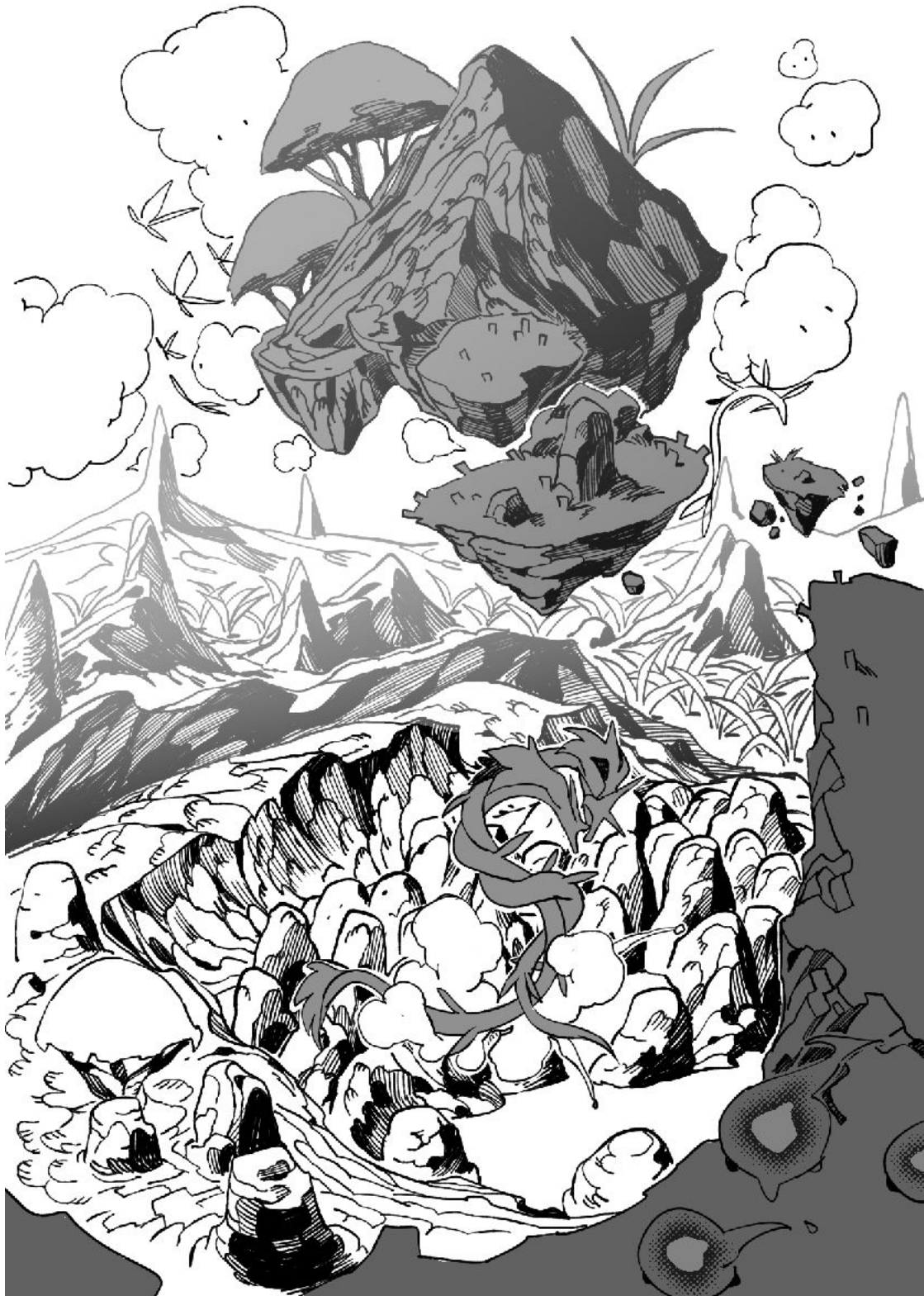


# WORLD MAP



- The world consists of 3 supercontinents, Hemlock, Shamrock and Aizenite, with how large the countries are, they have enough resources and untamed land so that they don't need to leave their homelands but there are some who feel the need to adventure and go around the world.



- Spirit realm, before the angels separated the three realms, spirits ran amok and extended out into the world. Left unchecked these spirits would grow into evil entities and devour people, the midworld angel **Toomb** put these spirits in check and controlled them.



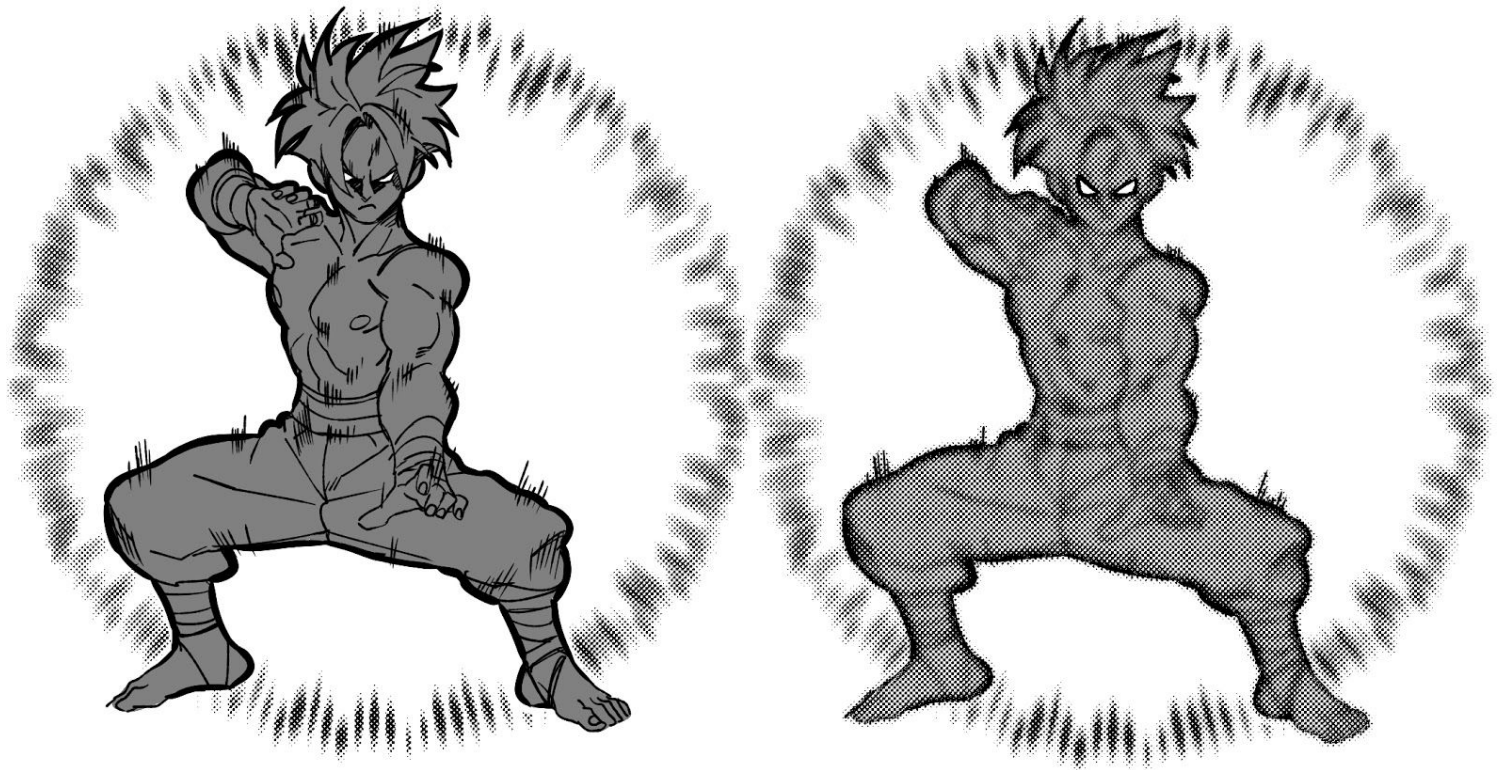
- The Chaos realm is where nothing makes sense, entities that inhabit this world have free reign and do whatever they please, the angel in charge of this place is Hash. Many of the entities in this realm are mischievous and manipulative, do not make a deal with them.



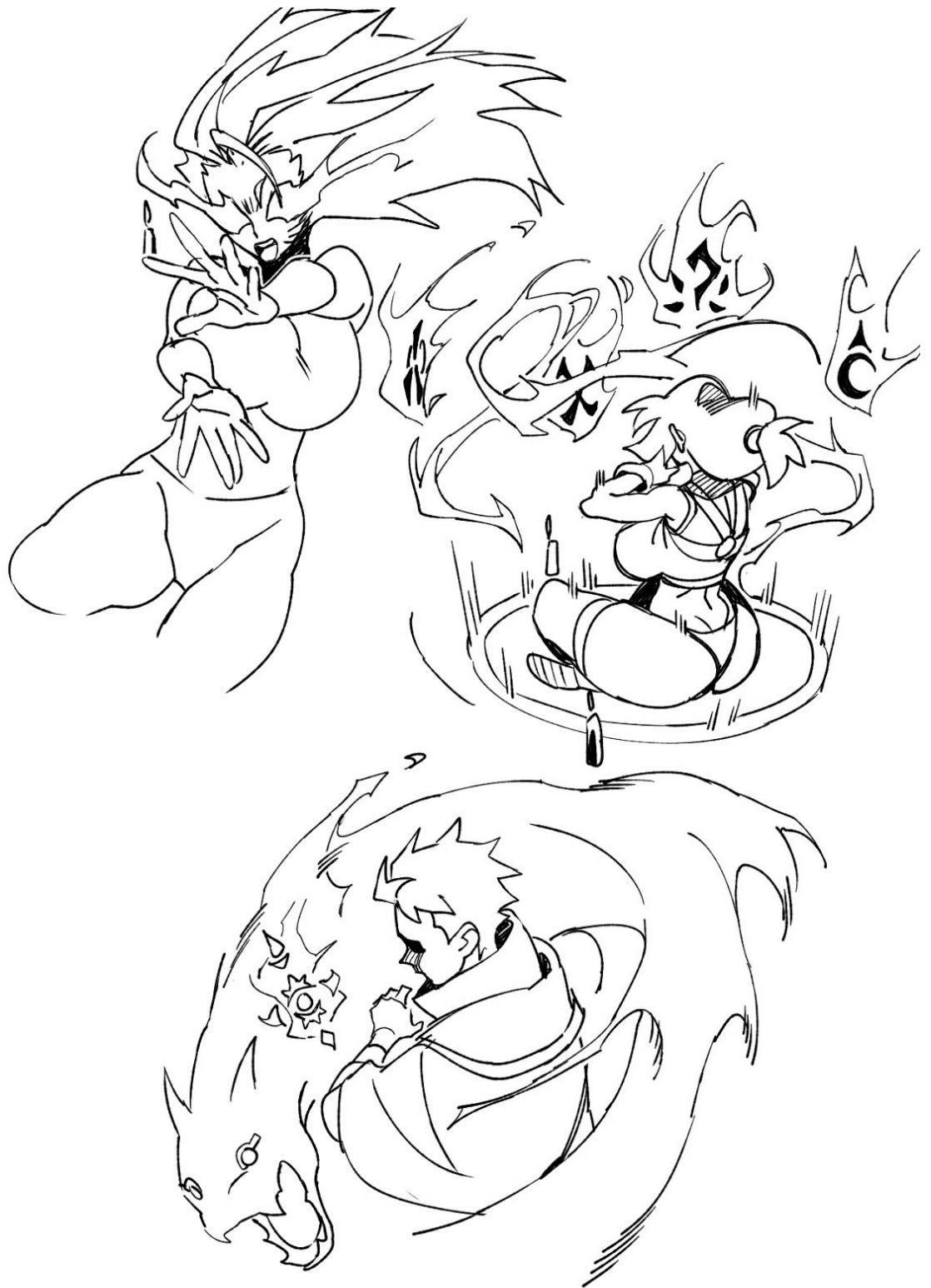
- Angels are beings that were created when multiple spirits combine in an event known as the convergence, the angels are higher beings with knowledge and power mortals can't understand. No two angels look the same and depending where they were born they seek to protect the place of convergence because that's where their power comes from.
- A place of convergence is where an angel is born, this place is rich in life energy and serves as an angel's source of strength, destroying this will cause the angel to die.



- Hemlock is the biggest continent with many mountains, coves, plateau's, lakes, and many other geographical wonders.
- The people that inhabit hemlock cover a wide range of races, species and religions, many of them coexist with each other while others prefer solitude.

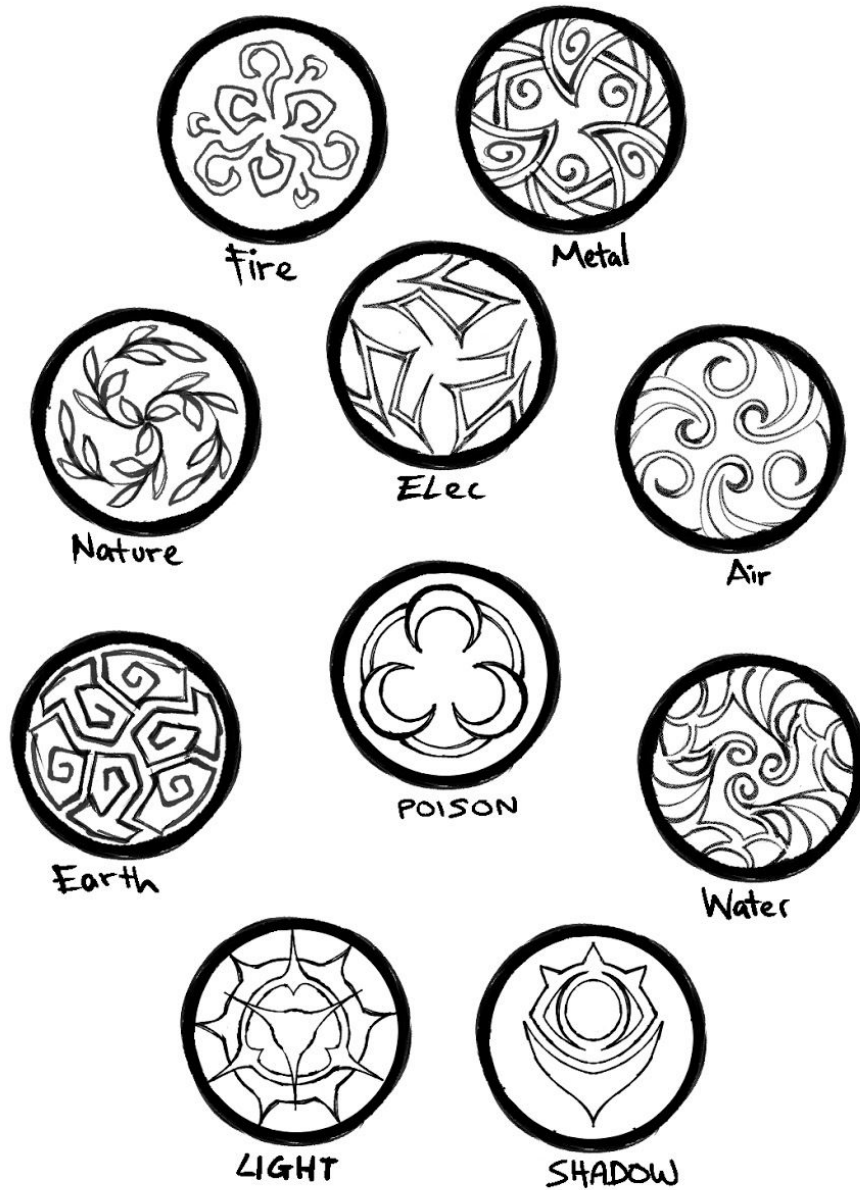


- There are 3 combat forms that Kyrians practice, these forms specialize in efficiency and control.
  1. Joji style is the main tool of fighters, it focuses on balanced offence and defence to keep you in combat longer.
  2. Jiji style focuses on personal space combat, keeping you in your opponents blind spots for quick short jabs and consecutive strikes to wear enemies down.
  3. Sunti style is focused on movement and breathing control, your opponent can't hit you if they can't touch you.
- persons with no magical talent often choose this route to becoming an enhancer, these people are often mercenaries or hunters. Enhancers are able to coat themselves in a barrier of their mana to increase their defences or focus it on one point of the body to buff their attacks.



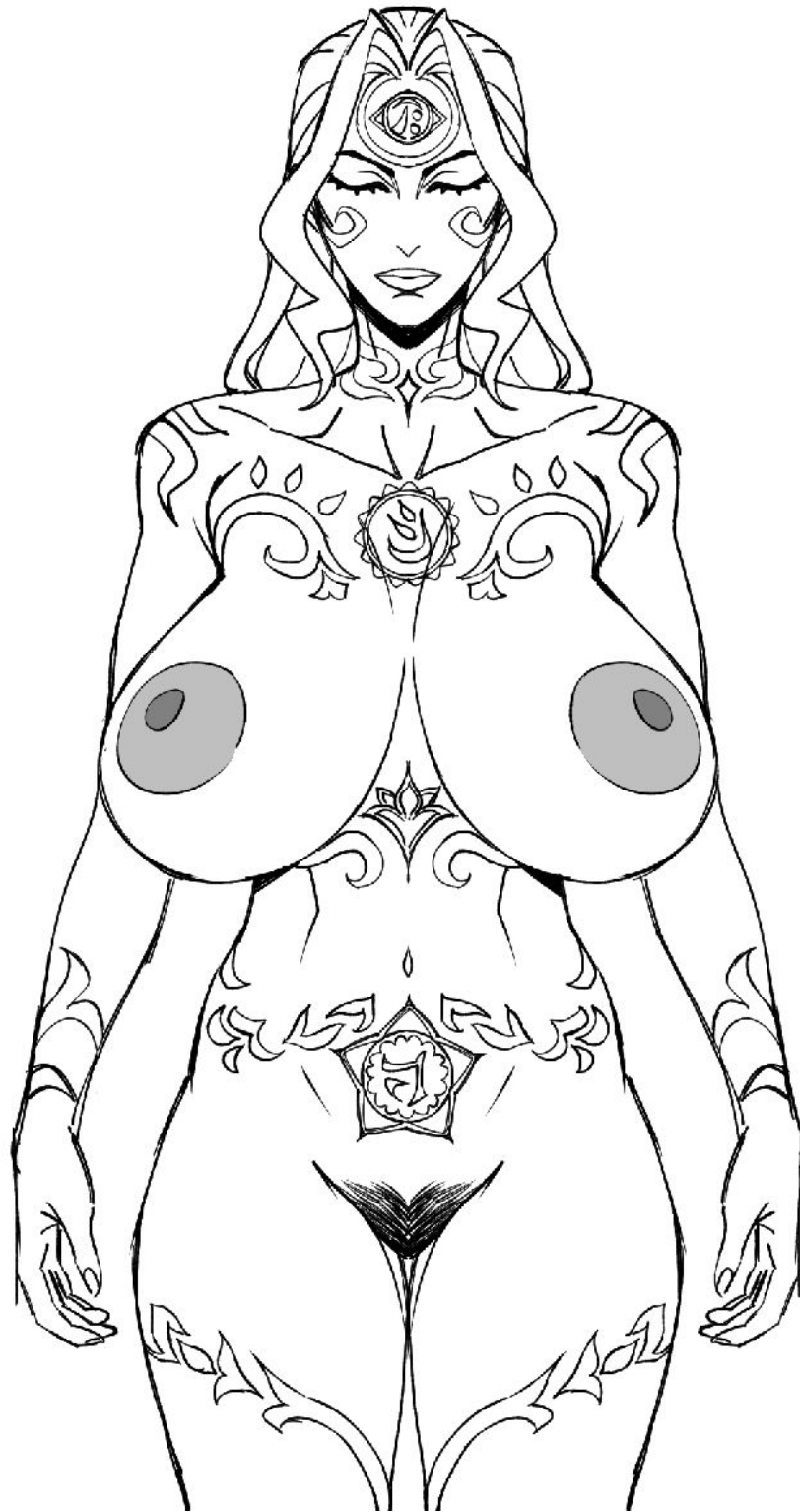
- There are three forms of magic, Arcane, Chaos and Elemental,
  - Arcane magic is used for experimentation.
  - Chaos magic is used for forming contracts.
  - Elemental magic is the most common, most people are born with this type of magic and can combine the element they have a connection with to their abilities.





- There are ten affinities, each native race in hemlock has one specific to them and they use these affinities to further their magical abilities, develop items, build structures and so on.
- Affinities can be combined using Arcane magic but it is prohibited unless supervised by the ministry.
- The limits to what one can do with their affinity is only limited by how well they understand it.





**Raja Jnana**

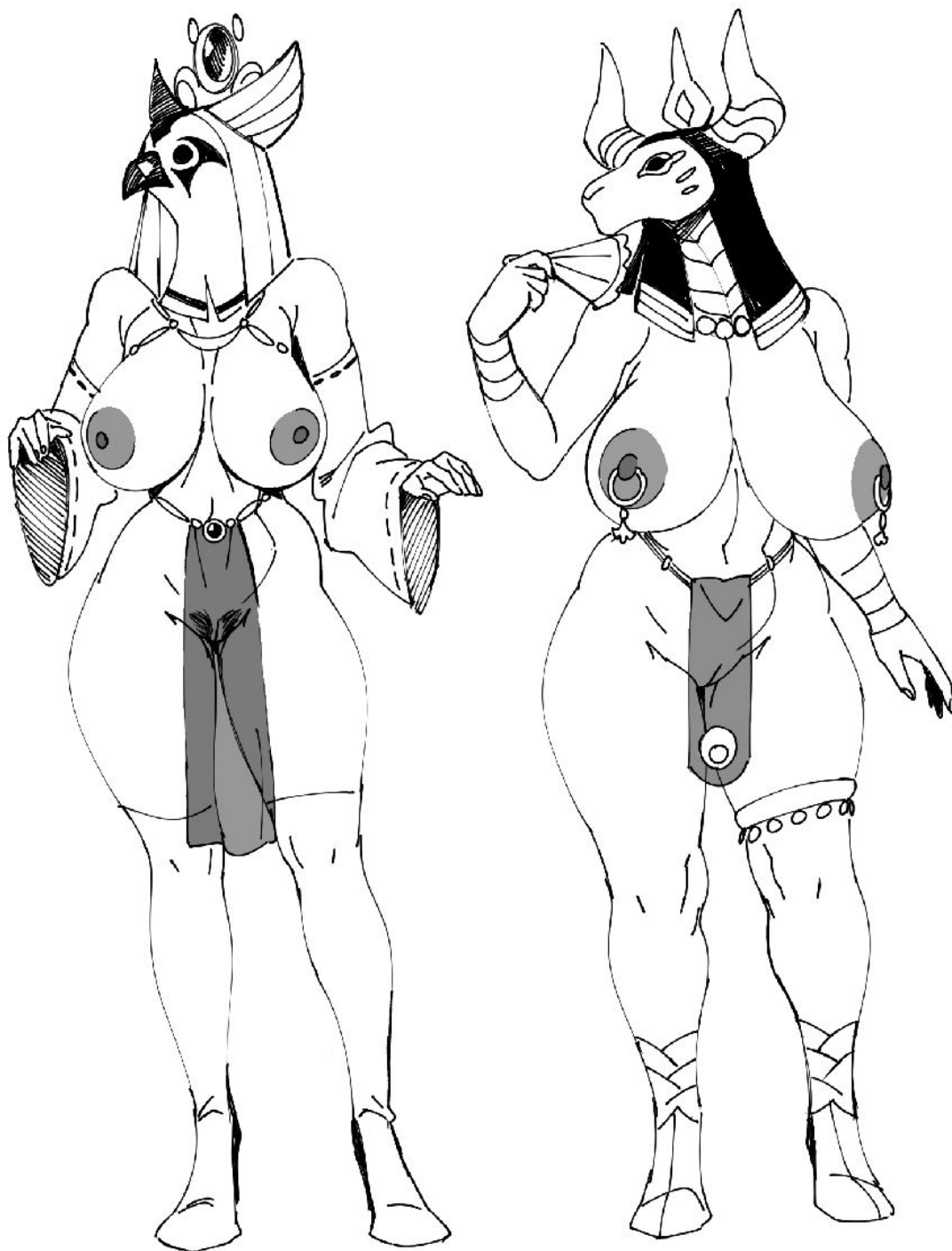
- The culture of kyrians revolves around the belief that the first human was a woman called **Raja Jnana**, she walked the earth before the planes were separated, she was always in a meditative state while being conscious and could control the flow of energy. The kyrian women believe that Raja achieved a higher level of existence by losing all sense of self and embracing the skin she walked in, since she was always naked, the kyrians try to follow in her footsteps, but because of fear or doubt, many still wear pieces of clothing to hide their privates.



- Vizers are beast men that are born from sacred beasts and human women, the sacred beasts are believed to be the spirits of ancient vizers that remained to keep watch over their people.
- The Vizers are grown to be the heads of their society with each Vizer being in charge of a specific part of their community, every 5 years 5 new Vizers are born and grown as the successors to the current heads.



- Sacred beast, the 5 beasts are the only of their kinds and since they are spirits they don't need to eat or drink water, they oversee the rituals and teach the young viziers about their ancestry.



- Vizer Idols are human females that partake in mating rituals with sacred beasts and act as priestesses in the temples, they teach the up and coming idols the ways and formalities of being a proper Vizer idol.

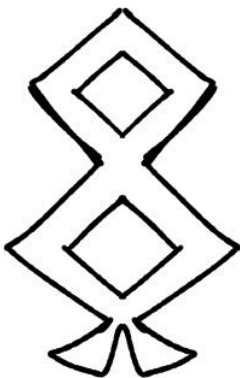


### Ordenvale

- The biggest and most influential group in hemlock would be the Kyrian empire, they have the largest civilization on hemlock, more advanced cities, government, religion, social structure, writing and art forms than smaller settlements.



- Kyrian queen, **Alexandrea Hayness**, is the current queen of Ordenvale and she was born with a very powerful ability that allows her to push or pull matter, many of her subjects compare her to Raja because of how she seems to always be nonchalant.



- Kyrian insignia

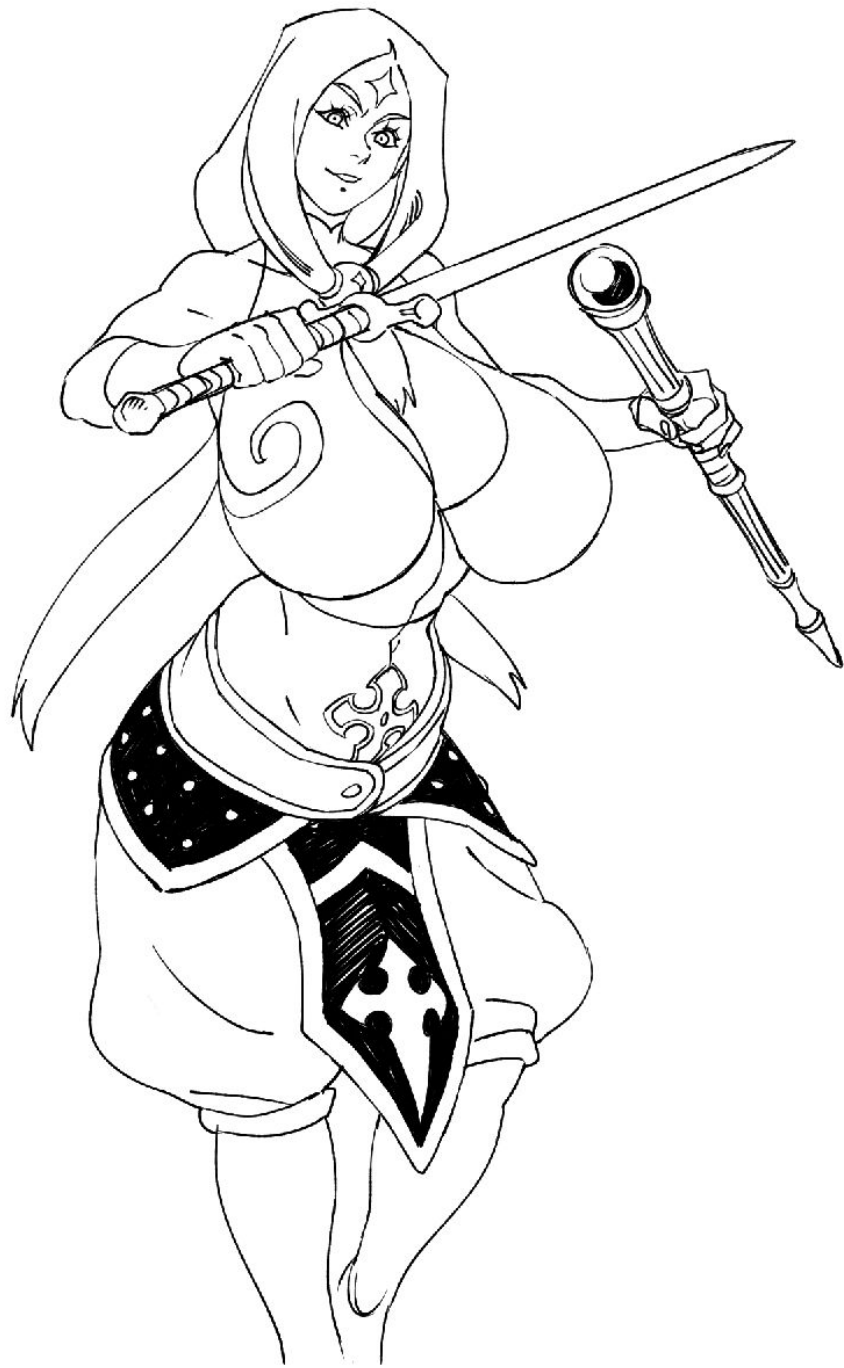


- Mt. Joji monks are masters of many fighting styles, they train their bodies to its peak and avoid conflicts as much as possible, The kyrian empire often sends their best knights to be trained by them.





- Oji knights, these warriors are specially trained by the monks of mt Joji to become enhancers, their physical abilities and endurance goes past normal human limits which makes them invaluable in the empire.



- Exorcists of the ministry cleanse chaos energy from corrupted persons, the process is incredibly dangerous to the exorcists and the victims of corruption, so they are trained to not make mistakes.
- They use a sword and staff combat form.



- Speakers use communication magic to send telepathic messages across long distances and form barriers around Ordenvale, they detect any intruders and alert the Oji knights immediately, they are the alarm signal and messengers.



1. Deacons help the speakers with organizing messages and other important documents, a speaker can be twice as effective when she has he

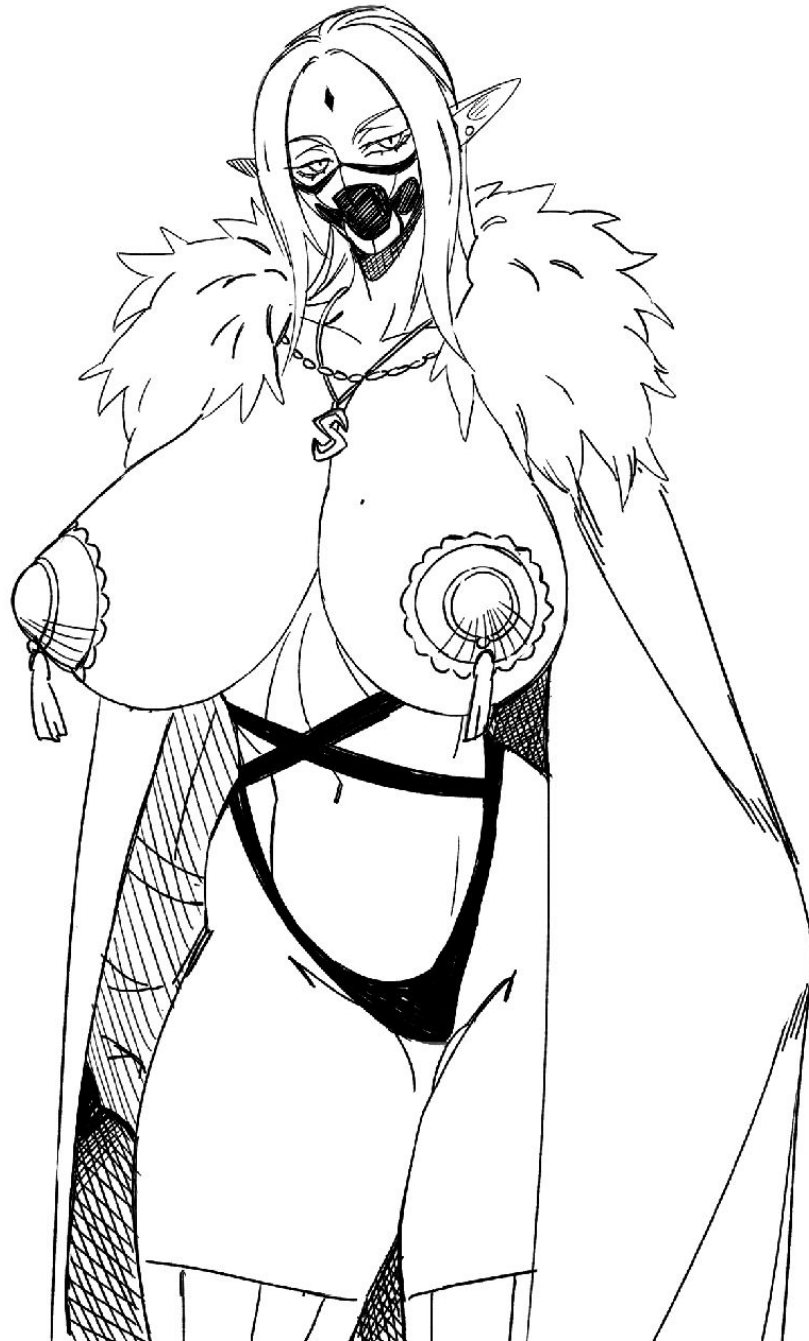


- Lycans are doggo people that have a deep connection to the earth, they are very fast, strong and have a nature affinity that allows them to regenerate at a very fast rate. These people live primarily in jungles near Ordenvale, they hollow out trees and live in them, the relationship they have with the kyrian people goes all the way back to the first king and without these lycans the kyrians would lose an invaluable asset to the city and just as importantly, friends.



- Ordenvale hunters

- The hunters of Ordenvale consist primarily of lycans (wolf people) they serve as the main source of wild meat in the city, there are a few humans who also hunt but they bring in less food because of how much better and more efficient lycans are at the job. The kind of meat they can bring in ranges from exotic to common, anything is possible for them.



- Elves are augmented humans that the queen commands directly, they are very beautiful and very deadly, a single elf can tip the scales in your favor so much that you would think it unfair. They are not without faults tho, the biggest problems elves have are their inability to feel emotions because of their augmentation, they are able to become pregnant but they can easily miscarry or run into complications putting them at risk during pregnancy, male elves are very brute like and unlike their female counterparts they explode emotions and cannot control them so special care is taken to deal with these things.





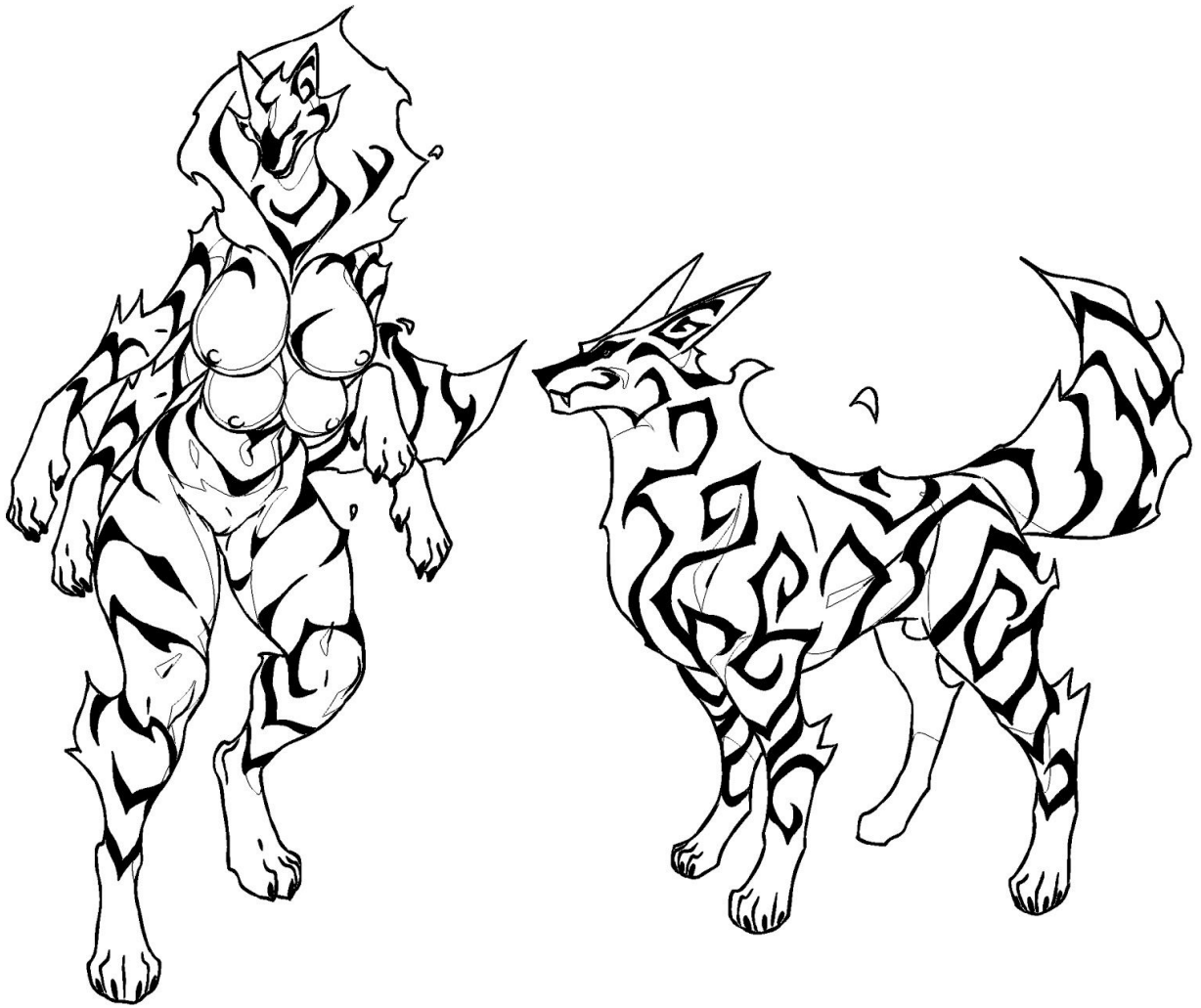
- The Piki mountain nomads consist of females from multiple species, they either come from small villages or the wilderness so they have no formal education like kyrians, to become a Piki nomad you must have a skill that would be useful in their community. They consist of female only and move around the base of Piki mountain depending on the seasons, many of the women are in tune with nature energy and practice different forms of magic, the mountains are not without its dangers tho so the women enter into contracts with male bargheist (great wolves with a spectral appearance) for protection, the contract requires the females to do a mating ritual that marks and bonds them to the bargheist permanently this also results in hybrid children that inherit the spectral energy of the father.



- A Piki mountain nomad and her child.



- A Bargheist hybrid, fully grown they stand at 6 feet and retain all abilities of the father, female bargheist dont give birth to this hybrid type.



- Male and female Bargheist seem to be spectral but they aren't, their bodies pulsate with excess energy, they can use this energy both defensively or aggressively and the direction and speed of the pulsating energy depends on the mood of the Bargheist.
- Female Bargheist aren't as common as males because they prefer to settle down in one place while the males are nomadic until a contract is made between them and female partner, the pairing of male and female bargs aren't uncommon but many female Bargheist see the males as lesser beasts and prefer to form a contract relationship with lycans or humans. Both male and female are unable to speak from their mouths but they can communicate telepathically after a contract is formed.



- Seraph matriarchs are the mothers of cambions, these creatures come from a time before the planes were separated by the angels, they were once a single entity that split itself into 5 beings that each have their own personalities and habits. They can only birth female children and some of them lead their own clans, the clans are corazon, tophine, scar, lunari and aurora, the daughters of these clans adopt the marking and abilities of the mother.



- Cambions are the daughters of seraphs, the mother's gene takes priority every time and they always inherit their mother's abilities. Their appearances can vary depending on the father and species does affect how they look, some having deformities and even known to have as much as a third eye.



- Cambions can use chaos magic to enter an advanced state like seraphs, their form is physically similar to seraphs and unlocks abilities they wouldn't have access to in their normal state, they can only use this magic for around five minutes and when the duration passes they enter a sleep like meditation for a week.

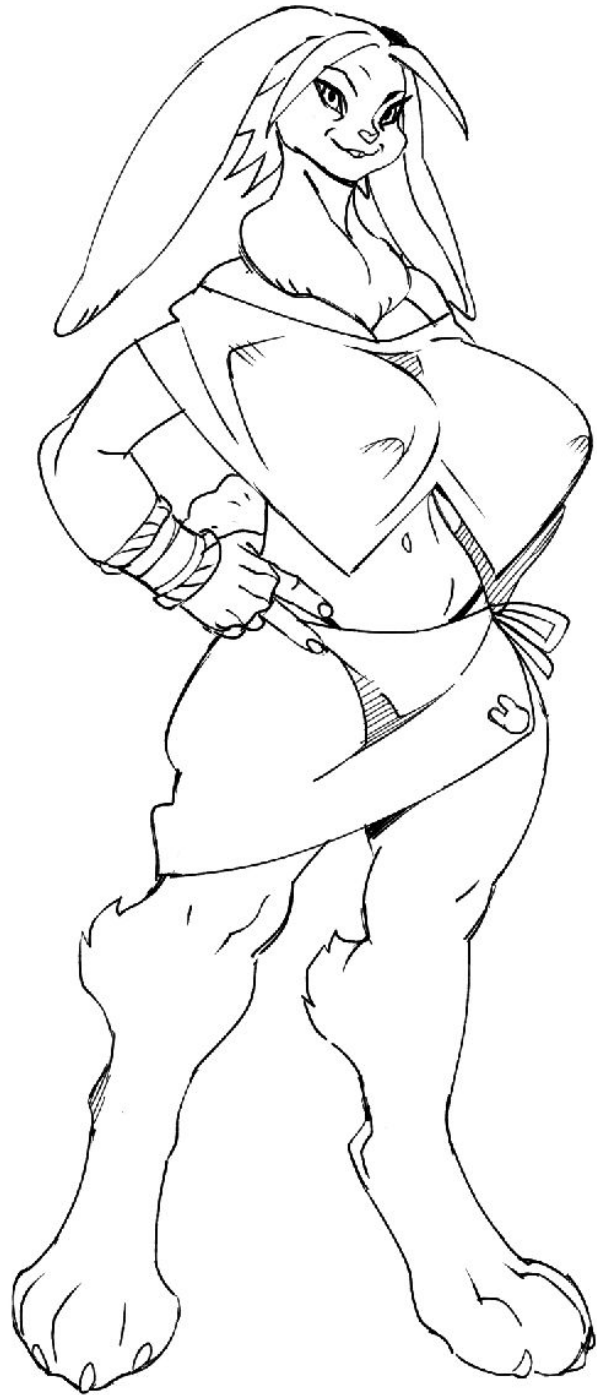




- Orcs are related to the cambions directly through Baphomet (seraph) ; she birthed several female orcs by breeding with a male elf, because of their heritage they are prone to violent outbursts and possess the physical prowess of elves. They tend to butt heads with kyrians a lot and this often ends in conflict, so they live on open planes away from Ordenvale, unlike cambions, orcs can birth both male and female children.



- Felines are cat-like humanoids with a light affinity, they are very lazy at times and prefer to be in the wilderness most times, their relationship with kyrians is a weird one since some of these people like to believe their affinity for light is sacred and tend to idolize them. The felines are uninterested in being worshipped and would just prefer to sleep, like lycans they also possess agility but they fall short in the strength department, their diet consists of wild meat and apple juice.



- Baruni are rabbit people, they have powerful leggies and can perform amazing feats with their feet, they possess the wind affinity and tend to be very feisty people. Kyrians and Baruni tend to get along and some of them even live in the capital city, they only eat vegetables and try to be active every chance they get so they tend to do more physical work around the city.



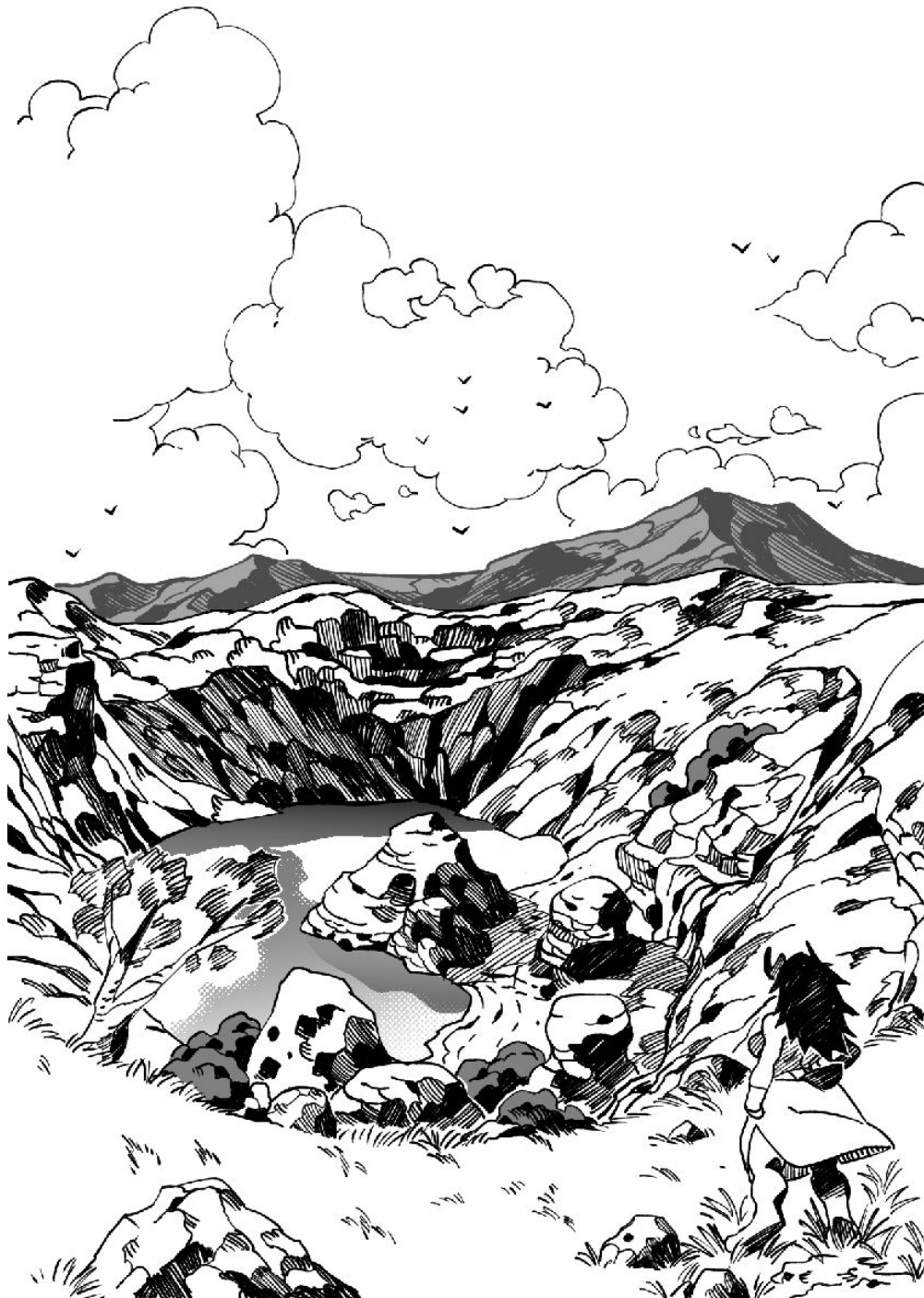
- Pegasian live close to Ordenvale on the planes of Egram, they are peaceful people that prefer to stay out of the empire's way and grow their carrot farms, they possess an earth affinity and use this to build their homes and structures with ease.



- Birbs are related to drakes and possess the ability to calculate and strategize faster than other creatures, most of them tend to work around money while a few others use their assets for the empire's battle plans. The birbs are also very interested in the art of dance and tend to do this for coin, they mostly live in the capital or ordenvale.



- monkehs are cousins to humans, they possess a prehensile tail, their legs and arms are covered in fur, they have very good reflexes and tend to live in the treetops most of the time. These creatures are found close to the joji temple where the monks train, they copy the monkehs movements and adopt them into their fighting styles, they are friendly and live on a diet of fruit only.



- Garn mountain is home to Managarns, the mountain is a dormant volcano with a giant lake and teeming with life, most people don't venture to this place because they are physically incapable to bear the altitude change.





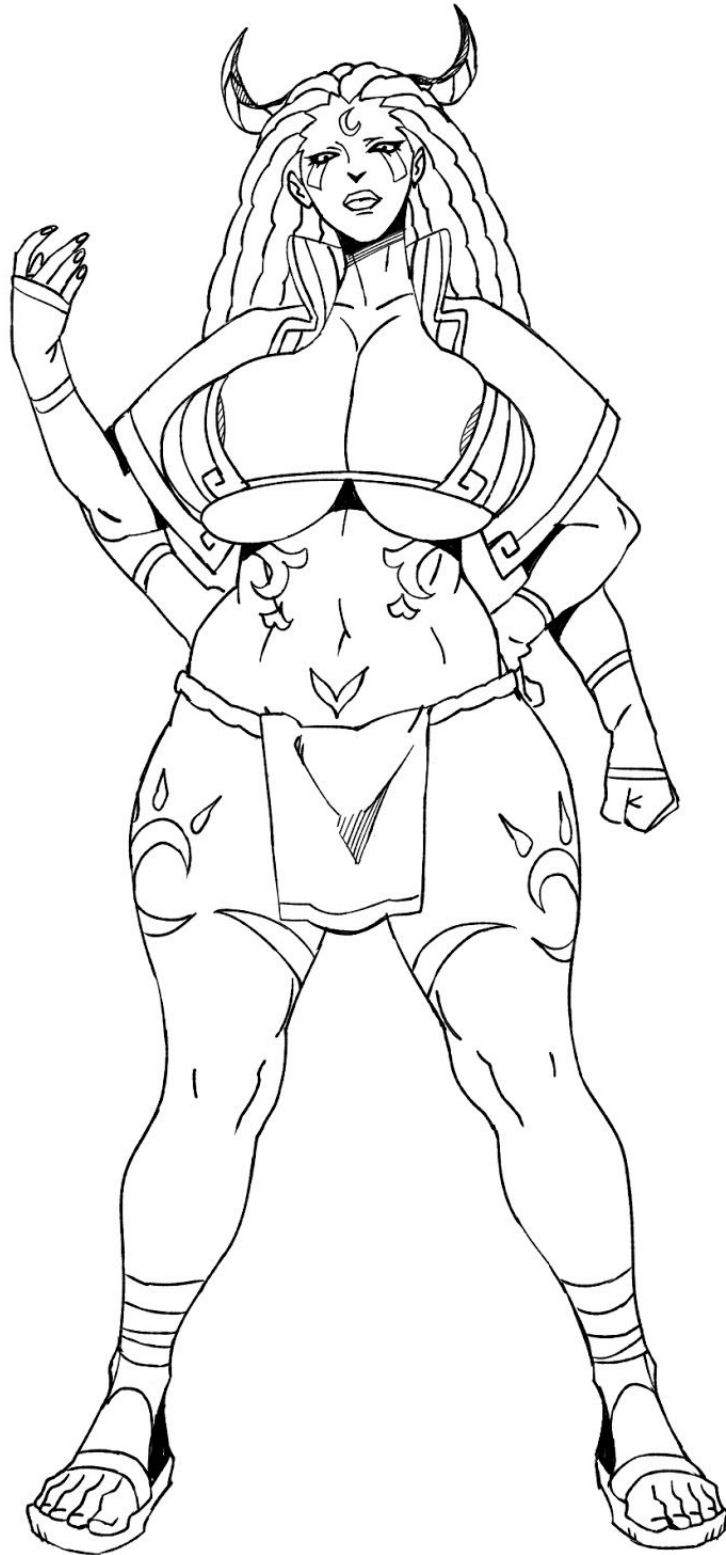
- Managarns are brolic, well built people that live on garn mountain, their bodies adapted to the high altitude is at its peak and the power they can put out with a single punch would be enough to kill a normal man, they don't leave the mountain because they believe where they are born brings good fortune and is where they should build a home.
- They have no affinity since they are not indigenous to hemlock but have chaos magic, they form a contract using chaos runes on scrolls and use these scrolls on themselves to do various things.
- They don't abuse the power of chaos because they take pride in accomplishing tasks on their own but when they encounter a problem they can't solve on their own the scrolls come in handy.
- The chaos scrolls they make usually do basic things like, granting them speed, far sight, resistances, form alteration and mana manipulation.



- Drakes come in a wide variety of sizes and styles, they mostly keep to their fortresses or remote areas away from the kyrian empire. The largest recorded drake was 8 feet tall and weighed close to a ton, the shorter more compact pigmy drakes mix with other races better than the big ones because of their size and temperament, they possess the same abilities as a full sized drake.
- Their affinity is fire but their personality can be just as hot or even hotter than their fire abilities.



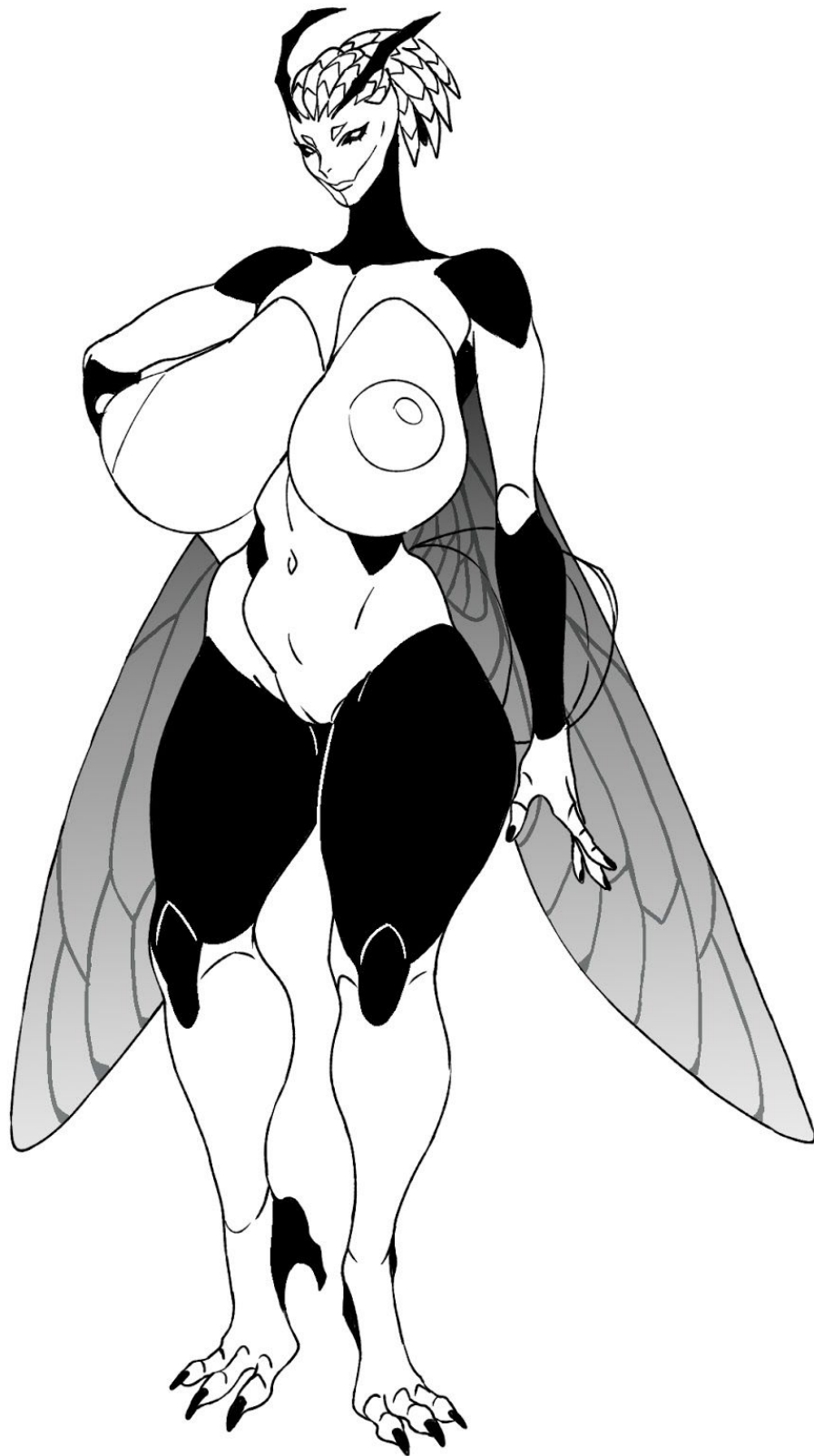
- Amazonians are well crafted people that live in the meepo amazon, they are always slightly taller than other humans and are often seen with chaos runes on their bodies. Amazonians are friends to kyrians and often trade rare items and foods in Ordenvale.



- Ogres are amazonians that got corrupted by chaos magic long ago, their bodies are bigger, they have an extra pair of arms and they have advanced knowledge of chaos runes. The ministry does not see ogres in a good light as they are corrupted humans that did not get cleansed.



- Rodents are masters of shadow magic, they are well known in Ordenvale to be legendary assassins and not much is known of their art since the study and practice of shadow magic is prohibited. The rodents live in the underground cities of Wazoo alongside vampires, they have a symbiotic relationship with the vamps and are commonly employed by them.



- Sectoids are immune to venom and poisons, they have a poison affinity naturally and can create different forms of venom and poison that they can release in the air or inject via a bite. Normally sectoids avoid conflict and try to keep themselves occupied by making honey and medicines that they trade with kyrrians in Ordenvale.
- The Sectoids live in burrows that they employ pegasi to make for them in exchange for honey, they tend to be found near pegasi villages because of their relationship with each other.