

Hjbhj

(INDECISIVE. ALL SUBJECT TO CHANGE)

[emoji] = place of origin and/or affiliation

‘Sele’

- Icepike [🧊]

Icy region, water occasionally forms into ice spikes that are harvested due to minerals that collect in them.

Very sparsely placed societies, mostly containing hominid objects.

Bestial populations are mostly wild or monstrous, with occasional settlements usually placed below or in the ground.

Many of its societies are placed close to water due to spike harvesting.

- Faustnacht [🔴]

Cold, desolate region. Its waters are red due to minerals. Tree bark here is black, and forms thick forests without visible flora.

Barely any objects of any kind. It’s incredibly rare to find objects within Faustnacht due to its seemingly uninhabitable environment, but a few get along well in its territories.

- Lotunne [🌸]

Mountainous region, with many small formations of water. Snapdragons and other small flowers grow here.

Home to the grand Snapdragon, a bestial object (dragon) which is the sole ruler of Lotunne.

Settled in a sort of palace-temple in the mountains, and multiple societies are formed nearby it.

Bestial objects are very welcomed here, including monstrous ones.

- Cellophane Port [🚢]

A peninsula region, settled by the sea. It has a mild climate with frequent precipitation.

Contains many marketeers and seafaring businesses. Cellophane is populated well, and is friendly to bestials and hominids alike.

- Packet [🏙️]

Temperate city within the center of its continent.

Populated well, and contains standard buildings and establishments. Packet isn’t very welcoming to bestials, and only really tolerates them in its city (as a 1-2% of the population).

- Dunerot [🌵]

A warm city placed beneath the sands of the Sol (desert) due to its historical origin.

It has four gates that you can enter and exit through (1-4). They each range in aristocracy, 1 being the wealthiest and 4 being the least. In the center of Dunerot lives true aristocrats, religious officials, and self-proclaimed ‘leaders’ (like Plume). In the center is the Sol Tower, which is a religious site for the religion of Solvel. Large bestial population.

Solver is a religion which relies heavily on astronomy, namely the Sun, Moon, and the Stars. Will be covered more thoroughly in another passage.

- Ribbonfeld [🔪]

A society of rugged hunters situated near a dormant volcanic site. Has a variety of tropical and survivalist flora.

The main headquarters of the Monster Hunters' foundation, many great hunters can be found here, as well as trophies and such. Vaguely accepting of bestials. This foundation will be elaborated upon in later passages.

- Fischel [🏔️]

Cold and mountainous region, isolated on a peninsula. The only way to access it is via one of three trams that line the sea and through the mountain.

Ruled by an "empress" object (undecided) and a group of four advisors.

The structures in Fischel are sturdy and well-built, and are cold resistant due to the constant pouring of snow.

Accepting of bestials.

- Wilders [🌻]

A large temperate-tropical region densely populated by trees and flora.

Mostly populated by bestials, monstrous objects, and the occasional rugged Hominid or settlement.

- Hydrangenne [🌸]

A hidden tropical land inside of a volcano, full of diverse flora.

'Ruled' over by Dragonfruit, as a form of safe haven for bestials.

- Wrenn [🐡]

Underwater society, consisting purely of aquatic bestials. Located off the coast of Cellophane Port.

Variety of structures and architecture, with a good amount of markets. Ruled over by a form of royal family and guard-enforcers. While the monstrous objects in underwater territories are much more menacing, they generally don't go near Wrenn.

- Marrow [🔪]

A walled-off "city" where criminals get dumped if officials don't care enough (lol).

Chaotic and full of reckless delinquents, Marrow is top-security on the outside and survivalist on the inside.

To prevent escape, the walls are completely smooth, all winged objects' wings are clipped, and claw caps may be placed on some objects to prevent escape. The walls and architecture are immune to any other weird features objects may have (mostly fire).

- Wrenchmarsh [🍵]

A small territory with slightly marshy environments. Not many objects live there, but it's habitable.

Always smells like tea, for some reason.

Other locations:

[🏠] - Random scattered village

[🔬] - Scientific/hidden plant (generally reserved for researchers)

[🌌] - Space.

[🏙️] - Unspecified city

Standards of Species

- There are few non-object animals, mostly fish and invertebrates but also small mammals and birds.

- Hominid Object

Standard object.

- Bestial Object

Object, but with animalistic features. Usually have more strict diets.

- “Monstrous” Object

There's no specific qualifications for this category, but you'd know one when you'd see one.

- Robotic Object

A rare category, but usually by definition is a husk made into an object through robotic applications.

Current MCs (heavily subject to change)

- Pan [🗡️]

An elite monster hunter, with some big plans. (She/her, hominid)

- Shamrock [🌻]

A monster object trying their best to survive. (They/them, carnivorous.. butterfly.. thing.)

- Diver [🏊]

That vagabond from the sea. (He/they, shark)

- Catnip [🍵]

Witch, searching for something to help her clarity. (She/xe, cat)

- Sign, Dandelion, and Slingshot [🌻/🏠]

Kids getting in trouble. (They/them hominid, she/her lion, he/him hominid)

- Bonesaw [🩸]

Chased down by bounty hunters, simultaneously making out with songwriters. (She/they, imp)

- Venus and Outlet [🔧]

Scientific horrors, yippee. (She/they hominid, he/they robotic)

Important world figures

- Plume [🌵]

“Ruler” of Dunerot. (She/her, harpy/bird+hominid)

- Ankh [🌵]

Head of militia and battle in Dunerot. (Mirror, jackal)

- Document [🌵]

Head of information and documentation in Dunerot. (He/they, scarab)

- Sandstone [🌵]

Head of ambush and scouting patrols in Dunerot. (They/he, phantom)

- Puncture [🌵]

Religious leader of the Sol stuff. (They/them, ibis)

- Snapdragon [🌸]

The ‘Rose Dragon’ and ruler of Lotunne. (Any, dragon)

- Dragonfruit [🌺]

The ‘Scarlet Dragon’ and ruler of Hydrangenne. (He/they, dragon)

- Shipwreck [

Monstrous object. "Terror of the seas." (they/it, octopus-squid thing)

- Pipeline [/

An important scientist from Hydrangenne, now positioned in a city near the Wilders. (she/her rabbit)

- 'Cigs' [

Sassy crime boss from Marrow. (she/they wolfdog)


- Card [

Aristocrat from Packet. Very.. aristocratic. (He/him, hominid)

- Starwand [

actual cultist. (They/them, hominid)

Minor characters/roles (millions must die)

- Pea (Pod) [

Catnip's friend.

- Fruitbowl [

A ship director at Cellophane.

- Petals and Sashi [

Store runners/owners in Cellophane. (They/them hominid, it/its hominid)

- Page [

Converses with Bonesaw during her capture, and ends up helping her.

- Mayo [

Gets mauled brutally.

- Soapie [

Also gets mauled brutally.

- Sword [🗡️]

Bonesaw's 'coworker' (and slight crush).

- Sweater [🧶]

Probably dies.

- Inkwell [🖋️]

Also probably dies.

- Extract [🌊]

Diver's partner.

- Catalog [📖]

Gets interrogated very forcefully.

- Halfpop [🍹]

Dunerot person (undecided purpose.)

- Pineapple [🍍]

Probably helps someone out, or dies. Or both.

WRITING (not for public eye! Too many spoilers. :3)

[writing - Google Docs](#) (you dont have access haha!! haha!!!)