as Aed’Abon, Chaos Lords, or Dark Lords. Among the genders they are all known as the Great Masters, Great Mistresses, and together, the Great Lords.

# Darklings

*General attributes, history, etc.*

Darklings generally appear every few years, often in Saigandor. Fyriaph is assaulted by a few stray darklings every few years, which come originally from annual flocks of darklings that are on the search for **Sky**. However, the waves will become more frequent and powerful from now, as well as unpredictable in location, aggression, composition, and etc. They are able to sense possessors of Light, and are stronger at sensing than Light mages.

**Hunters:** Darklings given a special enchantment – once given something that holds the essence of their target, they will be able to search for this exact target. They share a collective consciousness, but it governs only a few of all the Hunters.

**Wraahk:** Flying darklings with large, spiked wings. Their tails are long and spiky, with a spiked ball at the end of it. Their talons are poisonous just as all of the spikes, and three Fallen can ride one at the same time. Their larger cousins are known as **vayraahks,** being capable of carrying catapults and about three times of size of whraahks. Vayraahks have sharpened tails.

Red dragonstone handle, special cross guard,

 longer blade; see drawings (red notebook)->

# Thirteen Relics

**Fleuam:** Known as **the Blazing Sword**, in myth and historical records. The blade is capable of igniting, yet it can retain its shape and sharpness while burning. The handle is made of dragonstone. The color of the fire varies, depending on its user’s own fire. The 1st Guardian used this sword.

**Adenfil:** A staff with a fire-shaped gem at the top. Long, white crystal handle, with a sharp edge at the bottom. The gem is capable of turning into flames.

**Edelith:** A pair of gauntlets, capable of destroying practically anything. Taires can also control the force he disperses through it, creating earthquakes, massive ruptures or a deep hole.

**Dialith:** a long rod, capable of breaking objects with ease and creating earthquakes the longer it is being pressed into the earth.

**Alphorion:** Dual swords, one being a short sword, the pair is known as **the Wind Edges**, both having magicrystal in their interior. The longer sword can unleash sharp and dull slashes through air when swung, and weighs little. The short sword is suitable for executing fallen enemies, and is capable of creating a variety of forms of solid air. It is superior in creating sharpened slashes, of the two swords.

Also capable of fusion, but becomes a dagger capable of creating tornadoes, violent storms and extremely sharp slashes. Can also cut through steel blades.

**Alayzer:** A white bow, capable of forming arrows of solid air. Whatever it is that it fires, the user can redirect the arrows at will.

**Lerazna:** A spear made of super-compressed and extremely hard ice, therefore known as **the Frost Spear**. When in use, it is capable of shattering into thousands of ice shards, expand into large amounts of water, freeze at command, and shatter again, along with anything the ice might have trapped while it was water, in which it could have gone inside anything it trapped. This is but one of the many lethal abilities it has.

**Disranta:** A rapier, able to freeze water upon contact. Grants Deria an icy suit of armor, which she can manipulate freely. When in contact with water or ice, she can manipulate an extreme amount of it.

**Eronian:** A sword with two blades, where each outward side is edged, which look like as if there was originally one two-edged blade, but had its middle part removed. From that middle part, a shaft of light may appear from the crossguard. This ray of light may reach incredible lengths. It is known as **the Piercing Light**. *Look for Soul Calibur for reference.*

**Serltis:** A relatively large yellow gemstone tied to a golden necklace made of tiny chains. It empowers its wearer to the extremes, and it is made of dragonstone. It shines when in use; the amount of light is always in accordance with the amount of power being drawn, but even at its strongest, it cannot be compared to the sun. It is known as **Heaven’s Tear**. It also reacts/starts to shine when enemies or particular individuals are present within a relatively short distance.

**Maerath:** A katana, made for the purpose of one-handed use. It has a ragged edge, inflicting more wear and pain at the cost of efficiency. It is known as **the Moon Sword**, due to its connection to the moon. It shines like the moon during full moon, at which it is at its strongest.It has a short chain at its end.

Each **new moon**, it only absorbs whatever light there is. It is also at its most ragged point; at this point, it can make other swords become dull with a few hits. It is completely black at this point.

Each **crescent** **moon**, it gains the ability of creating solid and liquid shadows. The sword’s own shadow may change its own form as well. The back of the sword remains black under all lighting, but the edge reflects light.

At **full moon**, it starts to shine like the moon itself. At this time, the blade’s shadow may extend and change its form to extremes. The blade also becomes even, and the empowering attributes become stronger. Touching opponents’ shadows becomes a way of fighting them as well.

Once the **Lunar Scythe** is attached to its chain, Eclipse may use all of the sword’s powers. The Moon Scythe is also capable of damaging through contact with shadows. The scythe can hide in the shadows, solidifying in the air whenever Eclipse demands it.

**Lorinian** & **Helif:** two thin fingerless gauntlets that can control the growth of Leeth’s nails, all the way to claws that can even cover her hand. They give her immense physical strength as well. *Hand claws*, for reference.

**Zaidelith:** A slightly broad longsword, known as **the** **Diadem of War** in Fyrian legends. It is a sword composed only of dragonstone and magically enhanced alloys. The blade is two-edged; essentially 1st Form, Purpose, but a double edge. It is capable of generating massive shockwaves, through gases, liquids and solid matter, if Sky swings it. The shockwaves can become visible as well, not only through the sheer force, but also with what they carry along with them, if the shockwave becomes large enough. It can also create slashes through the air like Alphorion. Often vibrates when in movement, causing shrieking noises.

# Relics / Marks / Symbols / Others

***The Gates of the Pentagram*:** Seven gates placed in the cave at the Doomed Isle. When one goes through them consecutively, while understanding their true meaning as well as being aware of them, one vanishes after the seventh door which will glow blindingly to anyone who is not entering, into a void where everything is seemingly liquid, reaching a mythical place known as *The Realm of Power*.

***The Realm of Power*:** A place where everything seems to be liquid, and colors are mixed everywhere, creating a confusing sight, due to the immense amounts of power a single person may wield inside *The Realm*, even if not a Mage. Yet, most Mages will gain powers capable of razing the Kirandan capital in an instant, the greatest city known on Shinraigon. The Thirteen Guardians will become capable of destroying ¾ of the Doomed Isle, individually, with a single, basic spell. From The Realm, one may think of an image of the world, and see it as if through a window in the air, through a portal. The appearance of the Realm is a reaction to what power is present, and how strong each power is at that moment

***Seal Stones*:** Small objects that can obstruct the flow of magical power within any Mage. However, they do not obstruct a percentage, but a certain amount. With the Guardians, it can easily be controlled, how much magical power is to be cleared away. But with Mages, the Seal Stones require a significantly less amount of effort from their own side, to absorb the wearer’s power, and can potentially seal away the magic from several mages. Each stone has its own way of protecting itself from the wrong hands, but only through direct touch. In most cases, they hurt people. Some have certain effects that strengthen over time and repetition.

***The Moon Scythe*:** A scythe, which is the key to gaining full control of **Maerath**.

***The Moonstone*:** A gem which is half black and half white by default. The phase of the moon changes its color, and it is the key to gaining control over all of **Lorinian** & **Helif’s** abilities.

**Wingblade:** An ancient sword, always in the possession of the leader of the Tower of Winds. It has wings instead of crossguards, which look very much like angelic wings. Enhances airblade magic significantly.

# ~~Ancient Life Forms~~

***~~Serpents / Ahevdizt~~***~~: Legendary creatures, believed to be holy creatures and, by others, ancestors of the Dragon race. Their appearance is that of a Chinese dragon (Shen Long in Dragonball).~~

***~~Wyverns~~*~~:~~** ~~Creatures with the appearance of a giant salamander with wings / [Fire Emblem]. Ruthless in battle or hunting, but loyal to their superior – will do anything to protect their race. Reside within the Wyvern Mountains in Saigandor, in which a small population of royal and secret servants tame and care for the wyvern race. Wyverns are intelligent creatures, and have made a somewhat peaceful connection between them and humans.~~

# Nations, cities, etc.

**Old continent**

*Westlanders*: the western people of the Old Continent commonly have: **grey eyes**…

**Erythrea:** a kingdom with no clear borders, it is also one of significantly less power. Any might that Erythrea harbors, is from its inhabitants, whom the regent has little power over. The country lives off mining the local mountain range, fishing and farming. Despite its natural resources, it is a relatively poor country largely due to its remoteness. However, because of it, it is also known as the Faraway Kingdom. Those seeking to escape persecution often escape “far away”, meaning the intend to travel to Erythrea.

* Has nearly no connections to other nations. Deals mostly with merchants, men of various crafts, and is mostly a “place to live”, rather than achievements or change of any kind. The most timeless place in the Old Continent.

***Stellamor***: a city-state governed by a council, which comprises sorceresses, guild leaders, representatives, and lords. These positions are pretty much daily jobs, and oversee commoners’ requests and petitions.

***Tower of Light (the White Tower)***: residing in the back of the city, it overlooks the entirety of the city-state.

**~~The Empire of Kiranda~~** ~~(Kirandan)~~**~~:~~** ~~Kiranda’s ruler is currently about forty years old, and her only child, her daughter, is fourteen years old. The heiress is named Rakel.~~

~~Kirandan people are kind, though not quite the welcoming sort towards random strangers. All Kirandan scholars however, are gracious teachers and educators, world-renowned for their eagerness (or, intruding manners) and vast knowledge.~~

**~~Capital~~**~~: Haefsin~~

***~~Kiranda~~*~~: The Burning Desert:~~** ~~A desert known for its illusions and tough environment, a difficult place to live, although there are several clans living there. Part of it is also a wasteland.~~

***~~Wyvern Mountains~~*~~:~~** ~~An isolated area, surrounded by multiple deep valleys, known for having a constant wind of rumor of doubtable sightings concerning wyverns in the mountain area. The mountains are in truth wyvern nests.~~

**[Nation in the middle]**

**Aydelith** is the capital, and is on the southernmost area. Lord Harcrus rules the city, and the Hydoran Isle itself.

**The Tower of Fia** is a famous landmark, and the bells strike thirteen times each half-moon, full moon and new moon.

**Lina’s Haven:** area where the Tower of Light resides, and governs.

**~~The Doomed Isle,~~ *~~Hel Diaclegon~~*~~:~~** ~~the island where the Dark One was forced to retreat to, and finally sealed. His presence there makes the entire island lifeless and the earth a barren wasteland, with its black, lifeless ground, bloody red skies, the pitch black clouds, and the many overwhelming mountains. He was sealed into a realm of darkness, which has in turn allowed him to build up an immense army and meet other sealed creatures of darkness. When the seal breaks, he will begin working at making a Realm Gate which his army can come through.~~

**~~Fyriaph~~** ~~(Fyrian)~~**~~:~~** ~~A great island hidden within the Fog; while the Fog is actually just a thin circle of fog, though densely filled with dangerously shallow points, and hidden beasts with unknown power. Fyriaph is pretty much like any other place, although, most of its people are low-level water/wind magicians. Their extremely few fire-magicians are tremendously strong. They have invented many spells of their own, one of which using wind, which one can fly with. The north-eastern island is named~~ **~~Nazir~~**~~. The return of the Dark One is usually called the Black Mist.~~

***~~Islet of Divinity/Death~~*~~:~~** ~~A desolate islet, covered by snow and multiple pockets of water, covered by a surface of ice. Admired for the miraculous events that took originated there, and feared for the same reason, as those events inflicted harm to darklings, humans and demons. Cile will go there to find peace after Fallon’s death.~~

***~~Land of the Saviors~~*~~:~~** ~~An area north on the Demons’ Lands, surrounded by mountains.~~

**The Abyss**: the great rift that separates the northwestern part of the Old Continent from its southern neighbors. Old magic is holding up a single, gargantuan bridge that connects both ends on multiple sections of the rift; a highway leads towards a capital in the northwest of the Old Continent. Along the bridge, inns and shops can be found. The bridge itself is *very* wide even at its thinnest, and is host to a functional society with no real ruler. While it is a place one can settle down, it is not one of remarkable individual safety. It is extremely reliant on commerce. An aqueduct leads water from the mountains to the east of it.

* ***The Great Bridge***: the name for both the bridge and the city that has eventually been built up on top of it.
* ***Will fall at some point***; thousands upon thousands will die.

# Common knowledge

# Expressions

*Shapeshifter, crows (birds), beasts (four-legged)*

*Sub-human (demi-demons, demons in general);* offensive words against demons

Soft skinned, wingless, short-lived, sky-nosed = offensive words for humans, due to

nobles' arrogance and having only one

weak shape, and a short lifetime.

Lunar cycle = number of days between each new moon. About 30 days.

**Aman’evi**: one of the leaders of the Four Towers. **Plural**: Aman’evir

Direct translation: *tower apex*

**Flame breathers:** A formal name for dragons, often used in history books.

**Winged:** Formal name for winged demons, often used in history books.

**Wildlanders:** Formal name for all four-legged demons, often used in history books.

*Demi-demons* are treated as humans by humans, on formal occasions, but when compared to demons or in the presence of other demons as well, humans tend to quiet down.

Demons treat humans the way humans treat each other, in formal occasions. The titles “Master”, “Mistress” are the most commonly used, but when faced with nobles, some hesitate to call them Lord or Lady. Royalties meet with demons about once every third generation, making every meeting a hesitant meeting, made solely for the purpose of formalities and preventing any conflict whatsoever.

# History, information

**Prophesies**

***The Fifth Coming***: an old prophecy that foretold of not only the Abyss’ creation, but also the only prophecy not fully completed by a single prophet, but two. During the period, Sky killed three of those remaining.

Current: *The Seventh Rebirth*

* Throughout the previous sixth, eight have died by his hand, and thus he has gained much power that he originally distributed to them. A prophet, unknown to the Four Towers, did foretell the Second, but in a temple elsewhere, and foretold the danger of summoning a storm (namely Sky) beyond control – or rather, the danger of forcing him to remain alive.
  + In order of each period: 0,0,1,1,3,1 have died. Only 5 of the original Twelve remain.
* The Seventh is unconfirmed – and under investigation by some. It is, however, one with more crossroads than any of the previous. The most perilous path tells of the storm ultimately going out of control, while others tell of a reconciliation taking place.

***The Four Towers***: constructions that were direct consequences of unions between various institutions of magic. Initially, fire and water magi made unions at first, due to various fire mages’ needs of countermeasures should things go wrong; earth and air were more or less independent of any others. The fusion of the major factions became the singular, 4-headquarters org.

The construction process itself was, in many ways, considered one of the most ambitious and prideful displays of power. The towers’ details are either plain as day or very subtle.

The Four Towers’ connection, while it has grown loose, remains one of diplomacy and exchange. The few mages in the world that happen to possess affinity for multiple types of magic, rarely go for it, but those who do typically end up becoming somewhat known across the relevant towers.

The Tower of Light, aka the White Tower, typically spots such individuals and actively seeks them out, inviting them to the Tower of Light for myriads of reasons.

* **Tower of Earth**: Constructed largely from sand (made into sandstone), and it is arguably the one structure that can be altered the most. The tower itself is everything but straight; multiple floors have outward constructions that are supported from the ground in addition to the tower itself. The tower is known to change shape regularly every lunar cycle, and cycles between eight forms; the structures are mostly moved around on the same floor, but some outright change floors. Only nineteen floors are unaffected – libraries, and the most important facilities, remain in perfectly identical shape. Many dorms are switched around; gathering places change in size and shape, often in accordance to whatever schedules people have, e.g. meetings. *The surrounding desert has many hotspots of mana dust.*
  + Has many underground levels, as its above-ground floors amount to significantly less space than the other towers; the sand’s thickness, in rearrangement, varies.
  + **Tower secret:** The top floor is covered by mirrors from both sides. Various hidden objects are stored there, and it is accessible by destroying the mirrors or accessing the entrance at the floor directly below.
  + *Inside features*: hourglasses are found within every possible room, except for a handful few
* **Tower of Fire**: Considered a construction marvel by some, others something beyond magic. A single, and notably wider tower; a single tower for the first fifteen floors then splitting into an 8-form with bridges between the towers, rejoining at ~ 60th floor. The bridges between the double helix are all interrupted in the middle by a single piece of ice. The ice is meant to contain the Frozen Flame whenever it responds to something – as a means of safekeeping it, it must be exposed to the outside air to some degree. The tube that separates the fire from the tower, grows throughout the entire tower, starting from the first split, and goes all the way to the very top where it culminates into a grand opening. When the Frozen Flame awakens, the Beacon slowly starts turning icy blue.
  + The day the Shard shatters, [plot-changing event] will have happened. An enormous blue fire will be released, and it may cover a large part of the tower’s outside – it will have little to no effect on the inside of the tower.
  + Restricted areas are commonly sealed off by having the immediate nearby walls (and door) heated to terribly hot levels.
  + ***Tower secret***: the Frozen Flame
  + *Inside features*: Literally every room has a fireplace.
* **Tower of Wind**: Placed in a windy area, it is a building where numerous lesser buildings hover in the air and move between floors, in a regular pattern that repeats itself every 5 lunar cycles. Every loose structure’s entry is bounded by a little room that acts as a bridge/connector, so that when the structure is torn apart, it becomes a minor balcony – minus the fence. It occurs sometimes that the tower loses its straightness. It is also the only one with only square-cycle stairs.

It is built in the immediate front of a mountain drop, leading into a cave where the Windblade is usually located, stabbed in a pedestal. The Tower of Wind’s leader usually holds a dagger or a short sword in a sheath that is essentially a replica of the Windblade’s own sheath.

* + In special circumstances, the tower’s form and shape may be commanded. Within single, thought-out situations in which the tower itself reacts, it may reshape itself for a long time until a certain condition is changed; e.g. if someone is wounded within the top floor, it will remain separated from the rest of the tower until the perpetrator’s blood is spilt in return. (May create very shaky fights.)
  + While all floors can rotate, some do so while bound by actual bridges. Most of the tower is flexible and allows for unending variations.
  + Restricted areas are often enough separated and also moving in some fashion still (e.g. rotation).
    - ***Tower secret:*** when all the floors are arranged properly, an underground wind from below the tower gains access throughout the entire tower through specific channels, that eventually allows one to reach the roof of the tower with great ease.

Also has an underground where many things are hidden.

* + *Inside features*: Some rooms are capable of reorienting themselves by command inputs on a panel that is found next to the entry of such rooms.   
    The middle floor of the tower contains only a single, great door, which leads to an open space of *nothing*; no floor, no walls, anything. The rest of the tower may be completely separated from this area, though it is usually used as an arena – formation by tower’s components allows for it. This space is commonly used for dueling, traditionally done between airblade users.

* **Tower of Water**: A structure in which much of it is submerged beneath the ocean surface. The tower itself is then built in various directions as it submerges, also reaching some ocean surface plateaus. Usually, around half of the floors (36) are submerged; at some levels, attempt to enter the buildings through the water is made terribly difficult due to ocean currents produced by the tower’s constant magical fluctuations.
  + In special circumstances, it may elevate or submerge completely, leaving only a single floor above or below the ocean surface. Some parts of the tower are capable of freezing over, barring entry. A few buildings are frozen by default.
  + ***Tower secret:*** when the tower submerges completely, it reaches an otherwise inaccessible cave.
  + *Inside features*: has small fountains in every room. A handful few have leakages, marking them as special ones.

*Other magic institutions*; only 10-20 temples exist, and few of them are associated with any of the Four Towers.

* ***Tower of Light***: often called “the temple” as a derogatory term, the Fifth Tower is unique in its practices of various forms of magic that may have little to no connection to others, and especially ancient forms. A number of mages from all places are gathered there, but the Four Towers do not officially have many dealings with it. The Tower of Light serves the interests of its own leaders, but many inhabitants have their own agendas. It possesses a unique library with books and scrolls covering all things occult or new, and arguably the most diverse collection of magic casting. It is said to contain history that was never written.
  + Healing is a power commonly taught to all within the tower, be it through medicine or direct magic. Healers and users of arcane magic, are the most common.
  + Those who possess different kinds of magic, are often called sorcerers. Arcana and
  + A sanctum in the eyes of some, a prison of the mind to others, it is usually the last place where mages end up. Mages from the other towers may become the Tower of Light’s envoys, but also part of their network that spreads to the Four Towers.
  + A common thing taught to many, is the ability to sense *any* kind of mage’s power.
* **Zepha’s Ridge**: an old temple located on a ridge, on a tall mountain range, dedicated primarily to the art of airblades.
  + The place has few practitioners remaining who are proficient with it, and mostly swordsmen and wind mages reside there. Only a handful few airblade wielders exist; none of them are particularly good at teaching, but they do have a skilled user of it. Most of the mages here live like monks.
* **Valley of Whispers:** a narrow valley situated in another mountain range; a mountain crack that extends to both sides of it nearly in a straight line, with a middle where there’s an open area occupied by the temple. The passage’s width ranges from five meters to a half, and some sections of it are pitches that reach far down below. It isn’t particularly difficult to walk on, but any rushed tempo can prove dangerous. A person’s voice will echo far along with it. It is technically speaking a shortcut for travelling from the Tower of Wind to the Tower of Fire, but only if one is able to traverse through it at a good tempo; in other words, is familiar with the area. Regional folklore tells of a god who was careless when he swung a terribly long sword, cleaving the mountain range and creating the valley (or the rift in it). Dedicated to the use of lightning, a power that few are able to tap into, and fewer still decide to go through the trouble of learning it.
  + Few people even live in this remote place – two families reside in the temple, two children (of 5) are actively learning lightning magic, and there are two practitioners, a father and his daughter. The father has a slight fondness towards the smallest children, but is a stern man. The daughter wishes for a way to actively have contact with the outside word, be it through destroying the nearby environment for their benefit, or actually moving out with everything they have – both of which her father has forbidden.

## Folklore

***Old Continent:* the Beginning of the World**

In the beginning, the world was but a small, little island in a vast void. The island was created by a pair of lovers who had departed from their own realm, and decided to settle unto a new place. Once in this place, they felt that the world was lacking in many ways, and decided to create their own world – one full of natural wonders, of beautiful fields and rivers. Their world was one with few wonderful things, and for some time, the world was dominated by rain, grey, dirt, sand, and snow.

In the north, they created a vast winter land where white snow was dominant, and painted even the sky.

In the west, they created a vast field where the clouds would often rain down upon the lands – plants that thrived on water, thus became commonplace here. The southwest thrived with its rice fields, and where rain was insufficient, rice fell out of popularity.

In the east, they created mountains, hills, and both were decorated with forests. The flat lowlands eventually became the host of many lakes, and life was concentrated around these. The largest freshwater lake is said to have been intentionally created, as it has very noticeable tides that are essentially opposite to that of the sea.

In the south, warm, uneven lands are dominated by sunlight and wind. The southeast is tropical, but not very populated. Southlanders are commonly tanned, and the oldest bloodlines are those of black people. A whistling language has been developed to communicate across low valleys and hills.

***New Continent*: the End of the World**

Many times, the world will see great signs of change, marking the periods of time in which the Thirteen come to save the world from perils. But the most significant ones, that mar the lands in unrecognizable ways, and ultimately are forgotten due to their vast scope, are heralded as signs of the coming end of the world as it was created.

The world shall see a deep, deep scar; the Rift’s creation.

The pillars of the world shall fall and rebuild the world; the Four Towers will all fall, and eventually be reunited at Stellamor, becoming an arcana-based city-state with huge political power and unparalleled military prowess due to arcana.

A white veil will unfold across the lands; the White Wastes will be spreading southwards and from icy peaks at some point.

The folks of all nations will change; political distrust, civil wars, *a game of thrones* will emerge.

The night sky will never be the same; following the death of the Eleventh, the three moons become warped. The Crystal becomes a permanent crescent, and the Pebble a shining moon on its own. The two combine into a true full moon only at equinoxes. The Rock falls out of sync, appears alone, rarely, and with a blood color; its size peaks at the solstices.

An everlasting lightning storm will be created; it forms at the place known as the Beginning of the World, as a result of Sky mastering all of his powers there, to the point that enemies’ defenses are meaningless. The only way of disrupting the thunderstorm is to direct its arcana elsewhere, as it is fueled by the Beginning of the World. The Beginning of the World leaks arcana constantly, and is in truth a distant source of power that Sky can take advantage of.

A void of neither light nor dark attempts to swallow the world; the End of the World, once thought to be where the world’s arcana is simply undone, is rather one that absorbs arcana without end, and uses it to somehow create vile creatures that care for nothing but feeding a consciousness that is sealed behind a gate to a netherworld of its own. This power is directly linked to Sky’s true, and most unique power: the ability to generate alterable arcana unrestricted, the trait of a demigod. His affinity for all kinds of arcana is a sign of this. Once he links the beginning and the end, his powers fade to trivial levels.

Vandheer Nillis

Starts at late summer. The time in which the city/village of the Anzareth was invaded is in the middle of the summer; Early reference 🡪 one month ago. Current reference: ~2 months ago

Characters:

**Vandheer Nillis:** 22 years old, a finger taller than an average man, powerful red eyes and ink black, long hair with a few red streaks, reaching the middle of his back; pale skin. Willpossess a sword designed for the use of his powers, which he can utilize in remarkably many ways; the blade always makes a **ringing, high-frequent sound** when unsheathed, in swift movement, or used with his **psionic powers** in order to create fierce attacks. He is good-looking, and has a mysterious air. He possesses inhuman strength, speed, extremely sharp reflexes and reaction time at **0.1** seconds. Born in the middle of the winter. His name means “Bane of Worlds”. Troubled childhood – only when Fallon took care of him, was he finally treated better, but even then only by a handful Artiphex.

He possesses dark powers, and dark magic. A high-standing citizen of the Anzareth society, he is also a member of the Artiphex Nexus, a group of powerful individuals, black magic being the major thing they have in common, but what other sorts is another thing. Vandheer is capable of growing wings of darkness, a latent ability waiting for release. Black hair, red eyes. Feels a pull to the Blade of Threads. The first time he gets stabbed with it, it splits into threads instead and encases him in a shell, turning his hair white. He was feared in his village due to the meaning of his name, which was kept a secret from him.

**Powers:** Somewhat telekinetic; can at least keep water off himself. His dark powers can do a variety of things, from illusions to deadly tricks, all unrelated to reality. When activating his stronger powers, he might need to close his eyes, breathe deeply, and let **blood** trickle from his **eyes**. He is **extremely strong and swift**, the strongest in the Nexus as well as the fastest. His strength and speed will keep developing. He can sense wielders of Light as a resonance.

He is of the Nillis – born only once each millennium, often with a great fate ahead of him. His hair regains its length every full moon. In contrast to most wielders of Darkness, it’s not possible to sense when he uses it or how powerfully he is using it, due to the demon essence contained within him.

His psionic powers are tremendous. Members of the Order don’t want him to use it, as they consider it a forbidden power. He is also capable of invoking lightning, a dormant ability awaiting the Blade of Threads. Just like Evinqar, Vandheer is also a **Blood Caster**. He possesses many dormant abilities that the Order has deemed forbidden, as he is touched by the world of demons, or the underworld, because of Evinqar’s fusion with a core of darkness. Due to Evinqar’s mastery of Light, however, he is also the only human touched by both the powers of the Seraphs and demons. He was touched by a deceased demon famed for protecting weaker demons; a demon who was the single strongest demon who had not sworn allegiance to the demon king. His blood burns demons, and those he considers his enemies. Vandheer has yet to gain the essence of a Seraph in him. He heals at extraordinary speeds.x

His eyes turn blood red at rare, but special occasions which often involve the demon part of him.

Leila knows that his home was ravaged by invaders, and that he was the only survivor of the invasion.

The demon within will awaken completely after he retrieves the Blade of Threads. In the meantime it will try to talk to him whenever he is in a violent state.

***Sharon*:** An Artiphex, not member of the Nexus. She is capable of foresight, giving all kinds of objects indefinite durability though not strength, merging with shadows, and is immune to fire. She has a variety of odd abilities. Black hair, purple eyes, a bit thin eyebrows; a striking beauty. Straight nose and back, likes to tease people if she hasn’t met anyone she knows in a while. She is a person wanted by the Order of Light, for many unknown reasons, though these mostly include varying types of interest in her powers and background. 27 years old.

**Elena:** a “friend”, or partner, of Sharon. Blonde hair, brown eyes. Slender. She is an Artiphex gifted particularly in terms of power, and recognizes personalities easily. Knows people well, in general – has deep insight into people’s behavior, and etc.

***Saratheia Godalum Marlecis*:** High Priestess of the Order of Light. A young, beautiful and resolute woman, only **25 years old**, revered for her power and insight. Has been involved in considerable Order affairs since she was 17 years old; her intrusiveness eventually rewarded her with a very positive reputation. Raised by the order, as her mother came to the Order’s doorsteps with mortal wounds.

Long, white hair, grey eyes; a bit shorter than Vandheer; plans to get closer to Vandheer, eventually controlling him through Leila.

***Leila Freid*:** A young woman, studying prophecy and ancient magic at the Sanctum of Light; thus, knows plenty of history, more about history in which the Order is not too relevant. Bright, flaxen/sky blue hair, sky blue eyes, bright skin; a bit smaller than Vandheer; slim, gentle curves. Bright personality, cheerful, smiles a lot; takes a liking to Vandheer after a while. Realizes how to use ancient magic after observing Vandheer’s powers; otherwise, can hold her own with her magic, relatively strong with Light, but her ability to utilize complex spells of various effects is what makes her truly strong. Can suppress Vandheer’s darkness, and possesses ancient powers, not necessarily of black magic either. Came to the Order as a little girl; ~**20 years old**, approximately. Reminds Vandheer of Irnia, due to her eyes.

***Irnia*:** The most influential woman in the Nexus. She was one of the few who survived the raid, but only by ravaging the soldiers and thereby the area around her. Much of the forest around the village was burned away by her. She has, since that time, developed into the direction of many other Artiphex – upon Vandheer’s birth, Evinqar vaal’Nillis’ seal began to weaken at drastic rates, causing her to bend to the demon side within every Artiphex. She is now like the former Artiphex of older times; bent on acquiring power; has dark blue hair and eyes, a beautiful woman.

**Evinqar “Wingblade” vaal’Nillis:** formerly the Order’s second-in-command, he relieved himself of that position by taking in one of the strongest demons from the Netherworld, one which was sealed in a hidden cellar deep in the Sanctum. He had black hair and eyes, and after he became a “half-demon”, his eyes and hair stopped reflecting light at all. He gained a black air around his figure. After the *Grand Execution*/*Bloody Sunday*, he vanished, leaving behind a winged sword at the White Throne, which he used to fight with. Part of his consciousness and the demon’s consciousness, live on within Vandheer. The larger part merged with Vandheer at Elzraei.

He was greatly controlled by what he perceived to be right, often putting his own interests aside for “the greater good”. His name meant “Slayer from the Skies”, in an old language.

*Arthur Arkwise*: The Count of Arkwise, a young man who is interested in the affairs of commoners and their interests. An idealistic, yet pragmatic person. A cunning strategist, and has his own type of fashion. Tall, lean, black hair and eyes.

Groups:

***Artiphex Nexus*:** An old group, a gathering of Artiphex. They gathered for the sake of battling those who exploited power, other Artiphex being among their former enemies. The Artiphex Nexus have always had a blacksmith who forged weapons, and another one who forged decorating objects which were also enchanted in some way.

When they learned that it is possible to learn dark magic without being an Artiphex, they joined forces with the Anzareth Alliance, the only widely trusted society of naturally born possessors of magic, but there was little anyone could do. Through the power of some Artiphex, they all managed to move to the Black Mountains, living in harmony, leaving most other societies to their own, moving out only in small powerful groups when it was needed.

***Insignia of the Nexus*:** A winged sword stained with blood; the wings are savage.

***Anzareth Alliance*:** A partially organized group of individuals, gifted with talents or abilities few others have. They are adept at learning magic, dark magic being a rare occurrence in the strongest and most gifted, healing being a variable, but most are more adept at black magic, such as earth, fire, air and water. Enchanting non-magical objects is something most are capable of, and some possess extraordinary abilities which puts them at a distance from most Anzareth, and somewhat closer to the Artiphex. The individuals of the Anzareth whom are especially gifted in terms of power, are always raised to become leaders among the Anzareth. Some of these are occasionally acknowledged as an Artiphex. Most are born with the potential to become very skilled with white magic, although the power in the healing varies. The strongest healing Anzareth are commonly called healers, between the Anzareth. Those with other kinds of abilities – insight, near future foresight – have generally adapted to other kinds of societies as well. They are everywhere, but in hidden and secretive groups.

Those who do not possess the common powers or potential of an average Anzareth in the Anzareth society, are, as if to make up for their lacks, often natural and highly skillful talents at swordplay, archery and such. A small part of this group possesses superhuman strength, reflexes, instincts and agility, that completely or almost makes up for their other lacks.

***The Order of Light*:** An organization of women who possess all kinds of magic, both black and white, though their distinguishing power is Light. They keep ancient texts, prophets isolated from the rest of the world. Their ancient purpose is to keep demons at bay from the human realm.

***The Sanctum of Light*:** an enormous construction, shaped as a pyramid, although the elevation goes slower and underground, making it more like a 3D rhombus. The corners point at the four directions. Thousands of mirrors and small openings on the outside keep the entire building lit. Innumerable candles light up at night, leaving only a few rooms dark and all corridors lit. Magically enhanced to leave most rooms somewhat lit. Four towers are placed a small distance from each corner, bridged at the higher levels. The northern tower holds the Observatory.

The High Priestesses transfer their consciousness into the next leader, at the time of predicted death. This is a secret kept from most of the Order.

**Xena & Kryvis Lufar:** two of the strongest ones in the Order. Despite being the elder sister, Xena is not in charge of anything, but under direct command of the High Priestess, and more affectionate. She still carries authority. Kryvis is less idealistic than her sister. Both have blonde hair, but Xena has green eyes while Kryvis has bright blue eyes. -28 and 25 years old. - Pretty pair of girls. Their respective sentinels are named Aldruin (pragmatic) and Barthas (idealistic). Kryvis is somewhat skilled with the sword, whereas Xena is an expert in spells.

**Rayne Oreithon:** one of Leila’s former instructors. Has very short blonde hair, grass green eyes; a disciplined person, one of the few who have earned the High Priestess’ full trust. Tall woman, smooth and curved body; has an evenhanded personality; has rejected every single sentinel who has come forward to her, due to none of them being suited for her personality. Has stayed in the Sanctum ever since she was no longer needed for outside missions; hunted down men and women abusing their born powers, ~3 years ago.

She lost a major part of her strength in Light during an incident which unexpectedly involved an Artiphex whose demon side had grown, but somehow gained Darkness, which she learned how to suppress. Tends to visit the High Priestess’ own garden, as it is the only one in which she may enjoy complete silence.

**Catherine Rosenthal:** One of the Order’s former envoys, having returned from the kingdom of Elzraei after the death of the king. Red, wavy hair; blue eyes; a beauty.

***The High Rule***: The fellowship of the rulers across the continent.

***The Guild*:** A group of assassins; consists of several thousand men and women. The Bane is among the highest leaders who still go on missions, with the Black Hand being one of the elder and council members.

The organization is dedicated to suppressing chaotic times, injustice being a second priority. When they find themselves too weak, they often try to make more powerful people do their work for them, often being successful in convincing these people.

**Bane:** one of the most high-ranked assassins.

***Glossary***

**Artiphex:** An individual with powerful abilities. A common factor is that they all wield some sort of black magic, however weak it may be. Transformation is uncommon, but enhanced sight, eye transformation, and special traits are common, such as born or developed marks. Few are born with extreme strength and speed, but some develop it over time and even into adulthood. All Artiphex have a demonic side, which may develop in rare cases, or when Evinqar vaal’Nillis’ seal begins to weaken. Their existence originates from more than 3000 years ago.

[Etymology: Artiphex = cataclysmic]

[Plural - Artiphex]

***The Named*:** Those with a specific kind of power are often given the surname name of a historic, prominent Artiphex of the same name and powers. Artiphex of the Named are powerful wielders of black magic, or possibly other kinds of destructive abilities, in particular demonic strengths.

***Nillis*:** The family name of Evinqar “Wingblade” vaal’Nillis, the most powerful Artiphex and wielder of dark magic in history. He gained fame after defeating dozens of Artiphex of the Named, hundreds of Anzareth, and hundreds of thousands of strong soldiers, an army which was intent on gaining world domination. By creating a violent storm with black magic and using his extraordinary power of *Darkness*, he managed to bind the shadow of every raindrop together with the shadow of all of his enemies, slaughtering the entire army in seconds, piercing every enemy with thousands of razor-sharp shadow nails. The army’s shadow was created with lightning. This event is formally known as *the Grand Execution*, or as it is written in history books, commonly just called *Bloody Sunday*, due to the fact that it was actually sunny that day. Evinqar’s dark magic was empowered by blood. He is more feared than revered, simply because of the sheer power he wielded and the fear of what might happen in the future. The event took place three millennia ago, but is still remembered. *Bloody Sunday* is commonly used as a slang term for being slaughtered in terms of arguments.

Evinqar was formerly the Order’s second-in-command, titled *Arukhar*, *Black Light*, due to his black hair.

The name ***Nillis*** is among the most feared names throughout the world among educated people, if not *the* most feared. Nillis means “slayer, bane, killer of”.

***The Three Realms***

**Seraphs**: creatures of order, who seek to expand their reign and spread purity across any realm they come across. The strongest among them distinguish themselves even in terms of belief, such as believing in absolute, perhaps even irresponsible freedom. They live in the Etherealm. Their only way to die is to have their heart stabbed by a weapon of their own – as such, can easily be taken captive and tortured.

**Dirges:** seraphs expelled from the Etherealm, for their intent to involve themselves in the human world which has been forbidden since the Covenant of Seclusion. Creatures that speak in riddles to those they have faith in, with powers disclosed only to those they rescue from near death. They often counteract demons that have penetrated into the human world.

**Demons:** generally chaotic beings, whose powers are greatly harmful. Beings touched by demons are often influenced by the said demon, weaker humans often falling under their control. Many are selfish, but the strongest of demons are very different from normal demons, and have unusual lifespans. They exist in the Netherworld, the realm of demons. Due to their nature, they can die in all kinds of ways.

Artiphex are all connected to demons in some way – through birth, bloodline or particular events in their lives.

**Black magic:** Powers which, in general, are harmful or delusional, perhaps even enhancing, but only in terms of empowering.

***Darkness*:** A very rare kind of magic. It is capable of removing diseases, but it cannot cure any damages done. Dark magic is also capable of doing almost anything imaginable, to anything that lives, like altering the body or giving it temporary enhancements. It can also be unrelated to reality, by stopping the fall of an object simply because its shadow lands on something else. A leaf with its shadow can stop falling just because *its* shadow is supported by another shadow. The leaf could also split if its shadow ended up on a spearhead’s shadow. A sword’s shadow can slash through many other kinds of shadows, and even physical objects. Among the few who have it, men are regular; women with dark magic are the odd sight every now and then. Those with vast powers are somewhat immune to Light, but not invincible. The Order has two women weak in Darkness, who don’t possess Light, but some other exclusive powers as well, but none in notable strength. Rayne is one of them, and as an infected one, she suffers from minor shock issues.

Darkness is also a living power of its own – in order for the user to become more compatible with Darkness, or more adept at using it, bending the user’s spiritual and physical being towards demonic attributes is necessary. Darkness is naturally compatible with the Artiphex.

***Light*:** an unusual kind of magic which appears almost exclusively in women, and every other woman with magic possesses this. It is superior to all kinds of black magic, and is not a subcategory of any other branch of magic, but a lone branch in itself. When a woman with Light comes near someone with Darkness of equal power, their powers usually nullify each other, making other kinds of magic viable for battle. Light is, otherwise, capable of consuming black magic to empower itself, but only if the difference in strength is considerable. When in use, one’s eyes *may* glow yellow or white. Those with white glow are usually stronger. The absolutely strongest ones possess a glow of different color or nature, depending on each individual.

***Map* (subject to change plus further detailing)**

\_\_\_\_\_ /////\\\//

\_\_\_\_\_ NE ‘’’R’’’ \\[Glacier]///

\/\|\_/’’’\\_\_\_\_\_\_\_\_\_\_///// §\/\\\\

\ T2 //// §§\\\//

//\\\//\/ \\_\_\_\_\_\_\_\_\_\_\_\_\_\\\ §§ ///

//// Bm \\\\ \\_\_\_\_ T1 \\ W\\

\\\\\ // \\_\_\_\_\_\_/ \\W /

/ Elz capital \_\_\_\_\_\_ SoL

<\_\_ \_\_ \_\_\_\_\_\_/ \

\/ \ \_\_\_\_N\_\_/’’’’’’’’’’’’’’’\\_\_

D\ME/~~~~~~~~~~~\

~~~~ ~~~~~~~~~~~~~~~~~ \\\

Bm = Black Mountains blue lines = borders

D = Derenthil

W = Wingblade’s Fortress

§ = river

~ = ocean

ME = Moon’s Edge.

SoL = Sanctum of Light, Sylus

N = Narfum (coastal city, capital of nation by the same name, 2 rivers flowing through)

R = the Great Rift, Valley of the Damned

NE = Northern Empire

T1 = 1st theocracy, Whitefield. Capital: Amon’s Tomb (Amon’s City), main structure = Amon’s Shrine.

T2 = 2nd theocracy, Avarin

***Places***

Countries: three theocracies, the northern empire, three councils, the Union, five clans from the southeast and three kingdoms. The rest have succumbed to either chaos, or have no leader. Whatever new countries may rise from the ashes of others, have yet to announce any names.

**Sylus:** the isle where the Sanctum of Light is located; also a major city, though independent and largely cooperative and strengthened by the Order.

**The Black Mountains:** Home of the Artiphex Nexus and the Anzareth Alliance. The origin of the name is unknown to history, but it is meant to foretell the shadowing of the mountains. The source of the shadow is Vandheer, through his powers. It is north of Elzraei and Derenthil.

**Kingdom of Elzraei:** A kingdom south of the Black Mountains. It is not considerably powerful, but its royalty is known for their recently developed greed.

**Derenthil:** A harbor city, south of Elzraei, but not part of any nation – a city state, of sorts, ruled by its own council. It possesses a myriad of magical defenses and objects, which the city may use for highly effective defenses and making the city a powerful and important defensive position.

**Narfum:** A former kingdom with no regent due to the royal bloodline having vanished; therefore ruled by a council; has been referred to as state instead of kingdom in a century soon.

**Whitefield:** a theocracy. Capital city: Amon’s Tomb, a city which is partly underground, within a cave under a mountain. The central road, Kalderon’s Road, goes from the city entrance, deep into the mountain. It is ruled by a religious leader, who is perceived as the single most powerful man, but balanced by a council. The sage lives on the tallest slope of the mountain, with only one servant.

***Wingblade’s Fortress*:** The city in which the High Rule gathers, supposedly the headquarters of the army Evinqar defeated. It is a fortress of incomparable defensive strength, and can turn any siege into a massacre of its enemies. It has vastly tall towers as well. It is surrounded by a mountain range.

***Evinqar’s Plains*:** The plains that stand in front of Wingblade’s Fortress. Though Evinqar lived before the High Rule formed, it is supposedly here that the blood of hundreds of thousands of men mixed with the rain, making the ground infertile for an unknown period of time, also causing everything sown on these fields to gain uncommon attributes.

***Valley of the Damned, the Great Rift*:** halved in the middle with a narrow walkway. Otherwise, a giant chasm. Myths hold that an army which fought there fell into it as the crack expanded.

***Moria*:** an ancient country from ages ago, which suffered its downfall together with Evinqar’s finding of Darkness. Even though he put an end to the war against the Artiphex, the country had already lost all infrastructure and new factions had already risen.

It was an empire, with six stewards and 7 total regions, occupying most of the western continent.

***Symbols, Relics, Weapons, Terms, etc.***

***Insignia of the Nexus*:** A winged sword stained with blood. The wings are savage.

*Vandheer’s weapons, powers*

***The Spirit Blade*:** A blade made of threads, of unknown materials and alloys. When it kills someone, it absorbs their souls, gaining more forms as it kills more creatures, but it keeps only the hundred most powerful forms; its power increases exponentially, but few sufficiently powerful beings remain for it to slay. In its original form, it looked like threads that were carefully assembled into a frame of a rapier, yet to become completed; a hollow middle of the blade, though still sharp. It is also known as the Blade of Threads, which is its name in legend. In several folklores, it has been named after its wielders; the most famous lore named it *the Sword of the Spirits*. It carries fragmented memories of its wielders, mostly consisting of bloody fields of battle, traumatic moments, and deep thoughts, if not their dying moments. The sword enables one to speak with the slain souls inside, commonly being the strongest of the former owners. One myth says Evinqar gave his soul to the blade at the end of his life, though he was actually the creator of the sword, using a Seraph’s soul as the first thread.

(***Force Bracelets*:** Bracelets that allow him to shape shockwaves to his will.)

***Aevihn*:** The title of the Prophet at the Shrine of the Ancients. Most have been women, prophesizing mostly good times or no bad events. The few men there have been, have all prophesized disasters.

Only three male *Aevihns* have existed.

The last one, **Morghul Grimeye**, was considered a madman, but in fact one who lived for his duty, to warn mankind of the future. Would have been an honorable man if not for the supposed madness inflicted by his visions. Where others saw a crazed prophet, he was seeing future people visit the past through prophecies, effectively communicating through time.

The second one, **Amon of Moria**, revealed to Evinqar the fact that Darkness still existed, and a weakened demon hidden by the Orderwould be able to grant him that power. But as the price, his lifespan would be drastically shortened, as the demon would consume part of him for the purpose of survival, but without revealing to anyone that it would survive through Evinqar’s reincarnation.

**The Second Coming**

‘*Eras past, Era present, Eras yet to come. Listen closely to the Whisper of Time!*

*‘Darkness in hand, arm stained red, the blood storm follows. Footsteps of warning, beware of raised fingers. Eternal stare, ruin in vision. The One of None, the Angel of Death. Thoughts with no answers, searching the sky. Enemies remembered, revenge to be exacted. Teachings received, few remain kept. Trust he has given, repaid in betrayal. Of allies, there are few. The Army of One; beware!*

*‘A magic forbidden, a sword forgotten and denied. A power with life, yet a power of death. The Wandering Eclipse, the Eyes of Death. The Darkness, the stain of his soul, the madness’ source. Safety sought, tragedy befallen. Omnipotence made flesh; beware!*

*‘The blood grass, the black mountain; broken tower, surrounded by ruin. Destruction follows his trail; beware!*

*‘Eyes of blood, tears of agony. Heraldic eyes, hair darker than death. Skin alike moonlight, a stark contrast of no other. Black, white, red. Such is his sight, as will he mark the world, beware!*

*‘His hands stained, a sword unlike any other. The Crystal Sword, the Sword of Spirits, his sigil and seal, the mark of his heirloom!’*

References & meanings:

* *One of None* – an individual with nobody to identify himself with
* *Army of One* – capable of defeating armies on his own
* *Wandering Eclipse* – can bring down shadows over entire battlefields
* *Eyes of Death* – red eyes, heralds of death.
* *The Darkness* – the power resting within Vandheer
* *Crystal Sword/Sword of Spirits* – the Blade of Threads
  + *mark of his heirloom* – reference to the vast power Vandheer possesses.

# Vandheer Nillis: Future

Important stuff to remember

START YEAR: 2298

**Prof. Richard Conradin:** A little man worrying a lot of things every day, though an excellent researcher and developer. 57 years old.

**Eric Hayden:** Main character 2. Blonde and blue eyes, ambidextrous, intelligent and strong. Good-willed and passionate. 26 years old, but looks a bit younger.

HISTORY:

Galaxy Warrior Eric Hayden, registered as a verified space infantryman, seventeen years old in year 2281, and is able to use earth-magic, the most effective of the currently found and used magic – or paranormal ability, as scientists would say. Promoted from Orbital Warrior to Space Warrior after merely one year of service (2282, eighteen), promoted from Space Warrior to Comet Warrior after two more years of service (2287, nineteen), at that time merely nineteen years old. And after that, a sudden incident, causing you to fall in coma for two years (2289, twenty-one), happens by a failed chemical attack at you while you were detected in the Combat Sector, attacked by an enemy infantry who was seemingly supposed to work like a bomb. Severely damaged, staying at the hospital’s emergency wing for an entire year with special recovery (2290, twenty-two), among other things, your heart had to be shifted out with a mechanical. Later, an organic heart was transplanted into your body. Your body was no longer in any threatening stage, but it had to adapt itself to its new… abilities, which were necessary for you to stay alive. Twenty-three years old, (2293) you got promoted to Solar System Warrior, with the help of your new abilities. And now, three years later, currently twenty-six (2298), you’ve been promoted to Galaxy Warrior, which only the paranormal infantry has reached until now.

**Wang Zhen** (Family name first)**:** Intelligent, kind, craving, always smiling, beautiful. Cunning, practices Wing Chun, which Bruce Lee also practiced, a martial art within the Chinese martial arts. Wing Chun is powerful, and is perfect for stopping the enemy’s attacks as well as counter-striking at the same time. Right-handed, ***female***.

**Akiyama Takeshi** (Family name first)**:** Strong, intelligent, and can be quite a bit of a bad guy sometimes. *“Damn right he is.”*

**James Harrison:** Highly skilled marksman, weapons and technology expert, strong, twin of Jamie Harrison. Adopted. Right-handed. Big man. Dark skin, bald. African descent.

**Jamie Harrison:** Highly skilled marksman, weapons and technology expert, strong, twin of James Harrison. Adopted. Left-handed. Big man. Dark skin, bald. African descent.

**Anna Johnson:** The most intelligent of them and the smartest, extremely accurate both physically (aiming with guns and stuff) and when it comes to knowledge. Not so very strong, but can be lethal in battle. Also knows much about space and the humans’ Space Armada. The Space Armada includes weapons, ships, special abilities and standards and stuff as radars. Also, she knows very much about special persons and is also a secret programmer sent from Great Britain whose abilities are unrivalled. She is also a distant relative of Queen Elizabeth 5. 26 years old. Blonde, green eyes.

**Chris “Accursed” Sceleratus:** 14 years old, “white” hair, middle height, sapphire-blue eyes, cold attitude. Main character 3. Goes at *Whitelake Junior High*, which is filled with mostly girls, and the headmaster along with Chris are the only male ones.

***Military Council in Space (MCS)*:** A council consisting of powerful councilors with high authority, clearance of the highest level (goes as far as private matters between persons, and a person’s life history) although only the Head Councilor (Laura Brish) has clearance to *absolutely* everything. They control the Space Army and look at plans and such duties.

**ETSSLS** – Earth-To-Space Spacecraft Launch Site.

***Gravity violation theory*:** A theory which is trying to explain the cause and potential of the only observed paranormal ability, the ability to absolutely control gravity. The theory expands from laws of physics-violations to DNA-connected causes, and all fields of which related to physics are involved.

***Energy constant violation* *theory*:** A theory based on the idea of controlling gravity, and thus using it to create energy by moving objects and stopping them, in order to gain the energy that will be freed and converted to other forms of energy. This theory is trying to scientifically explain the violation of the law that energy cannot disappear or be created. Connected to the gravity violation theory.

***Contraction theory*:** A theory in physics based on Chris and Vandheer’s paranormal abilities, the absolute control over gravity. If heavy gravitational places appear at the edges of the universe, and they are controlled, the expansion of the universe and the equalization of energy across the vast universe may be limited, delaying the equalization of energy across the universe drastically. If possible, humanity may be able to create heavy gravitational spaces at the edges of the universe, regardless of time-space continuum, and gather energy at certain points as well as creating energy, and thus forever live on without the need of other things, along with minimizing the universe by pulling space towards the “center”.

# Bloodstained Blade

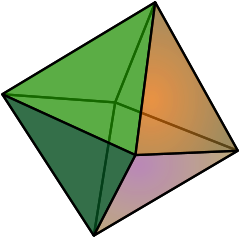
***The Power*:** A power with many capabilities and shapes. Users who use it for the good purposes and possess a powerful/destructive kind of The Power **while using weaponry** are called White Blades (or Sorcerers, in case of mending ), bad purposes Black Blades, and hired/neutral ones are Grey Blades. A rarity found among the most extraordinary people, as a result. Rumor says it is able to be learnt how to use The Power. People who wield The Power, but not any harming kind, are usually under the wing of nobles, as their uses vary, but are mostly useful one way or another.

**Magical users** are known collectively as Sorcerers, more specifically as Menders/Whitecloak, Wanderers/Greycloaks (common for Greycloaks to wander across the world), and Fangs, usually referred to as Black Fangs.

*Sealers* are extremely rare. They possess either the power to either seal off a person or area from The Power, most often a limited number/area, even rarer, they can seal off an unlimited number of persons/area from The Power. 1/3 of all Sealers can control their ability to the extent of which persons and how many, or how much space they seal. Known number of sealers is 31. The strongest and most potent, a woman who can seal off about 30 Blades and Sorcerers, a rather high number.

Known side-effects of possession of The Power is to have few signs of aging after the age of 20, and never have a big body, but a compact and nimble.

***Powerless***: Common people; people without the ability to use The Power. A demeaning phrase, used by Blades. Another word they tend to use is *commoners*, which they even address nobles with. Blades and Sorcerers are therefore known to never view *powerless* as equals.

***The True Eye*:** The relic that resides within the Temple of Chaos, located at the bottommost floor, at the Isle of Divinity, a circular room with stairs down to a small round floor, where a tower rises by a staircase. At the top, the True Eye hovers, rotating without end. **The relic has the shape of an octahedron with prolonged distance from top to bottom.** The holder will be granted with the ability to extend the ability of his power limitlessly. The air around him will feel twisted, odd, or traumatizing to anyone, due to a Blade’s new capabilities with the True Eye in hand. One must learn to control the True Eye’s power in order to not become overwhelmed by even its presence. The size of the True Eye matters on the holder’s hand, and becomes smaller or bigger, always fitting the holder’s hand. Yet, it doesn’t look like it increases/decreases in size, as the eerie feeling gives a delusional kind of sight.

**Vlaid:** Main char. Dark eyes and hair. Left-handed. Later becomes black-haired, bloody red eyes and pale skin and lips. The only Black Blade; though deemed one. Later to be known as the ***Bloodstained Blade***, due to his extreme powers and the bloodshed he caused, known to hunger for blood. “***Gravity/telekinesis***” powers, as well as making furious lighting bolts (acquired/discovered ability later on). Has encountered the Enemy before by sight, though never fought them. **“25” years old**, unable to recall true age. Right-handed, and a little left-handed as well. Knows ***Lind, Sif, Flear, Itzal***… Former Captain of the Ninth Squadron of the City of Swords. Has been in slumber for 17 years. Once possessed Chriaon, the Sword of Chaos. Now possesses the Bloodstained Blade.

**Lind, Empress of Uesiran:** Young empress of Uesiran and “friend” of Vlaid, during his betrayal. Shameless, high authority, and never jokes. Tends to tease friends and enemies or people she dislikes, sometimes just for “fun”. Blonde hair and blue eyes. Right-handed. Trusts Vlaid and people Vlaid say are safe **only**, suspects everyone else for anything. Detests Flear, and tends to use the past to insult her. Likes Vlaid, and has a hidden crush on him. **24 years old**.

**Sif, Royal Guard of Yvin:** Young man with great skill, loyal, and can devise highly effective tricks, and suspicious of betrayers when they are present, even when they haven’t betrayed yet. Vengeful, and with a short fuse (temper). Never surprised, rather shocked. Yven man. Right-handed. Rapid instincts. 27 years old.

**Matthew, novice at the Fortress Walls of Aleigin**: Brown hair and eyes, average height, kind and casual, shy only in awkward situations, doesn’t like anything involving violence. If made mad or tempted for battle, uses a sword or a weapon relentlessly and like a swordmaster, as if he was born with the weapon in his hand. Aleigan, right-handed. 19 years old. Possesses the Power in a dormant state. Becomes a White Blade in the far future.

**Flear, *the Sword Demon***/***Wind Master***: a White Blade, rarely appears to a common eye; possesses the ability to control the wind and use it to her advantage and to others’ disadvantage – never lets her enemies cut her without having their own throat cut over, has a rather controversial (strict and heavily punishing) sense of justice, though few do anything to resist. Long almost-white hair and eyes, smooth body, knows Vlaid well, and considers unarmed foes unworthy of being attacked by her. If she is being forced to, she’ll fight with her hands and legs. Skilled at swordplay, archery and martial arts. Wields two swords, a middle-sized one and a shorter one, for backup. Has two daggers as well, connected to a rope tied to her arms; uses mostly the one on her left. Ist, ambidextrous, slim. Has a crush on Vlaid (hides it as well as she can), and is 34 years old (looks like to be of Vlaid’s age), and has been a White Blade for long. Possesses a variant of ***The Power*** which allows her to control the wind. Tends to have quarrels with Lind. Always seen wearing a white kimono. Only one who knows of Ziya’s existence, along with Itzal.

**Itzal (shadow, Basque):** A middle-aged man known only by the mysterious ones, and the Blades. Is known for his type of The Power, a type where shadows and darkness are used. Possesses magical abilities like controlling shadows and bend them, hiding in other people’s shadows, stabbing shadows and by that stab the shadow’s creator at the same place, bind peoples’ shadows to a certain place – makes what happens to the shadows become the same as reality. **Grey Blade**, though not for hire; only as intelligence. His intel is never off, and he requires a certain price for certain knowledge, and the price is from his angle of view. Some things which may seem important to others may have a low price, other minor things may be expensive. Knows about every person in possession of The Power, not necessarily *vice versa*, but every Blade knows about him.

Dark hair and eyes, pale skin, always seen wearing black clothing, most often a black cloak with a shadowing hood. Possess a poisoned dagger, along with a relic, shaped as a white shard of glass. The relic can, through connecting his own shadow to other shadows, make Itzal’s target(s) become totally harmless, losing all senses, only capable of thinking, in a vast darkness, making the victim naturally sow fear and despair within itself. The negating relic, a similar shard, but black, is in Itzal’s possession, in a place only he knows about. The negating makes the wielder immune to Itzal’s white shard.

**Ziya (light, splendor, glow, Arabic, derives from Diya):** An uncommitted **White Blade**, whose possession of The Power was previously known only to Flear and Itzal. Possesses the ability to know imminent movements in battle, and make movements at superhuman speed, and possesses super-human reaction and thinking speed, able to fight several men alone and without any problems, even when hurt, as if he had several enhancement drugs (like Boomer; see *Castle* flash anim.). Wields a sword with a sharp crossguard on his left waist, and a dagger on his right, and two additional knives, one at each thigh.

**21** years old, of Tephi blood, casual and laidback demeanor, though incredibly potential in battle, even against another Blade. Like Kisuke Urahara in some ways. Right-handed, and a little left-handed as well. Aims to become ambidextrous.

# Relics

**Erial:** The Heavenly Sword, held by Flear. Air resistance doesn’t affect it, and it can cut even through stone. Happens to weigh only a half kilogram.

**The Bloodstained Blade:** A blade in which all blood is consumed by the blade itself. Anyone who gets cut by this sword will have no blood coming from the wound, as that amount of blood gets drained by the blade itself. A longsword, with hand-protecting crossguards. The blade is the first ever to be a third sibling of relics. If its power becomes unleashed, one may create slashes of blood that soar through the air. If an incredible amount of blood is stored, one may create attacks of nightmarish strength. The secret to control the blood stored in the blade is to draw it forth with The Power.

# MAP

––IoD–– § –– ––– §§

––––– –– Kingdom of Tephilos (*Tephi*) ––

––––§§ § §§ §§ §§§§§ §§ §§§§–––

––––– (*Yven*) Kingdom of Yvin Kingdom of Felis (*Felin*) –––– F

–––––––––––– §§ §§ ––––§§§ §§§ ––––––––––

Kingdom of Aleigin (*Aleigan*) CoS (*Sieklin*) Empire of Siekliir–

§§§––§§§–– §§ §§§§§§ §§§ §§§§§§––§§§§§§§§

(*Hephir*) Union of Hephire – Kingdom of Isir (*Ist*) §§§§§§

§§§§§ – §§§ §§§§§ §§§§§§ §–––§§§§§§§ ––––

–––––§ Empire of Uesiran (*Uesin*)§ –––––

––§§§§§––§§§§§§§§§§§§§––§§§§§§§§§–––

CoS: City of Swords.

IoD: Islet of Divinity, also known as Islet of Destruction (depending on one’s belief on whether the relic will be used for good or evil), resting place of the most unanticipated relic created by the twenty-one most powerful men and women of the bloodlines of The Power and the Three White Blades of the Old Age and one Grey Blade, **The True Eye**.

***§***: Mountains

–: water

Eight Kingdoms

The northern kingdom, **Tephilos**, was a kingdom of prosperity and peace, though the laws were strict, and every criminal was punished heavily, leaving marks of the punishment even in the uninvolved minds. There was not much to say about the kingdom, but its queens, who were always named **Tephira** at the coronation, have always been discipline incarnate. All the queens of Tephilos remained the same – women of discipline, who wouldn’t collapse under any circumstances. Some claimed they were actually moving statues of stone. Kingdom, female sovereigns. Advisors and other nobles. Four bloodlines of The Power.

The two neighboring kingdoms, **Yvin** in the northwest and **Felis** in the northeast, were once part of the past Tephilos. Split by noble houses, Tephilos lost much of its power, and as a result, Yvin and Felis rarely got on terms well, with Tephilos. As the queen Tephira always claimed that all of Yvin and Felis belonged to her kingdom, the two kings rejected to hear anything she or her supporting nobles said. Yvin and Felis were split from each other, rendering them unable to hear each others’ calls. Those two kingdoms were similar, though not peaceful. Kingdoms, male sovereigns, advisors and secretaries. Three bloodlines of The Power each, two remaining in total; in the end.

The kingdom of **Aleigin** in the west was famous for its scholars and masters of combat, liked by every kingdom as well for being a peaceful nation. An ideal kingdom, some said, though the struggles within – which were often tougher than that of Uesiran’s – would make any man or woman, think the opposite. At least those difficulties were kept away from the people’s reach. Kingdom, female sovereign. One bloodline of The Power, does not survive.

The eastern empire, **Siekliir**, was a highly unknown kingdom. Its people, all of them having pitch black hair, were different to all the other nations. Its ruling ideals and distinguishing traditions and culture were different to that of the other kingdoms, but some loved their clothing, some thought of what they ate as odd, yet few knew much about them. Its warriors, all of them using swords, lances or bows (crossbows as well as ballistae), were fierce warriors as well. Their tactics were supreme as well, and their enemies rarely copied their tactics and way of fighting well. One had to know ones own weaknesses, after all. Empire, male sovereign, only underlings in terms of authority and power, and is the absolute voice of Siekliir. No bloodlines of The Power, such children are always expelled from their families; most of them die. Although, the Emperor always possessed a destructive kind of The Power. Rumor says he is a descendant of one of the Three White Blades.

The union of **Hephire**, was a kingdom with many small troubles everywhere, though bigger problems rarely appeared. Small worries every day, though they never came out of hand. A kingdom with the ability to fear, some said, as it was a kingdom of welfare and safety. Only communities, led by cooperating lords. One bloodline of The Power, the same one being a noble house, led by Count [of The Power].

**Isir**, a nation with a people worshipping nature, was a most disciplined people, with few laws, as they cared much about honor. The rare times their laws got broken, large crowds gathered to gaze upon the man without honor and only shame. Those who turned in however, punished themselves; as such actions were less shameful. Some people called them ignorant, others called them wise. None called them common however. Deemed a kingdom, only honor plays one’s role. King/Queen of Swords and Arrows, is the title of the strongest and most honored fighter. ***Sword Demon*** and ***Wind Master*** are the titles of the most lethal swordsman and archer known throughout the history of Isir, ***Flear***. Many Ist people have black hair, otherwise dark. Flear is an exception.

The Empire of **Uesiran**, was a kingdom with power far beyond the extent of the other nations, though that power was a most unusual one. Controlling five bloodlines with The Power in their veins, Uesiran could easily destroy their enemies, as long as the bloodlines wouldn’t rebel. It would not be the first time Uesiran met difficulties with the bloodlines, as those bloodlines constantly demanded more, as their serVyce had lasted for centuries. Even in their childhood, they were raised in such a manner many would see as terrible, though the clans meant it was necessary as well. Many admired the fact that they were not *entirely* consumed by power, though greed had a little touch on them. Empire, female sovereign. Advisors and secretaries. Five loyal bit a bit demanding bloodlines of The Power.

**Chamber of the Eye**

Location of the Eye, a round hall. 4 entries, one from each entry of the underground of the Isle of Divinity. After three meters, a round staircase goes down and forward 7 meters, then 5 flat meters. From then on, it goes 10 meters forward, and 30 meters up in the air, to the flat round center on the top. On the flat circle on the top, the True Eye hovers 1,7 meters up in the air. See *Castle III Part III* for reference, similar construction as the black orb lies on.

# Airesa

Note: starts in early autumn (Fall of Leaves festival, Inos Meadow)

PLOT PLANNING

**Synopsis / Plot**: the old powers of ancient and arcane magic become re-awakened. In the empire of Luairis, the Second Seal’s decay is already letting the forces of the Darkness seep through. An old cult, **the Shadow**, **the Fellowship of Darkness**, or **the Dark Fellowship**, begins to spread its influence and eventually takes the power of the entire empire. The only thing that has kept the Empire steady on its feet is the newly raised Divine Sentinel who forced his father to say *the phrase of magic*, and killing him as he had become affected by the magic of old. The newly appointed Divine Sentinel will live until the next beginning of winter, in which the entire Sentinel family is already killed except for two members, who, with their magical capabilities, join the Fellowship of Darkness.

The cult members, known as **the Fellows of the Shadow** among each other, later to be called **the Fallen**, is actually just the cover of an old evil, namely the greatest evil of legend; **the Darkness**; **the Abyssal**; **the Dark One**; **the Infernal**, **the Source of the Dark**.

The Darkness was once a humanoid figure, named the Prince of the Dark, or the Prince of Darkness, in the texts of old. It was a black figure, for it deflected all light before it even hit the Darkness. Light bends away from the Darkness, as the Darkness is the nemesis of all that is living. It wishes nothing but agony and anguish upon the world. Upon the end of life in Luairis – all life extinguished, taken, converted into forms of darkness – the Darkness moves back to its original place of birth, the Chasm of the Dark, a rift in the far north, for a brief visit.

The Darkness’ followers – humans who believe that they will be given gifts such as eternal life, or even rebirth and power beyond imagination, kingdoms and riches, desires fulfilled, once they fulfill the Darkness’ own desires first – begins to take control of leader positions, lures citizens to trust them, and eventually, exploits all the useless citizens such as elderly people to create creatures of darkness.

The remnant of Luairis begins to turn into a desert of black sand, while the Darkness moves elsewhere, towards an old fortress even further north.

**Beginning of the Chrysalis Phase:** While being lectured by Astria while traveling to the Palace of Sorcery, Alex realizes and learns more of the world, societies and history. Whilst the grim and heavy reality falls on his shoulders, he begins to object the very beliefs of everyone and questions the ideals of all forms of societies, groupings and etc. While traveling, the Chrysalis Phase begins, making him and Astria believe that his life is already becoming shorter due to his white hair, and that he needs the protection of the Sanctuary of Salvation. Alex still objects her hastened suspicion, wondering if ancient texts tell of such things happening to him.

His eyes get a “misty” black color in the beginning, slowly consuming his birth eye color.

**Beginning of the Synthesis:** Alex has retrieved the Sword of Hundred Forms from the Temple of Nature’s Law, after having been in there for three days, exiting through the temple’s innermost stairs that guide to the roof, upon which a beautiful view is displayed. However, the top of the stairs are covered with ceiling which must be pushed up, and that piece as earth and grass above it, making it a camouflaged exit found only by venturing through the entire temple, and so Alex reaches the top of a small mountain. The entry to the temple is deep in a cave in one of the mountains that surround the underground and the natural grounds of the temple. The small mountain is surrounded by a mountain range in which all the mountains are snowcapped and cloud piercing.

At the top of the small mountain, there is a podium on which a black sphere hovers above. Once touched, the sphere becomes absorbed into the one who touched it. The sphere will at times bring forth memories that belong to others, yet those memories are meant to give their owner the true insight of why unreasoned injustice exists, and why other “evil” things exist. At this point, Alex’ eyes become cat-eyed and red, purple in battle, and his hair starts growing black, a few strains of hair becoming black during each night. In the end, he retains a combination of black and white hair, matched together in a perfect way.

***Viphyria, Alexis*:** Main character, a young man, 20 years old. Blue-grey eyes, middling long bright hair, commented to have an assuring look, as if he made everything seem safer; also commented to be charming, or cute. Tall, not particularly strong. A thoughtful person, intellectual, seeks what he needs. Normal mood: somewhat relaxed, a touch of pessimism. A prodigy at many things, the most useful is finding directions and what time it is, due to his father having taught him things ranging from hunting and self-defense to abstract math, theoretical and practical philosophy and complicated problems of logic. A *True Airesan*. Knows little of his parents’ past, but was born at the mayor’s house when his mother was brought in a hurry, and lived only six years with his mother who died after days of sickness.

As the magic grows strong and the seal fades within him, his body evolves into a stage known as the Chrysalis Phase, in which his hair becomes completely white, his iris/eye color black, skin pale as snow. While in the Chrysalis Phase, his body becomes a vessel of magic, thus he gains magical abilities and Avriay abilities. Sooner he passes through the final stage of evolution from a mere human to a magical creature, the stage known in prophecies and ancient texts as *Fusion of Bare Creation and Transcendent Power*, *Synthesis of the Earthly and the Unearthly*, or *Reunion of Order and Chaos*, *Unison of Reason and Unreason*, *Completion of Objectivity*, in which his very *soul* (spirit) becomes magical. The second/last stage is commonly known among sorceresses as the Synthesis. In this stage, Alex’ hair becomes completely black, he gains red eyes, but his skin remains pale. The otherworldly look is what later gives him the informal title of the *red eyed demon*. The world comes to know him as the Lord Aieriz. Becomes feared for his looks, yet some women come to like him.

Aieriz = Fallen Light [ai = fall, -e =-en, riz = light]

Zireia = Rising Shadow

***Viphyria, Viarez*:** Alexis’ deceased father. Once a famed and adored Mage among Order of Sorceresses, but left the Order to establish a peaceful family in an isolated part of the world where magic was unknown of, and ended up in Inos Meadow. Has a grim past with nothing but shadows.

***Vincent Cairys*:** Important character, friend of Alexis from the adolescence, 20 years old as well. Has less bright hair, but longer hair than Alexis, dark green eyes. A thumb taller than Alexis, but just as strong. Laidback personality at times, but does take responsibility. Has accompanied Alexis in many things, has learned many things from Alexis’ father, through him. Possesses a bow, trained by his father to become a fletcher (arrow maker) for the village Inos Meadow, and an excellent archer as well. Has three sisters. Travels alongside Alexis. An Avriay. Cousin of Claire.

***Luerow, Louis*:** Important character, friend of Alexis from the adolescence. 20 years old. Black eyes and middle-long hair, his father being a man from the far east, with a passed grandfather who had fled from the far east. Practiced in swordplay by his father as well as his grandfather, knows when things are serious in a natural manner, usually calm and kind. An Avriay as well. Gets trained by an infamous swordmaster who acts on justice and as a hero, yet regarded as a murderer. Considered handsome. A clever person, but can be very devious to enemies and opponents. Creative personality, a natural warrior and warlord. Lets his hair grow down his back as time passes, as a symbol of his swordsmanship and his nationality. Not of Inos Meadow’s blood, but of Luairin blood. A man of the **Shadow Clan**, though he does not learn it until it is revealed to him by someone else in the clan. His mother was a true blood-Shadow Clan member.

***Luerow, Jares*:** Father of Louis. Aged man, though strong. A good swordsman, not to be meddled with. An outstanding archer as well. Black hair and eyes, as tall as Louis. Came to the Meadow as a child, and grew up as the mayor’s friend. Not of Inos Meadow’s blood, but of Luairin blood. Once a high-ranking swordmaster and marksman in the Luairin Army, in fact a potentially powerful general, who was revered throughout the entire Luairin Army, for being a skilled warrior, tactician and an adopted member of the **Shadow Clan**.

***Claire Tiares*:** Important character. The granddaughter of the mayor of Inos Meadow. 20 years old, born ten minutes after Alex at the mayor’s house. A pretty girl with long, brown-blonde hair down her back, totally blue eyes. Diligent, cheerful, kind. A gentle person, purity itself, although overshadowed because of her family, yet adored by most village mothers. Ends up joining Alex in his journey. A Sorceress, although has no idea how to control them. Meets a woman who had a sister Sorceress, who in turn teaches Claire.

***Astria Quairil*:** A Sorceress, 72 years old. A serene and calm woman, long, straight brown hair and eyes, pretty, not tall. A slim woman, with a shady blue cape. Ventures on a journey to find Alexis.

***Remond*:** Astria’s Eiaphix. Dark hair, despite icy blue eyes. Tall; has a mighty knife and a straight two-edged sword, both with special crossguards. Has a bitter past. He is an Eiaphix, and an acknowledged swordsman among Eiaphis, primarily out of skill, but also respected due to his grim past.

***Iainos Drexnis*:** A Messenger of the Divine / Forerunner of Death, in Luairis. Dressed in black/yellow clothing, with a black/white cape with black background and a huge symbol with circles, symbols in-between the circles, triangles, stars, squares, and the word Aieriz.

# Groups

***The Darkness, the Dark, the Source of Dark*:** An old group who fought to fulfill their impossible wishes. They believed that, through the unfathomable performance of the Power of the Dark, anything could be done, which the Power of the Dark almost could. The Power of the Dark has ties to arcane and ancient magic, but those two forms use combinations of dark, feral, and spiritual magic.

***The Thirteen*:** the most powerful followers of the Darkness. Even though they were killed during the sealing of the Darkness, their bodies and souls are tied to the Darkness through their use of his magic: the Power of the Dark, which flows continuously in those who have used it. They refer to themselves as **the** **Chosen**, as is the word used when the Darkness appointed his most powerful followers to accompany him on the first battle between **the Dark** and the rest of the world.

***The Arms of the Shadow*:** Powerful artifacts, all capable of giving the wielder enhanced magical powers, but enhance only the Power of the Dark. Due to the Power of the Dark being the nemesis of all other forms of magic, the artifacts weaken each other when close, but strengthen each other if five or more artifacts are close. If the artifacts are collected and put on the wielder, they will look like light armor on the person. The air around these objects always seems to become darker and colder.

***The Order of Sorceresses*:** An organization of sorceresses. Their hierarchy depends on age, achievements, knowledge and most of all, power. The Order has existed approximately since the first 20 years after the Second Seal, according to itself, although they began to gain power around 80 years after the Second Seal, making the Order one of the oldest organizations. 2019 years have passed since their origination. Their headquarters is the Sanctuary of Salvation, or the Palace of Sorcery.

Their purpose is, according to themselves, to guide mankind into prosperity – nowadays it is mostly preventing and resolving all kinds of conflicts. Through their power, they also exert tremendous political weight.

The Order’s apprentices are commonly in the age of early womanhood to the age of thirty. They do not become organized by anything once in training, but most of them are sent to the Sanctuary of Salvation.

***Hierarchy*:** Seers, the Raised (members of the Order Council), sorceresses, apprentice and novice. The Seer is the leader of the Order, the Raised are members of the Order’s Council which makes decisions alongside the Seer, and sorceresses are fully trained in magic and have a developed personality and mental maturity. The difference between apprentices and novices is that apprentices are to be instructed and observed by a Sorceress for three years. Novices are still learning about history, magic and various other things. It is not abnormal for a sorceress to oversee two apprentices, but having one is more preferred.

# Places

**Gaizer** (Gizeran)**:** A kingdom, where Queen Daira Emorhales reigns. A fair and peaceful country, considered by foreigners. The queen’s guard is simply known as the Royal Guard.

***Inos Meadow*:** A village in the middle-eastern part of Gaizer, although surrounded by treacherous mountains except a path leading to the east, in which one has to travel for at least 15 days by foot, and then one may travel south or north for two days and then west. Farms and ranches are scattered around. The village is in fact the ancestral home of long deceased Airesans, which means quite a lot of the villagers are Airesans one way or another, but with dormant powers.

**Empire of Luairis** (Luairin)**:** The greatest empire of the **eastern** hemisphere. It controls minor countries only partly, as those countries are for minorities mainly. Swordsmanship, archery and martial arts are the most practiced ways of warfare. Katanas, bow and arrow and knives are the most used weapons. Insulting the government or the royal family is punished only by public whipping, and “the government” involves all officers of armies as well. The leader is formally known as the **Divine Sentinel**, publicly as the Emperor. The Divine Sentinel has an ear for the Architect, according to lore.

**Luairin Army**/Black Army**:** The official army of Luairis, which consists mostly of the main empire’s army, all of which are black-haired. Of infantry, there are mostly swordsmen and archers. On horseback they consist more or less of halberds and spears. Among the infantry, the swordmasters have certain authority, although the swordmasters mostly obey given orders. Should the orders be foolhardy in some way, swordmasters have a right to take command from the officer, and kill the officer should he stand in the way of the best possible success. For this reason, there is certain hatred between swordmasters, who often represent the soldiers and experiences of the battlefield, and officers. Swordmasters are already given their title, but the best archers are formally acknowledged as “Marksmen”.

***Sanctuary of Salvation*:** The fellow residence of all sorceresses on the western side of the Valley of the Damned. A complex with four main structures at each corner of a quadratic defense perimeter, one central pyramid whit four sides all pointing north-east, -west, south-east and –west. Four towers are placed to the north, east, west and south of the pyramid, all of them being more than 20 stories tall and, being circled, 30 meters in radius. The pyramid goes underground as well, forming one pyramid that points down as well, but ends flat 1/3 of the way, relative to the up-pointing pyramid. The underground floors function as libraries and storages, the upper levels having various functions. These pillars disable all spells made with the intention of harming people, but not protecting. Only spells intended to *directly* hurt someone are disabled; indirect damage is not prevented. The pyramid is commonly referred to as the Pedestal, for reasons defined in old legends.

***The Asylum*:** the training location for those who train to become Eiaphis. Locked around mountains with special grounds, climbing walls, shaped forests, it was once a place for those who sought to become stronger while they were safe, the ideal place for those who sought to aid sorceresses. Now it is but a training ground.

***The Chasm of the Dark*:** A giant rift in the far north, in which no end can be seen. It is believed that the Chasm is the birth place of the Darkness, though he claims he never was born, instead claiming that he has existed since the Creation, but was sealed in the first place as well, right down in the Chasm, a place to be feared.

- = steep valley § = mountain

w = source of water/ lake / river SS = Sanctuary of Salvation

Ec = Empire capital/Luairin capital tA = the Asylum

Inos Meadow VoD = Valley of the Damned/Dead

~ = ocean, sea

§§ §§§§

§§ §§§§

§§§ §§§§

§§VoD§§§

§§ §§§

§§ §§§

§§ §§

§§§§§§§§-§ § §§ Ec

§§wIM §§§ §§§§§§

§§§-§§§§§§§ § §§§§§

tA §§ §§§

SS §§§ §§§

/~\ /~~~\ /~\\_\_\_\_\_\_\_

/~~~~~~~~~~~~~~~~~~~~~~~~~

/ ~\ /~

~~~~~ ~~~

**Power of Airesa**

An ancient and mystical power, capable of many things, and can be used in multiple ways, though few are commonly known of. Those in possession of the Power of Airesa are commonly known as **Airesans**, thought to be descendants of the legendary sorceress Airesa, who is thought to be the first one to ever have possessed this power. Airesans are often feared because of Sorceresses, but most people have positive view of Healers.

The Power of Airesa is actually a power that can be found in very few people, but is dormant in most of those, until someone or something awakens the dormant powers. Most often, a situation with certain requirements must be met for the dormant powers to awaken. A few people’s powers can be awakened through interaction with magic, those few almost always being magically weak, and mostly healers.

Most possessors have healing powers, although weak, therefore known as **Healers**.

A bit more frequent is the ones who can Read people; to tell what kind of person it is, what paths lie ahead, but **Readers** Read people when they are in a trance, and so they speak the Readings in riddles, or in complicated sentences that have several possible meanings. The future – called a Vision – may sometimes be told of through a riddle involving the past.

A rare type, found in 1/100 Airesans, gives the possessor superior physique and a superior psyche and intelligence, to the extent of having compact and strong muscles, being able to run 60 km/h for quite some time, and being able have extreme self-control in the most terrifying and panicking situations, and always pick the least worst end, no matter the means. These are known as the **Avriays**, named upon the sole child Airesa supposedly gave birth to. The existence of her mythical child, Avriay, is disputed, and the child’s gender is not known either, as no one knows where the name originates from. The father of the child is unknown of.

The rarest type however can be found in one possessor every century. Despite the chance, there are few ***True Airesans*** in *any* century. True Airesans possess a stronger variant of the power found in Avriays, and magic, the very same magic of Airesa, which consists of uncountable spells and abilities. A True Airesan is, under most scholar’s and nations’ definitions, a man or woman in possession of all the powers of Airesa, the ancient sorceress, also called the High Sorceress in old books, and at the same time, undoubtedly a legitimate descendant. A male True Airesan is called an Aieriz (which means “uncontrolled master”). A female True Airesan is simply named after Airesa [without superiors].

Those in possession of magic only are called Sorceresses, and the number of sorceresses is just a little lower than the number of healers, but higher than the number of Readers. Sorcerers, more known as Mages, are found in about 1/100 Sorceresses. Mages however are not capable of controlling their magic so well as early as Sorceresses are – everything they do has a massive area of effect, whatever the magic spell is meant for, and only the most talented manage to control their spells to the level of a Sorceress. A healing process in which one would want a single scar to vanish, *all* scars would vanish as well, and this could affect nearby persons as well. Mages are therefore greatly feared.

* Some nations have announced that those who manage to bring a True Airesan to their sovereign will be *very* well rewarded. Most of those, however, have laws that demand that giving a considerable sum of money requires a judge of character upon the receiver, and so the judging of character also determines the sum given to the receiver.
  + If the one brought is not a possessor of the Power of Airesa at all, the bringer will be executed, and if the person is an impostor, both will be executed, but if not, the brought person will be set free.
  + If the brought one is a Healer, the bringer will be rewarded but still with a judge of character (happens who matter what) – same matter with Readers, as both of those will often be kept by the government as public service, although the Readers and Healers may choose how much work they will do, as long as they do something for the government as well as the people.
  + If an Avriay is brought mistakenly, the bringer will be given a decent sum still, and the Avriay is often requested to become part of the sovereign’s army or the highest order of guards, or a position in which the Avriay takes care of matters that concern Airesans.

Of course, practically the bringers only get a small sum, as they don’t get any attention.

***Sorceress*:** Women in possession of the magical powers of Airesa. They are organized in the Order of Sorceresses, commonly known as the Order. They are greatly feared, revered by extraordinarily few, excluding the headquarters surrounded by civilians, who all revere the “Palace of Sorcery”, which is actually named the Sanctuary of Salvation, called the Sanctuary by its inhabitants.

***Eiaphix*** (Eiaphis, plural)***:*** Sorceresses’ own private bodyguards, picked out among soldiers and with their own consent mostly. Forcing a man to become an Eiaphix is considered a horrible crime. All Eiaphix are trained by Luairin swordmasters at the Asylum.

# History

***The Second Seal*:** The period in which the Darkness got released by 83 men and 17 women, a group of likeminded who all sought the Power of the Dark. Upon the descent of the Chasm of the Dark, all but the Thirteen were taken by translucent, shadowy arms. These Thirteen found the Darkness imprisoned in a realm, and through their knowledge of arcane magic, a type which also made them feel a pull to the Source of the Dark, they unsealed the Darkness. Their names are all forgotten, but their names, in public, are all of ancient language. Only the Thirteen and the Darkness himself know the names of each of the Thirteen.

Through their connection to the Darkness, they became unable to perish – as the Darkness is the nemesis of all living, the lord of that which no longer lives, he can undo things such as death and decay. Normal magic simply nurtures things; arcane and dark magic can undo things.

A battle of 12 years went on, finished with the sealing of the Darkness and the Thirteen, back into the Chasm of the Dark, back into the realm.

**Breaking of the Second Seal:** The First Seal – which would have endured for eternity had it not been for the Thirteen – was the only seal that could block the Darkness from the world. The Second Seal was a weaker and unfinished one. It was made with magical forgery, and magic itself. The only thing that was lacking was the power of arcane magic, which would have undone any decay and weakening in the seal. Arcane magic is *inhibiting*.

Although the Breaking has already begun, it is a slow process. As it grows weaker, the Darkness may exert his power more and more and through a wider area. In the Chasm itself, he is already capable of changing the form of its caves.

# INERTiA – Redux

**Setting:** modern-day, slightly futuristic world, but with magic existing alongside it. ***Starts* *27th July, 2095***, Atlantis’ 125 year anniversary (founded 1970, 23rd April).

***Jason Blackheart Viole***: 24 year old man originally born in one of the Floating Isles above the Atlantic Ocean, taken care of by the Blackheart family in New Atlantis, and noticed by their government at an early age – quite lacking social life, but has contacts he can reach at any time. Black hair with white sections, which he keeps in place forcibly through his own power; dark blue eyes; average height, slim, quite handsome look when he actually styles himself for it. His attitude can be everything between stone cold and dead serious, but few things make him smile other than drinking with friends. When drunk, he tends to become melancholic. **Birth**: 9th September, 2070.

*Powers*: high-level psychic/psionic prowess, greatly accelerated movements/altered time perception whilst retaining ordinary movement, lightning generation, ability to shut off his mind from anyone but the strongest of telepaths with top-level manatech, or those who can find his mental cracks, that is, his relationship with Elena. His alcohol consumption contributes to making his mind difficult to enter.

Despite being raised by the Blackheart main family branch, he has had struggles with various members there; his foster family, while being protective, never truly solved the problems he had with other Blackheart relatives, their saving grace being Elena Blackheart, who spent most of her time with him. He escaped a week after he became 18 years old; having observed that only his foster sister and parents had the slightest concern for him, he left a note for his foster sister, who called him her little brother, and whom he finally referred to as his sister-in-spirit, in the letter, and requested “Don’t search for me”. Eventually grew tired of living with the Blackhearts, who he call “rightly named”.

After escaping New Atlantis, he left for Old Atlantis immediately, along with a decent amount of credits to last for a few years – until he began drinking excessively, which lead to his encounter with Diana Walker. As the words spilled out of him, she eventually came to know of him as quite the extraordinary individual, which led to the Atlantean government forcibly employing, and blackmailing him when he was 20 years old; the Blackheart family would be noted of his appearance unless he gave in, which he did.

**Status quo:** Currently living in one of the beach apartments at the west coast of New Atlantis, with the occasional visit from *Diana Walker*, who has come all the way from Atlantis. Has had a slight drinking problem in the recent months, having returned to the place from which he escaped.

An agent employed by the Correction Office, a subdivision of the Foreign Ministry, often used for assassinations or covert missions, due to his powers being rare and having a high mana grade.

**Diana Walker**: a colleague of Jason who works for the Atlantean government’s Foreign Ministry; or rather Jason’s handler. She has chestnut brown hair and eyes; a slightly absent person who gets lost in her own thoughts, she only comes to focus in particular circumstances, one of them being the pitiful state of Jason, whom she regrets being in charge for, having slightly fallen for his looks. A 29 year old single, tall and slender woman, with an otherwise bright future ahead of her in the Atlantean government’s standings, she can look straight into Jason’s own eyes; her body is a bit average, but she has fine legs, eyebrows and eyelashes which she tend to. As a mid-high level **telepath and senser**, she prefers to talk by mouth in all cases and uses her powers sparingly, but she sees people’s mana as a slightly colored haze from around people; the density becomes opaque only at great levels of power, forming thick stripes of vapor, otherwise it almost always remains *just* visible. She tends to walk in low, black heels, along with a black suit.

Came across Jason before she applied for working in the government, in a quiet bar with mostly regulars who were familiar with each other, where she found a drunk, 18 year old Jason who had just managed to escape from the Blackheart family, who sat at the table she was known to reserve every other week. Upon having recurring encounters, which her employer later found out off, she gradually came to know him and became his handler, when he became 21 years old and she was 26.

**Blackheart family:** a wealthy, influential family situated in New Atlantis, formerly a British small business family, but has migrated to Atlantis, and was given a role in constructing New Atlantis, where it settled down. One of the three *Sworn Friends of Atlantis*, but following investigation in Jason’s past, will be released from its position.

**Elena Blackheart**: the eldest daughter of the main branch, and Jason’s foster sister. Treated him as a little brother, and was the fondest of him among the entire family, and perhaps the only one. Like everyone else in the main blackheart family, she has black hair and blue eyes. Found Jason’s departure note on her bed the day he ran away; cares deeply about his wellbeing.

***Nations, cities; institutions***

Old World: the world from before Atlantis was created.

New World: the various terrestrial locations and airborne locations created through magic. Old and New Atlantis, the Floating Isles.

**Atlantis:** the only nation made up of almost entirely magicians, the island itself being created in early January 1952, and the state itself established during the next two months, copying parliamentary democracy and the Nordic Model, but with a lot more of social services. Also referred to as *Old Atlantis*.

*Migration*: getting into Atlantis is difficult for commoners after past transgressions – tourism and a documented history of friendliness with magicians is required, with a testimony from said persons which can be additionally verified through the Foreign Ministry’s telepaths. For actual magicians, all that is needed is a display of their powers or having someone analyze them with a relevant power (i.e. visual perception of mana flow). The most common means of transport is by ship, as the island itself is hidden away from the common eye; *the Veil* is by no means ever inactive, and pilots must be guided either through telepaths, or be pilots sent by the Foreign Ministry itself, which employs all pilots who are capable of seeing through the Veil on their own; the ability is by itself not too common, being able to see magic regardless of its purpose, but there is technology that applies that same ability; basically a ranged scanner that disrupts the Veil from a set distance.

For foreign magicians to immigrate into Atlantis, a criminal record is prioritized above all else; next comes standard identification papers. A short interview, with questions and some tests, follows.

**International relations:** Atlantis is largely isolated; following the 6th world war; less than 10 states have an embassy from Atlantis, all of which are situated in *very* distinguishable places; 2 of them lie on floating isles that are reachable only through hovering platforms; 2 others are deep underground, with security systems powered by geothermal energy. The island of New Atlantis has close relations, being essentially an extension of Old Atlantis.

*Families, corporations, and organizations*: Less than 100 have connections, many have earned the description *Benefactors* *of Atlantis*, which often means that they may ask favors. Several corporations and organizations have been titled *Patrons of Atlantis*, which grants them business-related licenses and allows for various kinds of relations, and only 3 family has been given the title *Sworn Friends of Atlantis*, one of them being the wealthy and high-status Blackheart family of the Old World, which adopted Jason.

**New Atlantis**: an island with approximately equal distance to the UK, Portugal and France, situated in the Atlantic Ocean. A well-developed city state, but regulated by both the governing powers and foreign ones; it is a large island with a part made for commoner tourists.

***Terms, issues, items***

**Mana:** commonly used as a prefix to refer to magical versions of different things; a vague measurement for how long one can sustain the use of one’s powers; mana grades are commonplace in supplemental identity papers.

**Magic**: commonly used to refer to the concept and the practice of it; used interchangeably with mana. Things such as *doublelift* are now called *tricks* (or sleight of hand).

*Telepaths*: reading thoughts is commonplace; communication occurs in ¾. The ability to delve into memories, feelings is scarce. The subconscious layer can be reached only by a handful few, and even then manatech is often needed.

Drugs can have different effects on difficulty for telepaths; some make it easier to enter minds, others make it difficult. Alcohol is known to make it rather problematic without one’s own thoughts leaking into the person; different dosages can tilt the difficulty in varying directions for each type of telepathy, or delving.

* History: start day -> 27th July, 2095, 125 year anniversary for Atlantis.
  + There has been a total of 5 worldwide conflict periods
    - 1st , 2nd , and, the still discussed 4th, were world-wide wars, which happened due to transgression between commoner nations/states;
      * 1901 – 1904, 1920 – 1924
    - 24th October 1967 – 2nd February 1970: 3rd major conflict due to the revelation of magic, which caused a mass exodus for the *gifted* – through the strongest of telepaths, they were eventually gathered somewhere. Through their collective abilities in total, they were able to make it to Antarctica for recollection and eventually found a way to construct a thriving island – now known as Old Atlantis.
    - 9th December 1999 – 14th January 2001: 4th major conflict involved magicians due to a few revolting groups, particularly fanatics. This was the first time that Atlantis was actively involved with the rest of the world, and due to being the greatest contributing force in suppressing the worldwide violence, established itself as the leading world power in terms of military capabilities, and while magicians were significant in how much trouble they caused outside of Atlantis, Atlantis itself played the biggest part in counteracting said magicians – eventually made several agreements/contracts/treaties with foreign countries, unions, large firms, education institutions etc. etc., and is one of 2 main production areas for hybrid-tech, or manatech, the other being the Arctic.
    - 6th March 2046 – 9th February 2047: 6th major conflict / the 4th world war engulfed nearly all *nations*, in part caused by rebellion groups with magicians but also aggressive states; at this time, Atlantis was an established super-power but refused to share manatech weapons outside of suppression weaponry, and only in times of dire need. After 4 months, Atlantis gave in to international pressure after a series of massive attacks and released a huge stock of anti-magic weaponry, with severely strict terms and conditions in order to protect innocent magicians (essentially a zero-tolerance policy versus innocent magicians), regardless of governments’ actual capabilities. During the 7 following months, about 4000 innocent ones were killed across the world, 21000 injured or offended in some way, resulting in Atlantis cutting most of its international ties and reclaiming/destroying the majority of exported manatech assets as well as manatech produced and sold outside of Atlantis; the few who have any existent ties with Atlantis are considered exclusive; they are either nations that did not offend any magicians during this period of time, or families/firms/organizations that 1) have a good history of being benefactors, or 2) made a notable effort in aiding magicians. Less than 100 foreign firms, families or organizations have ties to them now; the only written list of them exists in Atlantis.
* Status quo
  + Technology: futuristic setting, holograms are commonplace. Most weaponry involves projectiles, but melee arms include powerful energy charges i.e. lethal electric currents.
    - Manatech, or magitech, is technology that is developed with some functions that are powered through magical means and meant to perform whatever it is that normal technology cannot achieve, and may be powered through other means.
      * Some devices use natural resources, others draw from the user’s own power; mana researchers have found ways to convert different energy types or harvest resources that are viable for magical devices, and are often referred to as manabatteries, when speaking of them as a whole.
      * Recovering smuggled manatech is something that Atlantis rewards, as well as having a ministry for.
  + Magic; one can have multiple specialized powers, and the majority tends to have up to 3; less than 25% have any more than that. Those who possess more general ones, or wide-encompassing ones, are few in number. Some powers seem to be linked to each other.
    - **Fundamentals:** powers that change what was once perceived as permanent, unchanging truths. E.g. gravity, space manipulation, electromagnetism
    - **Elementals:** powers that are related to the concepts of old elements
    - **Trivials:** powers that do not have any particular influence on the world.
    - Direct powers:
      * Electric; thermal; movement; object manipulation; psychic abilities; gravitational/force (field); illusory/perception manipulation; telepathy; unusual interaction with simple living beings (plants), i.e. accelerated growth
        + Derivatives; heat/fire, cold/water/ice; moving objects through power of mind, making them invisible, *the Force*, shockwaves; controlled dream/sleep/vision onset; movement of fluids; 1-way telepathy (thought eavesdropping)
    - Indirect powers:
      * Visions of the past/present/future in all kinds of places, from different perspectives, be it as a bystander or in the mind of someone else; mind/memory reading; different kinds of perception of various things; feelings, strength, magic, truth or lies: through sight, hearing, touch, smell/taste, or ideas that come to mind;
    - Few individuals possess any form of it, and less than a third has any applicable type due to lacking a sufficient level of power or inability to maintain good use of it for a useful period of time (for abilities that require constant attention).
      * Popular; movement in general
      * Useful: manipulation of objects in all ways
      * (In)famous, often uncommon: telepathy, any dangerous and mostly offensive uses i.e. combustion
      * Rare:
        + Local time distortion, i.e. seemingly moving at a vastly accelerated pace, if not stopping time entirely;
    - Some are simply referred to as *powers*, or abilities, for the lack of better words: wider spectrum of visible wavelengths of light; negating magical powers from affecting oneself, at will or constantly, in varying distances and level.
    - Magic is measured from known levels of potency, 0 being complete absence of a power, and integers representing certain traits and raw measurements done by **sensers**, who can see the flow of mana in some way.

# INERTiA

**Notes:** Starts 2349, July, in northern France.

***Jason Niand Viol*:** A youth born at the latter half of the year, at his last year at secondary school, 18 years old, born 9th November, year 2331. He is considered kind by most, but not normal. Not much is known about him, but a public secret kept away from him is that he is a descendant of a JUSTICE research subject from the D-COM program. A public fear for his abilities is widespread, but most people simply feel a bit uncomfortable or tongue-tied around him. Being an adept at various things which have been taken up again by the Earth civilization, he is considered a bright person by Terra’s managing body, MOTHER (Managers of Terran Heirloom, Energy and Residents). He is unaware of the surveillance of him.

He is an adept at close quarter combat, and an accurate shooter in long distance; he is considered something close to a blademaster, and a marksman when it comes to using firearms. His innate abilities provide him with inhuman strength, and being of Orbital origin, his abilities exceed that of imagination.

Being a mix of Terran, naturally radioactivity-exposed DNA and superior, synthetic DNA, he possesses the innate ability of channeling lightning. All sorts of secret, long-hidden objects will enhance him later on through various ways. He is not considered an altered human; he is, instead, considered to be of the new human race born of human meddling with DNA. His DNA has active and inactive sections that may enhance his strengths, given optimum settings.

Has a bitter past of cruel in-law parents and misunderstanding in society of his younger years. Nightmares, dreams and memories of people who lived in the past haunt him both awake and asleep. Has a recent history of seizures and epileptic episodes.

**Capabilities:** High level close combat skills. He is a prodigy at it; enhanced muscles, instincts and senses, capable of creating, modifying and directing electric currents (lightning). His vision may be impaired or changed in different ways.

**Jane Emilhara:** A high-ranking woman in MOTHER who is second-in-command to one of the most powerful Motherboard members, John Harold Clarke. Sharing his ambitions of a united Earth, she is seen as a model of idealistic behavior and notions, considered a wonderful woman by MOTHER personnel who know her. Although many know that she has been of tremendous help to John Clarke, few know that she is a lonesome woman, as a result of pursuing her ideals to make them become reality. Many view her as a perfect woman, because of her slenderness and beauty, and especially her kind, confident, driven personality. She has blonde hair and blue eyes, does not wear makeup, and it seems that she is an inert human because of her ability, although she is actually a completely Terran human, not even distorted.

**Catherine Rose:** the daughter-in-law of John Harold Clarke. An excellent doctor, she is one to make quick and good decisions. 20 years old, a bit distant to Jason. Never shows any interest of love, a bit naïve.

**Inert human:** A human whose ancestral origins were that of a constructed DNA and birth; a descendant of the Creators’ human experiments, often enough being DNA samples that were modified and injected into embryos that eventually developed into humans. They often possess clear distinctions seen in, among others, hair color, often having white or grey hair from their birth. Sharp edges to the eyebrows are somewhat common, and an occurrence which is not easily found is cat-eyes. Inert humans have a habit of becoming the special person of each place, regardless of what they do.

**Symbiotic human:** Humans who were lucky enough to get infected by parasites that, instead of controlling their hosts completely, instead acted mutually through symbiosis. These SAP parasites have gone down in generations, and, since they are systemically adaptive, they have only enhancive effects on their hosts. Some symbiotic humans experience loss of control in desperate situations; at these times, the parasites activate their cerebral control to when their host becomes incapable of dealing with the situation, often through panic and/or fear. All symbiotic humans have superior DNA, which may be of any kind. The majority of symbiotics are inert humans; there is a low number of

**Synthesized human:** A term for humans with DNA in which the inheritance consists more of synthetic DNA than Terran DNA. Distinctions are still highly visible.

**Altered human:** A human with DNA mixed by synthetic DNA, Terran DNA, and/or radioactivity. These humans often tend to have asymmetric eye colors and odd hair colors, if not multiple. Severe changes in different situations is a not easily observed thing, but can be observed in a number of altered ones. A person whose ancestry has Terran DNA which has been exposed to radioactivity is referred to as the altered of Terra; those who do not are simply called altered.

**Distorted human:** humans whose DNA has been changed solely through radioactivity in the person’s own lifetime or ancestry. Distinct color difference is quite common, especially in eyes and hair.

**Cogent human:** the common term for a human whose DNA is composed more of Terran DNA than Orbital/inert DNA. Their looks are difficult to distinguish from that of common Terran looks.

Common human: A human whose genetic origins have not been altered in any way. Also called ancestral, original – may be scientifically referred to as *Homo sapiens*, whereas the other types have different terms.

# Places

**Mediterranean, Southern France: Chrysalis City**

A peaceful city full of commerce and people, with an encircling forest. The beach reaches out away from the mainland as well; one of these places is where Jason lives. A MOTHER and CRADLE facility are placed there.

**Sentral Europe, Alps sector**

The headquarters of MOTHER.

**American Continent: US-Canada border, near one of the Great Lakes.**

Headquarters of the Scourge.

# Organizations

**MOTHER:** An organization formed by JUDGMENT to take care of Terran humans. They have, as a result of differences in opinions, split from JUDGMENT, although that was intended as well; JUDGMENT could not allow itself to take care of Terran civilians, due to them having a common disliking of all that which is Orbital.

The letters stand for **M**anagers **O**f **T**erran **H**eirloom, **E**nergy and **R**esidents.

The **Motherboard** is equal to JUDGMENT’s High Court.

**Genetic purification:** A term for the annihilation of DNA which has a potential to contaminate the evolution of mankind’s genetic composition. This was a process taken up again by MOTHER after JUDGMENT had no more use of it. People who were exposed to this old, reinstated practice, consisted mostly of those with clear risks of gaining life-threatening diseases, allergies, and conceiving children whose DNA handicapped them and future generations.

***The blank files*:** A collection of classified information which MOTHER keeps. Each bookshelf with blank files requires spit, iris/eye and handprint scanning. The classification level is fixed on the 6 first letters in the Greek alphabet, Α, Β, Γ, Δ, Ε, Ζ (Alpha, Beta, Gamma, Delta, Epsilon, Zeta). These documents have been copied and placed at various places, where needed. Zeta-files are always extensions of subjects mentioned in Epsilon files.

***The black files*:** A collection of only documents printed only once by trusted and kept-under-surveillance MOTHER personnel; then deleted from whichever computer hard disk it was saved on. The black files are usually locked away at places where they might be convenient, should they ever be needed. Their classification level uses Greek letters as well, the intricacy of each sign denouncing their importance and classification level: Ι, Π, Σ, Φ, Ψ, Ω. (Iota, Pi, Sigma, Phi, Psi, Omega.) Psi documents are always related to the most dangerous subjects concerning the D-Com program and such, Omega being the full documents concerning the D-Com program subjects and all that is related to them. Omega-classified documents also hold all known and written information about each descendant of the D-Com program specimens. There are no exclusions once a descendant of the D-Com program is spotted.

***The Scourges*:** A common term among MOTHER civilians and personnel, a reference to the rebel union which has formed on the South-American continent. Their goal is to bring the world back to the condition of the Great Era. Rumors of their activities in North America are spreading throughout MOTHER-controlled areas. The Scourges are commonly thought of as the equals of murderers, thugs, thieves and various convicts joined together. The place is considered a haven by MOTHER convicts, the reason being suspicion that the Scourges will use anything in order to spread their ideals throughout the whole world.

***Judgment*:** The highest authority, residing in extraterrestrial space. The High Court is the ruling and decision-making organ. A variety of individuals, all of whom are intellectual and have been groomed into their positions. Most of them spend their first 30 years of their lives on Earth – if not that, then a minimum of 10.

A high standard of living is common in most parts of Judgment’s orbital facilities. The safety of these facilities is what makes extraterrestrial lifestyles popular. Judgment’s reputation however has been somewhat tarnished due to its distancing relationship to MOTHER.

**The Court:** A Judgment reference to the orbital facility in which the High Court resides within. This facility is constantly guarded by a military fleet armed with vastly dangerous arms. Among the High Court, this facility is known as the “Cranium”.

Facility code: Z-6

**The Havens:** A Judgment staff/civilian reference for most places Judgment governs, but reserved for civilians they have great benefit of. These civilians are given a chance at life by making themselves extremely helpful in many different ways; such as farming, research, reparation of Judgment facilities and constructions and etc. Cleaners are also considered a vital part of the Judgment Civilian Staff, and educators are highly appreciated. In short, the Havens are places families can live. The codes for each Haven facility start with one letter denouncing which orbit the facility has, with number which denounces which one of the several facilities in the same orbit. The High Court refers to these facilities as “civilian residents”.

**The Laboratories:** Orbital facilities in which researchers conduct all sorts of scientific research meant to further improve technology and expand the width of knowledge. The majority of them aren’t connected to the Havens.

Their common facility code is L, followed by a Greek letter denouncing their importance, then a number which says what kind of research. Ω means secrecy meant for none but the most trusted of Judgment, Α often standing for things already published into the open. Letters ascending after Greek letter omicron (Ο) denounces various, classified things, while Ω often means objects or information of great secrecy and that leaks of these objects’ very existence could unravel the order wrought by Judgment’s High Court.

# Background and history

**The Purge** - The end of the Great Era, official dates are: 6th May 2218 – 12th January 2224.

The Purge began with viral and bacterial experiments and parasitic research, which wasn’t any unusual, but it was only a matter of time until it reached dangerous organizations. Viruses, bacteria and parasites of extreme capabilities and hostile behavior were created and made to cause devastation and massive panic all across the globe – the appearance of some were inspired by theatres. Every single disease created had major effects on appearances and interior conditions in every infected individual.

Other factors of the Purge involved rebellions across the world, international suspicion and conflict, worldwide sabotages and terrorist acts; destructive, economic, humanitarian – in short, international instability, both per-nation and the world as a collective. The memory of the Eurasian War (year 2190-2194) was rather fresh, and because of this, the number of nuclear weapons and other massively destructive weapons had not been reduced in spite of resolution efforts.

Despite internal struggles, both individual and collective, Judgment declared *in complete consensus* that they had no choice – those who were fit to rule, had to put an end to the folly of mankind on Earth. As it was, however, mankind was being ravaged by global conflict with no end in sight.

The only survivors in the nations devastated by the Purge were scattered and few – they numbered up only to five million, and about hundred thousand of these had a mutual and symbiotic form of SAP parasite within them, all of those symbiotic humans proving to be of genetic, intelligent, and physical superiority in a distinguishable degree. The other survivors were kept and allowed to live, as the majority of these were intelligent, and besides, the Purge was intended as a punishment and *trial* for mankind as a collective and individual – for not listening to reason no matter how cold it is, and not taking responsibility. Many had even forgotten their grudges towards those they would have blamed, since they were too fixed on surviving, and the relief of the end of the Purge.

The Purge lasted for a total of six years, reducing mankind’s numbers to a much lower amount, which has since recovered to a number of 3 billion with a steady growth of 1 billion per 15 years.

**D-Com Program:** the **DNA** Composition Program is known by various names due to secrecy, but those names were often mentioned as short ones. The plan was spoken of only among Judgment until it came into the history books, and was spoken of by many different names, all of which had the same reference – the composition of what all living organisms consisted of, DNA.

List of other names:

**G**enetic **R**esearch (GRP)

**D**NA **En**hancement (DEN Program)

Program for **m**ost **a**dvantageous **g**enetics **i**n **c**omposition (MAGIC Program)

**E**limination of **d**issatisfying **ge**netics (EDGE Program)

**Re**solution of **gen**etic inconsistency (REGEN Program)

Among the most public names of the program;

The last genesis

The change of forever

The creation of magic

The dawn of the 6th Era

The D-Com research was conducted primarily by biologists, doctors, chemists and DNA-researchers in 2198 (DNA-research had become its own field of science). The arduous research consisted of a general plan; produce a variety of offspring, each one of them with a synthetic or semi-synthetic DNA whose purpose is to enhance their abilities to a heightened level distinguishable from the abilities of an average human back in 2150; after such, make a DNA string balanced in such a way that there are no incurable disadvantages and many advantages. Along with the RAIN Program, further development in the subjects was made through the use of radioactivity at first, in order to create brand new strings of DNA. With the Shreinzholt Examination having come only months before the end of the millions of tests, the D-Com researchers, otherwise known as the Creators, managed to construct a series of different DNA strings, all of them having advantages which also brought with them inevitable side effects. The ones considered worth a conclusion from the High Court were brought to the Court facility.

**“The Shreinzholt Examination”:** A comprehensive, non-excluding research report of more than ten thousand pages which documents the effects of changing a single segment of the DNA, one by one, in variety of ways. According to the report, there were made more than 50 million entirely new strings of DNA, all of them inserted into embryos, which eventually became human beings. More than 70% of the surviving offsprings were exterminated, considered as bad or insufficient results.

The original name of the report was “Comprehensive DNA Research on Genetic Utilities”.

One of the members of Judgment’s High Court was named Shreinzholt; he was elected to become one of the Primes, the ten most distinguished ones in the High Court. He had previously been a genetics researcher.

**RAIN Program**: the **R**adio**a**ctivity **I**mproveme**n**t Program was meant to examine the possibility of any positive effects in DNA being exposed to radioactivity. Each human who gave a sample of their DNA had their DNA reproduced a thousand times over, only to create a genetic clone which would have grown into a genetically identical clone, had it not been for the exposure to radioactivity. Severe effects were easily visible, since each single strand of a complete set of DNA was exposed to different kinds and quantities of radioactivity. Among the effects were humans unable to learn anything; dysfunctional body parts; organs severely misplaced or missing; weak bodies, etc. Among the positive results were children who gained impressive muscle mass, enhanced abilities needed in the current human civilization, intelligence being one of the most prized ones. The discovery of controlled radioactivity having a good effect, and the proof of it, prompted another program.

Politicians took good use of the leak of this program – the source was assassinated later on – the source of the leak being one of the offspring from the program itself. After it was revealed, mankind could now be separated through their parental origins.