Oracle’s Eve

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Outline and Notes

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World:

The world that the story takes place is in a universe filled to the brim with a multi-ton of planets that are habitable. Prevalent in this universe is a powerful magic. At this point in time the magic itself has no term associated with it but shall at a later point in time. The magic can be correlated to that of a high fantasy setting and at the same time there are some rather unique properties in this universe. All magic exists parallel to the current universe on a separate plane that is connected by an astral link. This allows the magic to exist within the universe and proliferate. Because of this infusion of magic within the universe interesting species, intuitive architecture, unique arts and cultures, and a whole slew of natural occurrences exist in a fashion unlike that of our reality.

Most of the actual story takes place on a large planet roughly Twice the size of Jupiter. The name of said planet is a toss-up between the four names that I cannot decide on at the moment: Xepremia, Reabos, Oclara, or Suinov.

NOTE: (Name a planet based on it’s races.)

Races:

What interests them? What are their desires?

What is dear to them? What would they protect with their lives?

What necessities do they require? What sustains them?

Xenarians: Xenarians are humanoid creatures with fur on their bodies. They share similar qualities with that of a panda ranging from the black and white patterns all the way to the red fur panda variations. Some even have strange exotic colors as well but are more rare than the black and red colors. On their heads are a pair of horns unique in some way to each individual Xenarian. These horns are the result of a Symbiotic relationship with a parasite that grants them the ability to tap into the ley-lines of the universe and utilize magicks at a highly enhanced magnitude. Runic markings on their bodies signify the relationship between the two organisms.

Zeilnans: Bipedal Dragon humanoids. The Zeilnans are a militaristic race that have established a civilization within the volcanic canyons of Gnuzyh(NOO-ZAI) Abyss. The males of this race retain a more dragon like appearance than the females do but this isn’t set in stone for all males. All Zeilnans have scales covering their back, their elbows, their outer thighs, kneecaps, shins, and parts of their face. Each Zeilnan has a pair of horns that can be of varying shape and size. Their hands can be varying degrees of dragon claw shaped ranging from 100 percent dragon claw to barely recognizable. They also have a scaled tail that can rarely be barbed, or clubbed at the very end of it. Some Zeilnans, transform into a wyvern-like form that augments their strength, elemental affinity and endurance. This form, however, comes at a price. Many who undergo this transformation lose control and blindly attack all that is around it. It is for this very reason that this type of transformation is considered taboo among their kind.

Gry (Formally Beetoids): Bipedal Beetle creatures. The Gry are a race of desert dwelling bipedal beetle humanoids that exist within the An Ramariyah(AN RAMARIYA) desert. Originally, they were a nomadic race that wandered the desert until they stumbled upon a large oasis surrounded by large plateau in a circular manner. Using this plateau, they built a huge and thriving city utilizing the oasis as a resource. The leader of the Gry at the time of establishing the city was named king and since that time all descendants of that king have held power. Most Gry resemble humanoids encased in beetle-like armor and as such are often times mistaken for mere human knights, to which they respond in a very vehement manner. The most significant identifiers for a Gry are the large pair of wings and giant rhinoceros beetle horn on their head. The Gry are able to take off this armor but since the armor provides great defense from natural predators and enemies and additionally regulates body temperature, even in the hostile heats of the desert, they only choose to take it off willingly in select scenarios. Female Gry are often times seen as the warriors of the race as male’s usually have to tend to their families and homes. In this race, the Male Gry are the one to carry children which gives reason to why they would be more homely than battle-loving.

Prismians: Light cuboid fairies. Flying in at no more than 2 feet tall the cuboid fairies are a race of enchanted light elementals. With a somewhat ethereal body these fairies can go just about anywhere they please. They usually settle within locations that are far away from civilization like deep within a chasm, in the center most portion of a jungle, and even up high in some mountains. Seeing one of these generally indicates a Prismian city nearby as they don’t stray too far from their own kind. They can be tricksters at times, loving to play pranks on travelers that come to close to their homes. Sometimes they’ve been known to create false legends of terrifying abominations living nearby wherever they have made their homes in order to scare away anyone curious. They do this by utilizing strong illusionary magicks to create the so called images of these creatures. When they are in their pure light form Prismians look like Prismatic glowing wireframe shapes, with the wireframe being a distinct gold color. They emit a very strong cerulean light as well. Additionally, they have a corporeal form that shares similarities with pixies. This humanoid looking form has wings, pointed ears, two tails, and a crater-shaped attachment affixed to the back of their head that serves as a storage point and activation point for their energy. Two tiny tubes of sorts connect to this device and travel to a pair of techy looking power gauntlets that allow the Prismians to move stuff many times their own size. On the palm of these gloves is a circular pad that emits the same cerulean glow and the glove itself is of a gold color too.

Ukri: A race of living crystal humanoids. Half biological, half infused with living crystal. Having half of their composition be made of a bio-organic gem stone or crystal these beings, with the help of their elemental affinity and higher attunement to magicks, can control the crystals they possess. An Ukri generally has gem stones or crystals that levitate around their body or cover their body to some degree. Additionally, with their inherent skill with controlling magicks, their bodies can morph from a corporeal form to an ethereal form at will. The benefits of utilizing an ethereal form extend to being able to shift through walls, melding with the ethereal plane in certain types of environments, and having reduced impact from the laws of physics on whatever planet they are on. Generally, when large numbers of Ukri live in an area, the environment can become warped creating what are known as Crystalized Ukri Fields. These typically consist of the morphing of common fauna, terrain, and creatures into those of Ukrian nature. Trees will morph and form sections of living crystal, terrain can be carved out, malformed, or out crumbled to pieces. Organisms that do not react negatively to the living crystal are transformed into beings that coexist with it. These types of land changing events usually take years to transpire however.

Volcanoks: Lava Elementals

Manaks: A race of angelic individuals and one of the few races aligned with the holy element. Much like the Anuks, they are curious about the world and as such see the Anuk’s as intellectual rivals. The Manak’s also pride themselves as proficient spell blade users skilled in the art of bladed combat infused with magic. Though not usually a warring race, the Manaks have been pushed to the brink of extinction, hence the reasoning for why they have become so skilled in such a combative art. Manak’s are able to project an astral presence into the ethereal plane of existence allowing them to dip ever so slightly into many different realms that other lesser races cannot pry into. One such example would be the ability to delve into a(n) sleeping individual’s dream and influence that dream to a minor degree. Manaka’s appear to have a pair of angelic wings, two small horns of slight variance in the center of their forehead with another pair on the left and right side of their skull. Their ears jut straight out and are pointed much like that of a high elf’s. Most Manak’s have an unusual mutation that causes them to have buck teeth, but it is ever so slightly. They also have a feathery tail.

Daitiya: Demon type humanoids that come in varying sizes and forms. These are one of the few beings that share an affinity with the dark element and are a direct nemesis to the Manak’s. Males and females share some similarities but the differences are more numerous. For the Males, they have many more horns and tails. Horns on their forehead, spikes coming out their shoulders and chest, even some spikes along the ridge of their spines. While Female tales are more smooth and thin, male tails are bulkier and usually are tipped with some sort of spherical bone mass that serves as a weapon of mutilation. All Daitiya have bone armor infused to certain parts of their body that wrap over their soft flesh. A skull like helmet wraps around the top and back of their head. Shoulders, knee caps, elbows, and even the torso and legs contain armor. Some of this armor can be called at will by the Daitiya other portions of the armor remained affixed to their body. The Daitiya have two crystal cores or sigils that protect them from death. Even if the body was badly damage, or one somehow managed to destroy a Daitiya’s heart or brain, if they did not destroy both the cores/sigils first, the Daitiya would regenerate. Daitiya have a long period of time for procreation so their race is few in numbers though this has not stopped them from attempting to procreate with other races resulting in some interesting half-races. Most fail to adapt to the overwhelming power that the Daitiya possess.

Frovelese: A race of fox people who have unicorn horns on their heads. They have elf-like ears and solid colored eyes. Their fur and tails are colored and structured based on whatever element they align with. Due to the differences in their appearances based on elemental affinity, the Frovelese are a fractured race, many deciding on living amongst those of their own affinity and forming tribes together. Their have been and still are many wars over land and other silly confrontations and a lot of their kind do not get along very well with other Frovelese.

Anuks: A race of winged minotaur that excel at being curious about the world around them. They like to document the world and as such many of them do not stay within their villages for long before traveling abroad to learn about the world. Because of this inquisitive nature, the Anuks have a vast knowledge of the world and love sharing what documented information they have stored with others. They’re a peaceful race devoid of any historical strife often times having been the mediator for other race problems. Each Anuk has a pair of bovine horns, a pair of wings that allows them to fly, and a crest on their foreheads, chest, and shoulders that is unique to each Anuk. Possessing the strength of a bull, Anuk’s can lift ten times their weight with a little bit of effort.

Kaips: A race of bipedal chipmunks that stand at an average of 3 and a half feet. They specialize in both the art of the ninja and the shadow arts as well.

History:

Main Cast:

Nabal – Main Character:

Nabal is an orphaned Zeilnan who, alongside Vae, her best friend, struggle to figure out just what they are and why they were left at an orphanage. Her story is much like those of other Shounen stories. As Vae and her grow up, the both of them learn that they are very different than average Zeilnan in that their powers and control over their assigned elements are more extensive.

**LOCATIONS:**

**CONTINENT PRUBERA:**

ONRYX – A portside town located in the southern peninsula of Prubera. Trade goods come in and out of this town constantly. The town is multi-cultured drawing in beings from all walks of life. Most notable are the Flovelese, the Prismians, the Anuks, and the