

Design / Appearance Guide:

Deva

Fae-adjacent, Deva are a species of smallfolk closely associated with nature, elemental, and spiritual magic. Reclusive, many Deva avoid developed civilization for safety's sake. Some have used Devan body parts to better harness magic, or those less adept have captured or manipulated living Deva for selfish, magical purposes.

Varying traits:

- Height varies from 3'-4'6"
- Hair grows very fast, so many keep it long
- Multiple nipples are possible
- Pupil shape can be round, slitted, or absent

Regional trait examples:

- Hot climates may produce longer, thinner bodies, larger ears
- Colder climates may produce shorter, fatter bodies, smaller ears, more fluff



Horns are extremely rare in Deva and signifies extremely potent magical abilities. They're highly sought after, valuable alchemical reagents. Currently a closed trait.



Flesh coloration and patterning can be affected by magical affiliation and/or regional speciation; tons of possibilities

Of-age, devoted priests, mystics, mesmerists, etc, may adopt magically tattooed seals symbolizing their commitment and appreciation of their practice. This seal may always be visible, or manifest only when using associated magic.



Marks can appear on forehead, collarbone, sternum, backs of hands, and lower stomach/groin.

Marking examples are not strict, go nuts!

Feet may be plantigrade or digitigrade paws w/ optional foot fluff



Ear fluff possible typically in cooler climates

Ears can come in any manner of shape



Must be wider & longer than typical elfen ears and taper into points

Tail length can vary: be longer or shorter



Tail examples are not strict

Please ask if you have any general questions or about anything not listed specifically you may want to use!

^^ Thinking of removing this, making a separate doc for this

Deva Species Introduction

“Deva” is a term given to a vast group of kaleidoscopic smallfolk spread all across the corners of Nova Terra. They’re most identifiable for their small stature, pronounced ears, and intimate relationship with magic. Devan association with magic is thought to be due to millenias of devotion to the natural world, and their abilities a gift in return by the progenitor god. Unlike any other known race on Nova Terra, almost all Deva are born with an attunement to the magic of their culture’s worship. Not all Deva choose to use their abilities, and some may even rarely lose their abilities to do so after lengths of time without practice.

The kind of magic that Deva can perform depends typically on what kind of magic or element their culture has historically worshiped. Particularly powerful Deva may be able to master one kind of magic along with neighboring magics such as water to ice, or fire to lightning. Some Deva may also be born with the ability to only harness certain aspects of their magic, such as floramancers that can only communicate and work with certain kinds of plants, geomancers only able to manipulate certain kinds of earth or minerals, etc.

Deva who are raised in close proximity to magic and/or are especially skilled with their magic are known to grow tails, so prominent figureheads in Devan societies will almost always have tails. Very few, extremely powerful Deva are known to grow horns which are highly sought after by arcane hunters. Whether or not these horns can regrow is unknown, and may vary from one Deva to another.

Magic

Most commonly seen types of magic, these elements are some of the most widely worshiped and practiced due to their abundance in the surrounding world:

Fire, lightning, water, ice, earth, flora, wind,

Rarer kinds of magic, these elements are practiced in less frequency by more specialized groups due to their less-tangible nature:

solar, lunar, celestial, umbral, spirit

“Unnatural” magic; these are seen as highly controversial due to the means by which one must go through to harness them:

Necromancy is seen as a direct insult to most Devan beliefs, a practice which goes against the natural order of the cycle of life. Deva who wish to gain necromantic abilities must seek out another who has already adopted the practice, and through initiation must sacrifice their most precious belonging, be it literal or metaphorical.

Arcane magic is an artificial amalgamation of man-made magic created by humans. With only a minute amount of humans capable of using magic, arcane devices were created to forcibly contain elements. Captured magic becomes extremely volatile and dangerous. The cores of these devices usually consist of materials such as Devan bones, horns, hair, or vials of blood. Most Deva find arcane magic to be an unethical monstrosity.

Sexuality and Reproduction

The social dynamics of Devan partnership varies from culture to culture; some strictly monogamous, some embracing polygamy or polandry, and others completely open relations without designated boundaries.

Devan sexuality is a concept hardly considered within their cultures, the focus rather being placed upon celebration of the love between chosen partners.

Mating seasons are defined by each culture, designated by a concentrated period of heat cycles amongst members of a group. Gestation periods typically last just under a year, and pregnancy is seen as a sacred and celebratory time. Deva will typically only have single children despite some possessing additional, vestigial nipples on the abdomen that don't develop breast tissue. The birth of twins is a highly revered event, and pairs born are told to be destined for greatness.

Culture and Home

Due to their faithfulness to their culture's worshiped magic, many Devan civilizations live in close conjunction with nature. Deva have been known to have carved great cave systems out of the sides of mountains, shaped treehomes within the branches or roots of great forests, or intricate dwellings of ice and snow within even glaciers. The Devan way of life is to live alongside nature, and to do as little to selfishly upset the fine balance they hold with it. It's thought that halflings were inspired by plains dwelling Deva in the creation of their hillside homes.

Their ability to meld within their surroundings has become a prominent feature lending to the fae-like associations many hold with Deva. This skill has become highly important to Deva in the wake of capturing and poaching at the hands of those desiring Devan magic.

Inter-group Relations

Because of the reclusive nature adopted out of safety by many Devan groups, not many Deva are fully aware of the rich diversity and great numbers that exist of their people. Little has been recorded and compiled regarding differing groups of Deva because of their difficulty to locate.

Humans that utilize arcane magics are automatically highly distrusted by Deva, and known groups of humans specialized in hunting Deva for magical reagents are seen as irredeemable by most. Some humans and Deva have been known to have positive relations, a select few even coexisting with one another.

Elves are the closest in relation to Deva due to their magical affiliation, but developed cultural differences have created rifts between the two over time. Some elves have grown a certain amount of prejudice towards Deva, seeing them as wild, “uncivilized” people squandering away their magical abilities amidst their simple lives. In response to these elves, Deva see them as too materialistic, disrespecting their magical gifts and eroding their identities for the sake of “progress”.

Familiars, Guardians, and Megafauna

As Deva are closely associated with nature and the elements, many groups of Deva exist in cooperation with all manner of animals and creatures. Most Devan groups have formed symbiotic relationships with specific kinds of indigenous animals, so much so that they become closely ingrained within their lives. These animals become symbolic to Deva, represented in their daily lives, art, architecture, and culture.

Some Deva civilizations will have specific animal partners or familiars, ones that are bonded to Deva partners for life, while others may have a single animal who has been deified to guardian status. These guardians may be worshiped and tended to by Deva in exchange for protection and prosperity. A select few groups of Deva are protected by especially powerful, enormous guardians whose incredible magical strength is reflected in their stature. These ancient megafauna, despite their gargantuan size, are mysteriously unbeknownst to most outside of the Deva they protect, hidden to the majority of the world sometimes in plain sight. Their magic helps in maintaining the natural balance of Nova Terra, and none have ever been threatened by mere mortals.

While all Deva under a megafauna's watchful eye are free to live alongside them, a few choice priest/priestesses are chosen to maintain and see to the needs of their guardian. While in some cultures this gives a place of power, others simply view it as a blessing and a duty to be seen to. Very few are able to actively communicate with the megafauna, but there are those whose hearts connect deeply with them in times of either need or prosperity.

The World of Nova Terra



Map

Solis Occasum:

A sprawling kingdom headed by a subrace of elves known as Old World Elves, led in second by their smaller, New World counterparts. Once a monarchy ruled by a tyrannical man-king, the elves orchestrated a coup to successfully overthrow the kingship in a rebellion conducted by the now-estranged head of the elven Everglow family. Now a strict theocracy, the kingdom is commanded by an order of officials of the church, and at its head lay the Grand Cardinal who resides within the state's heart, the Grand Cathedral of the Ivory Sanctum.

The Gloamweald:

Appropriately nicknamed the Boundless Forest, the Gloamweald is a seemingly never-ending expanse of woods bordering both Solis Occasum and the Omnian Empire. Few dare to attempt traveling through the woods, and none have been known to successfully traverse to the other side. It is theorized that within the forest dwells dangerous predators or cunning fae

set out to lead trespassers to their death. As such, discoverers and travelers alike choose to proceed around the forest, despite the major delays the obstacle causes. A large portion of the forest was lost to a battle fought between both man and elf, setting ablaze miles of forest. Since then, a thick mist has fallen over the weald, making entry for those daring to do so nearly impossible.

Magic:

Flora– healing, flora manipulation, growth

Umbral– stealth

Spirit– ???

Dwellings:

The Forest's Heart– the center of the Weald, marked by the ancient willow tree thought to be the cradle of mankind's creation. Most Devan villages within the Weald have begun to migrate to the Heart due to the Great Burning that occurred on the east side of the forest, and Goetia's growing threat on the western borders.

Most village construction consists of the manipulation of the natural world around Deva, usually in the form of treehomes made by weaving branch and vine into pod-like structures within the forest's canopy. Some build homes within the trunks themselves, or beneath great root systems similar to burrows at times.

Leadership:

Councils, typically occupied by extended family units. One member of the council will be headed as representative leader. The Forest's Heart is currently headed by Oberon and his remaining family.

Guardian:

The Forest Heart willow is accepted as the Weald's guardian, a magical font which placed the mist over the Gloamweald to protect its inhabitants. Tales are told of the forest once housing its own guardian megafauna, but none know where it may have gone.

Local Relations:

The Wealden Deva are extremely reclusive, especially so after the Great Burning ruined a great portion of their forest. Humans beyond the forest who don't know of them speak of Deva as wives' tales, and those who do know of their existence most likely work for Goetia and aim to seek and harvest them. Within the Weald, many small villages once existed scattered throughout the trees, but many have been pillaged by invaders or abandoned to seek safety as a unified people at the Forest's Heart.

Omnia

The Omnian Empire is the younger counterpart to the present Solis Occasum, founded shortly before the rebellion leading to the acquisition of the kingdom by the New and Old elves. Omnia is ruled by a young king, the son of the king slain by the Everglow family. The city touts values like that of progress above all else, serving as the heart of a growing industry of Arcane magic and devices. The booming Arcane industry has lent itself to impressive growth of the kingdom in recent years, much to the displeasure of the Occasan citizens.

The Fertile Hollow

A secret place, the Fertile Hollow is an encapsulated environment held within a circle of sloping hills and impossibly dense trees. The landscape of the Hollow has been transformed into a microscopic world unlike anything from the rest of Nova Terra due to a primordial meteor impacting thousands of years ago. From the crater it formed, strange silver, blue, and violet flora flourishes here, and opalescent crystallizations of the meteor's remnants erupt from the ground in great deposits. The inhabitants of the Hollow are a reclusive sub-race of moon elves who seldom, if ever, leave the Hollow. Thankful for their self-sufficiency within the Hollow's microbiome, the peaceful elves worship the sky and all of its celestial bodies, and have become some of the few practitioners of astral magic.

Zenith

High above the clouds lay a floating archipelago, the islands and its people virtually untouchable by those bound to the earth. As such, its inhabitants remain apart from the surface world and lead a relatively peaceful existence, separate from the quarrels of those concerned with territories and trade routes. A closely guarded shrine containing an ancient fount of power keeps the islands afloat, and this source of power is the root of Zenith's system of worship. The people of these floating islands are mostly human, and a small population of Deva who, long ago, were gifted wings. While they rarely leave Zenith to the surface world, these winged Deva serve as the bridge between both the people of the sky and of the earth. The humans of these islands navigate via partnership with the large, domesticated birds native to Zenith known as Aeroraptors.

Anra

An oasis among the unforgiving landscape of the southern desert, Anra serves as a hub and place of respite for all of the continent's people.

Tester Locations

Just some scattered options and ideas. It contains both actual concrete places as well as some geographical ones.

Obviously feel free to edit/delete to your heart's content.

Castrum Malefica/The Fenlands

A clandestine castle embedded deep within the rotten Fenlands, Castrum Malefica provides sanctuary to necromancers that seek protection, guidance, knowledge, or support. The hamlet that surrounds the castle offers shelter and bedding for students, while the higher-ranking members live within the castle itself. Emboldened by the furtive hold, necromancers practice their vile magics freely within the darkened halls and repurposed ballrooms. Word about the hideout is seldom uttered beyond its own borders, but aspiring necromancers-to-be that wish to seek pilgrimage can find clues to its location by making deals with back-alley leech vendors in the Fenlands proper.

Upon the arrival of the necromancers, the Devans native to the Fenlands had to find new ways to remain hidden from the dark magic. Forming a pact, the Umbral and Water Deva began to live symbiotically to combat the volatile nature of their magical neighbors. Living beneath the marsh, the fog of the Fenland swamplands hide not only their residence, but countless perils dangerous to those unfamiliar with the waters.

No matter how hard the Deva try to avoid the necromancers, conflict still arises. Hunting parties or other lone travelers often fall prey to necromancer hunters. Reckless Deva are known to go missing, whether used for necromancy or sold to traffickers, most never return again.

Magic:

Umbral - Shadows, stealth, silence even in water

Water - redirecting water flow, waterbreathing, condensation like mist

Leadership: co-leadership, sometimes by marriage

Local Guardian: Leech megafauna, Sanguilani, who lives beneath the marsh, rising to capture any creatures of man who enters it's waters.

Local Relations: Non-existent due to the volatile natures of necromancy

Dwellings:

Castrum Malifica - Castle embedded deep within the Fenlands, visualized by darkened halls and repurposed ballrooms.

Aldbrough - Devan hamlet hidden beneath the alluvial soil firmed up by trees. Entrances to the lodges, similar to those of beavers, are found deep underwater to hide from any non-Devan eyes. They are often connected by tunnels beneath the muck, formed by the meticulous hands of the water Deva to reduce time spent outside of the hovels.

The Nevermelt Expanse

Bitter cold rends the lands of Alberhill Taisa, but none so much as the Nevermelt Expanse.

Located in the southern plains of the tundra, the Expanse stretches as far as the eye can see, and bears no flora, fauna, or hope. As the name implies, the land is inhospitable and uninhabited, as the ever-present cold freezes the lungs with every breath, and slows the blood in one's very

veins. If summer exists within the Expanse, it is a pathetic excuse - thusly, the snow never ceases, and the ice never relents. The cold rules this place, and it is endless here.

Morn Enathore

A city of military might and mercenaries based out of the southwestern tip of the Nevermelt Expanse, Morn Enathore stretches from its port and rises up into the mountainous expanse behind it. It has been nicknamed the Edge of The World due to its impregnable defense, and the vast mountains that stretch on behind it, cutting off vision with its vast, snow-covered peaks. Pale-skinned, dark-haired New World Elves reside here, a practicing monarchy and set on political neutrality.

Lower Gil

As close to a bustling city as one can achieve on Clinnola Isle, Lower Gil is a seaside city focused primarily on fishing and nautical merchantry. Its trade ports are busy with ships from all around, seeking to scrape a living from Gil's residents by peddling fine wears that the inhabitants of Clinnola Isle are otherwise deprived of - silks, trinkets, wine, honey, and sweets. Ironically, although the name implies the existence of an *upper* Gil, such a city does not exist.

Goetia

Goetia is the newest seat of operations for the quickly-developing arcane magic industry; an oversized factory town expanding with its founders' selfish ambitions. Following the ban on arcane magic in the city of Omnia, the humans responsible for the crafting of arcane tools were hardly deterred by the young king's decree. As such, Deva were still harvested and arcane equipment was still developed in secret, and the success these arcanists found in their exports began to grow larger than the space that Omnia allowed. Needing new grounds to properly capitalize upon, the arcanists discovered the perfect cove upon which to break ground. Tucked far away from the major powers threatening their progress, more than adequate land, a natural port, and positioning close enough to the Gloamweald was everything the arcanists could've asked for. While the Gloamweald is still inaccessible to the average human, an allyship with a band of trolls native to the Weald has allowed arcanists access and passage through the forest in exchange for Devan fodder for the trolls. With no concern of being caught, Goetia's founders built sprawling labs, plants, and "farms" to hold, harvest, test, and profit upon Deva for everything they're worth.

Magic:

Arcane magic using devan harvest

Leadership: co-leadership, sometimes by marriage

Local Guardian: Leech megafauna, Sanguilani, who lives beneath the marsh, rising to capture any creatures of man who enters it's waters.

Local Relations: Non-existent due to the volatile natures of necromancy

Dwellings:

Castrum Malifica - Castle embedded deep within the Fenlands, visualized by darkened halls and repurposed ballrooms.

Alderbough - Devan hamlet hidden beneath the alluvial soil firmed up by trees. Entrances to the lodges, similar to those of beavers, are found deep underwater to hide from any non-Devan eyes. They are often connected by tunnels beneath the muck, formed by the meticulous hands of the water Deva to reduce time spent outside of the hovels.

Shaasharad

To the south of Anra, lain lazily upon one of the arid desert's oasi, Shaasharad is a city of decadence and hedonism. Smaller than Anra yet equally as diverse, Shaasharad makes a name for itself as the den of debauchery. The city revolves around its entertainment industry, offering residents and travelers a warm night upon the oasis, swimming and drifting and drinking.

Restaurants line the streets surrounding the oasis shores; bars and brothels coaxing in patrons whose pockets jingle a little louder than the rest. Yet not all is right in paradise, and Shaasharad suffers from a slew of organized crime and illicit activity. One must be careful in this oasis city, for one wrong alley can lead to a slit coin purse... or a throat.

Sleath

Sleath positions itself in the northern boreal forests of the Alberhill Taisa. Sleath is surprisingly wealthy for a city in the coldest lands, thanks entirely to its prolific silver mines. High yields of the precious metals equal high yields of capital, and Sleath - despite its snow-drowned state - is well-populated. Many who live within it also work within the mines themselves, making Sleath a rather tight-knit community of like-minded individuals. However, if the mines ever dry up and work ceases, Sleath will quickly be swallowed by the ice, abandoned and lifeless.

Hearth-and-Home

A last bastion of warmth in the otherwise frigid Alberhill Taisa, Hearth-and-Home burrows into the depths of **Mount Stolkfolk (name pending)**. Sheltered from the winds and sleet, Hearth-and-Home provides a sanctuary to the frozen, and a much-needed spot for vendors and commerce. Being the city that rests the closest to the Nevermelt Expanse, Hearth-and-Home suffers from a provisional logistics and self-sustain issue. Supply caravans that far south into the Taisa are few and far between, and the handful that reach Hearth-and-Home find a city full of the desperate and hungry. Many who reside within Hearth-and-Home have nowhere else to turn, and thus its residents mainly consist of the destitute, the poor, the pariahs, and the outcast.

Reulanach

Hidden amidst the craggy highlands and flowing fields to the northwest of the Gloamweald, Reulanach is the home of the Tairbh, a flower-ridden mixture of pine forests, hills, and rolling meadows. With temperate Springs and Summers and chilly, cold winters, the people of Reulanach congregate at their capital around the Great Oak, a massive rune-carved tree that serves as the beacon and burial ground of their people. Mossy stone fortresses and quaint, warm homes nestled into the hills and valleys are a common sight, as are the wild deer known in the area.

The Storm Garden

Once a sprawling metropolis of ancient humans, the stone pyramids and stepped platforms of the Storm Garden have since long been abandoned. Despite having developed canals, cisterns, aqueducts, and accessibility to the underground pools of water captured within the extensive limestone caves, the karst region was found too brutal for human habitation. Its people constantly having had to fight back against drought and tropical storms, the prior inhabitants moved elsewhere in hopes of better luck in cultivating food under fairer skies. Over time, the land began to reclaim the city, and as the forest moved inward towards the cobbled streets, so too did those who dwelled amongst those trees. From below the earth also emerged Deva who lived within the underlying limestone caverns and pools, having once been worshiped by those long-gone humans who saw them as bringers of rain. Now, these aquatic Deva have had to reacquaint themselves with a new way of life, one without the offerings of their human companions, and develop new relations with those of the surface's forest.

Races

Deva

Classified as a type of smallfolk, Deva range in height from 3' up to 4'6" from toe to head. Due to their widespread geographic reach, Devan skin colors can vary from natural skin tones to all manner of colors as needed due to location or magical association. Deva with notable magical affinity and/or exposure to magic are known to grow tails. The shape and length of these tails vary as much as their skin and patterning, along with the many forms their large ears may take. Magical symbols, more commonly known as seals, can manifest on Deva permanently or temporarily based on their magical links and abilities. The most powerful of Deva are known to grow horns, a rare trait coveted both by Deva and man alike.

Digitigrade and plantigrade feet exist among the race with no known connection to magic, as most of their appearance coincides with. Devan hair grows rapidly, stopping sometimes well past their entire body lengths. Vestigial, supernumerary nipples exist in some Deva as well, but serve no additional purpose in rearing children.

1. Background

It is theorized that all people of Nova Terra stemmed from one shared progenitor. When the world was new, this group of people was thrust upon with the gift of free will, consciousness, and magic. So long as these ancient peoples cared for and protected nature and its inhabitants, the elements would provide them with this magic. Time passed, and as these people flourished, grew, and spread, they developed into the descendents of all races of today. Most strayed from, and eventually forgot their reason for being, their devotion falling unto priorities focused within their growing cultures.

Deva are thought to be the most closely related to this original, progenitor group of people, never having strayed far from their purpose of protecting the natural world. This lasting relationship between both Deva and magic has turned them into the most magically capable, and potent of all people in Nova Terra. Magic comes effortlessly to most Deva, something that humans and many other people of the land could hardly fathom. This magic which they may use to care for the land, they use in return to shape their homes, help grow their food, and defend their kin.

Humans, who all but very few have absolutely no magical affinity, have always vied for the power wielded by the Devans. Instead, humans developed the power of creativity and invention, utilizing the bountiful resources around them to craft villages into cities, and stone tools into steel. Jealous humans, having discovered that the power within Deva resides within their very bones and blood, shaped their own method into utilizing magic. By filling a vial with Devan blood, or imbuing wand with one's hair or bones, humans created arcane magic, an explosively volatile and powerful form of magic previously unseen. With this discovery came great bloodshed, and many Deva were lost to the cause, the survivors of the hunting initiating

series of mass exoduses. While some stood their ground to defend themselves, many Deva begged for the land to show them mercy, to hide them from the covetous world around them. And the land did. Most Deva seemingly have disappeared following attacks by humans or others seeking their bodies, hidden within the most remote reaches of the wilds. But as the rest of the world continues to extend their city limits, many groups of Deva have been forced into the dilemma of whether or not to seek refuge further from all others, or to stand their ground and announce their presence within their homelands.

2. Affinities

Of all known races of Nova Terra, Deva are thought to be the most closely attuned to magic. Magic, a theorized living source of energy, is one which is controlled not by force, but usually out of respect. Deva are one of the few races whose devotion to tending and protecting the natural world hasn't faltered since their conception. As such, they're considered by many to be nature's children, most gifted with a seemingly effortless affinity towards magic.

Each Devan group across the world is usually devoted to tending and worshipping one element, or form of magic, and in return may use that form of magic. These can include basic elements such as fire, water, or flora, up to more elusive forms of magic like both lunar and solar magic, as well as the most enigmatic form of magic known as spirit.

Sometimes Deva may be able to learn a second, adjacent form of magic related to their original teachings, such as ice to water, or umbral to lunar. Instances of this are uncommon though, and many doubt it is even possible.

3. Culture

Deva tend to exist in small groups of upwards of 100 members, but usually do so in smaller numbers thanks to their endangered state of existence. Groups are headed by seniority, usually by a single leader, or a group of the oldest, or most experienced members. As many Deva have isolated themselves from the other civilizations of the world, their hermetic lives help develop strong bonds between group members. Children are not only raised by their parents, but the entire community. While Deva culture greatly differs among the many kinds of Deva, varying forms of egalitarianism is a universal key to their way of life.

Some Devan groups have adapted into cohabitation with other races, though this is uncommon. These kinds of groups are usually sedentary cultures who have stayed in one place for a long, long time, usually founded on the basis of symbiosis between Deva helping nature provide (providing food or shelter), while their co-habitational partner provides safety or security.

Occasionally, some Deva have been known to be exiled from their communities out of fear of endangerment to the rest of the community. Deva who wander too far from their community's territories, or develop relationships with those outside of their own can be seen as threats to their own. These Deva may adopt nomadic lifestyles, become adopted into other

communities, or live out solitary lives on the outskirts of their people's territories, all of which are seen as extremely risky to most others.

4. Relations

Humans: Deva are wary of most of the world outside of their homes, especially humans, who have become the greatest danger to the smallfolk thanks to their growing tendencies to hunt Deva for alchemical and magical supplies. Humans are considered the sole reason that Deva have become increasingly hidden and avoidant of the rest of the world.

Elves: While elves could be considered the most similar to Deva in terms of magical ability, most subspecies of elves have little to do with Deva. The Old and New World Elves of Solis Occasum have developed an air of superiority over Deva, considering them to be archaic and 'primitive' in comparison to themselves who are able to use magic while adapting to the changing world. The Lunar Elves of The Fertile Hollow care little for Deva as well, not so much in a way of superiority, but rather impartiality, as Lunar Elves are considered far more insular than even Deva.

Deva: Because of their usually hermetic nature, most Deva aren't even aware of how many other Deva exist outside of their own territories. It is unknown how cross-cultural groups of Deva would receive each other. The few that are aware of the global reach of Deva argue that doing so would upset the natural balance of separation among the groups and territories across the world, while others think that unification and globalization of Deva is the key to their prosperity.

Trolls: If humans weren't presently so great in number, trolls would still be considered one of the greatest threats to Deva. Long before humans became known as the prolific innovators of the present, and also subsequently displaced and drove most trolls out of their homelands, Deva's biggest concerns were devastating raids upon their territories by families of trolls. Trolls, unable to traverse the world during daylight lest they're weakened until turning to stone, once supplemented their diets with Deva. Devan bodies, rich with magic, provide temporary protection to trolls, allowing them to walk under both sun and moonlight freely. Nowadays, trolls exist in far smaller, spread numbers, and while they still pose some threat to Devan populations, they're much more manageable for Deva to defend against.

5. Location

While known to little, Deva are a widespread species found all across Nova Terra, if one knows where to look. Because of their highly adaptive nature, Deva can be known to thrive in any manner of habitat thanks to their intense connections to the earth and elements. The only places that Deva cannot exist within are those whose inhabitants may prey upon them.

Humans

A general physical description or something, and maybe the area(s) that they live in (if specific).

- 1. Background**
- 2. Affinities**
- 3. Culture**
- 4. Relations**
- 5. Location**

New World Elves

A general physical description or something, and maybe the area(s) that they live in (if specific).

- 1. Background**
- 2. Affinities**
- 3. Culture**
- 4. Relations**
- 5. Location**

Old World Elves

Permanently changed by their reliance on solar magic, many have described Old elves as both beautiful and frightening. Their elongated, willowy bodies are graceful, and while seemingly fragile, they're shockingly sturdy. Having little fat content, what flesh is attached to their long bones is pure muscle. Averaging around 8-9 feet tall, Old World elves are the closest any mortals have gotten to immortality thanks to their unique relationship with the solar bodies; their small population has consisted of the same hundred-some individuals for centuries now. Their skin and hair tones range from most typical human shades, and most (but not all) Old elves' eyes have turned gold from their many years of solar magic consumption.

1. Background

Having originated as humanoids identical to that of New World Elves, numerous centuries ago a group of these elves formed a religious sect dedicated to the worship of the sun for the fount of boons the celestial body provided to all of Nova Terra. The sun brought warmth, light, encouraged life and growth, and also gifted these elves with the powerful strength of solar magic as a reward for their devotion. With this strength the group of elves, self-identifying as the Sect of Resplendency, set out to find a location worthy of hosting a grand temple, one steeped with the very solar magic they so loved. Atop a great plateau in the northeastern reaches of Nova Terra they built their temple, Vespera, orchestrated by one elf only known by today as the Grand Cardinal.

Effectively isolated from the rest of the world, the Sect of elves were left to their own devotion and practices, and as time passed, their bodies were altered by the prolonged, excessive exposure to their solar magic. Having become taller, stronger, more potent with magic, and seemingly ageless, these changes were welcomed with great celebration, and deeper faith within the Sect of Resplendency. Unfortunately, they also become dependent on the very sun they worshiped, no longer able to leave their plateau temple for long without facing debilitation, and those who attempted to reproduce had become sterile; unable to conceive. Seemingly having trapped themselves in a sort of stasis, time passed with little else in the lives of the elven worshippers up until a terrible earthquake sundered the plateau which they had many mortal lifetimes upon. Whether it be a simple natural disaster, or some divine retribution of the earth itself, the remaining members of the Sect were forced to leave Vespera behind and set out to find a new home, a new temple.

Many of the Sect's members succumbed to the lack of magic they'd previously subsisted on along the journey westward, and the remainder only grew weaker as they continued until finally discovering asylum within the walls of Solis Occasum. An elven-established city overturned by the expanding territories of the Omnian Kingdom's humans, the elves had since then lived in squalor to serve their new rulers. Welcomed into the fold of their smaller, New World cousins, the Sect, still headed by the Grand Cardinal, empathized with their plight and took no time to see the injustice they faced. The Grand Cardinal promised that they could save the New Elves, and reclaim their city in exchange for their unwavering trust, and a place for their

people at the heart of the city. So was the alliance between Old and New Elves formed, and a coup organized to take back Solis Occasum for elvenkind. Following the bloody uprising, the humans were driven from the territory, birthing a new era for the Sect of Resplendency and New Elves alike from atop their shining kingdom.

2. Affinities

Unsurprisingly, solar magic is that which all Old elves have mastered, but at the cost of it being the only kind of magic they may use now. Their magic may be used both for powerful healing or devastating offensive spells, and their abnormally long lives have allowed most plenty of time to hone their skills in not only magic, but all manner of knowledge. Because of this, Old elves are very well-learned and deadly, more than capable of handling themselves in battle. Combat against an Old elf is ill-advised, usually requiring outnumbering the elf some ten to one to gain an upper hand.

One of the few caveats that Old elves face is their very reliance upon solar magic, requiring large amounts of concentrated exposure to the sun's light to maintain normal bodily function. Acquiring this amount of magic is unique to them, and simply walking into the sun will not fulfill this need. Specific locations with high concentrations of magic are sought out by them, ones which are found few and far between. As such, Old elves are practically prisoners within the walls of Solis Occasum, presently the only known font of solar magic strong enough to sustain them. Strong-bodied individuals are able to leave for limited amounts of time with supplementary crystals of condensed magic, but this is typically seen as dangerous and only done so if absolutely necessary.

3. Culture

Old Elves serve as the primary theocratic governing body of Solis Occasum, existing only amidst the royal court within the city. As such, their lifestyles are lavish and opulent, adorning themselves in custom fineries required of their enormously tall stature, as well as status. Most of the Old Elves occupy some manner of private estate or chateau in some close proximity to the Ivory Sanctum if not within the Sanctum itself, it being the highest point of the city which houses the Grand Cathedral, their new place of worship. Many of their homes were simply taken over from their previous, human occupants, having been modified to properly accommodate their new owners' sizes. Having more of a need for their exposure to the sun and solar magic than for food, they eat infrequently, and ensure that when they do so it's done in as much grandiosity as the rest of their lives. Meals are prepared by New Elven staff, and typically consist of large numbers of small, carefully prepared dishes to adequately satisfy any range of culinary desire.

Being far older and smaller in number than that of their New World counterparts, Old Elves are extremely insular, most having formed close bonds between one another. Everyone seems to know everything about each other; all except for the Grand Cardinal, whose presence seldom graces their people but for the most official and sacred of occasions, some which only Old Elves may exclusively attend. Upon the rare appearance of the Grand Cardinal, they

typically are adorned in the most magnificent of religious garb, their face always shrouded. Few Old Elves have seen their leader's face, and those who have have never spoken of it. No New Elf is even permitted to lay eyes in the direction of the Cardinal when in their presence.

Now playing the role of governing their city, Old Elves have far more responsibilities presently than when in Vespera. Having allotted most menial tasks to their New Elven cohabitants, all Old Elves spend at least an hour each day beneath the skylights of the Grand Cathedral in prayer starting an hour before solar noon, with upwards of five hours depending on their magical needs. An Old Elf skipping their daily worship is always a cause for immediate concern.

Old Elves rarely court or make partnerships, but those who have done so make their bonds with the intent of eternity. Due to their sterility, Old Elves who desire children will adopt New Elven infants from within the court, usually via a mutual agreement with a desirable house.

Once being unable to leave their home without withering away, New Elves have since developed the ability to concentrate select forms of magic into essence crystals, providing a temporary, portable method of condensed magic for various reasons. While most Old Elves choose not to leave the city, these essence crystals have given those who desire to travel the option to do so. These crystals are also thought to be the precursor to human's discovery of arcane magic, and were how the Old Elves were able to assist in the coup on Solis Occasum. Their extensive time spent in Nova Terra has also led to an unquenchable thirst for knowledge, so much of their free time spent within their walls or out in the world is done so with the intent of learning.

4. Relations

Most other humanoids of Nova Terra serve little importance or concern to Old Elves. They consider themselves more worldly, powerful, and untouchable, and have little worry for the petty squabbles that don't directly impact their city. The two exceptions lie in both humans and New Elves, their feelings on humans being a mutual distaste for their once ruling over elves, and humans' gross mishandling of magic to develop the hideous bastardization that is arcane magic.

Old Elves consider their relationship with New Elves one of symbiosis in that they provide protection, power, guidance, and order for their younger, simpler kind, and New Elves provide the numbers, structural support, and variety to help shape a supposedly utopian, sustainable city. While some may see the imbalance of power between two types of elves supposed to work together, Old Elves see themselves as guardians to the masses which help both govern and serve them. This is not to say that all Old Elves see themselves as superior to them, though many do, despite each New Elven family head serving some kind of integral role within the court and government.

5. Location

Being the smallest known population of elves in the world designated by their physical mutations and magical addiction, requiring specific geographic characteristics to thrive, all known Old elves exclusively exist within only the furthest walls of the city Solis Occasum.

Lunar Elves

A general physical description or something, and maybe the area(s) that they live in (if specific).

1. Background

2. Affinities

3. Culture

4. Relations

5. Location

Trolls

Towering well over most other people of Nova Terra, trolls regularly stand at an enormous height of 9 to well over 12 feet tall. Their powerful bodies may vary in shape from gangly, willowy, but well-corded muscle, to barrel-chested titans with trunklike limbs, or anywhere in between. Aside from their enormous size, trolls are notable for their long tails, typically tipped with tufts of fur, as well as comically long and floppy ears. It's commonplace for trolls to grow fangs, tusks, and sometimes even horns. The color of troll skin can vary from natural to cool-toned shades, and are usually pale due to their lack of sun exposure.

Trolls spend a large amount of their time within abandoned spaces and ruins, deep forests, burial mounds, and cave systems, as exposure to sunlight for extended periods weakens them until they eventually turn to stone. Some trolls who spend extensive amounts of time within their dwellings without leaving are known to grow substances such as moss, plant life, or even geodes on their backs and bodies with enough time.

To combat their weakness to sunlight, trolls will partake of substances containing magic, usually other living creatures. Some animals contain small amounts of this desired magic, but the most coveted is the flesh of elves, and especially Deva.

1. Background

Trolls were once considered the apex predators of Nova Terran people, existing in far greater numbers with much easier access to towns and territories for potential raiding. Family groups of up to 20 trolls could easily devastate an entire village, taking whatever belongings and victims they pleased to fuel their bodies for immunity to the sun, allowing for longer, and easier future raids. Trolls served as the first real threat to Deva, who quickly became the trolls' preferred method of getting their magical fix. Victims of the trolls, in time, adapted, elves and humans alike learning to build bigger walls, stronger defenses, or Deva to hide from them altogether.

As the humans began to expand their territories and develop newer, better technologies, simultaneously driving the trolls' favorite Devan prey into further seclusion, the trolls themselves quickly found themselves to be hunted by humans as well. Driven from their dwellings and culled, the trolls of today are shadows of their former, menacing presences. That said, one would be foolish to underestimate the determination and guile of the trolls who have survived this evolving landscape.

2. Affinities

Earth and some umbral magics are the only kind known by trolls, fostered by the necessity both elements serve in their survival. Earth magics are most common, used in enhancing trolls' powerful regeneration and healing, maintaining subterranean homes, and even creating stone weapons and armor. Trolls utilizing umbral magic may be designated scryers or mages.

3. Culture

Trolls typically live in solitude, or small units of around 3-5 individuals. Areas preferred as homes for trolls are those usually far enough away from others to be left alone, but close enough if they need to hunt. They also must be capable of housing such large individuals while simultaneously staying as dark as possible during the daytime.

Present trolls have much less interest in pursuing villages or territories of other races unless absolutely necessary, as doing so has become increasingly more dangerous thanks to their people's smaller numbers in contrast to the growing strength and size of those they used to prey upon. The Deva have become much harder for them to locate as well, so supplying themselves with enough magic to withstand the sun is now very challenging. Trolls are omnivorous, and while not nearly as empowering as a strict diet of meat, many have adopted a safer lifestyle of mainly vegetation supplemented with some wild, or stolen domestic animals.

Older trolls are ashamed of the current state of their existence, recalling the former glory and freedom they once possessed before they were thinned out and deprived of the magical lifeblood which gave them the strength to walk beneath the sun. It is seen as a highly attractive symbol of status for a troll to have any tan to their skin, indicating their prowess in being able to locate and secure enough magic to spend extended lengths of time in the sunlight.

4. Relations

Trolls hold very little good will with any of Nova Terra's inhabitants, once seen as terrifying threats, they now seldom cross the minds of others. Humans have given up their chase to eliminate trolls from the world, seeing as their population and position is now one that is in the humans favor. And while trolls would rarely dare attack a village or town now, they have become much more opportunistic when they do decide to hunt. As such, the relationship between man and troll has remained a tense one.

Deva are still the most coveted by trolls, and their elusiveness has made them all the more desirable. Still, the lesser numbers of trolls leave them at a disadvantage to successfully hunt any Deva should they happen upon more than a few at a time. Deva fear trolls, and are largely unaware of the devastation that they've faced at the hands of the world, much like themselves. If not for their unfortunate dynamic of predator and prey, Deva and trolls share more similarities between one another than they do with most other races of Nova Terra.

5. Location

Weather-hardy, trolls are capable of surviving in most climates, so long as an adequate place is provided for them to shelter during the day. Trolls are most commonly found in mountainous regions, dense forests, caves, and rolling hills, especially if any of these locations have abandoned locales. Trolls are exclusive to the mainland, and never have been found on any of Nova Terra's islands, deserts, or tundras. It's seldom that they're seen among any manner of flat geography, but if so, this usually means some sort of extensive cave system exists in the area.

Tairbh

“Minotaurs”, Bullmen

Averaging well over 10 feet tall, the Tairbh of Reulanach are remarkably similar to cattle in their appearances. Fur colors and coats range drastically between individuals, from warm deep browns to bright and golden hues, and usually of a shaggy, thick, and sometimes even curly texture. Tairbh are a stocky people, with individuals typically having a propensity for thick muscle padded with a generous portion of fat to help with the winters of their home region- though smaller and more lithe individuals do exist, most Tairbh are muscular in build or endomorphic with high fat. Tairbh usually reach up to 11 feet tall in particularly large individuals- slightly smaller than trolls, but usually just as strong and more often well-built. Peculiarly, Tairbh are known for possessing incredibly vivid eye colors, usually varying by clan- those of the Sun clan tend to possess golden eyes, with the Stars and Moon possessing violet and deep blues respectively. Their pupils are typically bovine or even goat-like in appearance, and some individuals with a particularly strong connection to the faith may possess eyes that glow in darkness.

1. Background

The Tairbh are an ancient people, known for being deeply spiritual and somewhat insular. Emerging from the mists, it is said that the first Tairbh parted through the forest using the guide of the heavens- the Moon, the Stars, and the Sun to find their homeland of Sith an Reulanach and the Great Oak which unites them, standing proud in the center of their main settlement of Reulanach. Banding together, the people formed themselves into clans, separated based on their role- the Sun clan serving as the knighthood and guardians, the Moon clan as their mystics and seers, and the Star clan as the dedicated explorers, trappers, and artisans. Their society was further formed by the assignment of clan matrons to serve as the overseeing council, making decisions for the good of the community- though, in reality, the council has had few formal meetings, as the Tairbh are more traditionally anarchic in their approach to government.

Their outlooks and fairly insular nature have made the Tairbh repeated opponents of the expansion of any large state into the highlands, seeing it as their duty to protect the pines and natural surroundings from those who would exploit it- this has traditionally put them at odds at times with neighbors due to their objections to violence and imperialism, which has earned them the moniker of “cudchewers” from their detractors despite the Tairbh being omnivores and lacking the need or ability to create cud. “Bullmen” is a far more common piece of language, and is more neutral- after all, Tairbh does roughly translate to “Bulls” from their tongue.

2. Affinities

Being a small yet tightly knit group of people, artisanry is highly valued by the Tairbh alongside farming and agriculture, with an emphasis on living with the land- this includes careful carpentry and runecarving, agriculture, fishing, smithing, and herbalism.

In terms of magic, the Tairbh most strongly resonate with Solar magic which comprises the bulk of their paladins, Lunar magic, which comprises their seers and mystics, and Celestial, the magic of the clan of the Stars. Each magic is seen as innately sacred by the Tairbh, and to be highly respected. To a lesser degree, some show aptitude to Earth and Floral magic, which is more used for its practical capabilities.

To the Tairbh, Solar, Lunar, and Celestial magic manifest as “holy” in their own ways- Solar magic is primarily used for defense and healing, though it does have devastating effects on unconsecrated beings such as the undead, and can additionally leave signature blooms in its wake, different for each Tairbh. Lunar magic often manifests as healing through moonglow, and is associated with the element of silver- likewise, it does have sacred properties, and can furthermore be used to gain glimpses of the future through divination rituals, or to see the past and commune with spirits. Celestial magic, as the signature of the Star clan, is a bit different- largely utility based, it allows the wielder to infuse simple lights to objects, as well as imbuing properties to ranged weapons such as arrows that can pierce through even the thickest armor. Oddly, some practitioners of Celestial or Star magic ultimately are even able to open small rifts for teleportation- though, this is generally limited to shorter distances. A handy trick for the weary traveler or wary huntsman.

3. Culture

As stated previously, Tairbh are loosely matriarchal, with a strong emphasis on cooperation and acceptance- and a reluctance to violence. Despite this, the Tairbh are a deeply moral people, which can manifest in rather infamous ways when they feel as though a neighbor has transgressed or overstepped in certain ventures- mining expeditions gone missing are not unheard of, with the taskmasters typically either imprisoned or disposed of and the workers offered a life in Reulanach.

The Tairbh are very welcoming of all individuals despite their insular nature, as well- despite being somewhat isolated, they nevertheless are happy to exchange words of wisdom and experiences with those around them. A surprisingly high population of Reulanach consists of those of mixed descent, as well as individuals from other races and walks of life.

Each clan further allows for individuals to join and pass between with surprisingly little difficulty- someone born to the Moon clan can decide to put their stock with the clan of the Stars and become an explorer with little fuss. However, each still serves an important purpose- the Sun clan, composed of paladins and knights, is tasked with the defense of Reulanach from all threats, supernatural or otherwise. The paladins and knights are typically renowned for their cavalry and shield walls, preferring to defend over attack- and are encouraged to pursue an artistic pursuit as

well, to remind themselves of what they fight for. Poetry and horticulture are two common pursuits, as well as baking and painting. The Moon clan is similarly tasked with the spiritual well being of the Tairbh- healers, counselors, and seers are but a few examples of those in the Moon clan. The Star clan, being the most varied, tends to run the gambit between artisans, explorers, hunters, and more- rather appropriately, they're known to follow where the wind takes them with little but the Heavens as their guide. In wartime, they typically serve as scouts and trappers, and can be just as deadly when defending a particular segment of the highlands as any knight with a lance.

Money is understood but disliked by the bullmen, and trade is based on individual acts of service and exchange, with a strong undercurrent of charity and cooperation keeping the clans connected.

Despite the council being a rarity, matriarchs of families are still expected to help represent the needs of the family, and men are traditionally taught to be deferential- the ideal woman in Reulanach is confident and strong, yet wise, and the ideal man in Reulanach is kindly and fiercely protective of his people. This is not to say that gender is strictly stratified- Reulanach is extremely open minded and fosters as a whole a culture of acceptance and urging to help find oneself's true identity. Homosexuality is normalized amongst the population, and gender identity is fluid and largely down to individual preferences, with transgender Tairbh being not at all uncommon. Nonbinary and genderfluid individuals in particular are seen as closer to the Heavens, as the Stars, Sun, and Moon clans reject the notion that any of the objects of their worship have a true "gender" at all.

4. Relations

Generally, Tairbh attempt to stay on good terms with all other peoples of Nova Terra regardless of origin- but special mention is reserved for the Deva, of whom the Tairbh are particularly protective towards, and hold in high esteem. Due to their connection to the very entities that they worship, the Tairbh typically view the Deva as nearly sacred, and when one happens to find themselves in Reulanach, it is celebrated. Prized for their unique insights and wisdom, the Tairbh relish any chance that they have to make contact with the Deva, and they are staunch protectors of the smallfolk.

5. Location

Roughly northwest of the Gloamweald, the Tairbh live in the highlands and pine forests that fringe that landscape in their homes built into the hills- with a cool and temperate climate and snowy winters, Reulanach offers abundant fishing and good soil for root agriculture, and the flora of the region is remarkably useful in the making of poultices and herbal medicines.

Halflings

A general physical description or something, and maybe the area(s) that they live in (if specific).

6. Background

7. Affinities

8. Culture

9. Relations

10. Location

Orcs

On rare occurrences, one might encounter the mighty visage of an Orc out in the world. Standing between 6 and 7 ½ feet, orcs tend to have athletic physiques

1. Background

2. Affinities

3. Culture

4. Relations

5. Location