

Kor

Overview

Divakor - God or Goddess, Celestial being, Worshipped by Kors, Almost never show themselves, The source of mana

Primokor - The original Kor, no mutations. Live in forested areas. Omnivorous, most proficient with magic, most advanced, neutral temperament.

Igneokor - Near or In volcanic areas, Omnivorous, Quick to react, Slightly aggressive

Planikor - Plains and Flatlands, Omnivorous, Fast runners, Non-aggressive

Fluvikor - River and Lake dwellers, Omnivorous, Very friendly

Pontukor - Black seas or Very deep water, Carnivorous, Highly aggressive, Cannibalistic. No mana usage.

Nubikor - Stormy regions, Omnivorous, Quick to flee

Gelukor - Cold or Icy Regions, Carnivorous, Prideful, High body temp, Voracious appetite, Territorial

Impikor - Nomadic, Omnivorous, Skeptical and suspicious, Hostile but will flee, Draw their mana from another source

Kors are still, for the most part, social creatures. They create small communities in their respective regions and are usually willing to interact peacefully with other Kors. However, a branching species of Kor, the Pontukor, have very unstable communities. It is not uncommon to see mostly ruined or deserted communities where the Pontukor have killed themselves off with fighting, disease, and/or famine.

The Impikor are a unique subspecies of Kor in that they are not *technically* a subspecies. The name 'Impikor' was given to them as a title. They are non-believers who were exiled from the Kors and are nomads. Any Kor can be made to be an Impikor, however water dwelling Kors must stay near in or near the water. Most newly made Impikor group together for survival and are opportunistic eaters. Due to their nomadic nature, impikor mutate slowly and all of them will have slight differences depending on their origin. These are the only Kor who are able to breed with all other Kor but this coupling is seen as sinful.

Kors are highly intelligent, but not technological. They use their mana to create homes inside of caves or forests with massive trees for example.

Primokor live in the massive tree forests. These are the closest things to a 'Big City.' Mana is used to construct and deconstruct the inside of the tree, making it hollow and creating pathways. Homes are usually in separate trees from the 'business' area. These homes are usually hollowed out into the sides of the inside of the tree with the leaders/council living near the top.

Igneokor live in dry caves, usually ones that descend deep underground. If the cave does not descend deep enough, or isn't large enough, they will use their mana to make it suitable. Homes are almost always hollowed out with mana and if there are too many in one area, they will simply dig deeper or find another cave.

Planikor have shelters more so than homes as temperatures on the plains are stable and comfortable. The most notable sign of a Planikor community is the array of rock sculptures of Divakors or just unique formations in general. It's not uncommon for Planikor to hollow out a small hill and use it as shelter while keeping most community activities outside. They are quite nomadic, moving to different living site every handful of months in order to not diminish resources too quickly

Pontukor live in overgrown coral reefs or caverns where most of the water has been pushed out, but still accessible. Pontukor communities are usually torn down and rugged due to their hostile and self destructive nature.

Fluvikor stay in or around the lakes and rivers most of the time, they may have small resting areas in the surrounding trees, caves, or other suitable enclosures, but they spend most of their time in the water. Fluvikor use their mana the least of all species. Fluvikor are also extremely social to all normal Kor, but they tend to avoid Impikor.

Due to living in harsh weather, Nubikor construct their villages near outcroppings of rock and usually make the homes themselves out of stones, rocks, and any other rigid material that can withstand the weather.

Gelukor live similarly to the Nubikor, but deal with snow instead of thunder and lightning storms. Their high body temperatures allow them to live in homes constructed completely of ice and snow. The structures are very beautiful due to their vain and prideful nature. Their high body temperature calls for them to eat very often so they tend to store food in the ice. Gelukor usually live in family groups of about 3 to 5.

Customs ‘n stuff

Kors have ‘gems’ on their hands in place of paw pads. There is one on the underside of each finger/thumb tip, and one on the fleshy bit connected to the thumb. The gems are firm but pliant and completely smooth. There is another large gem on the top of the hand that is hard. *(Note: Kors have 3 fingers and a thumb)*

Mana swirls inside of these gempads and when all 5 of them are in contact with another kor’s they will ‘exchange mana’. This gesture is very personal. It is usually only done by Starseers when attempting to share a vision, Family, Close friends, and Lovers. When the mana swirls together, it changes color. For example, if Two Kors with yellow and blue mana connect, both their gems will turn green. The first to turn green will be the gempads, then the gem on the back of their hand, and it slowly spreads from there to all gems on their bodies as long as contact is maintained. When the connection is severed, the color gradually filters back to the original color.

Starseers interpret messages sent from the Divakor or otherwise continue to bolster faith in them. A Starseer’s ultimate goal is to prevent the creation of more Impikor. For specific individuals, they will connect their mana gems and share godly visions directly with the individual. They are also usually present when one is judged an Impikor to see if their mana has truly been cut off. *(Note: Mana cannot be ‘shared’ between a Kor and Impikor. Imagine oil and water.)*

Divakor

“**The Lamb**” - A trickster goddess. She likes to play pranks on children and Adults and is one of the few Diva who leaves their realm often. She prefers the form of a pinkish-white lamb, but like

all Diva she has the ability to assume any form. She has a very strong dislike for the Impikor and her usually harmless pranks on regular kor become highly malicious. She is slightly smaller than most Divakor.

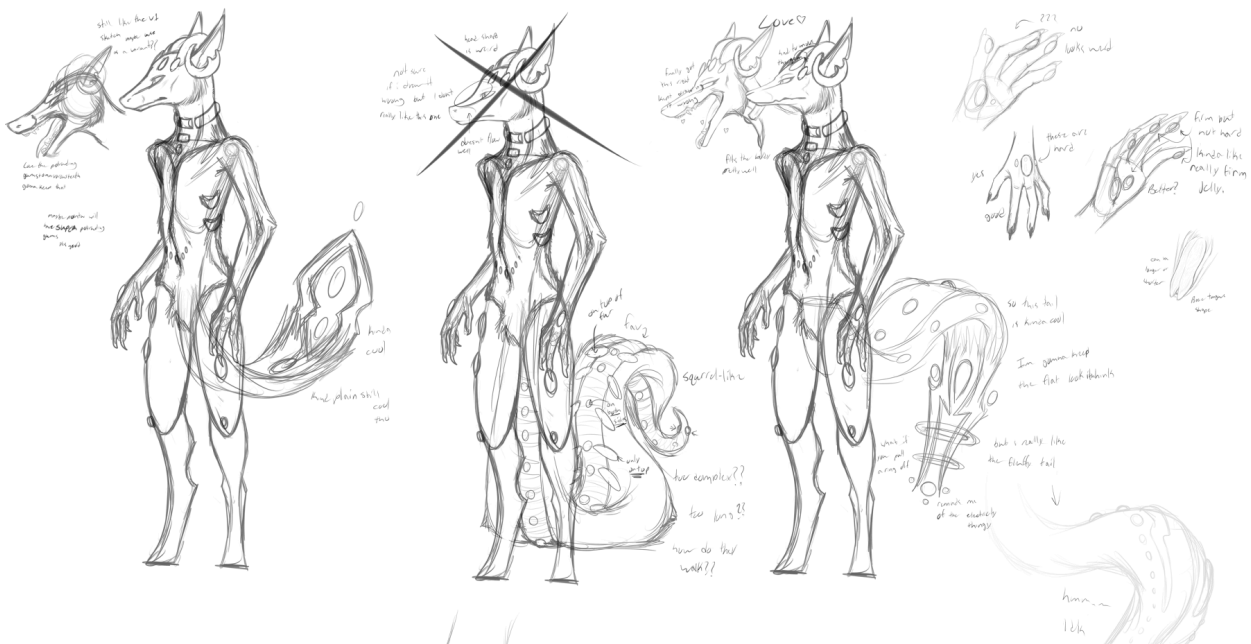
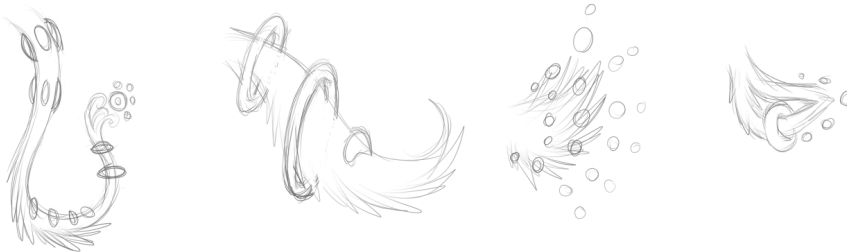
Thibald “*The Falcon*” - The god of order. He is very serious most of the time and quickly grows tired of The Lamb’s ‘childish pranks.’ He almost never leaves the Diva’s realm, but when he does he prefers to take the form of a large cream-colored falcon. He ensures that the world always remains in balance by keeping a check on the growth of all things. He sees the Impikor as little more than insects. Annoying, but not worth the trouble of dealing with.

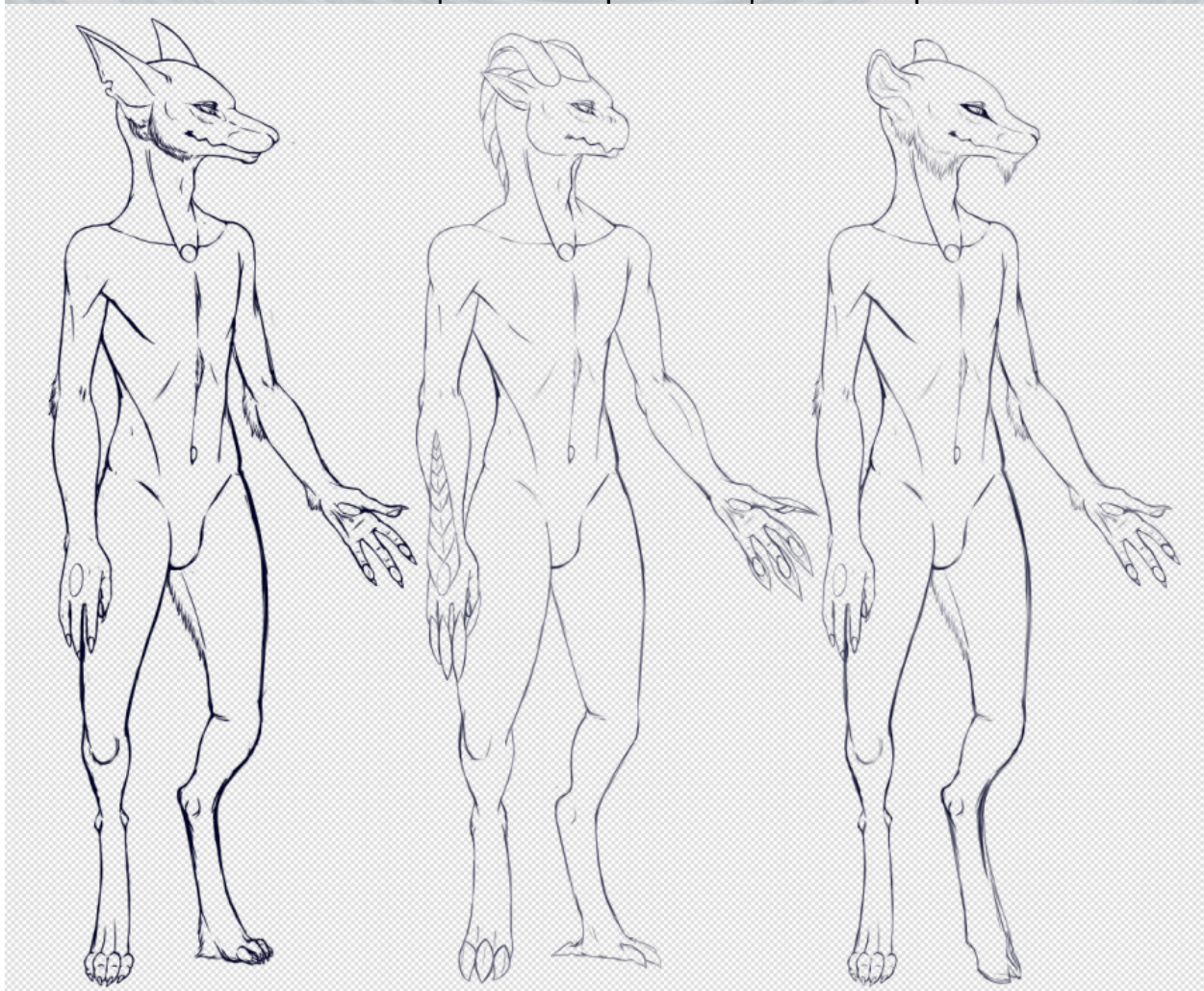
Verk “*The Hummingbird*” - The god of compassion. He shows a great deal of concern for all kors and Divas. He feels that the gods have hidden away from their creations too long to warrant any kind of loyalty from them, but this is an unpopular opinion. He does show his true form to kors the most out of all of them. He prefers the form of a white hummingbird since it is a unique creature not found on the Kor’s planet at all, hence it draws attention. He is the only Diva to actively try to aid the Impikor. He will lead them away from danger and toward safe places for them to rest; this is also vastly unpopular. The Lamb is the only one who actively tries to get in his way.

Kathied “*The Fish*” - The goddess of mana. She is, in a sense, the source of mana for the mortal Kors in that she regulates the flow to them. If not for her, only the Divas would have access to mana. She is also the one who cuts off mana to the Impikor. She can be quite motherly, but does not tolerate disrespect and as such has a strong dislike of Impikor, however unlike Lamb, she does not leave her realm. She can often be seen ‘swimming’ in the mana pool, taking the form of various fish.

??? “*The Other*” - The god ‘worshiped’ by the Impikor. They are not recognized by the other Divas as a god, but the Divas do acknowledge Their power. They are considered formless and have never shown themselves, even the Divas do not know where They are or what They look like. The only thing that Kors know about the Other God is that Their mana flow is deep black-indigo and as such, any Impikor’s magic is dark purple, their gems are also tinted this color to various degrees. It is thought that when an Impikor’s gem is completely black-indigo, they become a vessel of The Other, but there is no proof of this. Creatures usually associated with Them are snakes, squids and mantises.

Concept Art





Larger views

#1 <http://i.imgur.com/lcJnXoQ.png>

#2 <http://i.imgur.com/1X1Nh2r.png>

#3 <http://i.imgur.com/JDzGf3p.png>

Research

<https://www.britannica.com/topic/Plains-Indian/Plains-life-before-the-horse>

<https://www.britannica.com/technology/earth-lodge>

https://en.wikipedia.org/wiki/Subtropics#/media/File:World_map_indicating_tropics_and_subtropics.png

<https://www.google.com/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwi556nojITnAhXum-AKHQy-DGYQjRx6BAgBEAQ&url=https%3A%2F%2Fwww.alamy.com%2Fworld-climate-zones-map-with-equator-and-tropic-lines-vector-illustration-image259687483.html&psig=AOvVaw08TQtvjBhJeEEmmSQ3RV9u&ust=1579122951946727>





