

Cherry Heart Database

This roleplay takes place predominantly in the continent of Arbolia, an isolated group of big islands inhabited by many varying races, although human cities created the most buzz throughout the islands. One in five humans are born with the innate capability of using magic, although people are capable of studying hard to acquire the skill too. Due to extensive studies of magic, several technological breakthroughs that are expected for later ages had happened throughout the continent. Although, due to the lack of mass production and the selfish nature of many of these inventors, it takes a while for these breakthroughs to be accepted as part of the public life.

Upstart wizard and magicians seeking for adventure and glory had banded together to create Magic Guilds throughout the history of the continent. Many failed to record their name in history and sank into mediocrity, but others managed to create stories told to generations after.

The World

The Continent of Arbolia

Formerly a large landmass, the Magic Cataclysm that happened in the distant past irreversibly altered the continent, splitting it apart and altered the climates and geography forever. Now, while people still prefers to refer to it as a continent, it is a group of nine large islands, of which only a bit more than half is known to be habitable, along with an untold amount of smaller islands. While it's originally a land with mostly temperate climate, the Cataclysm made the islands to often have their own climates in often illogical ways. Desert and snowy ice fields existing side by side is just an example on what can happen. The effect is usually less pronounced on the large islands themselves, which retained the old temperate climate with only few anomalous spots.

Other continents exists in this world, such as the Jianghu continent on the far northeast, among others.

Melia Island

The largest of the 9 primary islands. Mostly inhabited by humans since ages ago, but now more and more of the other races also called it their home thanks to the major islands being more interconnected than ever. The western coast of the island is home to the Valais mountain range, and the southern coast has the large Kaktos desert, home of a few independent city states.

The Kingdom of Fraxinus

A large kingdom that laid claim on most of Melia, its current king is Argus IV of the Tyresian Dynasty. The name of Kingdom of Fraxinus has been around since ancient times, but several times throughout history the kingdom fell, so it couldn't be said that this Kingdom was the same as the ancient one. For the most part, it is a peaceful kingdom, however rumors of the king building an army in secret had spread for years.

The Arborea Railway

(Information coming soon)

The City of Prunus

Prunus is one of the oldest surviving cities in Arbolia, located on its eastern coast. Since time immemorial, it has been the hotspot for Magic Guild activities, giving it a nickname of the City of Adventure. Many a legendary guilds started their legacy here before moving their base of operation to the Capital.

Cherry Heart's HQ

Located on the outskirts of Prunus, the old building that became the primary base of Cherry Heart had stood tall from a long time ago on a cliffside, overseeing the same sea for hundreds of years. It was also the building used by the old Cherry Heart, however, due to decades of neglect until Celica bought it back, it was a complete mess now. The plumbing hadn't fully worked properly yet, and half of the building still had the appearance of a haunted mansion's interior. The building currently had two large dormitory halls, but one was still in need of much repair, while the other ended up getting rented to travelers for a cheap fee for the time being.

Capital City of Taxus

Compared to a lot of cities around, Taxus is a relatively new city that only has been around for bit less than 150 years. Situated at the heart of the Kingdom, it's a thriving metropolis where great people gather and where everything's possible.

Lake Nymphaea

A beautiful lake located not far from Prunus, it is a popular tourist destination during Summer and Winter, but even then visitors are warned about the possibility of monster attacks. Rumors of an underwater cavern have taken the interest of adventurers and many guilds, but so far no one has succeeded in finding any leads.

Valais Mountains

Valais, named after a legendary figure, is the mountain range on the western side of Melia. The peaks are snowing all year long, and for the most part, only a small part of it had been fully explored due to the harsh environment and the creatures that lived there. Many adventurers had perished in their attempt to conquer it, which gave birth to many strange rumors.

Desert of Kaktos

Covering most of the southern side of Melia, the desert of Kaktos is an area rich in culture and heritage. While only small parts of it are inhabited by people living in the several city-states there, those people are also living in prosperity due to the wealth the area possessed. However, the uninhabited parts are also filled with many monstrous creatures, making travels outside of officially designated routes carry a very high risk.

Oriad Island

One of the 9 Islands, this one is roughly northeast of Melia. It is the abode of many mystical races, including a race of bird people calling themselves Elves. The land is mostly ruled by separate independent minor states joining up in the Leonta Alliance, although the Kingdom of Caeth had stubbornly refused the offer to join the alliance for centuries, leaving quite the tension between the two major powers.

A big part of the island was covered by the Valravn mountain range, a seemingly unnatural range caused by the Cataclysm.

Kingdom of Caeth

The oldest and the largest independent Elven territory in Oriad. It was said to be one first kingdom that was born following the aftermath of the Cataclysm, by the legendary Queen Eristhene that led her scattered people to settle on one of the newly-formed major islands. Due to its isolationist policy, few people ever went inside the walls of its cities, but it is rumored that their engineering is a lot more advanced than what seen anywhere else.

Halia Island

One of the 9 Islands, it is yet another of the primary islands that are mainly populated by humans. As the easternmost island in Arbolia, it has become the primary port for intercontinental trading with other continents such as Jianghu. Possesses the most active entertainment industry in all of Arbolia, and the upper class here were mostly patron of the arts.

History

Yggdrasil

Yggdrasil is the ruling body regarding all matters revolving around Magic in Fraxinus, an independent council separate from the Kingdom. They used to be a Magic Guild to far in the past, but had long since taken over the role of the old Magic Council. 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, dealing with matters such as regulating what quests are of acceptable standard, what magics are forbidden to use, and deal with conflict between guilds in most legislative matters. They also manages the magical academies spread throughout the Kingdom.

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, lands torn asunder, and the world is engulfed in chaos. But it is also the time when powerful, unknown magics could be obtained. The last time this happened is thousands of years ago, when the Cataclysm ends with Arbolia breaking apart into the islands it has now.

Cherry Heart

Around one century ago, the magic guild Cherry Heart was formed by a group of closely-knit adventurers, with big dreams on their mind. The guild was quite a massive hit back then despite its new status, with mages and others of myriad races from all across Arbolia joining in, and the interest back then was sky high. However, its size and initial surge of interest ended up as its downfall. The original guildmaster disappeared not long after the guild was formed, and the replacement was too overwhelmed with the responsibility he had to carry, to the point of resigning out of stress. The lack of proper leadership ended up with the guild members performing poorly in some of the quests. One thing led to another, and everything tumbled down into a complete disaster. Cherry Heart thus was disbanded mere months after it was formed, although activity had declined for quite a while before the guild was officially closed.

Now, the descendant of one of the mages that started the original Cherry Heart decided to restart it all over again with the same name, in a way as to fix mistakes made in its past iteration. The road ahead would be even more filled with obstacles, however. More and more mage guilds had been formed through the years, and even if most people had forgotten about how much of a mess the original Cherry Heart was, the name still caused mages to feel wary about it.

(Other guild information coming soon)

The Xel'Cie

The Xel'cie are a small tribe of people that are thought to have developed an affinity for observing magical energy during the time of the Magic Cataclysm. Modern day Xel'cie have learned to harness this mutation as a weapon that has proven to be very effective against mages, due to the magic users's involuntary contamination of magical particles when using their abilities and the surplus of magical particles that are constantly lingering naturally within the environment.

Drawing their strength from the magic particles that exist in the physical world rather than touching them taking them in, the Xel'cie believe that the soul is just another form of energy, and that the contaminated magic particles which are produced when mages using their abilities are an unnatural byproduct of forcibly using the soul to

connect to the spiritual plane. The Xel'cie people consider these particles touched by magic users souls to be a form of pollution to the environment, and though they consider some forms of magic less detrimental than others, the tribe fears that mages are slowly destroying the planet.

Valuing strength and loyalty above all else, the Xel'cie are a nomadic people that will often time dispatch entire families out to handle contracts or investigate dark guilds. A family's reputation grants them standing amongst the Xel'cie high council, and the Cipher family's honor was harshly disgraced when Vincent abandoned the tribe. The Xel'cie take desertion quite seriously, and though they have yet to locate Vincent, the tribe would certainly attempt to retrieve him upon discovering that he left to join a guild.

The Three Gods

In the distant past within the first centuries after the Cataclysm, the people in Fraxinus worshipped three primary divine beings, said to be the great powers and protector of humanity from the time before the Cataclysm. The first is Thor the Mighty, a War God renowned for his sheer strength that was said to be able to shatter islands. Loki of the Hundred Faces, a mysterious deity whose known by many names and feats and little else, and of course, the Allfather himself, Odin the One-eyed. It was said that he was one who holds the entire world's wisdom to himself and letting humanity to survive and thrive even after they almost got wiped out by the Cataclysm.

It was rumored that the Magic Association Yggdrasil was founded by Himself somehow as the pillar of humanity's supremacy and survival.

Ten Einherjars

Aside from the three major gods, the people of the distant past also acknowledged the presence of ten lesser gods. Information about them are still scarce now, however.

God of Fraxinus Today

"Gods. The Kingdom of Fraxinus, and the majority of the people in it, was always an oddity when compared to the the rest of Arbolia as well as everywhere else. If asked whether they followed any religion or believing in any god, many would answer that they believed in some form of abstract conception of "god", but there were no names being thrown around, no figure that explicitly being worshipped, nor rituals done to appease the concept."

Twelve Sacred Paladins

(Information coming soon)

Lost Magic

(Information coming soon)

Important Terms

Magic

[\(More details here.\)](#)

Magic can be described as the 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. Not everyone is able to use Magic, and unless one is born with the potential, it requires a great deal of concentration just to be able to cast the most minor spell. Magic manifests in varying forms, making a formal classification system ends up being very complicated, especially with the different races having their own styles of Magic.

Guild

A guild is a type of organization, characterized 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 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. Magic Guilds are basically organized groups of mages united by the same purpose, usually the thirst of adventure.

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

Quests

The lifeblood of Magic Guilds, these are requests from the populace that has been collected and filtered by Yggdrasil before being forwarded to guilds of each area. Completing quests would give the guild that completing it points, which would matter for the guild's ranking in Yggdrasil's records, which would open up many more opportunities for the guild. A quest can be accepted by more than 1 guild, which often causes conflict between the guilds, something Yggdrasil actively encouraged for their growth. However, quests can also be submitted to a guild directly by the requester.

Submitting a request can be done in the Yggdrasil branch of any cities or towns, and aside from a small submission fee, they must also list the rewards for the quest in their request. If a requester fails to provide the rewards for a quest, the guidelines mentioned that the affected guild could issue a report to Yggdrasil directly, but so far it seemed that such issues were never addressed by them.

There are several tiers of quest rankings, which relates to the difficulty rating of the quest and what kind of magic guilds are allowed to take them. This ranking starts from E rank as the lowest with S as the official highest tier. A guild can take quests at least 1 rank under their guild rank. A-rank or higher guilds usually would branch out from taking quests due to this.

Requirement to rise through the ranks:

E-->D: 20 Guild Points, at least 2 D-rank quests completed.

D-->C: 50 Guild Points, 3 or more C-rank quests completed.

C-->B: 100 Guild Points, 4 or more B-rank quests completed.

B-->A: 200 Guild Points, complete a special quest given by Yggdrasil.

A-->S: Special cases, awarded on very rare circumstances.

Currency

The primary currency used throughout Melia is called Korona, using coins that are a mix of gold and other metals (separable by magic) as the baseline of its value. The higher the percentage of gold on the mixture, the more valuable the coin's displayed value would be. A coin with the value of 1 has around 2.5% of gold in it. Copper coins are also used on daily basis, with roughly 1/20th the value of a Korona coin. (For comparison, 1 Korona is as valuable as \$3.5 in our world's currency).

Official coins released by the Kingdom of Fraxinus are magically marked to minimize fraud, although it still occasionally happens despite of that. The kingdom recently has considered to move into an alternate currency system due to rumors of alchemical breakthroughs that could significantly affect the value of gold, however due to how hard it was to adapt a new system, it still remained a consideration for the time being.

Spirits

To understand what the spirits are first you need to know the nature of a soul. Every living being has a soul. It's not a physical thing. Nor can it be seen except with certain types of magic.

Once a living creature dies or, in some extreme cases, even while still alive (this can include outside forces or certain powerful souls bringing themselves into such a state) their soul leaves their body and from there they take "The Journey" to the afterlife, a place of judgment, of punishment or reward, which all must go through.

The method of judging, the type of punishment and reward, and even the judge themselves, is something disputed by many. Kasayee herself does not know as the spirits are unable to speak about what happened to them.

Spirits are the name for the bodiless souls and they interact with the world in various ways. Most spirits cannot directly interact with living beings, except those who can commune with them, and those that can usually must do so through a proxy. Be it possession of a living creature or use of objects, though these are only for particularly powerful or willful spirits, they can even occasionally speak with those without the power to do so on their own. Spirits tend to roam the world, ever present, but the majority only observe. Very few spirits, relatively, are actually trapped in the world however. Most are either able to travel between the afterlife and mortal realm and others exist in both simultaneously.

They often are a great source of wisdom due to their living experience combined with whatever knowledge they gained through The Journey and their observations but they also tend to be less than willing to give straight answers. The amount they interfere, the amount they know, their desire to share, and how opinionated they are, tend to vary from spirit to spirit but they have shown to be much more aggressively opinionated towards those who can directly commune with them.

Races

Humans

The standard race. They're pretty great.

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, which are a lot more numerous but far less powerful than its cousin.

Dragons are extremely powerful creatures and also extremely intelligent; they are able to speak the language of humans and other races 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.

Dragons in the ancient times were recorded to be completely impervious to magic except a special kind of magic that had been lost in time, however records after the Cataclysm directly contradicted this fact. The possibility that the Cataclysm was able to alter a race completely was something scholars were focusing on studying.

Elves

A race of slender humanoid with pointed ears and a pair of crow-like giant wings on their back. They used to be called something else ages ago, but that old name had long since forgotten. While mostly they're in Oriad, the boom of sea trading lately made it a lot easier to see them anywhere else across Arbolia.

They live for around 200 to 300 years at most, and inherently had less magical potential than humans. Rumors of almost everlasting elves without wings and with deep magical potential has circulated for ages, but nobody had met such people, not after the Cataclysm.

Elementals

Elementals are creatures or spirits that are comprised of a certain element. They can be artificially made, but there are naturally occurring ones. They usually have control of the element they are made of, and are weak to ones that are normally thought as their opposites. Known elements that can be elementals are fire, water, ice, earth, wind, and lightning. There may be more, but they are undiscovered at the moment.

It is under great debate if creatures such as Golems count as elementals.

Golems

A golem, put simply, is a construct of some sort animated by magic, typically with limited intelligence so that they remain obedient to their creators. They're essentially living statues, and as such are commonly made from sturdy materials like stone or metal, though theoretically, a golem could be made from just about anything. Added to the fact that there isn't really any requirements in their design short of the means to fulfill their duties, this means golems can vary near-infinitely in appearance. What separates a golem from a regular chunk of rock or whatever

other building material the creator prefers is their core; an enchanted gemstone meant to breathe life into an otherwise-lifeless sculpture.

Beastkins

Beastkins are a blanket term for any humanoid species that have animal like features, a good example being Kasayee. In the past, it was a derogatory term, and many still take offense to it. Unless it's one beastkin to another. That magically makes it okay!!

Though not really, some would still find it pretty offensive to be called a beastkin even by another. It's a messy business.