# History

1. Humanity progresses and a group of people who reject the progress of the world, and in fear of its destruction band together and hide in large vaults underground.
2. The world progresses rapidly using a newly discovered organism that can be genetically modified to ridiculous extremes. Humanity is able to create warp drives using the principal of wormholes, using these organisms to build gigantic portals in space for ships to fly through. Eventually humanity becomes to greedy and a group of scientists in a desperate bid to become immortal mix their DNA with the microscopic organisms, but instead of becoming gods they create a virus that starts spreading rapidly.
3. Before most of humanity dies a group of like minded space faring governments form a coalition and wall off earth, after the quarantine is established they nuke the planet to near oblivion, but they are too late, the virus wipes out 99.999% of humanity. The people who built a pseudo wall around earth using defense stations only have 89% of theirs wiped out.
4. In time the virus dies, but as the viruses die, so do the space stations. The ones orbiting desolate rocks or uninhabitable planets die on crashing into said bodies, but the ones orbiting habitable planets crash and the people recover, but with everything destroyed they revert back to the stone age.
5. Thousands of years past and slowly humanity rediscovers technology. The wall around earth maintains, but the people become dogmatic about protecting the planet developing a religion around keeping earth pure.
6. During the early galactic stone age The bunker opens.
7. The bunker dwellers bands together to survive, but in this new harsh environment they start to drop off one by one, until an American physicist encounters a red mold growing on their ship's nuclear reactor. He accidently touches it, and it leaps into his skin, making him extremely sick initially. The crew panics putting him in quarantine, leaving him to die in the wilderness. He lies in the wilderness dying from dehydration, and he a red mold growing towards him2 it crawls into his mouth, and he is turned into a wizard with the first mutation. He walks back to camp in a daze, everyone initially panics, but sees that he is completely fine, maybe even healthier than before. He passes out, and over the coming nights he rapidly de ages3. The rest of the colony discovers this amazing feat and become fascinated by the new mold, yet when others are exposed to the mold they get sick and die. The first man realizes it was the bug that gave him the healing effects, and seeks more out. Over the course of years the colony figure out that the mold is some sort of rapid evolution acceleration, and without a blueprint, it just force evolves your system until you are more cancer than person, but when a bug is introduced into the system, the bugs understand your anatomy and instead blueprint you into a functioning co existing hive4.
8. The colony finally gets its bearings and is able to cultivate the land, and use the tech on their ship to make a livable life for themselves. However they are very curious about the mold, however they have no idea where to get anymore. The mold growing on the reactor was consumed by the first wizard. So the colony sends out a scouting expedition, and they find a section of the earth mother9. Inside the earth mother mold grows aplenty.
9. The colony continues to flourish so they continue scouting their new land until they stumble on a settlement of human’s. They are initially confused by their existence, but figure that they must be from another crash landing or something another5. They initially have a productive relationship with these humans, but then the colony gets the idea to send these people into the earth mother segment to see if they come back. Most of the colony is against it, but one scientist convinces a group of these indigenous people to go into the flesh and see what happens. They go in and most of them die, but one comes out covered in mold.
10. The colony puts the scientist who convinced the indigenous group to go in, but with the new moss they have, they create a few more wizards. The colony gets very jealous of these people who are now practically immortal and they are desperate to gain this power for themselves. Centuries after the first wizard a council gathers. The wizards are present, but are not leaders in any way, as a couple of them have already died from violent jealousy. Against popular opinion the leader of the council determines that it would be best if they could strike a deal with the indigenous people to gather mold for them, and they would give them advanced medicine, weapons, etc.
11. The deal works out, but many indigenous people die in the pursuit of mold in the flesh, but the new technology allows the indigenous people to have lives with a lower mortality rate, and most of the colonists become wizards in the process. However as time passes the wizards figure out how to modify their DNA and gain traits of animals. Fire sacks, Lightning glands, etc. However as the wizards splice their DNA they lose more of their humanity as they further evolve. The first wizard is against this and chooses not to partake in further evolution. Many of them become deformed and obsessed with power. A couple wizards who only have a few splices, and a couple who are immune to the effects watch as their new civilization mutates into a crazed group of scientists rapidly researching the flesh, and coveting power. The wizards gather again, the decide to just forcefully enslave the natives to get as much mold as they can. The few who where not affected by the madness decide that it is time to leave, and go across the world creating little pockets of life for themselves away from the newly named wizard empire.
12. The wizard’s violently enslave the natives and force them to go into the flesh day and night to gather more mold for more experiments, and more evolutions. Eventually the wizards notice that if they keep on this trajectory that they will run out of people to go into the flesh. So the experiment and find that they can use the mold to force evolutions to their desires. So they experiment and forcefully evolve some of their new slaves into monsters that can do various things for them. In some cases its so bad, that the slaves were forcefully evolved into living furniture, which had become a very sought after mark of status. They finally arrive on the perfect thing to traverse the flesh, a forcefully evolved group of people merged into a hulking monstrosity, also combined with mechanized armament and tracking ability to kill anything in its path to get more mold.
13. The wizards eventually develop breeding factories for humans, so most of the slaves are not even in family units, most of them are just numbers in the factory machine. Around the same time Wizards also discover that their lineages also possess the ability to host mold, but don’t become crazed or deformed, as their body naturally produces that mold. However the wizards grow jealous of their spawn so most of them are killed by their parents, or escape. The first wizard is captured by the wizards and kept in a lab for near constant experimentation, and forceful surgery.
14. The wizards move their capital city to the edge of the earth mother, and also figure out that their nuclear reactors can be morphed into the flesh to power everything in the city by ten fold. They also start growing their cities from the Earth mother’s flesh.
15. The first wizard breaks out of the lab and while on the run, breaks into a library and steals some books for his new life. He drops his book on the civil war, and it is trampled by the meat mechs chasing him, they catch him and put him back into captivity. However, a young slave finds the book, but the only chapter left is the one of the abolition movement up to John Brown's revolt. He takes the name of Brown, but spells it phonetically, and calls himself Broun. He takes these ideas to his fellow slaves, and organizes a slave revolt.
16. The revolt is not going amazing, the power of the wizards combined with their advanced tech and flesh mechs are beating the revolutions' simple machine guns, cannon. Broun then learns that at the center of the city, there is a nuclear reactor bank that has been powering everything. He tells the rest of his revolution to grab as many slaves as they can and run. He goes by himself to the center of the city, and overloads all of the reactors at once. The rest of the slaves are on boats to the new land when they see an explosion brighter than the sun. This explosion would have been powerful enough the destroy all life on Acria, but the first wizard’s cannot die, and before the rest of the reaction can occur, he rushes to the center of the city and shuts off the reactors, but he is fused into the city as a result of constant healing.
17. The revolt lands on a new continent, and honors Broun’s memory. Forming the white order in his honor and creating a new society led by the revolutionary leaders of the slave revolt. These leaders then pass on their teachings given to them by Bran as a doctrine in a new religion. Their story is that Bran was sent down as a messenger of the gods, and the explosion was the god's final judgment on the wizards. However they learn that wizards are all over the place, and create an inquisition to hunt them down and kill them to prevent another wizard empire.
18. Hundreds of years go by and the white order turns into a theocratic government, that controls the land through the use of doctrine. Tech is mostly suppressed the white order, seeing it as people attempting to become wizards, or emulate portions of the wizard empire.
19. In the current era, earth and many other planets have advanced past the galactic stone age and have learned to use the portals.

## Further Clarification

1. They created tubes, almost like veins, that pumped a liquid that could make something temporarily have a negative mass, so that it could travel the speed of light. These tubes are semi permeable, and if you know what to do you can drop in and out of them anywhere you want across the universe. In the center of the universe there is a heart that pumps this liquid, but it has never been gazed upon by human eyes. From now on they will be called universe veins.
2. The mold is a microscopic organism that attaches to genetic code and allows for modification. It itself is a form of parasite which feeds on its host, but does not in any way attempt to harm or kill the host. The mold was discovered and refined by earth scientists before the spreadable cancer killed 99.99% of humanity.
3. The mold modifies the DNA to make their host immortal allowing them immortality as well.
4. The mold is a microscopic organism that attaches to genetic code and allows for modification.
5. These humans are earthlings that have devolved after most of their number died to the spreadable cancer. The only ones left abandoned their tech and the mold to escape the sickness and hopefully keep themselves from falling prey to their hubris again.
6. The mold modifies the DNA to make their host immortal allowing them immortality as well. Although the more one modifies the DNA the more the body and brain chemistry changes. This often leads to deformity and madness as the body tries to change itself to match the new genetic structure.
7. The flesh mechs are biomechanical monsters towering at the height of skyscrapers, that the wizards grew to fight the slave revolt. They are piloted by five slave brains surgically connected and implanted as the processing center for decision making. After the war, with no orders these giant flesh mechs developed gardens out of the various oases across the irradiated wasteland. The slaves who hid and did not die in the blast eventually congregated in these oases, and the giants protected and fed them. They now pray to these giants, treating them as gods.
8. The garden civilizations are the peoples that live in the oases created by the flesh mechs.
9. The earth mother is what happened to all the mold that was abandoned after most of humanity died from the spreadable cancer. It combined and grew flesh and bone and became sentient.

# World Notes

## Aurica

General Notes:

* Over time the theocracy has lost technology until by the time the story starts they are essentially in a feudal age.
* Many people live in fear of wizards, but the occasional village who is too far from civilization to receive help from the government rely on wizards to protect them.
* Outside the large walled cities, the land is truly ruled by the monsters created by the wizard empire. Often the white order sends hunters to take care of them, but sometimes a bounty is put on a monster’s head, and people have to hunt them down.
* After the fall of the white order, monsters become a huge problem, and the sect of the white order that used to hunt wizards, separates from the incredibly weakened church and becomes an organization with the main goal of killing monsters, and finding artifacts from the white order and wizard empire.
* The theocratic period is roughly technologically equivalent with the 1920s, and after the fall of the white tower the country regresses to medieval times.
  + The theocratic order holds onto their tech with an iron fist leaving most of the land in a more 1700s state.

History:

* 1045 - The country was founded when Broun’s followers escaped the central wizard city and settled on the land west of the main continent.
* 1047 - The theocratic white order was founded to govern the peoples who escaped wizard slavery, and the pagan natives of the land.
* 1150 - After a large-scale war between natives of the land and the original slaves, the government incorporated the territory, and created a form of papal government ruled by the high harper.
* 1231 - After a long succession dispute Bran, great grand nephew, is The first non direct descendant of Bran is elected into the office of high harper by the decision of the papal council.
* 1240 - A monk finds a method for both testing for magic, and seeing if someone is related to Bran. It's the same method, using slightly different chemicals, b/c Bran was a wizard who was just not magical. So non magical wizards are related to Bran, where magical ones are not.
* 1260 - The white order goes on a crusade to kill the wizard kings of denland.
* 1271 - The white order kills all the wizard kings of denland after a decade long bloody war.
* 1341 - With a new method for finding wizards a rule is implemented that anyone of any office in the theocracy must test their children for both magic, and separately if they are related to Bran.
* 1343 - With a renewed method for testing, the old way of just massacring druid settlements becomes more refined, and people other than white order hunters can turn in wizards dead or alive.
* 1346 - The wizards lose, but the cult survives retreating into obscurity.
* 1450 - Story starts.
* 1471 - The white order falls when the black wizard nukes the capital city, and takes residence in the wreckage.
* 1473 - Angry at the destruction of wizard kind the Denlanders raid the coasts crippling any semblance of society that was left.
* 1500 - After building castles to protect villages from the raiding Denlanders, bandits, and rival houses many families consolidate their form into competing kingdoms.
* 1505 - After giving up ruling over the land the white order dissolves its papal government, and gives the remaining land to its most loyal servants the Whitetowers, who change their name to whitefall to remember the falling of the white tower, and to always stay vigilant.
* 2024 - The beginning of the beast princess.

### Regions

The winged realms

* These are the remnants of the white order’s air force that have split into various kingdoms, mostly vassals to the crossed feathers.
  + After the collapse the used their air power to conquer the lands, and formed houses but the technology was lost to time.

The white land

* The lands that where the most tightly held onto by the white order before the fall of the white tower. This land is very devout, and the current head of houses is the white towers.

Three Castle

* Three castles are strung across a gorge, once built to repel denland invaders, now stand stalwart protector's whose lords collectively rule over the city behind their corden. Each lord vies for the head of the council of three, and the head of vassal to the lands they defend.

### Houses

* Whitefall
  + Seat - White cross
* Goldragon
* Crosfeather
  + Seat - Heldegard
* Highwater
  + Seat - Highwater Point

### Places of Note

* There are two trees in the north and south, these are members of the Sky Tree and where lovers in a past life, but after being separated they both turned to trees and now long for each other for eternity never able to move closer. The pools beneath both of them are the tears they weep from their branches, it is said to have magical properties like healing.
  + Explanation - The love story is true, but the water under the branches is brought up from the earth and made into a river below both trees. This is in fact due to their wells of emotion, but more of a desperate desire to bring life to the barren places they call home. Maybe in a vain hope they might create the perfect place to be together when they are freed.The healing properties are true.
* The remnants of white order forts have been turned into castles with lords to rule them, these castles are the best in the kingdom.

### General Practices

* Bastards have a right to their father’s seat, but if they take that seat then the true born children’s mother claim will be invalidated.
* The child is what truly seals the alliance of marriage, so before the child is born the alliance may be one of mutual cooperation, but there is no direct control, but when the child is born their father will take as a regent in their place and take control of both the houses. Although this is only for that of first born children. This makes it so that marriage is a big deal, and most often lords will only have favored concubines.

## Ustrus

General Notes:

* This is the place where the wizard empire was based, the green part is a portion of the land that was protected by giants who created garden civilizations.

Garden Civilizations

* The giants created by the wizards for war after the fall of the wizard empire were without purpose. Stuck in a barren nuclear wasteland with nothing to do, they started to garden. These gardens attracted the animals that were not killed by the blast or corrupted by radiation. These gardens then grew into great cities as the slaves that had not left for America gathered and created societies that worshiped these great beasts.

## Denland

History

* Denland was once controlled by wizard kings the sons and daughters of those who escaped the tyranny of their fathers. These wizard kings brought justice to the untamed Earth Mother worshiping barbarians. Then they created grand kingdoms and ruled fairly, relying on their gifts to keep the peace.
* After the voluntary death of the first generation of wizard kings their sons and daughters squabbled with one another resulting in a period of upheaval. The white order took this as an opportunity and started a great crusade to wipe them out.
* After a bloody decade long war the white order was successful using advanced weaponry and communication against the fledgling power of the wizards.
* The Denlanders where left under the white orders ”protection” secretly prayed that their wizard kinds would come back and bring back an era of peace and justice. This turned into a pagan religion where the denlanders believe that their kings will swim back up from the underworld and claim their seats as the heads of their kingdoms.
* Naereth recruits many Denlanders to fight for him saying that he will bring back wizards from the brink of extinction.
* When the white order massacres all of the known wizards and Naereth nukes the capital, the Denlanders go home a stew over the newfound hatred.
* Without the white orders advanced technology the lands they once protected land ripe for the taking.
* Deland raids and pillages along the coast of Aurica for many years, yet to stop only slowing due to the great families building castles to protect their citizens.
* In the modern era Denland still raids regularly.

### Ecology

* Most of denland is in the shadow of the orbital space station, and since the station convers the sky and stars nothing grew. That was until wizards fleeing from the wizard empire came and built UV lamps that finally allowed things to grow. The people who where barely eeking out a living from underground heat sources and cave moss and the ones barely surviving on the outskirts of the sunless lands all gathered around these lamps and formed kingdoms with the wizards as their rulers.

# Organizations

Beast Kin

* Description - A group of people spread throughout Aurica that hunt down beasts using their own tamed beasts for aid.
* Origin - After the fall of the white tower, the modern armies used to repel beasts disappeared, although many of the greater beasts fled to the blasted lands with their new master the black wizard, many of the less dangerous beasts stayed put. So with a need to hunt beasts a group of who once served the white order as chemists separated and created a serum that could force a specific beast to kowtow to a master who takes a companion potion. Although this process kills many. Today they hunt beasts for a lord they are in service to, or for coin. The taking in of gifted individuals is uncommon but not unheard of.
* How people feel about them - People are not partial to them, but people appreciate their service, especially if they are in service to their lord.
* Other details
  + They call their beast companions thralls, and do not treat them well.

# Flora

* Dreyra wort
  + Description - A berry bush that produces berries called Dreyra that grows on the sight of beasts blood spilt.
  + Uses
    - This can be used in a physik to make you smell like a monster. In turn making monsters docile around you. This property, if expertly refined and mixed with the secretions of a specific monster can make that type of monster into a thrall of sorts.
    - This can also be the base of a physik that when combined with the DNA of a specific monster can make you the monster’s master forever. This process is very intense and can result in death if the constitution of the person taking it is bad. This physik is created by the beast kin to make more beast kin so they can hunt monsters.

# Magic

Magic in this world can be separated into two categories, magic and augments.

* Magic is just science that was lost and is now practiced by sorcerers who have rediscovered lost tech and repurpose it for their own use. This can be a flash blub at the top of a staff as a way to blind your enemies. Or medicine that is manufactured in a lab. Or a radio so one can communicate with their fellow sorcerers. Anything technology or science that is not explicitly allowed by the white order is magic praticed by sorcerers.
  + Often sorcerers augment themselves with cybernetic tech in an effort to protect themselves form inquisitors and people looking to score favor with the gods of thier local lords.
* Augments are the ways that wizards genetically modify their genome with specific traits from animals or otherwize. This could manifest in a number of ways. Think of what you could do if you could harden your skin, or change the composition of your muscles at will, or even produce electricity. Anything that can be done within biological reason is game for wizards and augments.
  + The radiation augment
    - There is an augment that allows wizards to consume radioactive material and store it in the bones and move it around for later use.
  + The electricity augment (requires radiation augment, and skin change augment)
    - To produce lightning a wizard gains the augment to grow internal electrocytes (like from an electric eel), but with a much higher potential to generate current rapidly. The wizard also needs the augment to control and consume radioactive material. One current is generated it is passed into the bones with the negative charge being passed onto the surface of the bone. This is a sort of internal capacitor that is the size of all bones within the body. The bones have a potential to store radium and other radioactive materials when ingested although they are produced naturally in small amounts. The wizard can control where these deposits of radioactive material are, so he concentrates and moves them to the surface of his finger and creates a tunnel of ionized radiation to the target. Since the tunnel is ionized when he lets the charge out of small recess in the wrist the charge does not travel to the skin which is covered in a thin layer of non conductive material and instead through the ionized corridor to the target.
  + The flame augment (requires electricity augment)
    - To produce flame from the hand there is an augment that creates an internal sack that creates a substance that is extremely flammable. This organ can be contracted by the caster which pushes the substance to a recess in the wrist and out towards the enemy. The caster decides on a large area by closer the recess tight, or a stream by not closing the aperture at all. This substance is extremely flammable. In front of the recess are two small nodes that pass an arc between them. When the flammable substances passes through the arc it is ignited.
  + The skin change augment
    - This allows the caster to change the composition of their skin at will by change every skin cell into something akin to a stem cell. The mold then modifies the genetic code of these cells at will, and does not let them solidify into a specific cell type. This allows the caster to make their skin non conductive. This also allows the caster to change the skin from muscle to fat, which allows the caster to change their face.
  + The consummation augment
    - This allows the caster to digestive anything with any nutritional value without an consequences. This is done by the mold creating specific fighting cells like white blood cells but larger that predigest the food and kill any adverse bacteria and break down anything that is not natural material.

# Religion

* The White Order
  + The remnant of the white compact that ruled over Aurica after they as slaves escaped the wizard empire. They are now in possession of the technology to manufacture gunpowder and form bone into armor and weapons, along with telegraphs and the mint. Their coins are accepted as common trade across the land. They worship Bran and his self sacrifice to call down heaven’s fury onto the wizard empire, causing their destruction. This was of course Bran overloading their nuclear reactors and causing a meltdown which nearly destroyed the world. They believe in Bran as a sentient representation of the god’s power, which before he was born was ethereal. They believe that after his death he rose to the heavens and holds his followers in a grand embrace keeping them from oblivion. They believe that non followers of bran go into oblivion when they die, same for all the people who died before Bran was born. They have a famous distaste of all ‘pagan’ religions, and deteste wizards in any form. The head of the church is the high harper elected by all the head bishops which are an inherited position, from a pool of Bran’s descendants.
* The Earth Mother
  + The ancient terrans had many underground organic factories to produce everything from food to starships, but when they collapsed due to the great plague the organic factories started to die off, only when a food organic factory gained sentience it started to incorporate other factories into itself along with the cities. Before the vault dwellers crawled from their hidey holes the earth mother ruled over the little amount of humanity left. Demanding sacrifice to assimilate knowledge and feelings. The only opposition the earth mother felt was from the worshippers of the great tree. This war continued between the two sects until the wizards arose from thie vaults and became the wizard empire, fearing the earth mother would turn their organic cities and factories against them they wiped the earth mother from the surface, leaving her buried deep within the earth. When the empire fell the earth mother tried to emerge, only creating large earthen tumors protruding from the surface. She has slipped her body deep within these “mountains” and her essence can be mined for valuable material. These mines are the only place to get white bone. She is currently asleep, gaining strength waiting for an opportunity to emerge from the earth and bend it to her will.
* The Sky Tree
  + In a bid to escape their death at the hands of the great plague a couple of terrans edited their DNA with that of trees to become totally alien to the DNA corrupting virus. This worked, but then their roots grew and they found themselves trapped in prisons of their own make. Many went mad and let their humanity slip away, but a few found patience and let their roots sink deep into the earth. Then a band of humans that survived the great plague found them. Due to their immense height(cloud touching) and their ability to communicate by changing the color of their leaves, people worshiped them. With newfound hope the trees attempted to elevate these base creatures into something that might save them from their prison, but then the Earth Mother came, and along with her followers tried to poison the water and burn the trees. The Earth Mother hated all terrans for creating her, and eventually abandoning her to die. The trees were the closest thing to terran she could take her anger out on so she did. The followers of the tree with their extremely powerful wooden armors and weapons specially grown from the tree to be stronger than steel, and the mothers bone swords(a1) and toxic blood casters(a2), Their war was constant and neither side got the upper hand. The fighters of the earth mother were strong, but the earth mother herself was enraged and could not match tactics with the patient wooden terrans. After the death of the earth mother, and the rise of the wizard empire the trees had hope, but the wizards went insane
* The Giant Kin
  + The people who live in garden cities worship their giant protectors, who created and protect their gardens in which they live.
* The salt kings
  + The people of Denland believe that their great wizard kings who were murdered by the white order crusades will rise from the oceans and bring back an era of peace and justice.
* The burning rock
  + A rock fell from the heavens and the fire never abated so a cult of fire worshippers created a religion around it. The first is actually the nuclear fire from a reactor, so the sickness that took the people that built a kingdom around it is radiation sickness. Some people still live in the ruins and pray to the rock. The religion is still practised by people even though it is prohibited by the white order. The eternal fire priests are even said to be able to control fire. This is not ture, but devices from the crash where recovered and the eternal priests use these devices to convince people to convert. There is a ritual where the most devout brave the fire and seek tech from the wreckage, everyone who does this dies, and they come back with advanced weapons(phasers, med kits, etc).
    - Wizards can survive the ritual because their DNA is protected by the mold.
* The followers of black
  + These are the people that worship at the alter of Naereth and see his destruction of the white tower as a sign that he is a god and that the white order’s systemic slaughter of wizards was a sin against the ethereal, and that Nareth was sen’t to correct Bran’s mistake. They also see wizards as angels and when Bran destroyed their empire they destroyed a paradise created by the ethereal.
* The ethereal
  + This is the general belief in many religions that share a common ancestry that is not pagan that in the heavens there is just all powerful energy with no will just the ability the spontaneously create, but it manifested a prophet spontaneously with gave the ethereal purpose.

# Appendix

1. Bone(Material) - Bone is the strongest material on earth. It is found in the ancient corpses of the organic cities of terrans, and wizards. The Earth Mother also has bones made of this spectacular substance. The white order based their weaponry on the substance allowing for firearms before the creation of fine steel. The white order took much of the material with them, but after arriving in america, they found that they where running low so they turned to the Tumors of the earth mother(a3) to get more, although they did not know about her, and just assumed it was a natural deposit.
2. Blood caster - A person that imbibed on the blood of the Earth Mother and let the mother edit their gene sequence so they could consciously manipulate the blood in their bodies, in lesser cases allowing for increased strength, endurance, speed, etc, in extreme cases allowing for the formation of venomous blood sacks, that could spew their now toxic blood onto their enemies.
3. Tumors of the Earth Mother - Jutting mountains that are unnatural instead formed by the earth mother attempting to break through to the surface. Her bones and blood run through these earthen tumors.
4. Inquisitor - A wizard surgically altered by the white order specifically to castrate them of their bio augmented power and sent to hunt down wizards. Although none of their bio augments are especially flashy the inquisitors keep their incredible strength and indefinite lifespans. Making them the ultimate killing machines in the hunt for wizards, and the perfect solemn ghost as they spend the rest of eternity contemplating the awful deeds they have done.
   1. Inquisitors can have children but often the wizard children kill their mothers then die, but very rarely they live.
5. The black wizard - Naereth was a wizard born to a man in a high position of the white order government before their fall. After finding out his child was a wizard he refused to kill him instead leaving him for dead in the forestm he was found by a group of wizards in hiding and raised. He grew up strong with his born healing augment being a great help to the wizards under constant assault. One day they where found and the entire camp was murdered by a new type of soldier an inquisitors. Naereth fled to ustrus following a prophecy that said that they wizard whi freed the first wizard in the center of ustrus would be given infinite power. He went the ustrus seeking power to destroy the white order for systematically murdering his people. He struggles but he found the first wizard frozen to a reactor. He freed him and the first wizard gave him all the augments. He told the first wizard of his plan. Farting that Naereth would end humanity he tried to kill him, the battle was harsh and Naereth almost died, but in the end he won. He left the first wizard dead and took any tech e could salvage along eith nuclear war heads. He went to a few giant cities and enlisted the giants then he went to denland and killed all the white order there and freed the dejlanders from slavery. He took his new army and giants across the sea to Africa and recruited all the monsters to fight with him. The war was brutal lasting forty years and totally destroying most tech the white order had. On the brink ina desperate move the white order kills all wizards on the continent using a modified version of the spreadable cancer. Naereth does it sucomb and even finds a cure but he is too late. In anger he nukes the capital city killing five million people. He regrets his decision and takes his monsters with him to live in the wreckage. He sends the deblanders home, and sends the less dangerous monsters free. He keeps the most dangerous monsters in his lands to protect the humans outside. After this the white order collapses callif the event the fall of the white tower. He is labeled a devil in the white order religion and they use the rest of their tech to build castles and a walk around his lands. Now the world is back in a medieval period. Naereth sits behind his walk sulking unwilling to change anything and lives in constant regret for the innocent lives he took in anger.

# Passages:

Passage one of the white book:

Before the war of the bloody tree, before the rise of Denland, even before the rise and fall of the white tower. The world was only chaos. Wizards enslaved anyone who didn’t share their vile blood. They forced these slaves to work in mines of mold, harvesting more of the accursed substance to create more cursed beings. When slaves revolted they would disfigure them into horrid monstrosities. Every day was a struggle, and that was before they went mad. When their vile magics cursed their minds and bodies, they started torturing en masse just for their own sick pleasure. Every day slaves lived in fear of a crossing wizard taking an interest. Some even disfigured their own faces so the wizards would not spare them a second glance. This period was referred to as the period of blood. For decades the slaves lived under these crazed power hungry despots. Until there was light.

A boy born with the name Broun grew to adulthood in secret. The day he was born the sky choked with smoke parted, revealing the sun for the first time in an age. He was raised by four wise men, slaves captured from another continent where the wizard's reach had yet to touch. These men taught the boy letters, numbers and the white secrets. He grew up every day growing stronger in the shadows. One day a wizard paid his colony a visit, the wizard was designing a new art piece, and needed flesh for its completion. The wizard laid eyes on the boy and was dazzled by his beauty. The wizard demanded the boy, but the town rose against him. They killed the wizard, the first one to die in centuries. The boy escaped, having to leave the wise men that taught him. It is known that the town was eventually converted into a giant colony. Every single one of the residents forcefully mutated into giants the wizards would use to fight their wars.

Every day was a struggle on the fringes from Broun. When he could not eat, he would pray and the heavens would take his hunger. When he could not drink, he would pray and the heavens would quench his thirst. When he could not walk, he would pray and the heavens would lighten his feet. He traveled across the cursed lands, and eventually stumbled upon a colony of villagers separate front the wizards influence. He befriended the colony and learned how to think, how to act, and how to be truthful to oneself separate from wizard influence. The colony was afraid, and wanted to preserve their way of life. Broun told them of the plight outside, he convinced them to open their gates and fight. That is when the light started to dawn.

He led a great army, using weapons created from white knowledge. He started a holy war. The war was brutal, the wizards using every one of their vile magics against him, but he stood stalwart against the tide, but the wizards knowing their vile magics would not stand against his true power conceived of a treacherous plot. They released a great malady that struck across the land. Killing slaves by the millions. They pushed forward killing many of Broun’s forces.

Now on the brink of defeat Broun made a great sacrifice. He told his followers to leave the cursed lands for lands untouched by the vile magics of the wizards. They left the wizards right on their tale. Broun prayed one last time, and the heavens answered. He sacrificed his life and the heavens opened up, and a great purifying white light scoured the wizards from the earth. Turning the cursed lands into a barren wasteland which life would no longer flourish. The followers of Broun made landfall onto a new continent and claimed it in his name. That is the story of Broun the blessed, and his great triumph in the defeat of the wizard empire.

# Short Story Ideas

* After a noble child is found to be magical their father goes on a hunt to steal a druid child to replace their own child to prevent their death.
* After a druid is chased into an ancient labyrinth they find that they have to work with their pursuers to escape.
* A child finds an ancient dagger, and when he accidentally kills one of the most powerful wizards, he is elevated to a station that surrounds him with manipulators and back stabbers. Only for him to find that he is actually a wizard himself.
* A knight tied hooked into the walls with power sockets that support his life support system, and keep him defending a place.

# Short Story Framing Device

* What if the framing device is the logs of a crewmate on a ship sent to investigate the planet.
* All short stories take place post necromancer after the black wizard toppled the white order’s hold over the land, and the country split into several duchy’s, fiefs, and city states controlled by noble houses.

# Not so Short Story Ideas

* The raiding people decide to trade and the makes them successful but it creates cultural strife
* After a wife and husband crash land crashland on earth they uplift a kingdom with gunpowder and factories to try to get enough material to get home to their daughter, but there is contention because the wife starts to see the damage they have caused by their introduction of weapons of mass destruction, then there is a final confrontation between the wife and husband and the wife wins and she destroys the weapons making factories.
* The tall trees on the brink of defeat suffer a huge loss and the heir dies. The ageing head of house goes in a pilgrimage to find an ancient weapon to aid their cause. He finds it and it's an AI that wants flesh from, he agrees and it takes over his body. He returns and makes ruthless and pragmatic moves that destroys his enemies but all his subjects fear him and his family hates him.
* A lamp in denland starts to dim and the Lord’s fuck up of a son is sent to Africa to find the black wizard and get a stone to reignite the light

# Idea Kernels

* After a dragon is given a potion that changes them into a human they explore the town that they have terrorized in the past and have had entire cultures based on his hunt.
* In war its not like people enjoy killing, but they enjoy the fight, they enjoy the camaraderie, and the training makes it so they can suck the killing down. The training is what makes men into killers.

# Necromancer Outline 1

1. Garth has a daughter, and his wife is on death's door after the birth, so he decides to test the child for wizardry before she dies so that she can be spared from eternal damnation.
2. Garth tests the child and its positive, he takes the child out to the shed and can't bring himself to kill her, so he hides her in the forest
3. He goes back to find his wife has killed herself with the umbilical shears, the servants are all watching and they have realized the child must have been a wizard. So he kills the servants to make sure the secret does not spread.
4. Naereth is found by a monster and brought to the den. Other monsters try to eat the child, but the monster that found naereth is able to kill them.
5. The monster takes Naereth to a small alcove in the cave where moonlight is able to pour in. The monster’s mate feeding her litter, the monster nudges Naereth to join, and he does.
6. The next day Garth goes into the forest with milk to feed his child but cannot find them, he then thanks god for doing work that he was too weak to do.
7. Years pass as we open on Naereth’s first hunt, they run on all fours chasing a villager along with the rest of the hunting party, and Naereth is the first to catch the person and bites their leg which makes the person tumble.
8. Naereth drags the person by their teeth back to the cave, we see the monster that took Naereth in is older and stands proud looking at Naereth.
9. Naereth drags the body into the cave proper and the hunting party waits for the leader to take the first bite, then they all dive in and eat the corpse alive.
10. Naereth goes to a river to bathe, but coughs up blood in the middle, and barely makes it back to the cave before passing out.
11. Weeks pass and Naereth only grows sicker. The monsters surround and howl for Naereth’s health.
12. The druid wreaks havoc in the cave. The chief is hit while defending the cave, and falls back to Naereth’s body, the druid and the chief have a climactic fight, and the chief dies defending Naereth. The druid finds Naereth’s barely alive body and takes them home.
13. Naereth wakes up on a stone plinth with the druid standing above them. The druid is wearing a mask covered in splotches of blood. The druid cuts them open and removes the tumor, and implants the healing bug to keep them alive.
14. Nareth wakes up in a straw bed, but is unable to move their legs. They pull themselves out of bed desperate for food and eventually pull themselves outside and see the corpse of their pseudo father figure hanging from meathooks, and scream in anguish. The druid finds them, Naereth tries to fight but the druid sedates them and puts them back in bed.
15. Nareth wakes up again now with a plate of cooked mutton and potatoes, the strange food does not entice Naereth so they back up into the corner of the room.
16. Nareth, on the brink of starvation, finally sees a plate of raw meat and devours it.
17. The druid slowly trains Naereth, and Naereth learns to speak by watching the druid.
18. Eventually Nareth asks for food, and the druid glows with excitement. He lets Naereth out of the cage, and says that they are the prophet.
19. Nareth runs for it back to the cave, only to find that their pack is afraid of them.
20. Nareth returns home head in hands, and decides to follow the teachings of the druid
21. Over the next few years the druid teaches them how to unlock their powers, and how to get new powers; the entire time drilling into Naereth that they are the prophet sent here to free the ancient wizard and bring back the wizard empire.
22. A group of inquisitors with matchlock muskets raid the house, kill the druid and capture Nareth
23. The inquisitors beat the shit out of Nareth everyday except the one that feeds them
24. After two weeks on the road the inquisitors are attacked by a monster that spares Nareth, and they even bond with the monster then it leaves.
25. Nareth tries to heal the nice inquisitor but he is dead so they rise as a zombie as the healing bugs take over the body and turn it into a hive.
26. The zombie and Nareth survive in the forest for a time until they stumble upon a group of inquisitors attacking a family of druids
27. Nareth and the zombie attack the band and save the druids, in thanks they bring them to their camp
28. The camp is actually where the original druid adoptive father came from, and their leader is a megalomaniac wizard who thinks themselves the prophet.
29. Nareth is captured by the leader and strapped to an operating table, they have to watch as the zombie tries to save them but is executed.
30. Before Nareth can have their hive removed the camp is assaulted by a group of mercenaries. The male mercenary is hit with a vial or radioactive and caustic chemicals which burn his arm. In the chaos Nareth is able to break their chains and over heal the head wizard and kill them. Then their lightning progenitor bug flies out of him and into the ear of Nareth. Nareth panics and falls to the ground, seizing, then they gain lightning powers.
31. The mercenaries take in Nareth assuming they are a captive of the druids for human sacrifice.
32. As they go home the male druid gets worse and worse as they slowly succumb to sepsis and radiation poisoning. Also Nareth and the female mercenary bond
33. On the journey they are attacked by a monster, and before the monster can kill the mercenaries Nareth jumps out and kills the monster with lightning powers.
34. In the night while Nareth sleeps the male mercenary wakes her with a gun pointed at her head, he says that since she is a wizard she needs to heal his arm or he will kill her. If he blows her head off then she will die and nothing can heal that. So she complies and heals his arm.
35. While they continue their journey the female mercenary avoids her and the male mercenary gets sicker and sicker.
36. One day on the road he starts to suspect that she is intentionally poisoning her, so he goes to kill her, and the female mercenary comes to her aid and defends her by killing the male mercenary.
37. She cries over his dead body and Nareth goes to comfort her.
38. They continue on the road, and the female mercenary cries themselves to sleep every night, until Nareth goes to comfort them and the crying stops. They slowly rebuild their relationship with small tender moments until they become close enough to call them a couple.
39. Close to home they prepare for a carefree life together, until the female adventurer puts Nareth to sleep, and they wake up in a featureless cell.
40. The mercenaries where actually two of Garth's top inquisitors which he got after ascending to bishop status. Garth comes in to meet his daughter, he is still disgusted with her wizards blood, but says that he has a cure for it.
41. Garth watches as a physician takes out Nareth’s hive, and sows her back up. Her healing bug is able to escape through a small crack in a wall. The physician makes a show of squishing the lightning bug.
42. Garth feeds and takes care of Nareth until they are strong enough to stand. Garth tells Nareth that since he is the daughter of a noble she can have anything she wants.
43. Dead eyed Nareth walks around with her father as they go around the estate and gives Nareth the tour.
44. A group of maids put Nareth in a large red dress and say that they are excited for her ball.
45. Garth throws a welcome home ball for Nareth, and the female mercenary wearing their inquisitor uniform is there. They dance together and Nareth seriously considers just giving up on their life as a prophet.
46. Nareth is wandering the gardens aimlessly and finds their progenitor healing bug on death's door, she takes it in and feeds it sugar water, and crafts a makeshift hive in a hidden part of the gardens, and in this part of the garden finds another more professional hive alongside his.
47. Nareth dreads every night as the female inquisitor comes into his room to rape him, but their days are brightened by two things, taking care of her hive, and a kind maid. One day the maid trips and tears her shirt revealing the hive marks of someone who was magically castrated. Nareth shows her his marks and they bond. She was one of the test subjects for the castration procedure.
48. Everyday they go to the secret place together and care for their respective hives and even start a small garden in the derelict part of the manor.
49. Nareth is willing to accept this reality until one day Garth comes into her room and tells her that a proposal of marriage from the female inquisitor came to him, and he thinks that he should accept it, also on that day the maid’s hive is found and burned and she is tossed into the dungeon.
50. Nareth plans a daring escape and breaks the maid out of her dungeon and starts a fire in the manor, taking her portable hive with her. She is confronted with the female inquisitor and they have a standoff, and eventually a fight Nareth wins, but does not see that a stray musket ball hit the maid and she is dying. She raises the corpse of the female inquisitor and makes them carry the maid.
51. Nareth heads for the coast with her party in toe, every night she cares for her lover and abuses the shit out of the zombie of the female inquisitor. However the wounds that the maid has has become infected and Nareth can't do anything about it. She determines that the only way to cure her from this is to seek out the ancient wizard and fulfill the prophecy.
52. She makes it to a coastal town and tells her zombie servant to wait and she will go into town and try to book passage to the lost continent, she books passage but does not realize that the shady person she has booked passage with is going to sell him out to his father.
53. They go to the docks and there is a group of six inquisitors ready to recapture Nareth. Nareth, alongside the zombie murder the inquisitors, but the zombie is torn to pieces. The runner flees and Nareth has to captain the ship alongside
54. They sail and encounter a leviathan, it goes for the kill then stops inches from the boat and gazes directly into Nareth’s eyes, he reaches out and makes the same connection they have with the progenitor bugs and the leviathan follows his orders. The creature takes their boat on its back and they make landfall at the lost continent.
55. Nareth walks across the desert and runs out of water, Nareth uses the last of the water on the maid, who without Nareth’s knowledge perishes shortly after. They eventually make it to a large walled city. With towering creatures roaming the perimeter.
56. One of the towering creatures spots Nareth and starts running at them, Nareth runs and hides in a rock formation, and continues their journey to the center of the desert.
57. Nareth finds the rotting remains of the wizard capital and goes inside, many creatures of indescribable make and function watch as Nareth wanders the towering flesh halls and bone obelisks, and makes it to the center of the city.
58. Nareth finds the wizard hooked fused with the flesh of the walls, hanging veins coming out of him, and tech flanking him on both sides. He says hello by typing in one of the monitors. After the wizard shows Naereth the way to healing his bug colony the wizard asks them to shut off the reactor and kill him. Naereth refuses, so the wizard says that if she does it he will revive the maid for her.
59. Naereth relearns their powers and the entire time studying the ancient texts of the wizard empire, and discovers their weapons of mass destruction, and starts making some prototypes of her own.
60. The ancient wizard says that it is forbidden that she create any ancient weapons and if she does he will not revive her love.
61. Naereth relents, and continues their training, only to find the master computer connected to the ancient wizards brain, and now able to hack it she does, and she sees his memory stream and finds out that the prophecy was just a lie that he create so someone could come here and kill him, and that he can't revive people.
    1. Events 61-62 should be combined into one, and Naereth in the computer room is found by the ancient one and the exchange happens right after Nareth figures out what is going on.
62. She confronts him and he apologizes and begs for her to kill him anyway. She says that even if the prophecy is not true she is going to use these weapons to destroy the white order, and if he turns the auto factories back on she will kill him.
63. He says he will, and he does, and keeping up her end of the bargain she kills him, but she also steals all of his magic bugs.
64. She revives her true love as a zombie.
65. She goes out and recaptures the giants originally created for war for her campaign against the white order.
66. She crosses the sea using the leviathans, and when she shores, her first destination is the manor where her father lives.
67. She assaults the manor and kills everyone leaving her father alive.
68. She preforms the surgery and turns him into a wizard, and leaves.
69. She goes to the capital and sits on a hill and asks for the head of the white order to meet her there.
70. A child of only 13 who is the current harper goes out with a posse to meet her. She says to watch their capital behind them.
71. She commands a giant to throw a nuke at the capital, and they all watch as the tower of the white order is signed a dark black and the city is atomized.
72. The posse turns around in tears and prostrates themselves before her, she then kills them all with a wave of her hand.
73. When they die she watches the mushroom cloud and collapses to her knees and cries at the feet of her zombie true love.
74. She begs for them to speak to her but they say nothing.
75. The end