

Demons:

Demons, a raw manifestation of the Nether itself formed into beings of all the sorts that one could imagine. They are a near embodiment of chaos as disorder, with no purpose but to do as they seem fit. Living and having adapted to the horrid and harsh conditions of the Nether have strengthened most demons, but most adapting in strange ways causing many other forms to emerge, But with primarily leaning towards features fit for hunting and scavenging the limited food and other resources available to them. This has lead to lots of differences in Demonic culture. Most fit into the roles and have adapted to what was best needed of them, and for them. And others, well, they are a different story altogether...

Demons are beings native to the vast and hellish regions called the Nether, they are however, known to visit the overworld and even live there. The demon society builds on purity, the more 'Pure' or 'Demonic' a demon is, the finer bred they are, this defines the different classes of demons, from the demons of high status are the 'Royal' demons, the most pure of their kind, and of the lowest tiers of their society is the 'Peasants' of sorts, meaning the most useless in the eyes of the 'Royal' demons besides to do the hard labor.

The 'Purity' of a demon also affects the range of effect it may have with the demonic essence that flows through them, the more 'Pure' they are, the better they are at using and adapting this skill. The effects of this are quite limited outside of the nether but more trained and more Pure demons can use the effect the same as most out of the Nether, and there is myth of some that aren't hindered where they are, and have a near limitless use of this ability.

The Nether:

The Nether is a place of chaos and corruption, often changing and twisting itself into new forms. It looks to most like a massive and endless cave system, made out of a strange odd stone that seems to carry corruption and change with it. This stone is very brittle and strange in nature, alien to anything that would normally be found in the Overworld. It is the main building blocks of the Nether and somehow manages to retain heat without losing size and would burn forever if left alone. Sadly it can't be used as a fuel itself, but can only sustain a flame on top of it. Another strange piece of the Nether is perhaps the the lighter and much more sand-like rocks that seem to sap the energy from anyone that would come into contact with it. Some say that this material consists of the souls of unlucky adventurers that thought they could best the Nether, now only the

tormented faces remain in the sand, furthering the tale's truth. The Nether is also housing massive caves filled with nothing but burning hot magma, much like the Overworld's oceans but on a much larger scale, most anywhere one goes in the Nether they will find some sort of lava flowing about. The very large cavern like network of caves that are the Nether have left many to wander for ages never to find a way out, once inside it is near impossible to build another portal without bringing what is needed first.

Explorers of the Nether have often found themselves feeling strange after long periods of time inside the Nether, leaving many to suspect that perhaps the corrupted and evil nature of the Nether can take hold in beings, changing them, both in mind and body.

The Nether however, can only be accessed through obsidian gates, gates which have held the corruption back for many centuries, though the corruption have not always and will not always be contained, as the Nether's influence have grown past the boundaries of the portals before.

The Residents of the Nether:

The Ghast

The Ghasts are large, flying, white creatures that resemble the overworld's octopus, but they do not swim around in the oceans of fire, no, they float around in the massive caves, free of gravity's pull.

The Ghast's cries have been described as the same as a 'Crying child', this have lead to adventurers getting fooled and walking into their own demise.

The Ghast have the ability to create balls of fire inside itself, which it shoots out through the mouth, these balls explode on any direct impact, and is known to destroy rocks native to the Nether, but the overworld's materials strangely remain unphased.

The Pigman

Not much is known about these strange creatures, though it is rumoured that only bad luck has followed this race of pig-like men.

At first the creature appears harmless, but can prove extremely deadly if provoked.

The pigmen will group up on any offender and attack him without a moment's hesitation, though being rather dumb the creatures forgets who attacked it after a certain amount of time have passed and may also confuse someone else for their opponent.

No one knows why, but many of them carry gold, though gold is not a mineral native in the Nether.

The Blaze

Blazes appear to be made out of raw and pure fire given form, these creatures are little more than the raw flames and wispy shapes that makes up it's floating form.

Like the Ghast, the blaze is capable of flying, but does not move nearly as much when it does. The blaze is capable of creating flames from it's body and firing it as projectiles at target, often with great accuracy. The flames are not meant to explode, but rather to set the target on fire, making them less destructive, but not less deadly. Being on fire in the Nether can be a very, very bad thing.

The blaze is often poached for the simple material it consists of; the blaze rods.

The rods are wanted by many people as it is superior in terms of fuel for furnaces and as ingredients in potions when dusted.

Wither Skeleton

The Wither skeletons are skeletons that have been defiled by the Nether, taking up life once more. A wither skeleton isn't actually undead, the ever changing energies of the Nether just made it possible for it to walk again as mindless guards of the many Nether fortresses that fills many places of the Nether.

Unlike the overworld version, it's larger, and utilize swords instead of bows.

Magma cubes

Magma cubes are slimes that have been corrupted by the Nether, it is capable of swimming through lava and jumping much higher than the overworldly version of it, it is also much more aggressive, and even the smallest of the slimes can prove to have a scorching touch.

Subraces:

For clarity on this matter of what demons are while simplifying it down to something that most could call the subraces that the demon fall in. All of the Demon subraces can breed with other compatible races, all besides the Mejun who remain pure as demons.

Niala: 01-

Among the bottom of the caste like system of demons are the Naila. They are the most simple of demon and are often the grunts of the race meant for nothing more than the most menial and basic of tasks. Until they reach the pinnacle of life and mature the Naila are very small and weak in stature but upon reaching that point they grow quickly and immensely for their previous state not only gaining height but also muscle. However like human maturity this may cause their emotions to become unstable and Naila in this

stage are known to enter states of extreme anger and enter into destructive blind rages, most go through this peak of aggression only once but there are those that enter multiple times. Being the punching bag of demons it is not uncommon to see one stray away into solitude, less they be taken advantage of by other demons, here they scrape to get by relying on what they can find and steal. The Naila that remain in society are often grunts and message carriers due to their lightweight and petite frame. They are able to carry out tasks longer than most demons due to their endurance and light frame and being abused has heightened their twitch reflexes allowing them to respond to incoming attacks quickly. Most Naila take on human forms though some have become exceptions to the norm.

Kirash: 02-

No other demon personifies rage much like the Kirash, hulking brutes of demons. These masses of rage rely on their sheer strength and intimidation to gain what they seek from other demons primarily the Naila. Along with this brutish behavior is the occurrence of gangs of these beasts. Much like a human gang they act upon group mentality and when one is wronged the pack takes up arms against the foe, no matter the size. However this does not infer that they are at all intelligent beings, the contrary, they are often very dim witted and often act without thinking letting a blind rage guide them. This though makes them perfect leaders for war, more likely to wade into the fray themselves and not just bark orders raises the morale of those fighting with them. Should one ever find themselves in combat with a Kirash, run, run away as fast as you can. The lumbering meat walls lack in speed and dexterity what they surpass in physical strength. If one cannot run the only thing they can do then is to keep the fight going long enough and hard enough praying to survive so as to wear the brute down, while they can take a fair amount of punishment they still have a breaking point. This breaking point is often the downfall of a Kirash, being so headstrong and brutish they often overestimate themselves and upon time where they should retreat they are forced to lumber away at a slower pace than what is already slow and this in turn allows the opponent to gain the upper hand and slay the Kirash.

Axaim: 03-

The Axaim is to demons what a knight in armor is to humans. A young Axaim is soft and vulnerable like a human but as the Axaim reaches maturity their body undergoes a change like most sentient beings whom age. Their skin produces a material not unlike that of cartilage or bone. The area to which it spreads is of course limited by the very nature of natural armor plating but it can take on a plethora of appearances akin to the demon in question. This bony shell acts as a shield to the outside world and is strong enough to withstand the brutes of blows. However it does have it's limit and unlike

artificial armor it can not be reformed and repaired, it is because of this that the Axaim do not enter into combat with those who are sure to break their shell and thus render it null and void. They favor to engage the weaker of the pack or to do battle from afar. Also this plating does cause the demon to move slowly relative to the number and size of their plates. Along with this maturity is a rite of passage for the males of the species known as Trial of Strength where in the son stands perfectly still, unfaltering, and the father administers a blow to the child with all the strength it can muster. This blow must be met head on or it will be done again until the child can take the blow. These knights however tend to favor out of combat as stated before and are not brutish like the Kirash but knowledgeable and personable wanting to talk rather than fight. It is because of this that they are seen as the kindest of demons, kindness being relative for the species. Most are records keepers and organizers for local demon clans and their leaders or solitary scholars.

Miikar: 04-

The quickest of all of the kinds of Demons, as a result of this very handy adaptation it leaves the Demon very brittle and weak as a result. Their bodies have adapted simply to aid in speed and stealth, and to better improve upon their speed, their bones are very frail and partially hollow to reduce their weight. They don't contribute much to fights besides being a punching bag to a head on assault. if it were to happen that they would get into a fight then they would prefer to flee and then take down the target later, or maneuver around to un-arm and then take down their opponent without putting themselves in harms way. They can get around easily and are very difficult to catch up to, but once one does then they are stopped very easily as long as they are held onto. The build of their bodies are very thin and light but can easily hold up to some stress. Another good aspect to their bodies are that they are remarkable at healing their bones while open cuts and wounds can take quite a while to heal entirely. Mostly they don't mind or notice this fault, but it does come in handy when the situation does arise. These Demons have not much in the way of anything that they should and need to be afraid of as long as they are smart with what conflicts that they get in and learn when it would be best to flee.

Mejun:05-

The Mejun are what many like to think of as a mistake and as the strangest form of Demon. Very few people know their origins and to most it is only speculation and rumors. They mainly keep to themselves and others of their own kinds but are also quite helpful when it is needed and they are asked upon to help with something. Many Demons tend to fear them from their sheer rarity and bizarre form. The Mejun really have no set form, they are just forms of raw demonic essence and corruption. This also

makes them the purest of the Demons, but unlike many others, that trait isn't as noticeable as it is with the other sub-races of Demons. Their bodies consist of a condensed gel of sorts that change in appearance at will for them. However they seem to only be able to retain a humanoid figure, otherwise they are puddles or blobs of this Gel. They can take on color and appearance of many creatures that they see but there are always a few tell tale signs of when one is taking on the form of another being. The irises of whatever they are mimicking are always a very deep black as well as that their general appearance seem to be a very dull version of whatever they were imitating. These Demons seem to have a form that they prefer over all other forms and each one is unique and means something special to each Mejun. These are the rarest form of Demon and it seems that they only result from some outside influence and aren't something made naturally in the Nether. They aren't that strong but on occasion there are some exceptions to what they can apparently do in combat. Mostly though they don't get into much combat and trouble, just occasionally being a pest to people and unlike some other Demons, they are occasionally helpful towards others.

Social Structure:

The Royal Family leads the demons as a whole, but the main leader and orchestrator of all the demons under them is the King or Queen. The rest of the structure is set up by the ruler but it mainly falls down into a virtual caste system.

In this system no one is ever truly forced into a caste, it just varies how much influence they have on matters that are discussed and jobs that are handled by others. One of the main factors that determines a Demon's position on this virtual caste is their purity, but yet this is not the only factor that influences other. Another one of the determining factors in this is just general strength of the demon and many arguments to decide social status and position are settled through a simple spar with each other to prove a point and influence their social status.

The entire society is based around tiers of castes which are made by groups of professions. These sets are organized as the following;

Royalty
Advisors / Generals
Soldiers / Guards / Librarians
Field workers / Salesmen / Weapon Smiths
Citizens / Messengers / Others
Slaves

Once leader dies each one of these tiers gets to pick one demon to have a chance to

be the new leader. Once the representatives of the Tiers are chosen, a simple fight is had between all of the representatives to decide which one is the strongest one to represent the Demons as a whole. This fight is a just a fist fight, with everyone for themselves, and the last one standing gets the position. Any representative can secede from their spot and then can give it to any demon of their choice in the same tier to take their spot in the rite of passage to leadership.

Once a winner is decided the royal family is removed from power and sent back into society as simple citizens free to live out their lives as the rest of the demons do. The new demon leader then is brought to the throne room and officially made leader and if they have family, officially made the Royal Family once they complete their inauguration ritual.

Abyssal Steel:

Abyssal Steel - Formed from the infusion of demonic essence into molten iron or silver. This process binds part of the demon's being into the metal itself, this process is conducted through the Dark Forge, which is under the jurisdiction of the Dark One. Many families pass down tools and weapons made of this material to their offspring, keeping a part of them in the family and always in use for the greater good of demonkind. Surprisingly the Metal can take on many characteristics and forms based on the type of demon that the essence has come from. The metal takes on the properties and can easily be shown what type of demon that the essence had come from. The changes that the metal undergoes are as follows:

Naila: The metal is made very brittle but easily melted and shaped into cheap armor and tools that can be used over and over again given little work on repairing.

Kirash: The metal changed to be able to be sharpened to a near flawless edge, the metal also resists bending and chipping much more than any other conventional tools and armor.

Axaim: The metal is made very strong and very dense compared to almost all other metals. There are no confirmed cases of the metal breaking when infused, it can sure take a beating and is commonly used in armor as a very reliant form of protection.

Miikar: The metal is changed to be very weak but very very light, it weighs almost as light as cloth but still has the durability and strength of iron, Making it commonly used in light armor for mobile use.

Mejun: The metal is changed into a very malleable material that retains strength and durability even as it's shape can be changed with ease.

Beginning of a New Era:

The new Dark One was to be selected, and as such the Grand Fight(placeholder) was about to take place. As such, A representative of each of the tiers was selected to participate in the Fight. Once all representative's were chosen, they all travelled to neutral ground to initiate the Fight. The Fight can occur anywhere that is not under control by one tier.

The fight was about to begin. All representatives were ready and hungry for the impending fight. Genkei sat in meditation before the fight. He was representing the soldier/guard/librarian Tier. He wasn't allowed a sword, So he would have to rely on his martial arts to win him the fight. He looked up into the watching audience, They roared for blood. He stood, and prepared for the sounding of the fight. The bell was rung and the crowd roared for the fight to begin. Genkei immediately started to head for the weakest link, the Slaves. Genkei ducked under a haymaker thrown by the Slave, and aimed a large sweep kick to knock him off balance. The Slave was knocked over, to which Genkei immediately aimed a well placed punch to his neck. The Slave let out a pitiful gasp as his windpipe was crushed. The crowd roared even louder. He turned and looked at the other fighters. The representatives from the Royalty and the representatives from the Fieldworkers were close to losing their life. Genkei smiled lightly. He sprinted towards the representative of the Citizens, and attempted to tackle him. The Citizen, turning to see him charged, was too late to dodge. The two collapsed in a rolling struggle. The Citizen not being trained like Genkei was, Easily fell under the skill of Genkei. He delivered another swift blow to the neck.

After not being chosen for a representative for her tier due to being classed with the likes of soldiers and guards, Keiko simply decided to go to the competition and watch what was happening, and who was going to be the new leader of the Demons and take control over the entire Sphere. The fights would begin shortly and the crowd was growing restless and roaring out for bloodshed and a nice fight. With these people competing for the spot it was certain to be quite a show of strength and potential. Most think of the fight as just an excuse for violence and a nice show, but yet few think of it as what it really is, a way to win people over and make them fear you, and be willing to follow you. As these thoughts run through her mind Keiko relaxes and watches the fight as the crowd hollers all around her at the fights going on below.

Genkei turned and was surprised to see only one opponent remaining. He was rather beat up,

and Genkei was only slightly winded. He smiled and slowly advanced on the beat up Advisor. The advisor swung a wild Haymaker, and Genkei dodged it easily. He punched the man in the gut, and kicked his leg. The Advisor fell to the ground, and Genkei ended his life with his trademark punch to the neck. Genkei moved the middle of the arena, he looked around the Arena. The Crowd died down, and Genkei spoke up. "Keiko! Come down here!" He shouted, and waited patiently. She seems to snap out of her daze of just watching as the fighting happened in front of her and looked down towards the center of the arena. "Hmmm?" she called out. "Come down here. You're taking my place." He called out, and sat down in the middle of the arena. She looked down at him as he sat, almost in a daze as the crowd started to yell and she made her way down the rows and the further she made it towards the center of the arena, the more the crowd died down. She looked down at Genkei as he sat "Really?" Genkei smiled and nodded. "I owe you at least this much for saving me." She looked up at the crowd and looked around for a moment before finally speaking "This, will be the beginning, or a new era" she lent her hand down towards Genkei. He took the hand.