**ANGELS**

Angels are a race of beings that exist etheric side, but the type of angels differ from creator to creator. Angels are light energy beings but due to their creators the flavor of their light energy differs from each other.  
Angels are typically seen as beings with wings however many (especially those with polymorphic or shapeshifting abilities) are capable of de-manifesting their wings.

**Types of Angelics:**

**Judeo-Christian Angels:**

Created by Yahweh; the typical angels you see in the bible, these angels have Yahweh’s strain of light and have a government system unique to their pantheon. This type of angel is the only one seen with "grace", which is a term some people often call Yahweh’s strain of light.

**Hindu Angels:**

*To be filled at another date.*

**Shinto/Buddhist Angels:**  
Tennyo/Tenshi; often seen as a type of Yokai, these angelic beings have unique abilities such as celestial light (often in light or pastel blues and pinks) and polymorphism.

**Egyptian Angels:**  
Created by Ma'at; these beings have her unique strain of light called order, these beings often have golden wings and like their creator you can compare their energy to that of the stars.

**CHIMERAS**

Chimeras are a race of beings which are more unique then any other as they are a amalgamation of multiple types of creatures; mostly a mix of different animals rather then actual races of beings. Common chimeras are mixes of dominantly predators with minor mixes of prey or herbivores. The most common chimera seen in myths has the head and body of a lion with a goats head next to the lions head (in some artwork seen more on the shoulder/side region of the body), and the head and body of a snake as its tail; all heads with the ability to breath fire.

**Types of Chimeras:**

**Cerberus:**

One of the most well know beings in the greek pantheon; Unknown to many who do not look into it Cerberus is actually a chimera; he is seen as a three headed hound with a snakes tail and scales on his hind hips, lions claws and in some myths he is seen as having a mane of snakes (sometimes up to 50 heads filled his mane). Etherically Cerberus has 4 sons, each much like their father in a sense that they have death energy and similar mixed features from claws and scales from other animals.

**DEAMONS**

Daemons originally were referred to as a lesser deity or guardian/guiding spirit; But the meaning over the centuries has been changed. Because of this, many see DAEMONS and DEMONS when they are NOT the same thing.

Due to the term changing over time it is now seen as meaning benevolent or amiable nature spirits; beings which have the same nature as both mortals and deities, similar to ghosts, spirit guides, forces of natures, or even the deities themselves.

**DEMONS**

Demons are a race of dark energy beings that predate as far back as the Sumerian pantheon and more. There are various races of demons such as Oneiroi, Gallu, Ugallu, Infernal, ect.

**Types of Demonics:**

**Gallu Demons:**

*To be filled at another date.*

**Infernal Demons:**

Being the most common type of demonic you will see around, infernal demons are those that reside in the Infernal and around Hell. This type of demon is a watered down version of the Oneiroi.

**Oneiroi Demons:**

*To be filled at another date.*

**Succubi/Incubi Demons:**

*To be filled at another date.*

**Tesheru:**  
Demons known to be children/followers of Set, their energy reflects that of darkness and storm. They are located in a sealed PR in the etheric. Due to this little knowledge on how they look, act, etc is currently known.

**Se’irim:**

Goat-shaped Semitic spirits. Their name derives from sai’ir meaning “hairy” or “shaggy.” Information about them has been almost totally suppressed. It is possible that the medieval image of the goat-shaped devil derives from the Se’irim. The word is translated as “devil” but also as “goat.” Se’irim and Shedim are not synonymous.

**DEITIES**

Deities are a race of beings which typically has three variations that typically are based on generation. Each generation typically has different ways of coming into being. Despite there being three generations demi-gods could be seen as fourth generation. However, they are only half deity so this generation is unofficial at best.

**DEITY GENERATIONS:**

**First Generation:**

Primordials are the first generation of deities; They are embodiments of a singular energy or element; the exception to this is from the Norse pantheon where they have a "Primordial Giant". Even though many Primordials may all come from the same energy/element they will have different flavors/strains of that energy; for example Tiamat and Abzu both are void Primordials. However, both have two very different flavors/strains of void.

**Second Generation:**

Titans or another generation of Primordials. Titans are Commonly seen in Greek and Norse mythology (although they are referred to as the jötunn in Norse mythology); these beings are naturally more durable, physically stronger and larger in size; with the ability to alter their hight at will.

**Third Generation:**

Third generation deities are the deities most commonly known and may fit into a group name such as the Olympians, the Vanir, etc.

**DRAGONS**  
Dragons are a race of beings that exist on other planes including the etheric. These beings are reptiles that are divided into different classes which are known as “eastern” or “western”.

Dragons do not have humanoid or bipedal forms unless they are incarnated or mutts.

Many people have different methods of how they classify different dragons.

**DJINN**  
Djinn cores appear to have a "smokeless flame" because they are solar beings in their own right. If they were fire elementals there would be smoke to their fiery core.

However, solar and fire are closely related so I can see how people might see them that way. People tend to forget that solar and fire burn differently. Djinn typically specialize in one major basic element aside from their main solar affinity. This element often has an effect on their energy and typically colors both their core and aura (for example, hinn have green cores due to “earth” being their secondary element).

**Types of Djinn:**

**Marid:**

If you have met a Marid, you would notice that the blue tattoos on their skin and eyes aren't really fiery but illuminated water, their specialty it to create illusions and casting. Their secondary element is water aside from their primary which is solar.

**Ifrit:**

If you have met a Ifrit, they are fiery as all get out and if you get them angry enough can cause them to manifest fiery wings and horns as well, their specialty is their brute strength and ability to control fire in various ways. If you haven’t guessed already, Their secondary element is fire aside from their primary which is solar.

**Hinn:**

If you have met a Hinn, you would notice that they are very animalistic in nature and have very close ties to the earth, their specialty is shapeshifting and being able to work with the animals and plant life around them. If you haven’t guessed already, Their secondary element is earth aside from their primary which is solar.

**Jann:**

If you have met a Jann, you would realize that they have a huge air pressure around them, their specialty is to create sandstorms and illusions by manipulating the air around them. If you haven’t guessed already, air is their secondary element aside from their primary which is solar.

**FAE**

Fae is an umbrella term that usually refers to a group of nature spirits that typically align with light (seelie) or dark (unseelie). There are so many types of Fae in existence although they predominantly align with the Celtic/Norse pantheons.

**The Seelie Court**  
Seelie fae are known to seek help from humans, to warn those who had accidentally offended them, and to return human kindness with favors of their own. Still, a fairy belonging to this court will avenge insults and could be prone to mischief. The most common time of day to see them is twilight. Other names for the Seelie Court is: ‘The Shining Throne’,’The Golden Ones’ and 'The light Court’. The categorization of fairies based on court is whether or not a fairy is light or dark. Light fairies are known for playing pranks on humans and having a light-hearted attitude, forgetting their sorrows quickly and not realizing how they might be affecting the humans they play pranks on.

**The Unseelie Court**

Consists of the darkly-inclined fairies. Unlike the Seelie Court, no offense is necessary to bring down their assaults. As a group (or “host”), they appear at night and assault travelers, often carrying them through the air, beating them, and forcing them to commit such acts as shooting at cattle. Like the beings of the Seelie Court who are not always benevolent, neither are the fairies of the Unseelie Court always malevolent. Most Unseelies can become fond of a particular human if they are viewed as respectful, and would choose to make them something of a pet…The division into “seely” and “unseely” spirits was roughly equivalent to the division of Elves in Norse mythology, into “light” and “dark” distinctions.

The Seelie Court and the Unseelie Court are often at war, and humans may get caught in the middle of such battles.

**Types of Fae:  
  
Asrai**

Small aquatic fae. This type of fae is very similar to that of silkies, mermaids, sirens and undines. Asrai are often only seen outside water as a few feet tall (usually only 2-4 feet tall); however in water and under water they can change and grow to that of almost 6 feet tall. They are always slender and petite and often seen as female beings; males do exist how ever they are androgynous and get mistaken as female.

They all have dominant water and lunar affinities; some can have ice affinities but where they are found determines if they have this affinity or not. They have a natural weakness to solar energy and any form of heated energy effects them. Some cases of bad reactions to solar and/or heated energy is the Asrai bursting and falling into a pool of water; this is actually how the being dies.vThis type of fae isn’t very common however they are more common then people think. Due to their ability to become translucent as though made entirely of water they can become virtually invisible underwater.

**Brownies**  
Come out at night to finish work that’s been left unfinished. They are devoted to their household and expect nothing but a bowl of cream and a cake for their concern. Any offer of reward or clothing will drive the brownie away. Boggarts are “evil” brownies, they’ve often have been wronged by humans. They like tricking humans and often cause a great deal of trouble.

**Changelings**  
Fairies taking the place of a human child who has been stolen by other faeries. (in some stories like Scandinavian ones, changelings are Troll children) Parents may recover their own child if they can trick the changeling into revealing its age.

**Dryads**

Celtic spirit fairies of the trees.

**Dwarfs**

Often thought of as strictly male, but some taletellers tell of female dwarfs…but who can tell?? Their beard is as thick as a male’s!! (Ok... some say they don’t have beards! Not even the males!!) They live for mining gold and silver and live in groups. They are masters at metalworking. Usually found in the mountains. They often steal not only property, but it is said women and children as well. ! Beware this devilish clan!

**Elves**

Carefree nature spirits who dance and play stringed instruments. They live underground in springs…sometime seven in air…They aren’t bad, but sometimes their pranks have been fatal to humans, but never intentionally. Elves apparently came in several distinct varieties. Though they were a rather mournful lot, one breed of elves was an invisible kitchen helper for good servants, the other the bringer of illness and misery. They can be of both sexes, or sexless. They can have wings, often do, and are no more than 30 cm high. Originally a part of Scandinavian mythology. The good elves lived in the air and the trees, and the evil ones underground. Rich sweets as an offering will bring you abundance to come.

**Gnomes**

Earthly creatures, guardians of sacred places or things. Their weakness is precious stones, coins and things that glitter. They make beautiful things out of stones and gems.They prefer the forests. They are the guardians of sacred grounds, locations and monuments. They are the knowers and are extremely clever.

**Goblins**

Pranksters, and are known to rearrange items in the house or tangle horses’ manes. On one page I found the beautiful analysis “As we near the 21st century, it seems obligatory to see the goblins as representing the conflicts we all have within ourselves- most as ugly and mischievous as the goblins were known to be.” Vicious little creatures that can appear as animals. Make a scary carving in a squash or celery root glowing with candle light, to keep them away from your home on Samhain.

**Leprechauns**

Shoemakers for the noble faeries of Ireland. They were cranky, solitary, and strangely enough, often seen by humans. A caught leprechaun tricks his captor into releasing him by telling him he can show him the way to the shoemaker’s great golden treasure, which the said captor will never see, since the leprechaun will disappear before you know it… Usually found among the clover. An offering of Ale is most welcome.

**Mermaids**

Water-dwelling females with long-hair. Woman to the waist and a fish tail below. Some say legs or two tails) She is musical. Often sings or plays the harp. They normally inhabits the sea, but may also be found in lakes, rivers, wells and other watery places. They have been known to warn of storms or other future events, and if one is seized, she can be forced to do so, or to perform other tasks. Mermaids may sometimes adopt land-dwelling children, making them their protector. Mermaids may also marry a land-dweller, or draw men to under the sea with them, either allowing them to live-in bliss or to be drowned, depending on her whim. Nixes are similar to mermaids, but are able to assume totally human form, but they always retain some mark of being non-human.

**Pixies**

Neat creatures... They aren’t evil, but perform quite unkind tricks, like leading travelers astray or to steal naughty children. They like to pinch maids who don’t keep the house clean. They were often thought to be the souls of babies who had died before baptism. Cheerful and mischievous. They often take the form of a hedgehog. They adore music and dancing. Sing or play music for their favor.

**Salamanders**

Spirit fairies of the Fire. The salamander embodies the intuitive element of fire. Quick to defend you when called upon to do so, work with the salamander also to help strengthen your intuitive side. If ever you should had need to call upon the salamander for defense, remember that fire is as dangerous in our world AND theirs.

**Selkies**

Faeries who put on seal skins and appear to be seals as they travel in the water. On land they shed their seal skins and have human form. A selkie maiden can be won as brides by stealing their seal skin as it lay on the beach, so they couldn’t return home.

**Sidhe**

Irish fairies who are attracted to beauty.

**Sprites**

Playful nature spirits that live in ponds, trees or other cool places. They often play with nymphs and butterflies and were charged with changing the color of the leaves in autumn. They are muses to artists and poets and can bond to humans or elves, in which case they stay for the rest of their lives. Their job is to change the color of the leaves in the fall. You will often find them wearing Acorn hats.

**Sylphs**

Spirit fairies of the Air. They are transparent and elusive. They seem to be surrounded by a glow. They love acts of courage and quick movement.

**Trolls**

Nowadays, we often think of trolls as big, clumsy creatures who go around hitting people on the head with a hammer or something, but in the Middle Ages they were thought to have magical powers as fortune-telling.

**Undines**

Spirit fairies of the Water. Usually found in forest pools and waterfalls. They have beautiful voices and can sometimes be heard singing over the sound of the water. An offering of perfume will keep them in your favor. Love rules this "watery" creature.

**NAGA**

A race of Snake (mostly cobras) beings from Hindu and Buddhist beliefs. Nagas are seen as children of Kadru and Kasyapa, however it is not confirmed that they are children of these deities, it is much more likely to be a race they created.

Nagas are human from the waist up, and snake from the waist down; Naga also have snake fangs and snake eyes. Besides the classic Naga form they also have a fully human form and a fully snake form.

Nagas have water and storm affinities; how ever some are seen with an earthen affinity which ic believed to be another type of naga created by a deity in another pantheon.

Naga are seen as servants to Idra and often many are found working under him or in Kadru's PR.

**THERIANS**

A type of shapeshifter with a particular theriotype. The theriotype is oftenly a predatory animal, while there have been rare cases of non-predatory animal theriotypes; common theriotypes are wolves, bears and large felines (lions, tigers, panthers, etc).

Therians often exhibit animalistic behaviour in response to the world around them they tend to bite, scratch, claw, bare & grind their teeth (Depending on their Theriotype).Many suppress this, believing that it's weird, abnormal or that something is wrong with them. But there's nothing wrong with this, many people do it too.

Therians are not incarnated animals, humans with animal souls, not even once incarnated animals. They are a soul race of otherkin beings created by Gaia.

Due to being made by Gaia all therians have a strong earth affinity; this does not mean they will ONLY have an earth affinity as they may still be born with another affinity either from the classicals (the four basics) and/or non-classicals (uniqure elements (light, darkness, solar etc) or combination elements (lava, storm, etc)).

As shapeshifters therians are able to change what form they take on; Therians have three forms they are able to take. These forms are Human, Anthromorphic and Feral.

Human form is when they are completely in human without any animal like indicators, Anthromorphic can range from human with ears and tail to full on bipedial theriotype, and Feral is full animal both in form and mentality. The common types of shifting that a therian will experience are:

**Mental shifting**

This type of shifting is when a person switches their mindset to that of thier theriotype, thus becoming more animalistic and less human. This type of shift can be brought on willinging or through emotional stimuli.

**Phantom shifting**

Phantom shifting is also called phantom limbs. This is when a person feels thier theriotype's limbs, paws, ears, tails, claws, etc (Phantom limbs are common amoung other races of beings but often prodominant with therians)

**Progective shifting**  
this version of shifting is when a person is projected to the Etheric, Bio locative and Astral Planes (would prefer not to include astral due to it being the mental plane anyone can shapeshift there as minor thoughts and whims manifest in seconds) and they shift between their forms.

**Physical shifting**

This one is the rarest type of shifting as it takes years after mastering mental shifting to even start to particially physically shift, let alone control yourself when shifted. However cases of therians going through "FIGHT or FLIGHT" has caused them to physically shapeshift; this is often due to stimuli becoming so much they they get stuck in fight or flight and cant revert back o human until they come out of that state. This type of shifting is when you physical body changes into the form (usually anthromorphic form) of the theriotype; If the therian lacks control when they shift the animal mentaliy takes over and they become a potentional threat to those around them; basiclly they become a wild animal.

**VAMPIRES**

**Types of Vamperism:**

**Sethians**

A race of ancient egyptian vampires that exist etheric side, these beings are born from the egyptian Deity Set/Sutekh. They are dominantly darkness/storm affinity based beings who characteristics differ by lineage.

**Physical Vampirism**

**Causes of Psi-vampirism**

Psi-vampirism is a condition that causes a person to need to take in energy of some form. There are a few different causes and a few different types.

**1. General Psi-vamp:** have a consistent deficiency in their energy that causes them to need to feed on energy. They can feed from most sources of energy.

**2. Injury based Psi-Vamp:** These are a type similar to the first where there is an actual injury to their ES that created a need to compensate for the lost energy. They also can feed on most energy sources, but the best course of action is to get the injury fixed.

**3. Pranic Vamps:** these types have to feed directly or indirectly on the energy of living creatures. Though it can be caused by an injury, usually injury based are able to feed on any general energy source.

**4. Tantric Vamps:** Sometimes confused with Succubi and Incubi, these types have a need to feed on sexual energy in a very similar manner as Succubi and Incubi. Not caused by injury.

**Sanguine Vampirism**

Sanguine vamps are people whom have a need to intake blood on a regular basis. There's different extremes of the symptoms and side effects of being a vamp of this kind ranging from mild listlessness and discomfort to extreme up to and including more serious health problems. The symptoms that are experienced when one needs blood can be alleviated by feeding in a manor that is strikingly rapid.

**THIS IS NOT NECESSARILY RELATED TO ONE'S KINTYPE AND OTHER TYPES MAY EXIST BUT THIS IS WHAT IS BEING ADDED FOR NOW**

**YOKAI**  
  
**Kitsune/Nogitsune**

Kitsune and Nogitsune are yokai entities that are known to be the children of Inari (and other creators besides Inari). Kitsune can have up to 9 tails, all of which have a unique ability.

Most kitsune are tribal beings but others reside outside of tribes/clans as well. Kitsune prefer to stay in their pocket realms and are not too oftenly seen in the etheric. Inari from meeting her etherically resides in her pocket realm, although she also has a village etheric side.

All kitsune have different purposes and are not strictly messengers of Inari. Kitsune are also not demons in anyway, they are a totally different type of being. Kitsune also do not start in human form, they actually have to earn their first tail before they are able to shapeshift.

I also want to address that not all kitsune are female, they can also be male and actually can change their sex whenever they wish. Kitsune are able to possess as well but it is fairly uncommon and is not as prominent as the myths want to make you think. I also want to add that not all kitsune are mischievous tricksters, it is only fairly common in the younger generations.

**The Kitsune/Nogitsune Orb**, this orb is optional for some kitsune but for others it's not so optional and has to be kept safe, while the younger kitsune tend to use it as a toy, the older ones use it for a more meaningful purpose, such as a sacred item or a "trump card" this orb is the well being of the kitsune and when taken the kitsune is at the beck and call of the one that took it or they risk being harmed in the process if the kitsune orb is damaged or even worse destroyed.