

Bane of Degradation

Species information

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A

B

C

D

Demutator

The Demutator, once unfamiliar inhabitants of Sikar, are a species of elf-like creatures whose origins lie in the depths of the wilderness. Evolving from indigenous forest creatures, they underwent a remarkable transformation to adapt to civilized society. This metamorphosis was driven by a necessity to integrate seamlessly with other beings, prompting the Demutator to alter their physical forms to appear less imposing and more approachable.

Sky

Manifesting avian traits, Demutators of the sky undergo a dramatic transformation, with their hands evolving into wings and their feet morphing into talons. This adaptation often leads to misconceptions, as they bear a striking resemblance to harpies, suggesting a potential evolutionary influence from these aerial creatures.

Sea

Embracing aquatic habitats, Sea Demutators undergo a profound change, sacrificing their lungs in favor of gills. Their hands develop fins, facilitating underwater propulsion, while their skin adopts a hue of greenish-blue to aid in camouflage amidst the depths of the ocean.

Earth

A diverse array of forms characterizes Earth Demutators, each variant adapting to its elemental environment in distinct ways. Among them, fox-like Demutators exhibit heightened cunning, their ears and tails reflecting their agility and intellect. Those resembling bears gain formidable strength through powerful paws, while rabbit-inspired forms prioritize swiftness, with elongated legs and keen ears. Meanwhile, lizard-like Demutators excel in stealth, blending seamlessly into their surroundings with chameleon-like skin.

Heat

In response to extreme temperatures, Heat Demutators undergo a transformation that renders their skin impervious to heat and stone-like in texture. This fortification grants them enhanced resilience and strength, albeit at the expense of agility and speed, as their movements become more deliberate and ponderous. Additionally, their elevated body heat serves as both a defense mechanism and a testament to their adaptation to fiery environments.

Dragon

Dragons are exceedingly rare creatures, with many individuals traversing their entire lifetimes without ever beholding one. This holds true not only within the kingdom of Sikar but also across all other realms. Revered for their majestic presence, dragons are known to establish territories and fiercely defend their homes from any perceived threats. It is widely believed that dragons become bound to their territories, selecting environments that perfectly suit their specific needs and preferences.

Lifespan

The average lifespan of dragons is a matter of considerable speculation and scholarly discourse. While precise empirical data remains elusive, ancient texts and folklore offer glimpses into the longevity of these mythical beings. According to these historical accounts, dragons are known to endure for several centuries, with certain legendary specimens purportedly reaching ages surpassing a millennium.

Dragon of Phases

Much akin to practitioners of magic, dragons are purportedly attuned to a particular phase, albeit with a notable distinction. Unlike mages, dragons are said to possess an inherent understanding of both elemental components comprising their respective phase. Furthermore, it is believed that no more than two dragons of identical phases coexist simultaneously.

Reproduction

In matters of reproduction, dragons adhere to a peculiar and regimented process. Each phase is represented by a solitary male and female dragon pair, secluded within undisclosed locations across the world. It is only upon chance encounters that these two entities unite for the purpose of procreation. Upon initiating the reproductive cycle, the parent dragons commence an accelerated aging process, culminating in the birth of two eggs by the mother. Subsequently, the male dragon assumes responsibility for one of the offspring, with both hatchlings nurtured under the care of a single parent. Upon reaching an age of self-sufficiency, the parent dragon regrettably succumbs to the ravages of time, thereby concluding its natural life cycle.

Dragonborn

Dragonborns are species blessed by dragons. They have been given a bit of the magic that dragons hold. This power is significantly lower than those of dragons but they are still considered one of the stronger races. Their races are divided over the core components of the phases of the dragon, often being talented in a specific branch of magic.

Religion

Dragonborns consider dragons as godly entities as they are the origin of their powers. Their main god is that of their phase sometimes living in tribes of only that of their responding component of magic.

E

Elf

The elves are seen as a 'luminous' group of people who are known to have fair complexions far more perfect than even the most beautiful human features. An elf is a creature that appears to be human in nature, but has magical powers and does not age, or at least ages very slowly.

F

G

Gratia

Gratias are creatures that were once a country unto themselves. Each region was its own element, and these beings controlled magic from that regional element. Gratias are creatures with human appearance. Their eyes are often blue or green and the only thing that sets them apart from humans are their ears. These are shaped like wings and have feathers that help them detect movement.

During the 500 Years War, their land was conquered by others and the Gratia's were murdered, enlisted or had to flee and later became creatures that were found all over the whole world.

Sup-species

Gratia-Ignire

Gratia-Ignire is the sup group that has control over the element of fire. They live in the magma region and feel weak in a cold or damp environment.

These creatures often have a feisty personality and can have a short fuse. they can be impulsive and come across as arrogant. They are known for their strength, energy, and lack of awareness of danger.

The fighting style of these fireballs is pure use of brute strength and agility. Their movements often look rough.

Gratia-Liquidum

Gratia-Liquidum is the sup group that is in contact with the water element. They are found in the sea, lakes and rivers. They are weaker on land and the longer they stay out of the water, the weaker they become. They can even die from dehydration.

The SUP group is known for their relaxed attitude and sincerity. They are businesslike, professional and calm. They are known for analyzing everything first before taking action.

Their fighting style is fluid and elegant. They are not likely to panic during a fight and never seem to be surprised by unexpected circumstances.

Gratia-Viridis

Gratia-Viridis is the subgroup known for their deep connection with nature. They always prefer to be in nature and avoid cities.

Their personality is harmonious and reliable. They always have a freshness around them that gives a natural peace to the people around them. They radiate life and growth.

Their fighting style is free and open. They are nimble and good at using their environment. They are not likely to start a fight themselves, but know how to protect themselves well in an emergency.

Gratia-Nubes

Gratia-nubes is the subgroup known as the sky variant. They are the only version with wings

They are known for their loyalty, empathy, spiritual and idealistic mindset. They

Gratia-Lucis

Gratia-lucis are creatures that lived in a warm light region. They are in close contact with the element of light and can use light for illusions and light attacks that are strong against shadow magic but weak in an environment without a light source.

They are often calm, gentle and kind. They are known for their love for entertainment and angelic voices. They are known for being musical and masters of elegant dance styles.

Their fight style is often more supportive but as they are known for their nimble movement and speed, they can also become deadly swordmasters.

Gratia-Umbra

H

Human

Humans have been around since the time history was recorded. Over the years there have been several times when they have been seen as the weakest and lowest species, but other times they have been described as a species that is innovative and strong.

Humans use weapons or magic. When humans use magic they must use an external source because humans are unable to produce mana themselves.

J

K

L

Lunafea

The Lunafea are a nocturnal species of fairies. They masterfully navigate the shadows thanks to their night vision and wings that glow in the dark. Features such as hair, eyes and skin tend to be silver or iridescent, giving them an ethereal feel resembling the moon. Their bodies also reflect light, emanating a soft glow. They have pointy ears like elves, and in terms of size they're around a human's height.

Their society is matriarchal, and a lot of them prefer a more feminine appearance. To most they're known to be graceful, mysterious and gentle people.

Magical abilities

They draw their energy from the moon, and recharge in the sunlight during the day. Their main magic is controlling light, concentrating it on their body and reflecting it. Summoning it is also a possibility, but they need to gather an inner reserve of energy during the day. Unfortunately their magic is not too useful for combat, aside from blinding or disorienting their opponents. However, the Lunafea are forest creatures, they live alongside plants. Their abilities help flora grow and recover, and during the night flowers can be found "waking up" in a Lunafea's presence. When it comes to affecting other species, their healing powers aren't nearly as strong. However they've been observed to have a calming effect on the person.

Aside from the moon's energy, there's a different kind of magic that surrounds their land. Deep beneath their forest lie hollow tunnels full of crystals, emitting a radiant energy that could be sensed from a great distance. For that purpose crystals play a big part in their society as well, especially considering it's the specialty of their protectors. It's believed that the Vitrevis were created with a combination of the moon's power, the magic mist and their will for survival, channeled through the crystals.

Religion

Though they don't have a god, a lot of the Lunafea's existence centers around the moon. Their magic and very core is powered by its silver rays. There exist a lot of rituals centered around this mystical object, as well as myths surrounding their species's very creation. They believe that it's always looking out for them, protecting them and offering guidance, which is how the priestesses and prophets were born.

As part of the rituals, some female Lunafea have runes and magic circles drawn over their skin, letting them tune into the energy better.

History

In the depths of a remote forest, a graceful and ethereal species known as the Lunafea resides. They're fae who draw power from the moon, living in their own peaceful society among the trees and large caves which stretch far underground. Since the beginning of their history, women have held the highest roles as leaders, bearers of wisdom, healers and priestesses of the moon. They have a particularly strong connection to the moon, in fact, they're believed to draw their energy from it. Throughout their existence they've been known to keep to themselves and their tight knit community, so not much is revealed. However, they're non-confrontational, and their powers do nothing for protection. Combined with their nocturnal nature, they quickly became a target for attacks and ambushes, driving their small population to near-extinction. And during the wars, it only got worse.

M

N

Naga

Nagas are a divine, or semi-divine, race of half-human, half-serpent that can occasionally take human or part-human form. The Naga is that creature, and the spice is the poison it delivers through a bite or the tip of its barbed tail. They aren't all evil, as a couple of good aligned serpents exist, and even one that embraces neutrality. The rest are pretty evil, like torture you with acidic poison evil.

O

P

Primordial Beasts

Before Creatures gained the ability to wield magic, mighty beasts were the only ones able to hold magic. They would find a place to call their home and when other creatures learned to civilize, they would often live with these guardians, offering them treats and treasure in exchange for protection and those who got blessed by the guardians, gained magic powers. These beasts each possessed both components of the phase and can bless other creatures with those two components.

Beast of Glacialflow:

Long ago, in the icy heart of the Cold region, there dwelled Gelufrigus, a majestic creature as formidable as the towering peaks themselves. Gelufrigus was among the revered Guardian Beasts of the Cold Region, blessed with dominion over ice and water mana. For generations, the creature safeguarded the land, accepting offerings in exchange for protection. However, fear clouded the minds of the inhabitants, and they turned against Gelufrigus, fearing its immense power. With the combined might of several Grand mages versed in Seal magic, they imprisoned Gelufrigus beneath the icy surface of a lake, forever entombed within an impenetrable barrier of frost. This lake came to be known as Galu, a reminder of the once-mighty beast that now lies dormant beneath its frozen depths, casting an eternal winter upon the region.

Q

R

S

Scutae

Physical Characteristics

Scutae are virtually indistinguishable from humans in appearance. However, their true nature sets them apart: Scutae are beings of pure mana, their physical forms acting merely as vessels to interact with the material world. This physicality is not a necessity but a choice, a bridge between their ethereal essence and the tangible realm.

Unique Abilities

The Scutae possess a singular, unparalleled connection to mana. Unlike other beings who must harness or channel mana from external sources, Scutae generate mana inherently, their very existence a perpetual wellspring of magical energy. This self-sufficiency makes them exceptionally adept at magic, as they are not bound by the limitations of external mana reserves.

- **Mana Generation**

Scutae continuously produce mana, granting them immense stamina and versatility in magic usage.

- **Mana Aura Perception**

A unique ability of the Scutae is their capacity to see Mana Auras, the subtle energies radiated by magical beings. This allows them to discern not only the presence of magic but also the type of magic a caster wields. This ability is extraordinarily rare, even among magical creatures, making Scutae particularly insightful observers and formidable opponents.

Lifespan

Scutae live approximately 1,000 years, their long lifespans a testament to the stability of their mana-based essence. Unlike beings constrained by biological processes, their longevity is a direct result of their mana composition, which sustains them far beyond the lifespans of most mortal creatures.

Mana Aura

The concept of Mana Aura is intrinsic to understanding the Scutae. Mana Aura refers to the energy signature emanated by magic users and creatures. This aura is a manifestation of their magical essence, unique to each individual and reflective of the type and intensity of magic they wield.

While many creatures remain oblivious to Mana Auras, the Scutae's ability to perceive and interpret these energy fields grants them a profound understanding of the magical forces around them. By observing Mana Auras, Scutae can:

- Identify magical beings and gauge their strength.
- Distinguish between types of magic, such as elemental, healing, or destructive magic.
- Sense disruptions or anomalies in magical energies, often detecting hidden threats or concealed spells.

This perception makes Scutae invaluable as mediators, investigators, and scholars in magical societies.

Cultural and Social Impact

Scutae's inherent abilities and long lifespans often place them in positions of influence within magical communities. Their deep understanding of mana and magic, combined with their self-sustaining nature, often makes them revered as sages, teachers, and protectors. However, their existence as beings of pure mana can also lead to mistrust or envy from others who rely on external sources of magical power.

Despite their power, Scutae are not invulnerable. They are deeply attuned to the flow of magic in the world, and disruptions or corruption in mana sources can have adverse effects on them, even if they do not depend on these sources directly. Furthermore, their ability to perceive Mana Auras can be as much a curse as a blessing, as they are constantly aware of the energies and intentions of those around them, making true peace and solitude difficult to achieve.

The Scutae remain enigmatic and rare, their existence a living testament to the boundless potential of magic itself.

Seraphim

Appearance

- The Seraphim are ethereal beings with luminescent skin that varies in color, mirroring the hues of the sky. They possess feathered wings that grant them the ability to fly gracefully, but they have also developed the capability to walk on two legs, enabling them to interact with the world in a more human-like manner.
- Seraphim are known for their exceptional beauty, possessing delicate features that exude an otherworldly charm. They are slender and graceful, with long flowing hair that appears to shift color according to their moods. An all female appearing/ presenting race.
- Highly intelligent and wise, the Seraphim radiate an aura of serenity and calmness. They are naturally attuned to magic and possess the ability to manipulate the elements, particularly wind and light.
- As a peaceful species, the Seraphim prioritize harmony and compassion. They are known for their gentle and empathetic nature, always striving for diplomacy and understanding. However, when pushed to defend themselves or their loved ones, they show remarkable prowess in combat, utilizing their wings as shields and swords.

History

The Seraphim originated in the celestial realm, a domain between the mortal world and the divine realms. They were bestowed with the task of guiding lost souls and providing solace to those in need. Over time, they felt a deep connection with the mortal realm and gradually descended to be closer to the beings they protected.

In the past, the Seraphim played pivotal roles in monumental events, offering guidance, love, and support during times of great despair. Their actions have often gone unnoticed by the mortal realm, as they prefer to work subtly behind the scenes. Consequently, they are relatively unknown to most other species, their existence whispered in legends and ancient myths.

Traditions and rituals

The Seraphim have a ritual called "The Celestial Convergence" that takes place once every decade. During this time, they gather in a sacred glade and perform intricate dances, invoking the powers of their ancestors and nature. It is believed that the convergence strengthens their magical abilities and fosters a sense of unity within the species.

Anatomy

The anatomy of a Seraphim is a fascinating blend of ethereal and physical qualities. While they possess physical bodies with organs similar to those of other humanoid species, there are unique aspects to their physiology that set them apart.

- **Organs**

Seraphims do have internal organs necessary for bodily functions, such as a heart, lungs, and digestive system. However, their bodies are finely tuned and imbued with magic, which allows for optimal health and longevity.

- **Nutrition**

While Seraphims do not require traditional sustenance like food and water for survival, they may partake in consuming ethereal energies or light to replenish their magic reserves and maintain their ethereal glow. This form of nourishment sustains them on a spiritual level and contributes to their overall well-being.

- **Aging**

Seraphim have an exceptionally long lifespan, with individuals reaching an age of around 1000 years. As they age, their luminescent skin fades slightly, taking on a softer glow. Their eyes retain their brilliance, though they may develop a slight silver sheen. Despite their age, they maintain their youthful appearance, with time affecting them minimally. Every 100 years adds a mere 10 years to their physical appearance. This longevity grants them extensive knowledge and wisdom, enabling them to become revered mentors and advisers.

- **Altering Appearance**

Seraphims have the ability to manipulate their appearance to a certain extent, particularly in terms of size and features. This ability allows them to adapt to different situations and environments, showcasing their versatility and adaptability.

- **Aging and Height**

Seraphims do not have the ability to age their height at will, as their physical growth is a gradual process over time. Although, they can appear smaller than their "age height". However, their exceptional longevity and magical nature enable them to maintain a youthful appearance for extended periods, with minimal physical changes occurring over the course of centuries.

- **Feather Loss**

It is not easy for Seraphims to lose feathers, as their wings are integral to their ability to fly and manipulate magic. The feathers are sturdy and resilient, designed to withstand the rigors of flight and combat. However, in rare circumstances or during intense battles, a Seraphim may shed a feather, though it is not a common occurrence.

- **Feather Sharpness**

Seraphim feathers are not inherently sharp. While they can be used skillfully in combat and defense, their primary function is to aid in flight and manifesting magical abilities. They are more akin to a manifestation of their connection to the divine realms and their ethereal nature.

- **Color Variations**

When inside, Seraphim's skin may retain a faint luminescence that mirrors the hues of the sky, though it may appear softer or more subdued compared to their radiant glow in natural light. Their colors may shift slightly based on their emotional state, reflecting their inner feelings and connection to the elements. However, the essence of their ethereal beauty remains constant, a testament to their celestial origins.

Sucanvital

Physical Characteristics

The Sucanvital possess striking features, most notable for their sharp, piercing gazes and ethereal presence. Their pronounced canines create a soft, hissing undertone when pronouncing "S" sounds. Despite their human-like appearance, being in their presence often evokes a sense of exposure or vulnerability, regardless of physical modesty.

Sucanvital are capable of remarkable bursts of speed and power, and their movements are typically short, quick, and deliberate. While some can appear indistinguishable from humans, others radiate an almost divine glow, with hair and skin emanating a subtle light. These luminescent hues often appear in white, red, orange, gold, black, or grey. Rarer hues include blue or purple; no other colors have been recorded.

Abilities and Talents

The Sucanvital are masters of perception, insight, and investigation. Their unique abilities allow them to detect imbalances or illnesses—such as terminal diseases—simply by touch. They are often the first to sense foreboding atmospheres or disturbances in an individual's or location's "aura."

Despite their formidable talents, the Sucanvital hold a profound reverence for life, stemming from their deep understanding of its fragility and resilience. This empathy manifests through discreet acts of kindness, such as anonymously providing aid to the sick or suffering.

Cultural Practices

The Sucanvital are deeply ritualistic, particularly in their approach to life, relationships, and death:

- **Blood Bonding (Hemobondi):**

A profound connection formed between individuals who share intense emotional or spiritual ties. This bond lasts until death, and the death of one partner inflicts severe physical, mental, and spiritual anguish on the other. While blood bonding is a cherished and sacred tradition, it has also been exploited as a tool for torture, though any honorable Sucanvital would find such actions abhorrent.

- **Viljanekros ("Willing Death"):**

Sucanvital do not die naturally and instead choose their time of passing. The Viljanekros is a solemn ceremony where the Sucanvital, surrounded by loved ones, requests their closest companion—often their blood-bonded partner—to end their life. This act permanently scars the one who performs it, preventing them from forming another blood bond unless done forcibly.

Lifespan and Mortality

Sucanvital are functionally immortal, immune to disease and aging. Most live an average of 3,500 years, though many opt to end their lives through Viljanekros long before natural events compel them to. Others withdraw into isolation, often becoming the source of local myths and ghost stories.

Their long lives and deep emotional capacities make them prone to intense suffering, especially when faced with overwhelming evil or personal tragedy. In such cases, they may take their own lives rather than endure further anguish.

Social Perception and Personality

Outsiders often misinterpret Sucanvital as seductive or promiscuous due to their tactile nature and enigmatic demeanor. In truth, they are intentionally elusive, allowing others to believe whatever misconceptions they form. Sucanvital guard their secrets fiercely, believing that true intimacy comes at a cost, which is why blood bonding is so sacred to them.

While they may appear reserved or aloof, Sucanvital feel emotions deeply and empathize intensely with others' suffering. Their apathy is often a protective shield, used to conceal the depth of their inner lives.

Reproduction and Lineage

Sucanvital are born, not created, forming familial units similar to humans. Children born with plain appearances are considered a blessing, as they avoid the burdens that come with standing out too prominently among their kind.

Their numbers remain small, and their secretive nature ensures that most of what is known about them comes from rare observations rather than direct accounts.

Sukumé

Since The Sukumé are very closed off species, the public knowledge about their identifying features is limited and on the surface they're very common to be mistaken because they look very akin to normal humans. The Sukumé can usually undergo two "ascensions" in their lives, which divides them in three grades- C(pre-ascension), B (Ascension 1),A (Ascension 2).

Identification

The first and foremost identifying characteristic is their presence. The presence of anyone equal to or above B grade stimulates the senses, until they adjust it manually, and presence of an A grade is chilling to the senses for the first time. This is due to their underlying and innate nature of overwhelming the opponent.

Despite being "sorcerers", the Sukumé predominantly focuses on physical combat, with a variety of weapons. Grade C which takes up the majority have enhanced physique and super senses. They use their mana/CE to only increase stats and strengthen weapons. They call their nature of mana, CE or Chaos Energy and their abilities/attacks vary based on the application of it. Grade B and above have their unique ability/attack. They bring their palms close, joining the tips of the fingers, or cover one eye with one hand and chant their name of skill.

Grade A Sukumé awakens their soul to take a physical form of a monster /evil spirit that fights alongside them, called Kagane. Kaganes are not to be mistaken as support or familiars. It is but their true-selves. Humanoid and Kagane selves both have little regeneration powers but they're both susceptible to holy power and fire-based powers, and can not heal wounds received from them on their own entirely. There are only 5 grade recorded, and three of them are in the Trinity.

Another key feature is that their eyes glow in Amber (Grade C and B) or Cyan (Grade A) when they're enraged or activating their powers.

Due to the nature of their power, Sukumé species produces predominantly warriors, guards, fighters. But some B grades develop a weak "healing" type ability which rather than healing wounds, mostly keeps it from worsening and stopping excessive bleeding and they work in the medical field.

History

The Sukumé are one of the ancient species of the continent. The only surface level information, well known to public is that they produce great warriors, who take interest in the matters of army and mercenaries. Yet access to any deeper knowledge about them is very limited to the mass. Their hometown is isolated and they do not interact with other species as much to keep their bloodline pure. It said that the Sukumé were once a tribe of average wandering sorcerers, until they settled down to a land and formed a contract with the spirit of the land who granted them the powers they now possess.

One of the reasons they do not let outsiders in is the twisted norms they hide behind their glorified facade, the discrimination based on power and ranks in their society and their obsession towards their military code, in their society. Everyone must go through grueling training since childhood. Children with more potential being brought up with care and the ones on the lessers side being seen as nothing more than slaves, abused lifelong or often sold to black market, is a common practice among big families.

Aging

Their age depends on their power. Every Sukumé sorcerer acknowledged by The Trinity holds a rank attained from the ranking match. Lower ranks usually live for 500-600 years, while higher ups may live up to 1000+ years and age slower. Human-like aging halts at 18-21st

year, then they age 3-6 years in every 200 year. (e.g if the aging halts at first 20th year, they'd look 23-26 at 220 y/o)

Traditions

Greeting formal

One should place their right fist on left side of chest (near the position of their heart) and left arm behind their back, then try to bow 45° to greet elders, or The Trinity (The three heads, basically), regardless of age in this case. One is to never directly meet the eyes of The Trinity and their respective family-heads.

Greeting informal

The most common and informal way of greeting is raising your dominant hand with your index finger erect and middle finger crossing around it, keeping the rest of the fingers closed, along with a small nod.

Rude gesture

Slapping on the back, even as a joke, is considered very rude and often considered as a challenge to a serious duel. According to Sukumé traditions, a duel only ends when the opponent is incapacitated or dead, with no regards for surrender.

Ranking matches

Second week of every 3rd year is reserved for ranking match, which every Sukumé sorcerer must attend and renew their rank through fights. Holders of The Trinity positions are also determined here.

Honoured death

Only the deaths of the fallen in any type of combat, directly or indirectly, are honoured. There is no funeral or rituals held for natural deaths of old age or death from any disease.

Spirits

Spirits, also referred to as Umbra's, Ghosts, or Lost Souls, are entities existing in a liminal state between the realms of the living and the dead. These ethereal beings have become separated from their physical bodies, yet remain tethered to the mortal realm by unresolved matters or lingering attachments. Whether it be a treasured object, an unfulfilled desire for vengeance, or a final message left unspoken, these unresolved ties serve as anchors that prevent the spirits from transitioning to the afterlife.

The strength of these bindings varies greatly among spirits, with some being relatively easy to release while others prove to be far more resilient.

T

U

V

Vitrevis

(Vitreus - like glass, Vis - power)

Characteristics

Vitrevis have a humanoid appearance, with varying body shapes, skin tones, facial and physical characteristics. On average they're taller than humans and have pointy ears. They're sexless and tend to look androgynous.

Their bodies are covered in crystals. Each Vitrevis has a different color, type and durability. They serve as armor and make them more fit for battle. The crystals reflect light, giving the Vitrevis a rainbow prism effect under sunlight. They have to be maintained by the warrior's own power, or else they begin to thin and crack.

Their power comes from the planet's core, which they obtain by doing meditation. They store the energy in their own bodies, serving not only as their magic abilities, but also their life source. If they have enough energy, they can skip eating and sleeping, but it drains their own core instead.

Most Vitrevis choose melee combat over magic, channeling their power to maintain their crystal armor. They can create weapons out of their own bodies. Spellcasters exist, but they're rare. In order to cast spells, they need to use their own crystal type as a focus. They're physically weak and lack protection, but more powerful and versatile in combat.

History

There exists a species in a remote forest, known as the Lunafae. They were weak and their land was small, making them an easy target for attacks. On the brink of extinction, a higher power gave them a blessing. They were given warriors known as the Vitrevis, made to defend and bring the small community peace.

The nature of their existence is shrouded in mystery, one that many are seeking to uncover. It's believed they spawn in underground caves, covered in crystals of all kinds. They take form inside those vibrant crystals, which stand tall and radiate a prism-like aura. To witness the birth of a warrior is considered a blessing, but nobody recounts seeing it with their own eyes.

The Vitrevis were likely molded to resemble the Lunafae, in order to make them fit into their society. They have their own will, but an instinctual duty to protect their homeland. They're put on a pedestal in the Lunafae's society, honored as the great protectors.

Aging

The Vitrevis have the appearance of an adult humanoid. They're fully developed at creation, both physically and mentally. They can't age, however, their bodies can fall apart. They will live as long as they power their core, but it becomes more difficult the stronger they become. If their cores aren't maintained through constant practice, they begin to weaken. That's how their crystals start to crack and disappear. Afterwards their energy slowly leaves their body until they lose control of their form. Another way to die would be to overuse their power, overwhelming their core and having their soul "escape".

W

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