



This roleplay takes place predominantly in the continent of Arbolia. The population is almost completely human and one in ten people have the power to use magic. Because of magic, the standards of living in urban areas have all but reached the standards of modern day, with the exception that mass production does not yet exist and thus digital technology and automobiles are reserved for the rich who have magic craftsmen to produce them.

Since antiquity, many of those who practice magic banded together to form Wizard Guilds. They are governed by the Magic Council and most act as freelancers, mercenaries, and adventurers. Of the guilds in Arbolia, the most famous of all is Cherry Heart.

Character Roster

Numbers in () represent a character's Prestige

Cherry Heart Members

Aix: Jeanne Quichotte

Kyng: Tyson Firebrand, Dareios al-Aswad (1)

Nai: Angela Celeste Silkans (1), Eristhene Claudia Tiberis (1)

Yui #2: Mena Smith (1), Strio Solin (1)

cardgameking: Solomon de Yones (1)

Cow: Tegur Steelskull (1), Kasayee (1)

Chaos Sonic: Kin Agham (1)

Muddy: Mary Storm (1), Fire Storm (1)

Hyde: Leo Honeybuzz (1), Myth Fujita (1)

Yui Prime: Izula (1), Eyla Havardottir (1)

Next Tuesday: Henry Whitley (1)

Cherz: Lilly Moral (1)

Toyo: Lisei Chang (1)

Raine: Reo

Cardlover: Angel (1)

Hakima: Masaru (1), Aubrey Blackwell (1)

Neph: Io (1)

Thar: Samantha Green (1)

Mako: Nanuq (1)

Non-Cherry Heart Characters

Mako: Tracy Morgan

Villains

Kyng: The Dragon Knight

Muddy: Chief Kenpachi

The World

Currently, Arbolia Continent is composed of numerous countries, mostly monarchies. These will be filled in as we go on. Across the Eastern Ocean is the Oriental-themed continent of Jianghu. Other continents exist, but their locations are uncertain due to the world's accelerated continental drift.

The Kingdom of Fraxinus

A large kingdom that stretches from central Arbolia to the southeast. Its current ruler is King Tyrus III. The kingdom is strongly backed by the magical guild, Yggdrasil, and thus holds great political and military power in the continent, however truthfully Yggdrasil has the government in its pocket and the king is a puppet.

The Empire of Trethylia

An empire stretching on the far western area of the continent of Arbolia, and into the smaller islands out of it. While pretty massive in size, contact with Fraxinus had been minimum at best, due to the limiting geography. Only relatively recently after safe roads going through Valais had been opened that both nations had any contacts with each other. Even then, information on it is still pretty scarce - the only thing publicly known about it is how the situation between it and Fraxinus is pretty tense as of now.

The City of Prunus

Prunus is one of the oldest surviving cities in Arbolia, located on its southeast coast. Historically, it was an independent city-state formed around the guild Cherry Heart. It became a part of the Rowan Empire seven hundred years ago and was consequently destroyed by Yggdrasil during the war. All of the citizens had already evacuate and were able to rebuild their city once more as a part of the Kingdom of Fraxinus. While not nearly as big as it once was, it is a popular tourist spot for its cherry blossom trees around the city.

The City of Agria

Agria has been around for quite a while, and while it was not the first coastal city in the continent, but it is the most prominent and active of the bunch. It is the main trading point between the kingdoms in Arbolia with other continents, and as such, merchant companies flourishes here, although this also means that the city was practically a haven for black markets. Trades aside, fishery and mining is also the main economic activity of the city. Mainly coal and oil, but these mining activities were quite new, and some of the city's residents opposed it since it made fishery less profitable. Sadly, the city had no remarkable beaches that could attract tourists.

A group of uncharted islands were somewhat close from the shores of the city. Mainly untouched because sailors and locals alike believed that no one that landed there would leave the place alive.

The Sultanate of Nêreus

Nêreus is a city-state set in the desert country known as Kaktos, set on the eastern shores. A land of prosperity and wealth, many eastern luxuries find their way to the port of Prunus such as exotic spices, perfumes, and many other boons of trade.

Zyzymt Jungle

The Zyzymt Jungle occupies the entirety of Zyzymt Isle. It is a place bustling with wildlife, magic, and to a lesser extent, tribal warfare. Its position roughly in the center of the Sea of Storms just south of Arbolia lends to a rough-at-best climate, and between that and the general hostility of both the wildlife and a small handful of indigenous races, trying to settle the place has proven an exercise in futility.

Valais Mountains

Valais, named after the first human to reach its highest summit and return home, is a large mountain range in Arbolia, only smaller than the Tartai range up north. It practically acted as a barrier between the eastern and far western side of the continent, to a degree. Humans from the kingdoms at the eastern side of the mountain range had tried to make a pass so they could easily connect the two sides for centuries, but due to common attacks by elven bandits and bloodthirsty Coronids, it wasn't until the Kingdom of Fraxinus declared war with Caeth that a human-friendly passage was made through the mountains. Still, the world that lie beyond the mountains was still largely uncharted by the humans of the east. That promise of a brand new adventure gave a renewed interest in guilds to youngsters, and both adventurers, settlers, and treasure hunters alike set out by the thousands each month to be the first to uncover the new world.

Everwild

A supposedly sentient forest that covers much of Arbolia, predominantly the west, but it also stretches over the Valais Mountains. Countless dangerous beasts and unknown tribes live within.

Tartai Mountains

A large mountain range to the north, Tartai is a savage land where only the strong live to see another day. Freezing gales, monstrous beasts, and scarce resources render the place nearly uninhabitable, but it is Tartai where humans have most boldly proven their will to tame any land. The mountains house no proper kingdom, and almost the only civilization to be found are nomadic camps, with actual villages being very small, very few, and very far between. Hallmarks of more “advanced” civilizations such as hierarchy, law, and even basic currency are nowhere to be found here; only snow, steel, and skulls.

The Jade Islands

An archipelago far to the east, the Jade Islands are all but officially something like a small nation in their own right. The islands are set a fair distance from any other land, and are close enough to one another that with some time and effort, small bridges were created to connect adjacent islands. The people of the islands have definitely seen better days; economy is gradually failing, a drier climate as opposed to several years ago is causing harvests to fall short, but the people remain generally positive in the face of all this. As they see it, they are simply being tested by four “Guardian Ancients”, god-like beings that watch over the Jade Islands and give the islands and all that live on them the means and ability to live. These Ancients are the White Boar of the North, the Red Crane of the South, the Blue Lion of the West, and the Jade Cobra of the East.

“Sleipnir” Continental Railway Project

An ambitious project co-headed by several corporate heads of different origins aiming to connect most of the continent of Arbolia with trains. While steam-powered trains are already a proper transportation method especially in the kingdom of Fraxinus, this project aims to expand its scale of network into something a lot more impressive. Right now, they are focusing on connecting the countries of the far western region of the continent with the ones on the east. Granted, many people saw this project as just yet another thinly veiled attempt of expansion and conquest to the west from Fraxinus. The project itself would be having its eighteenth anniversary not too long from now, and they're already preparing for the maiden trip on the first railroad to connect the eastern and western world.

History

Rowan Empire

Founded about seven hundred years ago during a period of unending war, an empire that spanned the entirety of southern Arbolia and brought about three hundred years of peace. Cherry Heart played a great role in the unification of its territories. However, it fell apart due to internal politics dividing up the state as well as the invasion of the newly formed Kingdom of Fraxinus to the north.

Kingdom of Caeth

Founded eight centuries ago and originating from a confederacy of smaller communities and independent nobles around the Valais mountain range, the Kingdom's history was actually filled with relative peace as once its power has been consolidated well, both the geography and the reputation the kingdom had built up allowed it to intimidate potential invaders away. Famous for their spearmen, most of the kingdom's military accumulates battle experience by offering their services to other countries as mercenaries, a practice that the King would always support. However, their relative isolated state made them adapt badly towards advancements in armaments, which ends up being the weakness that the Kingdom of Fraxinus exploited to conquer the kingdom around one hundred years ago. Although, even then the entire war was really bloody, and the pride from the people of Caeth made them fight literally to the last man. The costly invasion attempt, with a reward not worth the lost resources (the Caethian employed the scorched earth strategy), ended up stopping the Kingdom of Fraxinus' attempt to expand to the west.

The Magic Council

The Magic Council is the ruling body regarding all matters revolving around Magic. They are the board who register Legal Guilds, and designates those who do not comply as Dark Guilds. They are the ministry who deals with matters relating to magic for the Kingdom of Fraxinus, dealing with matters such as regulating what quests are of acceptable standard, what magics are forbidden to use, and deal with guilds in most legislative matters. They are comprised of a mixture between men and mages alike, representing that Magic is not above the law.

Cherry Heart

Over 2100 years ago, the first members of Cherry Heart arrived to Arbolia from the eastern continent of Jianghu during the Magic Cataclysm where the land was racked by unstable energy and magical phenomena. Through their adventures, they met many companions and helped return peace to the continent. The Magic Council was formed in order to govern the rampant magic guilds during this era. From then on, Cherry Heart was involved in countless magical events through the ages. They were apparently destroyed by Yggdrasil during the Rowan-Fraxinus war, but truthfully disbanded to reduce casualties while its core members departed on SS-Class Quests.

Yggdrasil

600 years ago, an immensely powerful mage by the name of Odin defected from Cherry Heart to found his own organization that pursued power and immortality. 200 years later, it had grown tremendously in wealth and influence through its relationships with the nobles of the Kingdom of Fraxinus. During the war between the Kingdom of Fraxinus and the Rowan Empire, Yggdrasil took a preemptive strike to attack Cherry Heart which was known to support the Empire. After Cherry Heart's apparent demise, they managed to secure a considerable power in the kingdom in a short time, and later on, practically puppeteering the kingdom while the actual politicians and nobles are busy amassing wealth and not caring much about their kingdom.

Berry Soul

Berry Soul was always ever Cherry Heart's good rival. While Cherry Heart settled in Prunus, Berry Soul in Vaccinium. Cherry heart came from the east, and so Berry Soul inspire itself from the West. Cherry Heart was very loud and proud, involving itself in many conflicts, but Berry Soul kept quiet and modest about itself. That's probably why it wasn't wiped out by Yggdrasil. Berry Soul remains a fairly mid-tier ranked but has won its fair share of titles to cement its place as a guild to be recognized and respected.

Pear Glint

Once was a small guild whose claim to fame was claiming big feats that they didn't actually do, they stayed pretty minor until the guild attempted a rebellion and was promptly declared illegal. They ended up growing in the neighboring countries however, and just recently, they decided to return to their old place. While they're a relatively big guild, their Fraxinus branch ironically is still pretty small, or maybe that's just how it seems. Rumors about their activities on illegal business has circulated, though it does the guild's reputation little.

Iron Bark

A more combat focused guild. The original Iron bark started out as little more than a band of mercenaries trying to make a living. Through repeated success, whether it be fighting monsters or bandits, and expansion in size they eventually became a full fledged guild. While not a military power, unlike Yggdrasil, they are said to contain some of Arbolia's strongest warriors, magical or not. When a dangerous monster surfaces or a group of infamous raiders is about, you can be sure that the Iron Bark will be the first on the scene.

Magnolia Petal

Insert Guild Description Here

Wilting Willows

Insert Guild Description Here

Giant Sequoia

Insert Guild Description Here

Mangifera Dance

Insert Guild Description Here

Magic Cataclysm

A time where the magic accumulated inside the earth erupts out causing disastrous magical phenomena. Powerful magical beasts appear at an astonishing frequency. However, it is also a time where unique magics can be acquired. Last one happened over 2100 years ago, causing the fall of several ancient civilizations.

Important Terms

Magic:

Magic is the physical embodiment of the spirit. When the physical spirit of an organism connects with the spiritual flow of nature, the spirit forms Magic as a product of the connection. Only ten percent of the world's population is able to use Magic, which is noted to keep a balance between ordinary people and those with Magic. It takes an enormous amount of concentration and mental ability to use Magic. So long as a mage is conscious, they will be able to use magic, as normally the type of magic themselves will come with their own restriction.

There are general classifications for Magic Types. Caster Magic is Magic that is expelled from the body as opposed to Magic done through the use of a weapon or outside source, which is called Holder Magic.

Currency:

While inspired by Fairy Tail, Cherry Heart does not use Jewels as a currency. Instead, the Midas Bank backed by the nations of Arbolia issued magical Gold, Silver, and Copper coins. One gold doubloon is made up of 100 silver ducats, while 1 silver ducat is made up of 100 copper escudos.

we've determined that a less-than-middle class, but more-than poor family earns about 40 copper per day

With 11 Silver and 58 Copper per month living expenses

that way, it's still sustainable, and leaves a little wiggle room for unaccounted for expenses

This means that if you make a single gold coin in a day

You've just made 250x the average daily wage of a person

good job

Breakdown as follows:

20 Copper = 1 Half-Loaf of Wheat Bread

10 Copper = 1 Small Bottle of Cow's Milk

Average Family (2 parents, 1 young child) expenses per month:

900 Copper Bread and Milk

28 Copper Candles

70 Copper Clothing

110 Copper Splurges

50 Copper Taxes

=

1158~ Copper per Month

=

11 Silver, 58 Copper per Month

[06:03:48] Mako: Assuming you can eat about 2 meals per half-loaf of bread for 3 people

Guild:

A guild is a type of organization, characterised by a member base and common trade. The purpose of a guild is to obtain and disseminate job requests to the members of the guild. In Arbolia, there are variety of guilds, such as

Cherry Heart Database

merchant, mercenary, treasure hunter, or smithy guilds - if there is a trade, there's likely a guild for it. This includes Magic Guilds, the focus of the story of Cherry Heart.

There are two different types of Guilds: Legal, and Illegal. A Legal Guild is one that has been approved and registered by the relevant official board, in this case the Magic Council. An Illegal Guild is one that has not been approved by the relevant government body and is treated as a criminal organization.

Races

Humans

The standard race. They're pretty great.

Elves

Can be said as human's distant, aloof brother, they usually share the same general physical characteristics with humans, with major differences being taller and leaner physique, pointed ears, and usually a sharper, more defined facial structure. They generally have a longer lifespan than humans, but lower birthrate too. Reclusive, stubborn, and very territorial compared to most other races. Usually very reserved and traditional-minded, their culture coupled with their seclusion made them quite a stickler to older values and school of thoughts. Even if they do interact with other cultures, they would stubbornly stick with what they believe, most of the time.

Insectoids

Insectoids are large, evolved arthropods who have become sentient and have adopted the ways of modern society. Depending on the specie of insectoid, they can either live solitary lives, such as Mantis Insectoids, or in colonies like bee insectoids. In a colony system, a hive is dominated by a matriarch. They are mostly docile and appreciate communication with other races.

Coronids

Elusive mountain-dwelling race, mainly characterized by their large, crow-like wings. **Coronids** are how the humans called them, taken from the ancient name of crows, while they usually called themselves **Valvravn**, but the way they pronounced it made no one else outside of them used this name. Some human folklores said that they were the result of a crow that seduced a goddess, while other stories said that they're originally humans that was cursed to stay in the mountains, or that they're crow demons with the ability of shapeshifting. Despite usually being easygoing, they have an aggressive culture for the most part, and has gained notoriety throughout history as a predatory race that hunts anything they see as lesser than them for food, humans included. Due to their aggressiveness and low birthrate though, in the last several hundred years their number started to dwindle, and they're forced to intermarry with other races (mainly elves) to survive.

They believed that they were descended from the sun goddess, and regarded the sunrise and sunset as important times in a day. As they were the direct descendant of a deity (or so they said), they believed that they're above the other creatures on earth, which they used to justify their constant aggression towards other races. The Coronids doesn't actually have a system of worship for their goddess, believing that such thing wouldn't help them since their goddess had long since dead. They rarely formed an organized group bigger than a small tribe due to the feeling of distrust to each other was a big part of their culture - practically cultivated xenophobia to protect their identity. They're usually quite skilled in craftsmanship as it was a cultural necessity for each of their child, male or female, to be at least adept of the trade before they could be considered adults.

When the advance of humans and elves threatened them and forced them to flee or go into exile at the deepest reaches of the mountain range, many of them had to swallow their pride just so they could start living together with humans or elves. Although, as time passed, they proved to be quite adaptable to their new life, and even started to intermarry to their neighbors (mainly elves though. Coronids usually were still too prideful to marry a human or other races). However, their culture disappeared over time with this change. Right now, what's left of the Coronids

were simply regarded as merely winged elves, and the word itself had fallen from usage since more than a century ago.

Kettir

Of the indigenous races of Zyzynt, none are as dangerous to others or themselves as the cat-like Kettir. The race is divided into two tribes that are constantly at war with each other and everybody around them, and differ in culture and lifestyle so greatly that one wouldn't think they belong to the same race in the first place. Physically, they boast mostly-humanoid bodies, with the exceptions of a feline pair of ears atop the head and a tail to match. All Kettir boast sharp claws and fangs used to either defend themselves or kill prey. Although they decorate their bodies with clothing, Kettir fashion varies wildly between the two tribes.

The Ae'Kettir worship their namesake god Aelu, supposedly the bringer and preserver of all life. Although they are not weak warriors, the Ae'Kettir do their best to keep their kill count as low as possible (except when facing their Xol'Kettir enemies; the Xol'Kettir are an abomination in the eyes of Aelu and must be purged). In the eyes of the Ae'Kettir, death in and of itself is bad enough, as they perceive it as meaning Aelu has forsaken the deceased. In the same vein, they believe it isn't their right to decide when Aelu has forsaken someone or something. The Ae'Kettir prefer garments crafted from the plant life of Zyzynt, as the leaves of the jungle's trees provide mobile shelter from the island's harsh climate.

The Xol'Kettir, similar to their Ae'Kettir cousins, derive their name from the god they worship. Their god, Xolti, is believed to rule over death; it is Xolti that brings all things to their end and consumes them to feed his insatiable and eternal hunger. Xol'Kettir shamans are in charge of very frequent sacrifices to Xolti to earn his favor, but this comes with the secondary purpose of keeping Xolti in check. Just as the Xol'Kettir worship their god, they fear him as well. Their beliefs state that if there should ever be a time where Xolti's hunger can no longer be contained, he will descend upon this world and consume the world itself. As such, to hold off the apocalypse, the Xol'Kettir host sacrifices, hunt for food as well as sport, and engage everybody around them in bloody war. When they die, they die smiling, knowing that feeding Xolti's appetite will be their final and greatest service to the world around them. Xol'Kettir tend to fashion outfits of their own out of whatever they kill; these outfits are treated similarly to a hunter's trophy, and not being able to create an outfit by a certain age can lead to being sacrificed in Xol'Kettir culture.

Demi-Lizard

Not an official name, as the race has yet to be given one. They live in small tribes in the most remote areas of the already remote Zyzynt Jungle. Mostly humanoid in appearance, though generally smaller than the average human, there are several differences. The most obvious is that they all have scaled tails, of varying sizes and color, which they take care of almost religiously. It's considered a grave insult to step on one's tail. At least 1/5 of their bodies are covered in scales, sometimes more than half, and they tend to have sharper than human teeth and nails.

Many have some kind of natural defenses in the form of venom, but some also have access to powerful magic.

Very spiritual in nature, the demi-lizards are connected strongly to nature and spirits. They base their lives on co-existing with nature, and respect Druids who have connection to the spirits. Each tribe has at least one shaman, who is basically the tribe's leader, who gives advice and makes prophecies for the tribe.

They usually stick to themselves, and as such not many people even know they exist, beyond the rare scholar. It's unusual to see one outside of the jungle, but they do not stop anyone from leaving. They're usually mistaken for some kind of draconian race.

Their only real problems are with the Kettir, who have often used demi-lizards for sacrifices, despite their attempts at diplomacy.

Being at one with nature, they generally enjoy the powerful storms that can often run through the jungle. The rain invigorates them, while intense heat and sunlight can cause them pain over time.

Minotaur

A large and physically powerful race whose appearances resemble that of bulls and cows, Minotaur have a reputation for being violent and dangerous individuals. This is true, for the most part. Minotaur have no specific place they hail from, and can be found in almost any area of the world. They are a war-loving race and many warlords have risen, and fallen, over the years. They respect strength and honesty above all else, and worship no gods.

They don't often settle down in one place for long, but when they do they build their homes in the middle of labyrinths. It's considered a great source of pride if you manage to live in a labyrinth that is difficult to solve. This is due in large part to an old legend involving a great Minotaur warlord who had conquered much land and ruled justly, who had retired and decided to create a labyrinth to keep out unwanted guests. A human assassin came into the labyrinth in the middle of the night and slayed him. And thus whenever a Minotaur decided they want to settle down they try to find, or make, the most complicated maze possible out of respect for the fallen legend.

Ursine

See: Bear.

Ursine's are very large, very imposing furry powerhouses that inhabit cold and snowy regions of the Northern Lands. They are known to keep to their own and rarely ever initiate contact with other races; however, they will not ignore or run when called, and often engage in trade with northern travelers in order to learn of the new technologies and events of the world.

Being what is basically the equivalent to a bear that stands on its hind legs, they share practically all traits with their lesser cousins; they have gigantic figures, with some of the largest reaching 10 feet in height and weighing over a ton. They are covered from head to toe in a thick layer of fur of many different styles and colors, with brown and black being the most common, followed up by white and other, rarer colors. They have elongated snouts of varying lengths, with rows of teeth for tearing, although they are known to eat pretty much anything they can get their hands on. Their hands and feet both have long, sharp claws on them, which negates the need for them to invest in the creation of any sort of weapon.

Speaking of weapons, contrary to popular belief, Ursine are well-versed craftsmen, handing down their techniques from generation to generation. They produce most of their own equipment and materials, from candles to furniture to cloth. Speaking of, they are somehow extremely skilled weavers and knitters, as is a skill that is learned by every Ursine. Though they have no need for clothes, rugs and small decorative vests are extremely popular among Ursine communities. Some Ursine Clans are known for producing armor as well within cave furnaces, but they are uncommon.

They are creatures of family, and remain so throughout the entirety of their lives, sticking with their separate Clans and family units. They are fiercely loyal to one another, willing to fight anyone and anything for the family. However, at some point, both male and female Ursine will move out of their Clan to start their own new Clan, especially in the case of multiple Clan collapses. It is expected of almost all male Ursine to at least make an attempt, while females can come and go as they please.

They are natural-born fighters, and require very little combat training to be an extremely dangerous adversary to face, if only by sheer mass alone. There are those that often wonder what would happen if the Ursine bothered to learn a fighting style.

Mel'ai

An ancient race that once ruled a powerful civilization in Arbolia over 2100 years ago. They are often considered a subspecies of elves and are deeply connected with nature. Their plant magic is known to be immensely powerful.

Gyhanids

The Gyhanids are a tall race of people, with the average female Gyhanid being just as tall as the average human male if not taller. They have two forms that they can at any time. The first and usual form a Gyhanid takes looks to be very humanoid overall and thus is the more approachable of the two, although they still retain a wolf-like tail and ears, as well as slit pupils in their eyes and pronounced canines. The second form is more akin to a full-fledged werewolf, with a significantly larger frame and bulkier muscles; it almost appears as a *growth* when a Gyhanid transforms from the first form to the second.

Gyhanids reproduce in the same manner as one would expect, with the females carrying live babies inside their wombs until the time comes for them to give birth. However, it's not uncommon for a female Gyhanid to carry 5 or more babies inside the same womb, and it's in fact rare that they'll carry 3 or less. Gyhanids are also the only known race whose females go through multiple births within the same pregnancy, as they only have the strength to go through 1 or 2 births at a time, or sometimes 3 if they're carrying an especially large "litter". As such, a pregnant Gyhanid may choose to force a premature birth... if only so those that had not been born yet have room to grow in her womb a little more. The later a child is born within the litter, the higher up they are in the pecking order *within* that litter, with the first child being the lowest.

As a whole, Gyhanids are an aggressive tribal race that especially take pride in their hunting expertise. They are usually easy to provoke, especially over food, water or other key items that are necessary for survival. They reside most inside the Zyzymt Jungle, and find themselves at war with both the Ae'Kettir and the Xol'Kettir a lot of the time... among other races that also reside in the Zyzymt Jungle. The Gyhanids themselves only have true beef with the Xol'Kettir since they're the ones that first attacked them, as well as the Ae'Kettir since they can't be bothered making any attempt to tell the difference; the other races just happen to make their homes in the wrong "strategic spots" at the wrong times, and are often scared off if not outright slain on the spot. However, despite all the skirmishes that the Gyhanids have made on their people, the Xol'Kettir still have dominance over *most* of Zyzymt Jungle followed closely by the Ae'Kettir... although it's safe to say that the Gyhanids in particular are constant thorns in both tribes' sides. They have even massacred Xol'Kettir that had already engaged in combat with the Ae'Kettir or other races, and are not afraid to play dirty if it means victory for the Gyhanids as a whole. One could say that such dirty tactics are the only reason that the Gyhanids had survived against both Kettir for so long.

It all started when a group of Xol'Kettir attacked a tribe of Gyhanids that were hunting for food for their survival. All the Xol'Kettir involved were slain via a retaliation effort from the Gyhanids, but the loss of life was still greater on the end of the Gyhanids. The news angered the Warchief of the Gyhanids, who'd then ordered an attack on a camp of Ae'Kettir that his scouts had mistaken as Xol'Kettir. After the attack, an Ae'Kettir leader arranged to see the Warchief. He did not take kindly to the meeting, but had some bodyguards follow him to the meeting place nonetheless... as well as some warriors whose job was to ambush the Ae'Kettir leader and *his* bodyguards. Of course, the Ae'Kettir leader had tried to clear things up and make an alliance with the Gyhanid Warchief, proposing that with both their forces combined they could kill off the Xol'Kettir once and for all. Any typical leader would've taken that offer up without so much of a second thought, but the Gyhanid Warchief was no typical leader. It was likely that he anticipated being betrayed by the Ae'Kettir later down the track, and would've preferred to take his chances with an ensued war with both Kettir at once. As such, the Warchief signaled for the warriors he had set up for the ambush to press the attack, and there was no word from the Ae'Kettir leader or his bodyguards.

Dragons

Dragons are legendary creatures, typically with serpentine or reptilian traits. Dragons are usually shown in with a body like a huge lizard, or a snake with two pairs of lizard-type legs, and able to emit fire from their mouths, though in the known world Dragons of many different types of elements exist. Some also have wings growing from its back. A dragon-like creature with wings but only a single pair of legs is known as a wyvern.

Dragons are extremely powerful creatures, so powerful, in fact, that a form of Magic had to be created to combat them; their scales are so strong that, aside from Dragon Slayer Magic, no other form of Magic can pierce through them. Dragons can also be wounded by their fellow Dragons.

Dragons are extremely intelligent; they are able to speak the language of humans and can thus impart upon them their knowledge, as well as communicate with them. Some, however, do not seem to be happy with making contact with humans, who they consider to be inferior, and ignore altogether. Some Dragons even think of humans as one of their food sources.

Quests

Quest 1: Welcome to Cherry Heart!

Participation: All current Cherry Heart members.

Summary: The first of the new recruits arrive at the Guild Hall.

Reward: 1 Prestige

Quest 2: Explore

Participation: 3+ Cherry Heart members (max. 5)

Summary: Explore the lands of Arbolia and what adventures lurk.

Reward: 1 Prestige

Quest 3: Sparring

Participation: 3+ Cherry Heart members (max. 5)

Summary: Rumble at Cherry Heart's outdoor arena to hone your skills. Recurring quest.

Quest 4: Spring Cleaning

Participation: 3+ Cherry Heart members (max. 5)

Summary: The Festival made quite a mess...

Reward: 1 Prestige

Quest 5: Cave of Lost Treasures

Participation: 3+ Cherry Heart members (max. 5)

Summary: People lose things in the caves near town all the time.

Reward: 1 Prestige

Quest 6: Tavern Security

Participation: 3+ Cherry Heart members (max. 5)

Summary: The Popped Cherry hires Cherry Hearts to keep the peace.

Reward: 1 Prestige

Quest 7: Caravan Bodyguard

Participation: 3+ Cherry Heart members (max. 5)

Summary: Merchants hire Cherry Hearts to keep their caravan safe.

Reward: 1 Prestige

~~Quest 8: Wizard Weekly Competition~~

Participation: 3+ Female Cherry Heart members (max. 4)

Summary: Cherry Heart's resurgence spikes interest in the guild magazine.

Reward: 2 Prestige, claimed by Io, Angel, Angela and Lily

Quest 9: Hunt the Beast

Participation: 3+ Cherry Heart members

Summary: A giant beast threatens the safety of travelers.

Reward: 1 Prestige, Beast's Drops

Quest 10: Haunted House

Participation: 3+ Cherry Heart members

Summary: Cherry Heart is requested to investigate the haunted house.

Prestige: 1

Reward: 1 Prestige

Quest 11: Murder of Crows

Participation: 3+ Cherry Heart members

Summary: The Constable of a Town requests Cherry Heart to catch a murderer.

Prestige: 1

Reward: 1 Prestige

Quest 12: Bandits

Participation: 3+ Cherry Heart members

Summary: Local bandits need to be brought to justice.

Prestige: 1

Reward: 1 Prestige

Quest 13: Misfortunate Maggie

Participation: 3+ Cherry Heart members

Summary: The members must find the source of Maggie's curse.

Prestige: 1

Reward: 1 Prestige

Quest 14: Maiden Voyage

Participation: 3+ Cherry Heart members

Summary: Stop the terror of the deep.

Prestige: 1

Reward: 1 Prestige

Quest 15: The Sacrifice

Participation: 3+ Cherry Heart members with min. 1 female member.

Summary: The hill folk are being terrorized.

Prestige: 2

Reward: 1 Prestige

Quest 16: Tyson's Test

Participation: 3+ Cherry Heart members

Summary: Tyson has fixed up an old Cherry Heart guild trial.

Prestige: 2

Reward: 1 Prestige

Quest 17: Scout the Valais Mountains

Participation: 4 Cherry Heart members

Summary: As it says on the tin.

Prestige: 2

Reward: 1 Prestige

Quest 18: High Priority Package

Participation: 3+ Cherry Heart members

Summary: Deliver the package discreetly.

Prestige: 2

Reward: 1 Prestige

Quest 19: “Archeology”

Participation: 3 Cherry Heart members

Summary: Spelunking in an Ancient Tomb.

Prestige: 2

Reward: 1 Prestige

Quest 20: The Guild Inspection

Participation: 3+ Cherry Heart members

Summary: Members of the Magic Council come to inspect Cherry Heart!

Prestige: 2

Reward: 1 Prestige

Quest 21: Scouting the Tartai Mountains

Participation: 3+ Cherry Heart members (max. 4)

Summary: As it says on the tin.

Prestige: 3

Reward: 1 Prestige

Quest 22: Ill Wind

Participation: 3+ Cherry Heart members (max. 4)

Summary: Discover the source of the foul odour that hangs over the Port.

Prestige: 3

Reward: 1 Prestige

Quest 23: Goblin Invasion

Participation: 4+ Cherry Heart members

Summary: An army of Goblins threaten Prunus!

Prestige: 3

Reward: 1 Prestige

Quest 24: Tyson’s Test #2

Participation: 3+ Cherry Heart members

Summary: Tyson has fixed up another old Cherry Heart guild trial.

Prestige: 3

Reward: 1 Prestige

Quest 25: The Blood Cult of Agria

Participation: 4 Cherry Heart members

Summary: Agria’s mayor calls Cherry Heart to eliminate the “Blood Cult” that seeks to usurp him.

Prestige: 4

Reward: 1 Prestige

Quest 26: Phantom of the Railway

Participation: 5 Cherry Heart members

Summary: The progress of the Sleipnir Railway Project had been stalled due to technical difficulties found near the Valais Mountain. Investigate the issue, along with any other disturbances happening along the way.

Prestige: 4

Reward: 1 Prestige

Quest 27: Tournament Chaos

Participation: 3 or more Cherry Heart members

Summary: Cherry Heart has been invited to send champions to compete in a annual tournament in the Agria City. Many other guilds will be competing, and the participants must uphold the guild's honour and reputation.

Prestige: 8

Reward: 2 Prestige, Champion's Spoils

Quest 28: Ghoulish Gathering

Participation: 4 or more Cherry Heart members

Summary: One of the more dangerous kinds of undead, ghouls, have been spotted on the popular beach of a small coastal town. Cherry Heart has been asked to investigate and find out why the ghouls and gathering, and put a stop to it.

Prestige: 3

Reward: 1 Prestige

Quest 29: Nightmare Fuel

Participation: 3 or more Cherry Heart members

Summary: The village of Nightvale has had some problems staying asleep for the last couple of weeks. Once people started hallucinating in broad daylight, it was decided to call for some help from Cherry Heart to investigate the matter.

Prestige: 1

Reward: 1 Prestige

Quest 30: Kill Steve

Participation: 3 or more Cherry Heart members

Summary: John, down the road in Prunus, wants his friend Steve dead for calling him stupid one day.

Prestige: 1

Reward: 1 Prestige

Quest 31: A Walk in the Woods

Participation: 3 or more Cherry Heart members

Summary: A wicked witch has been terrorizing the trade routes out of Southern Prunus. Stop her.

Prestige: 1

Reward: 1 Prestige

Quest 32: The Lost Sanctuary

Participation: 3+ Cherry Heart members (max. 5)

Summary: There has been rumors of a mystical forest, where life and magic have intertwined to its core. It is said to hold plants that can cure any disease, fruit watered by the font of life, and beings that not even those with the wildest imaginations could dream of. However, what people don't know is that those aren't the only beings there... You are one of the Cherry Heart members commissioned by an extremely rich old man, who would pay a hefty sum of money if one could bring back such mystical plants to him. Of course, he would rather not risk effort or danger himself, so it's up to you.

Prestige: 5

Reward: 1 Prestige, a Platinum-Ruby coin for each member, possibly objects from the sanctuary

(Note: The coin reward is only upon successful completion and bringing back the desired plants to the old man).

Quest 33: The Library of Babel

Participation: 3 or more Cherry Heart members

Summary: An ancient library has been unearthed in the deserts, and help is needed so the historians could carry enough loots to safety. Legend says that something wicked roams inside of the library.

Prestige: 3

Reward: 1 Prestige, potential spellbooks

Quest 34: Race to the Top

Participation: 5 Cherry Heart members

Summary: A desperate man is looking for a rare herb that grows at the top of a mountain in the Tartai Mountains. Climb to the top to claim your prize. Beware, as others may be looking for this herb as well.

Prestige: 2

Reward: 1 Prestige, 5 Ducat

Quest A1: Wuotan the Wise

Participation: Up to 5 Cherry Heart members

Summary: An old wizard has come to Cherry Heart looking for helpers on his quest to find the Fountain of Youth deep in the dangerous subterranean world.

Prestige: 4

Reward: 1 Prestige, magical items taken from Wuotan's extensive collection

Quest A2: The Roots of Magic

Participation: Up to 4 Cherry Heart members

Summary: A magic researcher is being chased by Yggdrasil members. Upon being rescued, she requests Cherry Heart's help to infiltrate Yggdrasil's Guild Hall!

Prestige: 0, however Quest "Wuotan the Wise" must have been completed. I think ideally this should be pushed back more than that, however, to introduce other important characters to the fight against Yggdrasil.

Reward: None

Note: Story quest.

