

There are six types of magic: fire, lighting, water, shadow, light and ice. And with each comes a god, kingdom and set of royals with them. Along with different traditions and rules.

Fire Goddess Felatra: She takes the form of a Phoenix when not in a humanoid form, she is responsible for supplying dragons, Phoenixs and fire magic users with their fire. She is a bouncy and energetic, she often teases the other gods, mostly Vasalik

Lighting God Vasalik: He takes the form of a Wyvern when not in a humanoid form. He is responsible for supplying wyverns and lighting magic users with their lighting. He keeps to himself in his own realm. Although when needed he will talk to others, but it isn't often.

Water Goddess Icthia: She takes the form of a Sea Serpent when not in a humanoid form. She is responsible for allowing fish to breathe, making rivers flow and supplying water magic to water magic users. She is very outgoing, but often puts other people down if they're not up to par with her standards.

Shadow God Zeroxis: He takes the form of a black panther when not in a humanoid form. He is responsible for making sure there is an equal amount of shadow to light, making sure that death is always final, and supplying shadow magic users with shadow magic. He is very "matter of fact" about most things and believes in belittling people to push them further.

Light Goddess Uonika: She takes the form of a hummingbird when not in a humanoid form. She is responsible for making sure light behaves normally, making sure the sun goes down and comes back up and supplying magic to light magic users. People go to her whenever they need comfort, her shoulder is available for all to cry in when need be. Likes to hang around Zeroxis a lot.

Ice God Wufric: He takes the form of a polar bear when not in a humanoid form. He is responsible for making snow fall when the planet is too hot, making water freeze and supplying ice magic users with their magic. He is the one who holds everyone up to a strict code of conduct. The most honorable of the gods.

Each magic type represents a certain attribute.

Light: Hope/Peace


Shadow: Judgment/Equality

Water: Forgiveness/Change

Ice: Solidarity/Selflessness

Fire: Power/Life

Lighting: Ruthlessness/identity

 **TOTP lore Six original royals**

More info about the six original royals

☰ Numb State (ToTp)

Info about a special state of mind

Queens, kings and princesses are considered Demi-gods in this world, having about 10% and 2% of their God's power respectively most of the time

There is a war, the anarchists wanting to topple everything and make everything into complete chaos.

Leader:Lighting King Dominic.

Dominic is the definition of Ruthless, he only wants anarchy. He only wants to cause ruin, he enjoys watching people suffer. He wants anarchy so that he doesn't have to suffer persecution for the unrightful death of people who didn't do much to deserve it.

Generals are the people who Dominic deems semi close to him in power, they start at 0 and end at 8 with 0 being the highest. Here are some of the more notable ones.

General 0:Komatta

Daughter of Dominic, she is a dragon animorph who stands at 5 '2 with fire and lighting magic. Her mother died under mysterious circumstances and while she was resistant at first, she was drugged and beaten until she lost her want of free will. So now Dominic uses her as a weapon of destruction.

☰ Komatta [Redacted]

General 2: Leo

He is the ex-shadow king. He has fire and shadow magic but mainly uses his fire. He is the father of Sonia Walsh, he is tall, standing at a flat 6 feet. He burned Sonia Walsh's right eye when she was a child, leaving her half blind.

General 4: Eregato 5'6

She is a peacock animorph who is an exceptional fighter when it comes to blades and shape objects. The hypnotic patterns on her feathers usually help her with distracting her targets, she is also so light that she can throw a knife and use it to hop off for extra air time. It is rumored that she is the sister of the light queen.

☰ Eregato "Shi" Jianto

And there is a power level system

Gods

Kings and queens/ generals/ sages/animorph with two magic type

-Kings, Queens, princes and princesses often are always the descendents of the last but adopted royals can still gain this power but they have to visit the island containing Mount Ourans.

Princess/Prince/regular person with two types of magic

Royal knights/animorph with magic

Animorph

-An animorph is a half animal, half human being. They gain the abilities of whatever animal they came from. So a bat animorph would be able to use echolocation.

Common magic user

Each magic type has a different fighting style, and specializes in different things. Each fighting style also has a sword style tied to it as well, which are mostly the same with some differences.

Fire: Powerful, long strikes. Usually in either one last blast or smaller bursts, users usually prefer close to medium range fights but some specialized users aren't strangers to zoning and longer range fights. Sword fighters are close range, and often focus on high hitting strikes combined with their flames.

Lightning : Lightning Users focus on singular, quick, but powerful strikes. They specialize in long range attacks, but also if they need to get up close and personal they often use lightning magic at their feeling to propel themselves forward at high speeds but this often leads to massive scarring. Sword users usually do a sort of hit and run type of deal.

Light: Light is very similar to Lightning in how it focuses on speed but their fighting style is always up close and personal. They rely upon momentum and speed to build up even force to make a powerful strike. Most expert light magic users are faster than the average person. A notable downside, they can go so fast that they build up enough friction to burn themselves. Weapon users do the same thing.

Water: Water flows and can take the shape of whatever container they are put in. Water magic users use long flowing attacks that can change based on whatever terrain or situation they are put in. A highly skilled water user can blend multiple attacks together and make it seem like less than there actually are. Weapon users do the same thing.

Ice: Ice magic users are very defensive, the term "Defense is the best offense" reigns true in this instance. Often used to protect others or make counter attacks, ice magic users are the perfect

shield for any party of people. Weapon users, who often default to hammers, gauntlet or battle axes, often use their defense to allow for longer and heavier attacks at the cost of speed.

Shadow: Shadow magic users often rely on deception, obscuring the senses and evasion to get their way in battle. Although shadow magic is the most versatile of the magic types, since it can fit most roles, the role it fills best is the one described above. Their attacks use these methods to deliver many smaller attacks, or attacks that disable their opponent for an easy kill. Weapons often used include light and small ones. Like small daggers, short swords and brass knuckles in some rare cases.

Animorphs of all kinds usually have some sort of claws, which is a key sign of them in fact being an animorph. Others are more pronounced than others, for example a wolf or cat would have more pronounced claws versus a bird or fish.

But all four would have claws.

Sometimes in certain underground settings an animorph may be deemed to *unruly* or *dangerous* so they may be subjected to being de-clawed. This is an extremely painful, inhumane process which leaves an animorph scared and often leads to suicide and if not that life time trauma and distrust of others.

All the kingdoms but the lightning kingdom have banned this act, due to obvious reasons. It's not impossible to be a functioning animorph without their claws, prosthetics exists but it definitely isn't the same.

(This following section is a work in progress)

Kingdoms

There are six kingdoms that rule over the world here, all have their different cultures and customs.

Shadow Kingdom:

Based off of Ireland in the high Middle Ages with some touches of European influence.

This is the home of many things, such as the very first house of law being built here, Night Reapers, and a monument of the revolution that allowed them to be equal to the other 5 kingdoms.

Before the modern times of monarchism the people of the shadow kingdom, otherwise known as Shadow Folk, were seen as evil and were at the bottom of the barrel in terms of social status.

Until what we now know as the very first shadow king, Volo sparked the flames of a revolution which lead to what they have today.

But now they are probably the most influential in terms of judgment and rulings regarding criminals and war decisions.

Volo has a statue near the Shadow Family's castle in the northern part of the capitol.

The first courthouse was built when the first murder happened, it was what one would consider kind of a waste of time. Certainly a waste to go to jail over.

The murderer had their horse stolen by the victim, and so they were killed.

The courthouse was built there not knowing this would be the land of the shadow kingdom, so modern day missionaries, priests and even some royalty believe it was meant to be there.

Night Reapers are a breed of dragon only found in the Shadow Kingdom. The regular kind are a deep black with red eyes, they are about the size of a large bear and have been seen fighting with bears over food or territory.

Some of them have the capability of growing into alphas, which are usually the rulers of their homes.

The alphas are usually the size comparable to a dinosaur, like a Tyrannosaurus or the likes. Their wings are now a lot bigger and can cause a small amount of destruction with a single flap. Male alphas usually keep their black hue while females tend to become a stark white.

Night Reapers are a burrowing dragon, you'll know you've found a group of them if you find small holes in the ground. When there's a large enough group their holes can tend to look like craters or empty ponds.

The younger males are the ones who usually go out hunting for the young and females, and while they're mostly pescatarians they have been known to form groups to hunt down large game. Such as elephants or other larger dragons.

Despite all of these habits they have, they can be and often are domesticated. But usually only if raised from an egg. It's very hard and very stupid to attempt to tame one who has been wild their whole life.

Domesticated Night Reapers can be compared to attack dogs that you can ride and shoot fire from. They are fiercely loyal, aggressive to almost anyone who comes close to their owner, and even a bit sassy.

They are seen shooting fireballs, the alphas convert to a constant stream of fire instead. Since they are a lot slower than their smaller counterparts .

Fun fact

There is a colony of Night Reapers so large that the Shadow Nation has dubbed that specific region

“Night Reaper Valley”. And often take care of the dragons who live there, to show their appreciation.