



“Welcome! I am Lorekeeper, and I always have time to spare.”

Δ Mythic Wolves Info Δ

Master Doc

Notes for myself; will be organized eventually:

- ❑ Curses were first made just for show. It doesn't curse you if you look into their eyes, except that can happen if the wolf with it has the actual curse. It came from the Illusion powers, it is no more than for show.

How To Design A Mythic Wolf/Mythic Wolves As A Species:

Species: Mythic Wolves are wolf/cat hybrids. They can show up more as either one- but I typically draw most as a wolf (long muzzle, tall) with more cat-like legs/tail/ears. But they can absolutely be more cat than wolf!

Colors/Patterns/Designs: Mythic Wolves can have any natural colored (black-gray-white-brown-red/orange-golden) fur and any eye color. Having red or a specific emerald green natural eye color is very rare just because that is reserved for the Blood Power/Emerald Power respectively.

Mythic Wolves can have any patterns. Stripes/spots/shapes/etc.

Mythic Wolves get their color/patterns from their parents.

Heterochromia isn't as rare as it is for humans. It's uncommon but not odd to see.

Magic: Most have one or two different powers, but some have none and some have more. Mythic Wolves are born with one power (any one of their parent's powers), but may gain one in life due to magic just flowing around the world. Sometimes it finds a wolf and goes into their soul and this results in them gaining a power.

Magic/wings are not always shown on a Mythic Wolf. They can summon their magic/wings at will, and even separately if wanted (example, a wolf with the Blood Power can turn their eyes red without showing their Blood Power wings)

[Click to read about the different powers.](#)

Most to least common powers: Emerald, Dark, Angel, Blood, Lightning, any other elemental power (not commonly seen near Mythic Forest/the place all story takes place but more common elsewhere.)

Almost extinct powers: Nightmare, Archangel, Illusion, Aqua, Zuckohs, Shapeshifters.

Ivormos's Power only Ivormos/White has.

Curses: Curses are rare to have already, but almost impossible to have more than one, but it does happen. Curses when activated have magic flowing from the eyes, the Extra Power is slightly different. The Extra Power's magic flow is larger/moves around more. [Click to read about the different curses.](#)

Residence: Mythic Wolves can live anywhere. The area/continent they live in has very varying weather. There are forests, grasslands, mountains, hills, lakes, rivers. There is an ocean if you go far enough.

My stories typically take place around Mythic Forest/formerly known as Spirits' Forest. Around this is Rye Forest (Monster's birthplace/story), Origin Forest (where Ivormos was made and where most Mythic Wolves lived before moving to Mythic Forest).

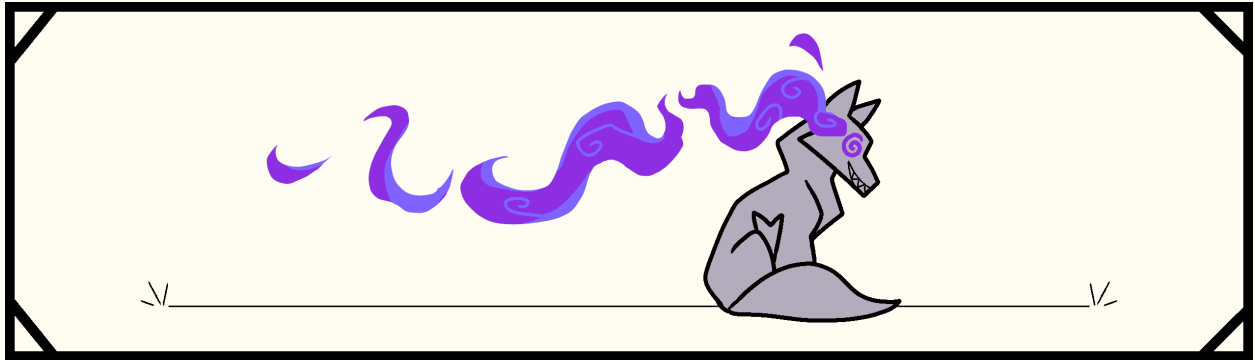
Far South is where Jester (the first Mythic Wolf) made Stranger, Memory, and Purgatory and where Jayden lived. This is also where Yan and Zander (the next main gods after Jayden) lived/ruled.

[These are the packs in Mythic Forest.](#) but you can make up any group for your wolf to live anywhere else, really. Or they can be a loner/traveller.

Lifespan: Mythic Wolves live about 25 years. They become considered adults at age 8/9.

LORE

The Creation of Magic And Mythic Wolves



A wolf named Jester was exploring the forest one day, and then a storm came. He ran for shelter inside a cave, and found a glowing crystal. It was large and purple and blue, moving spirals shimmered through the surface.

Jester held it close to him, because it was warm, and fell asleep. When he awoke and saw his reflection, his eyes were glowing purple blue spirals instead of his usual gold. He got excited, wishing he could see his eyes clearer. He then realized his throat closing up, and feeling sharp pains. Then, the puddle was now a clear mirror. The pain shot out while Jester tried to figure out what was going on and he found the crystal in his throat.

The pain went away quickly, and the power from the crystal seeped into Jester's soul. He had an amazing amount of the Illusion Power.

Through the next few weeks, Jester figured out that he could create anything he wanted with just a thought. So he made friends. He created Stranger first, and then Purgatory, and finally Memory. He set them each with tasks to find more magic. Memory found her power in a beautiful opal, and Stranger found his in a void dark stone. Purgatory only found poisons at first, but soon found a red and white crystal.

Magic came from crystals, Jester realized, and shared his findings with the wolves in the area. He got them interested, and broke off tiny, tiny pieces of the crystals and had the wolves eat them. Souls became powered, which triggered magic.

This goes on for years and rumors spread quickly. Wolves from all over find crystals deep in caves, and come back with much power.

They became Mythic Wolves.

Jester has Stranger spread magic through curses. Stranger becomes the first Extra Spirit, cursing about eight wolves with the Extra Power.

Purgatory is to create an afterlife. He creates a single afterlife that mimics real life that is itself a different dimension, accessed through portals (or dying). This afterlife in a thousand years or so splits itself, and part of the dimension becomes Hell, a place where evil wolves go. In the center of Hell is an unbelievably deep pit, where evil wolves have to fight to climb out of (and can only get out by cooperating with others).

Memory is to tell the story of magic, make others remember how good it is and to spread it whenever possible. She is told to have big gatherings to spread the word.

Some of this spreading of magic ends when Jester realizes that if other wolves have magic, he's not the most powerful anymore. So he tries to stop it- but it's way too late now.

Jester has already made Jayden a god. And he doesn't want any more big gods to form but it ends up happening anyway. Yan and Zander are next.

Centuries later Jester is losing his magic rapidly. He gives Spiral his strong Illusion Power. He makes her create Ivormos. He needs Ivormos to teach that curses are evil and so is too much magic. This succeeds, but eventually Ivormos disappears and Jester is still too drained and sick to move. But slowly, very slowly, he is recovering and will try to take over the world again.

In the current time, 16,000 years after Jester, wolves do not have nearly as much power as the first wolves had. Too much power turned out to kill the body. Over centuries the wolves have evolved to only have small amounts of magic, just enough to matter.

Historical Events, in vague order:

The Move

The wolves used to live in Origin Forest, across from Mythic Forest.

They all lived together, in one big clearing. Seven full packs of wolves lived in the same area, which led to conflict.

There was a problem with bears attacking and taking over the territory. But yet they stayed.

What pushed them to move was news about how a wolf named Monster, who was a Packwolf (Another pack) had killed all her packmates. It sparked the fear in them to finally move away.

So they all moved. They found a forest, naming it Mythic Forest and split into two, Starville and Darkville.

This forest was Spirit's Forest, a place run by spirits and magical, almost sentient plants. Both did not want intruders. So they fought back as hard as they could- and they never lost before- but somehow the Origin Forest wolves were winning.

Darkville and Starville were led by rival sisters, so the conflict started immediately. They fought constantly. Many wolves left to fight their ways deeper into the forest. Angelsville, led by Kira, ended up trapped in a clearing surrounded by the plants. Without a way out, they stayed there.

The Emerald pack settled somewhere else, led by Esme. They were kinder to the plants and spirits and therefore were fairly safe.

Mistville fought to the heart of the Spirit's Forest. They refused to leave the place, and fought a short war with the spirits. They lost, and were chased out. No one knows where they went.

The Sky Pack got out and gave up on the forest, deciding to live just outside it.

The Dusk Pack was once a part of Angelsville, but split off once they were able to for more space.

Bloodville wolves stayed with Starville and Darkville for a while. But they eventually split off and got out of the forest, across the ravine and settled there. But they returned often to battle.

After a long while, the Mythic Forest wolves fought off the spirits into a corner. Since they started losing the war with them, some wolf invented something to keep the plants from spreading out. The Spirit's Forest then became stuck in the corner of the forest. That war ended then. Mythic Forest wolves are warned to never go near the 'Cursed Forest,' because the spirits or plants will kill them.

The era of Mythic Forest began.

The First Battle

The battle that started the long-lasting war between Starville and Darkville. It happened when the first leaders moved to Mythic Forest.

It took place at the clearing near Starville, with a view of the Ravine. The Darkville leader, Darce, sent out a patrol to attack and kill the ones that were there. And they ended up with three deaths for Starville, one being Haven, who was thrown off the cliff with her wings broken. Darkville lost three as well, one being thrown off the cliff, one from battle, and one was killed by her own pack due to her siding with peace.

The news of it angered Noel, the Starville leader, and started the war.

It also created the fear of that cliff, since then nobody was allowed at the ravine clearings all around the forest.

The Howls of the Bloodied

The purge in Bloodville. It is told as a horror story. The story goes like this:

A wolf from Mythic Forest, not in any of the packs, but a loner. He knew the packs very well, but yet, no one could say his name. No matter how hard they tried, he was nameless. He wandered off,

getting lost. Was he forgetting too? He laid down for a rest in a pine forest, but was kept awake by the howls and screams from afar. Hours, and even more than a day, went by. The howls never stopped. Then, at the end, everything went quiet at once. He could never hear a thing after.

The story is warped by time, but based on a true event. The howls were the cries from the Bloodville wolves who disobeyed, and were tortured until death. The leader of the place at the time wanted to get rid of the traitors and the weak, which ended up being almost everyone.

War of Emerald and Angel

For around one lifetime, the Emerald Pack and the Sky Pack had a war going between them due to their leaders being enemies.

This time was with the leaders one before Angel and Shiro (the current leaders).

It created a time of invention. The wolves in battle created unique ways to have weapons using herbs and magic. They made bombs with this.

Nobody won. An agreement was made after by those leaders to keep peace and be friendly with each other.

Another battle happens years after the war ends, with the current leaders. Three wolves from Emerald and almost half of the Sky Pack were battling, and most got kicked out from their packs. This left the Sky Pack having a small pack at the time, but grew again later.

The Reformation

This happens when Bloodville drives out their corrupt leader, Torrent, and a couple weeks after Darkville drives out Cooper and his followers. Angelsville's leader, Kira, also revolts against her dead mother who still controlled her. (Angelsville had a problem with

anyone who had a power other than the Angel Power, it started with 2 leaders back from Kira.)

The Reformation is the final end to the Starville-Darkville war and all the packs' war with Bloodville. It is an era of peace.

Vow of Peace

The agreement of peace between Silke and Nightmare, the current leaders of Starville and Darkville.

As known, the two packs have had an ongoing war since they were first made. It was on and off depending on the leaders of each pack.

But after reformation, Nightmare was made leader of Darkville. So she and Silke met up with their packs at the big clearing. They made a vow of peace, officially ending the 600 year war.

MAGIC

Mythic Powers:

There are 6 mythic powers created, and 4 are recognized and still thrive in the current time. They are the Dark, Angel, Emerald, Blood, and Archangel and Nightmare powers.

Dark Power

The **Dark Power** is represented by the color purple. It has bat/dragon-like wings with translucent inner wings.

- They are typically associated with mental healing, potions, and mystery.
- It is the most common power.
- It has no real notable physical features like the other 5 do.
- Their special abilities are: Teleportation, Empathy (watered down Emerald Curse, emotions between two wolves are shared).



Angel Power

The **Angel Power** is represented by the color yellow. It has feathered white wings with faded golden tips. The power makes the user's eyes a lighter shade.

- They are associated with healing, kindness, and flight.
- They are generally faster than any other power.
- They have special healing powers that can be activated with intense practice. They are the best at creating magic borders.
- Their special abilities are: Their healing powers and Dreamwalking (going into other wolves' dreams).

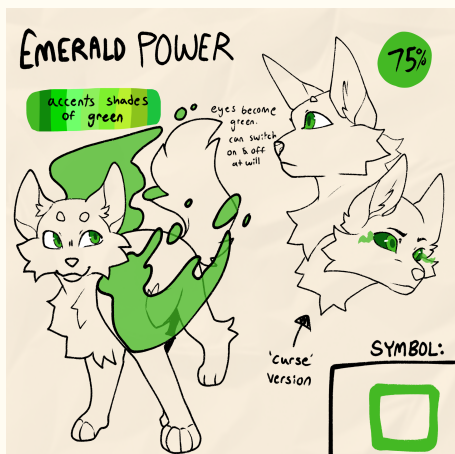


Emerald Power

The **Emerald Power** is represented by the color green. It has translucent aura wings that only those with Extra Spirits can touch.

It makes the user's eyes a specific shade of green.

- They are associated with curses, invention, and control.
- They are the least likely to have the Extra Power.
- They are the most likely to have a curse.
- Their special abilities are: Having a stronger magic barrier than any other power and mind control (very rare, has to have a curse)

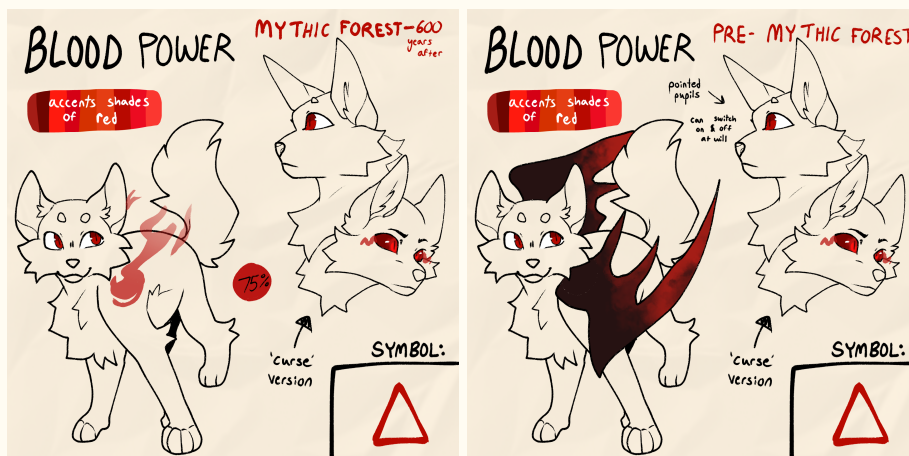


Blood Power

The **Blood Power** is represented by the color red. It has no wings, and red eyes with slit pupils, a characteristic only belonging to them.

- They are associated with stealth, power, and blood.
- They are immune to bloodstone, which poisons every other power.

- They once had wings, but they were taken away by the current Blood Power god, Reid. They gain them back during Reformation.
- For an unknown reason, they have been the only power to be able to time travel (only one wolf, Scarlet, has. A couple got close.)
- Their special abilities are: Healing from ingesting flesh/blood and physical healing at will (the latter takes 500+ years to master & is still weak, many see no point in it.)



Archangel

Archangels are represented by the color light blue. They have light blue feathered wings with a light blue halo that floats above their head. The halo drips an odd liquid, it disappears once it touches something. They have white pupils.

- They are associated with elegance, magic, and life.
- They have many hidden skills and powers unique to them. They learn them through very intense training.
- They are currently almost extinct, due to the Archangel/Nightmare war.
- There is a less powerful form of it that still exists, plus the gods still have the original power.



Nightmare

The **Nightmare** are represented with the color black. They have black feathered wings and the ability to hide their colors, turning their fur all black. Their eyes are white with black sclera.

- They are associated with evil, darkness, and strength.
- They're endangered, there are not many left in the world, but are quickly returning.
- They can form a black flower called the Death Flower. It gives an incurable (currently, but to be discovered by a wolf named Shiro) fatal disease to anyone who touches it. It doesn't affect the Nightmare. The victim will die in 1-3 days and the disease is categorized by throwing up clotted blood, bleeding eyes and general sickness and pain. Essentially, their throats are forced closed by the Death Flower growing inside of it. Nightmares can only form/have 1 flower out at a time.
- The flowers can appear when someone with the Nightmare power is frightened.



Non-Mythic Powers:

Illusion

The **Illusion Power** is represented by purple and blue swirls. When using their power, their eyes change to a purple color with blue spirals as pupils.

- They are typically associated with creation and trickery.
- The Illusion Power is rumored to be how magic spread to so many creatures.
- They can create real things from just an idea. The ability to do this is based on skill and centuries of practice.
- They can also create illusions of sounds or feelings.
- They also can just create normal illusions, which is the most common. These objects can be seen but not touched, a paw would go straight through it.
- There is a crystal connected to the Illusion Power that if stabbed into the soul, can give wolves a different look through an illusion. This does not require the Illusion Power to wear, only to create it.
- The capabilities of the Illusion Power is only limited by strength. The only thing they cannot do is create a soul. They can create life, but that being will not have a soul.
 - Souls can be found in crystals and given to the created being.



Aqua

The **Aqua Power** is represented by the color aqua. They have aqua colored bat wings, which are not transparent. When using the power, their eyes turn to the same shade.

- They are typically associated with overconfidence and mystery.
- They were found a couple centuries before the Mythic Powers.
- They mostly lived with the Origin Forest wolves, and when they moved to Mythic Forest, all died due to the leader settling them in the center of the cursed forest.
- The Aqua Power is related to water powers. It is a weak version of it, and the wolves who have it can sometimes move water around with their mind.
- The power has mostly died out in the current time.

Zuckoh

Zuckohs predated the Mythic Powers by a little bit. There are light Zuckohs, who have a lighter color left eye. The dark Zuckohs have a darker color right eye. These eyes are one color underneath (black/white), with flame patterns the color of the wolf's other eye, coloring it in.

- They are typically associated with strength.
- Light Zuckohs have powers more related to nature, Dark Zuckohs have powers more related to seeing in the dark, strong senses, etc.
- Both have powers relating to physical strength and making portals and visiting other dimensions.

Shapeshifters

Shapeshifters can switch between species and change their color or pattern at will. This is a very rare trait that only two creatures

have in the entire history of the world. These beings are Jayden (born wolf) and Kitty (born leopard).

Ivormos' Power

Is fake. It's purely for aesthetics.

Believed to have extra strength and agility.



Lightning

The **lightning power/curse** is not represented with a single color. Wolves who have it have healed lightning scars from wherever they got hit. Their sclera is dark, and their eyes are bright and have lightning shapes as the pupils. These wolves usually have some vision loss.

- They are typically considered unstable and dangerous.
- A wolf gets lightning powers when they are hit with lightning. It does not happen every time, but it isn't uncommon either.
- This lightning can be from a storm or another wolf with lightning powers.
- These wolves gain the ability to control lightning. They can shock other things, freezing them in place for a few moments to a couple minutes. There is a recharge period of a couple hours between using the power.

Other

Anything can be magic. **Anything is possible.** Powers usually considered other are elemental powers, which can stem from different things like genetics or the element being put into the soul. These magics are rarer, and are unique to one wolf or a group.

Curses:

Excess Power

The Excess Power is something all Mythic Wolves have when they are born. It is the natural amount of magic the wolf is born with- even if the wolf has no powers, they will still have the Excess Power. This power was discovered to be dangerous around the time White became a god and the wolves lived in Origin Forest. It made wolves more emotional and unstable.

This power was discovered by the first wolf with the Angel Power, Angeli, with help from the first Dark Power, Dark. Angeli received news from Scarlet that Mythic Wolves had souls in their throats. Angeli cut into some wolf for science, and felt the soul. When she grabbed a part of it, it came out and faded away. It did not hurt the wolf, and that wolf was significantly less stressed and dangerous than before. The Excess Power was discovered.

It is now a procedure to put a claw into a pup's soul to make sure they do not grow up with the Excess Power.

Extra Power

The Extra Power occurs when the Excess Power turns out to be a spirit. This spirit and their wolf can feel what the other is feeling, including injuries, emotions, etc. There are different levels of intensity that either wolf can choose to change. To not 'connect' fully to a complete empath. Since pain is shared, the wolves involved do not feel as much pain as usual, and are stronger in general.

The wolves who get the Extra Power are said to have cursed souls. The curse goes in a line. For example, a wolf

with the Extra Power will die, and then around 500 years after they will become the Extra Spirit.

The Extra Power was created by Jester, the first Mythic Wolf. Jester created three wolves out of his Illusion Power. One was Stranger. Stranger was tasked to curse different wolves; to become their Extra Spirit. This cursed the souls of the wolves and then, after they died off, became Extra Spirits themselves.

An Extra Spirit can have multiple wolves they can curse at different points of time. It is usually 500 years between each cycle, but it varies.

The Extra Power is connected to the power the wolf was born with. The Extra Spirit will have the same power as their wolf. This does have a chance of not happening. It is unknown why.

Extra Spirits and their wolves cannot be separated until death. The wolves are working on a way to forcibly separate the curse, but it is not working just yet.

Both wolves cannot go further than a certain distance away from each other. Some borders are bigger, some are smaller. If they go too far from each other, they will both get pains, feel sick and pass out.

The Extra Power is considered dangerous because all emotions are doubled and or fighting with each other. This can make the wolf unpleasant, reckless, and it is more likely they become evil. OR, the Extra Spirits usually do not want to be stuck to a living wolf. So they kill their wolf to free themselves. Wolves with the Extra Spirit are usually pitied,

and not given any help or love because they are likely to die young. This also makes the wolf angry, and more likely take actions against others in revenge or to prove themselves.

Because of the stigma, Origin Forest decided to kill pups born with the curse the day they were born. The pup, in their mind, would not survive anyway. It was easier just to get it over with. This leads to most Extra Spirits being young. This is an action only Origin Forest, and then Mythic Forest, do. 600 years after the move cursed wolves are being killed less and the reasoning is being questioned. Some packs let the parents choose what to do. Some always kill the pup.

The Extra Power being very misunderstood is a constant problem throughout the history of Mythic Wolves.

“True Curse”

The “True Curse” is more of a slang term. It is when a wolf has both the Extra Power and a normal curse of the same power. The excess amount of power leads to special, heightened abilities of the ones the powers already have.

Power Curses

Every power has the capability of a curse. They can have a spirit attached to the curse, but usually do not. It is simply a larger amount of magic. It makes the special powers connected to whatever power the wolf has easier to do. For example, a Blood Power curse would have an easier time healing from blood than a wolf without a curse.

LOCATIONS (WIP)

Mythic Forest Packs:

Starville

Starville is seen as judgy and prideful, but also kind.

- The first leader was Noel, and the current is Silke.
- Starville is generally accepting of outsiders
- They are agile wolves and enjoy crafting.
- Starville is in a constant war with Darkville. The original leaders of the two packs are sisters, and despised each other and their ideas. The packs split, and the hatred of the other pack is taught to the new generations of wolves. War continued on for 600 years until Reformation.

Darkville

Darkville is seen as secretive and powerful.

- The first leader was Darce, and the current is Cooper, and after Reformation: Nightmare.
- Darkville lets every wolf in, no matter their power or lack of. They have a strong belief in power in numbers. Some wolves insult Darkville by saying they'll get with anyone, and calling them inbred. This isn't *completely* true.
- The Extra Power is still looked down upon by them before Reformation. They don't need the risk of someone more powerful than the leader.
- Darkville is in a constant war with Starville. The original leaders of the two packs are sisters, and despised each other and their ideas. The packs split, and the hatred of the other pack is taught to the new generations of wolves. War continued on for 600 years until Reformation.

Angelville

Angelville is seen as independent.

- The first leader was Kira, and the current is Kiara.

- Angelville, for a long time, did not let any wolf with another power other than the Angel Power in. They believed the Angel Power superior, and the others dangerous.
- Angelsville is very close with the Dusk Pack usually, though at some points they refuse to speak to each other. They both live close to each other and share a swamp. They share a love of herbs and medicine.

Dusk Pack

The **Dusk Pack** is seen as secretive and clever.

- The first leader was Russel, and the current is Pharaoh.
- They have more than one leader at a time, including the medic/s. This is not known by the other packs since only one is chosen to be the face of the Dusk Pack.
- The Dusk Pack is large and very diverse.
- They specialize in making potions and medicines. They are the biggest creative minds in the forest. They've been known to discover cures to diseases.
- They live in the swampiest part of the forest, and they are always covered in mud and or wetness.
- They are good tricksters.

Sky Pack

The **Sky Pack** is seen as kind and soft.

- The first leader was Aero, and the current is Angel.
- The pack is mostly made up of wolves with the Angel Power.
- They live in the grasslands west of Mythic Forest. They sleep in the dips between the grass, but they also stay in the forest when it's too hot.
- There is also a small training ground in a cloud above the grasslands- they can walk on the cloud and use it for flying training. The Sky Pack are very strong fliers.

- The Sky Pack has always been an enemy to the Emerald Pack. The two had a short, few years long war but it was peacefully ended by Shiro and Angel.

Emerald Pack

The **Emerald Pack** is seen as defensive and small.

- The first leader was Esme, and the current is Shiro.
- The pack is mostly made up of wolves with the Angel Power.
- The Emerald Pack is currently the smallest in numbers due to the war.
- They are physically strong and have strong magic- but in recent years, since the war ended, most wolves refuse to fight or learn other than the basics.
- The Emerald Pack has always been an enemy to the Sky Pack. The two had a short, few years long war but it was peacefully ended by Shiro and Angel.

Bloodville

Bloodville is seen as evil and ruthless.

- The first leader was Brazen, and the current is Torrent, and after Reformation Corsen..
- Bloodville is made up completely of wolves with the Blood Power.
- They have a custom of melting bloodstone onto their claws to use as a weapon. Bloodstone is a crystal that only those with the Blood Power can touch without getting sick or if eaten- without dying.
- The packs and Bloodville have never had a friendly interaction since the pack was created. It isn't as constant as the Star-Night war, but battles happen every once in a while to make the other packs still fear Bloodville.

