

# SIGGIS the Learned



*Siggis the Learned  
A man of sand  
He traveled the desert  
To seek Wotan  
The Sacred Fire he sought  
Guarded by the Old god  
In heaven's meek eyes  
Did Wotan die  
At the hands of Siggis the Learned  
God-killer  
A man fated to burn*

## ***The Ballad of Siggis the Learned***

-Siggis the Learned is a mysterious figure often credited for the events of the Grand Unraveling, when he killed the God of Balance, Wotan, and stole the Sacred Fire of his world, Nenros. He is, however, the son of Casimir, brother to the emperor of the world-spanning empire of Piluhn, and was appointed Heir Apparent before the events of the Grand Unravelling. He lived a life of complacency until a prophecy foretold of him destroying the world. That ended in his exile, and for that very same prophecy to be fulfilled.

In "stealing" the Sacred Fire, world-shattering calamities erupted all across the globe, stripping humanity from all of its progress and returning them back to a primitive world. The memory of him persisted, however, and he became hated, reviled, as the person who broke the world and remade it to his own. In time the humans of Nenros would reclaim what had been lost to them ages ago and would send a champion to destroy Siggis and restore the great Sacred Fire of their world. Unbeknownst to the people of Nenros, Siggis, Wotan, the Grand Unraveling, and the Sacred Fire are all part of the world's great Cycle. Upon the restoration of the Sacred Fire, Nenros experienced an era of stability and stagnation until the death of the planet on the 7th of *Man'na*, the 1st millennia of the 1st Era of Morgaina...

***-ripped from the pages of the Codex of Worlds, written by Saikhel Ereyim Nebuhar, the High Druid of Genessys.***

-of the curious case of Siggis Calahadmund Marath, he is certainly a character of great potential—charismatic, intuitive, a critical thinker, intelligence, magical potential as well as

physical prowess, and *more*—why, he's certainly the ruler that any world could wish for! Even in appearance, with his tall frame and fit body, dark eyes, and hair native to Nenros, dressed in Piluhn's royal purple and gold—he is a fine specimen to receive the Mandate of Heaven. It is a shame, however, for him to participate in this planet's barbaric form of sustenance. The future is bright for him, should his initial fate be circumvented. A parley with this realm's *felig* is in order, I just hope that Fraen is adequate enough for the job. This world's *felig* is a mess, after all—screeching about this archaic flame of life. Perhaps... I may have to let the High Council intervene in this world on my behalf?

-as days progress, my observation on Siggis has bore fruit, revealing to me what colors lie beneath the facade of this almost-perfect king. He is certainly inquisitive of topics that are not connected to his purpose or fate. He has often overstepped his boundaries when it comes to learning about me, my magic, and my kind—and displays a morbid fascination of various arcane arts, especially Elder Magic. If not for his generally calm demeanor, I would say he is quite obsessive over the things he clearly cannot possess. These are things that can be cured, however. Given the time, I will have those thoughts banished from his head, and he will become the king I so wish to see.

-it has been six months since my stay here in Nenros, and all I can say about this expedition is that it is fruitless. The boy has been exiled for Creation's sake! Never to take the throne and assume rulership of this world—just because of some "age-old" prophecy that speaks of death and destruction of this world. Siggis has now left the imperial palace, and my parley with him in the desert ended up in fighting. I put him in place, of course, but that boy is angry, his wrath knows no bounds now that everything has been taken away from him. His words that day might have been soft, as he was always a soft-spoken individual, but the ferocity in his eyes is no illusion. He is out for blood, for greater power. And what greater power is there in the desert other than that senile fool Wotan and this planet's Sacred Flame?

-he has returned now, this amalgamation of divinity and hatred. I can feel this world tremble, preparing for the rupture that will bring it salvation, but I have an unnerving suspicion Siggis will not follow what Wotan has done. I have done what I can to delay the inevitable, however. Siggis has this world in thrall now, but I know he wouldn't be reckless in handling it. Only time will tell—but even so, he is bright, intelligent; almost as intelligent as our species. As he nears the imperial palace, his glow fills the darkness the skies had birthed, naked, save for a loincloth strapped around his waist and a golden circlet upon his head. A scream filled the sky, and fires erupted. It has begun, and now I must leave.

***-ripped from the pages of the Book of Kings written by Freia Tardai Malleach, the Kingmaker of Genessys.***

-as they say on Earth terms: JESUS (he is too uptight though ugh) ALMIGHTY! This man is a literal BEAST in bed! While he is cute and fluffy under normal circumstances, my *feligs* he literally acts like a wolf in bed! And his techniques—mmmmm!!—they don't call him Siggis the

Learned for nothing! My body's still sore while writing this, and I can't seem to shake the feeling that he's still inside me. Is this what the Japanese say as... *gap moe*? \*kyaaa~\* Well, all's well that ends well I guess. This might be the last time I get to have s\*\* with him though, and it's all because of the snotty *felig*'s fault >:( The planet's done for anyways, and that might just be bad karma!

But let's talk about other things! Actually, let's talk more about Siggis and how he's such a... *treat*. I mean, I thought him attractive at first, great body, good d\*\*\*—but it was his personality that got me hooked up in him. I mean, for a guy who acts all gentlemanly, with a face that looks like those Greek likeness of gods (especially Apollo's *mmmm* that man is A M A Z I N G) I certainly pegged him as an obedient dom. But that wasn't the case, at all. Even before I get to have s\*\* with him, I had a feeling that there was something mean inside of him, hidden—and not just his d\*\*\* mind you. My suspicions were confirmed when we fought... well... not really *fight*, I would've obliterated him instantly if I became serious, I merely tested him—and boy did that mean thing reveal itself in an instant! It's actually through his way of fighting that got me curious on how he would do well in bed—the way he wishes to dominate the fight, and use tactics that in the long run would tire and overwhelm his enemy is actually really cute! I won though as expected, and I'm sure as hell glad that I made a bet with him beforehand haha. The good times sure did follow soon... <3

***-copied from the pages of Fraen's journal self-titled as "A Hunter's Guide to the Weapons in the Known Universe" currently, the journal is a best-seller in most star systems, it is, however, R18/R180. (This has been censored for the benefit of other audiences)***

-my master is a man of many ambitions. His desires know no boundaries and spread to places even the enigmatic Elderdasts dare not walk. At times he would speak of bringing his world into new places and heights; he dreams of surpassing the Boxed Gods, the Elderdasts, and bring this world into the pinnacle of Creation, with him as their leader and supreme god. A man with ambition is powerful, but I fear that my master is desperately reaching for something which he cannot attain. Nevertheless, I will be there to watch him, to guide him, and help him until he reaches an obstacle in which he cannot overcome.

***-from the hidden pages of Codex Orgiana.***

## **Abilities:**

### ***Natural Capabilities:***

-excluding the Sacred Fire, Nenros is home to a plethora of creatures gifted in magic and Siggis is far beyond gifted. He is blessed. With his Nenrosian blood, he is capable of doing feats no non-magical creature can do. Super strength, resistance to the elements may it be magical or natural, half a second reaction with speed to match that of sound, sharp eyesight capable of seeing objects in much detail where all other eyesight would fail, levitate—and more. Compared to non-magical creatures, let us say a human from planet Earth, Siggis is a hundred times more

powerful than most humans on that planet. Compared to his own people, Siggis excels them by leagues as well and was often called, before his exile, as a prodigy of the imperial family.

### ***With the Sacred Fire:***

-with the addition of the Sacred Fire, however, Siggis's abilities and capabilities excel even more—more so that even the average Nenrosian couldn't keep up with him. It would be prudent to say that Siggis, with the Sacred Fire, compares to the most novice of the Elderdast: capable of molding worlds like a novice, only that Siggis has reached peak potential and a novice will still progress into it.

### ***Abilities acquired through the Ages:***

-the power the Sacred Fire gives him, however, is only but an enabler to greater pursuits in the arcane arts. Now with the Sacred Fire within him, Siggis began learning of the visible and invisible magic that surrounds Nenros and the whole universe—although mastery of some of those magics is only rudimentary at best, such as the magic we, the Elderdast possess, he is at least gifted in other types of non-Elder Magic. One of which he has mastered and brought to new heights, which goes by the name of, as we Elderdast affectionately call it, Tome Magic. The crystallization of which will be discussed in another paragraph.

-another ability that he has mastered over the years is Ley-reading. It is quite a rare ability—easily circumvented by Elder Magic, true, but to races who do not possess our gifts, it is a weapon to be reckoned with. Ley Magic, in theory, is the application and control of various threads, or "lines" of energy that crisscross the very fabric of the universes. One who is proficient in Ley Magic can affect physical/metaphysical constructs, pushing and pulling them, dismantling and assembling them, manipulating them and many others—the extent of which depends on the users power and abilities. Note, however, that Ley Magic cannot cause total annihilation of a physical constructs, as Severing Magic is what is needed. These energy lines can also affect a target's subconscious, their emotions and thoughts if the user of Ley Magic locates the specific Ley line attached to that person amongst a myriad of Ley lines attached to each sentient being in the known universe. Again, the extent of its usage depends on experience and might, although there is a limit to Ley lines a person could hold, lest there be repercussions as severe trauma or death. Siggis is an expert in Ley Magic, comparable to that of his Tome Magic, and so can hold a great many Ley lines, a hundred to be exact, and is quite devastating due to his proficiency in manipulating them—although Ley lines that are connected to a sentient being are a bit hard to control. When used against both his target's mind and body, it is quite devastating. Siggis also displays great aptitude in forming dimensional rifts and portals through the use of Ley Magic which he uses to a great extent.

-of all Siggis's feats as a non-Elderdast, perhaps one of his greatest is the discovery, and expert use, of aura. Naturally, aura is an Elderdast's defining feature, but through Nenros's Sacred Fire, he can project that same Sacred Fire outwards to make it seem as if it was a primitive form of aura us Elderdasts first used upon waking. Creation of such an ancient form of aura, however, would indicate that an external force had come to assist him. Freia, perhaps? Or maybe Fraen?

Either way, with this Sacred Fire aura, which he calls Aura Manifesto for unknown reasons, it provides Siggis a considerably solid defense against magical attacks as the aura of the Sacred Fire burns and destroys magical energy deemed harmful by Siggis, while providing healing energy to course through Siggis's body. Physical objects, depending on size, will be vaporized by the Aura Manifesto, although the bigger the object, the slower it would be vaporized by the rudimentary aura. Of course, there are limitations to this ability—he isn't an Elderdast, after all—and that is in its continued usage. Although an expert in use, much of the problem lies on the aura's sustainability; too much magic could dull the aura and completely disperse it until Siggis re-ignites once again, and such an action requires a great amount of time to do.

-as written earlier, Siggis brought Tome Magic into greater heights. With his and the Sacred Fire's power, along with years of relentless research, all his hard work paid off at the creation of, possibly, one of the greatest tomes in the history of magic kind: the Codex Orgiana. A book comparable to that of the greatest Omnibus that ancient Elderdasts carry, with the same features of the Omnibus, that is, to absorb and store information on all magic known and experienced by the owner. The curious thing about this Codex Orgiana, however, is that the spells it contains cannot be copied by our own Elder tomes, no matter how many attempts we try. The replication of said spells is viable, but the finished product is subpar to what the Codex can do. Failures aside, the Codex is special because of its sentience; capable of erecting barriers to protect itself and recognizing its owner. It is practically indestructible and only responds to those it chooses to wield it. The spells inside the Codex are nothing short of amazing, as brilliant as our own spells could be, so much so that any reproduction or descriptions this book might give it injustice. Nevertheless, I shall endeavor to capture the spells unique to the Codex and Nenros.

- **Fellfire** - a most curious spell. It is similar to the all-consuming flame and the Sacred Fire of Nenros, although the flames itself are of a black color. What is even more curious is that this flame does not seem to affect physical objects at all, bypassing them completely. It is nothing impressive, due to the fact Elder Magic tends to act like that unless faced with another Elder Magic, but to other practitioners of Magic it is quite deadly. Once engulfed in Fellfire, the only way to extinguish it is death—as Fellfire consumes magic and energy of the person it targets. A simple energy wall can keep Fellfire at Bay, although depending on the strength of said energy wall, Fellfire can either consume it in an instant or slowly—it is extremely potent at the hands of Siggis, however, as he can manipulate these flames in any shape or size. It is noted that he is fond of overwhelming his foes with Fellfire.

**\*\***It has come to my attention that greater detail is needed to describe the properties and strength of Fellfire, thus, I have made a scale to measure how powerful Fellfire is against barriers that Siggis's enemies might possess. This measurement factors in the durability of the barrier and begins from the barriers that can withstand attacks that can destroy large buildings and skyscrapers—barriers such as that will be easily consumed by Fellfire, taking up only a few seconds. Higher up in that scale are barriers that can

withstand attacks that can destroy mountain sized objects, which will be consumed by the fire in a few minutes. Higher still are barriers that can withstand an attack that can destroy a decently sized island country complete with its own landforms such as mountains, lakes and such, in which Fellfire can consume up to half an hour. The highest are barriers that can withstand continent destroying attacks, in which Fellfire can consume at a slower pace, reaching up to an hour. However, if the Sacred Fire is out into use, the rate of its consumption is cut by half.

- **Hellfire** - it is similar to Fellfire in terms of power, however, it mostly affects physical constructs, and comes only in the form of great pillars of blood red flames. It is capable of razing physical constructs to the ground depending on the quality, size, and durability of the physical constructs. Devastating, the most surprising quality of this magic spell is in its composition—although its appearance is likened to fire, it is made of pure Destruction energy. It can blast through physical material, breaking each and every component that it is made of, and leave nothing behind. The deceptive nature of Hellfire has led many to their demise in thinking that simple Elemental Magic is at play. Hellfire can be used in tandem with Fellfire, and can be combined with each other to create a more potent physical and magical affecting attack.

\*\*the same scale applies to Hellfire, with the same added effects of the Sacred Fire, only that it is the size of the object that affects the time it takes Hellfire to destroy.

- **Great Worldscape** - it is greatly reminiscent of Fraen's own ability, World Nexus, in terms of terraforming the landscape of whatever dimension Siggis is located—that is merely an approximation, however. The truth behind the Great Worldscape is something simpler than *felig*-born powers. With this spell, Siggis can utilize various Ley lines in his surroundings and affect him in whatever and however, he wishes it to be on a much greater scale, making the specific and precise Ley Magic more widespread and devastating. This immense power, however, can only be used by Siggis sparingly, and controlling multiple Ley lines one cannot usually handle could result in the person's own Ley line to get corrupted, which leads to death.
- **Codex Mundos** - it is an innate ability of the sentient Codex; to replicate any spell and magic that it interacts, enabling Siggis to use the spells once copied. The Codex Orgiana fails in replicating the spell to perfection nor can it replicate Elder Magic however, resulting in a much weaker version than the original. Siggis can amplify the output of said spells due to the Sacred Fire, however, only that it is still an inferior spell to the original. (The text goes on about each individual spell that is stored in the Codex)

... as we reach into deeper territory inside the Codex, the spells that are found within the pages become more powerful and destructive—utilizing the Sacred Fire to its full potential. Most are lackluster—the usual reckless world-destroying spells non-Elder Magic users tend to create

once every millennium to destroy their own planet, but one or two outshines the other basic spells in their precise use of destructive energy, meticulous in the way they work.

- ***The Grand Unraveling*** - named after the same calamity that befell Nenros, this spell coats the Ley lines of the universe in Severing Magic, destroying said Ley lines which, in turn, creates a great turbulence to the world and reality itself, unraveling the space into its purest state: the nothingness. Considering its range, however—which only covers about a stadium's worth of area—the extent of the damage is nothing impressive, and even the nothingness gets filled once again with new Ley lines.
- ***Vindicated Sun*** - a spell that uses everything the Sacred Fire has to offer. It begins inside Siggis, accumulating inside of him until a bright, almost blinding glow, engulfs Siggis—then it expands outwards, a blinding wall of light and primal magic that burns through everything, leaving nothing but charred remains. Once the initial wall of light disappears, another one erupts from Siggis, this one in countless Ray's that, upon contact, will begin stripping magic and life energy from sentient beings in different rates: the more powerful the being is, the faster. These manifestations of the Sacred Fire transcends everything excluding Elder Magic, and can pass through any material indestructible or otherwise. Once used, the Sacred Fire disappears from Siggis, returning him to his original form before he killed Wotan; still a powerful mage, but greatly weakened and without the benefits of the Sacred Fire.

***-from the "Tel Siggis ered mroi" About Siggis the Learned, written by Saikhel Ereyim Nebuhar, the High Druid of Genessys.***

***Anima Arcana (has now been given to Siggis):***

-this is a curious phenomenon native only to a peculiar universe where seemingly all knowledge is stored. It manifests upon entry to it, and I myself contain one, and it seems to be different in each individual. An example would be Siggis's so-called *Anima Arcana*. It manifests as a spell, far more devastating than his own ones that comes in the form of an arrow made out of towering blue flames. Siggis calls this peculiar magic as **Apocalypse**. He claims its purpose is to "reveal things that are not yet revealed" but I say not otherwise. On a more practical usage of this spell once fired, it will not stop until the intended target is reached, absorbing the magic and energy of anything that comes in its way, becoming powerful. Under normal circumstances, the basic strength of Apocalypse can already devastate nations, scorching them and razing everything to ash. Add other things into the arrow, however, and it might become powerful enough to destroy half of a world into dust. That's not all, however, once the target is hit—whether they survive or not—all of their powers, even their own *Anima Arcanas*, and knowledge are transferred to Siggis until they are nothing but a husk of their former selves.

***-Saikhel on the "Treatise of Anima Arcana and the Enigmatic Library".***