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The Trinity of Sins & Sovereigns consists of two sister planets; Sarasvati and Amrita. Both worlds orbit around the same star, Moksha, while orbiting each other in a dual-esque configuration. Sarasvati is a world of highly advanced technology inhabited by the various Anthropomorphic races. Whilst the sister planet Amrita; is suffused with profound mystical energies and ruled by Humanity, along with the Fae.

During the "Age of Tranquility" where the worlds' denizens grew to cover both globes in the midst of a mysterious third celestial body, the separation between the two worlds was broken by what is known as the "Incestuous Calamity". At the time of this world merging event; an artificial planetoid, known as Vitra; commanded by the world-warping magic of the Demonic Empress Mal'canthet, and her soulless, demonic subjects. Under Mal'canthet's power, Vitra opened the portals to both realms leading the sister worlds to be bound in unholy matrimony, linked together by Vitra, and from there, the demons launched a simultaneous invasion upon two worlds at once.

Why did they do this?

It is perversely simple; conquest, hunger, emptiness, these were the surface motivations

that drove the Demons towards the twin worlds. The demons needed mortal slaves to serve them, as well as providing a means of quenching their insatiable lusts. Mortals to separate from their passions from their souls, in-order to birth more of their own kin. It is theorised that Mal'canthet was recovering from a long war against eldritch horrors from beyond reality and reason...in the end, does it matter?

The demons used portals to physically assail the two worlds, enticing the locals to serve them, selecting mortal women from both worlds that the demonic forces captured; all for the sole purpose of birthing the various Monster-girl breeds in hopes that they would be better aligned to their goals. Instead, it backfired; most of these Monster-girl species, instead chose to ally with the Humans or Anthros themselves, siding with the "norms" of either Sarasvati or Amrita based upon the nature of the various Monster-girl types.

These portals, however, ultimately were the downfall of the Demons; they provided links between the planets Sarasvati and Amrita, links which lead to Vitra. Working together, the best and worst from both worlds managed to beat back the demonic legions, eventually sacrificing themselves by taking the fight to the the Infernal seat of power; while mages on the sister worlds closed the portals leading to Vitra trapping the most powerful of the Demons, along with a vast amount of the Infernal host, hopefully forever.

The "present" of the setting takes place one hundred years after the initial invasion, reflecting the rebuilding from the "convergence". Now the demons cannot enter Amrita & Sarasvati in force, the Humans and the Anthros are having to try and figure out how to get along with each other and the Monster-girls, the Fae are mixing things up, and who knows when the Demons may manage to reopen the portals and return to the Twin Worlds again; perhaps led by the now-corrupted Sybarites who stymied their first invasion?



Technology level: Archaic, though the practice of the Arcane is common place; the flows of mystical power is much higher here than on Amrita's sister world. This has supported the use of magic over science, resulting in a lower level of technology as simplified, refined, practical magical devices have taken over effective niches.

Torches and candles provide light, along with warmth to the the people. Royalty and those who lay claim to wealth call ornate palaces their home, while the lower echelons of society call a city's slums their homes; lower still are the slaves, those who are conquered or sold off to

pay debts long since due. No matter what a person's lot in life is, the one force, the one driving force is magic; the mystical energies that flow through the ley-lines of Amrita is an inalienable right that few are able to revoke.

Most Amritians spend their lives in the shadow of their lord or monarch, the pitiful serfs who are bound are little better off than the slaves of freshly conquered fiefdoms.

The feudal system has had a stranglehold on Amrita for over a millenia and shows its power through the use of its magic-wielding "Chavalier" and the vast legions of the Empire of Amrita of which the world was named. It is in this system, a quarter of the whole world of Amrita lays in the control of a human monarch known as the "Arch Magus." The rest is either uncharted, ruled by monster-girls and rogue human tribes, or controlled by the courts of the Fae.

The Empire of Amrita is in a perilous position and is on the verge of change, and Sybarites are needed to maintain this balance, or tip the fickle scales of fate in favor of another power. In the course of a hundred years the coexistence with the Fae has been shattered by the events of the "Incestuous calamity"....the status quo has changed drastically.

Tensions with the Sarasvaties run high, and all out war has been narrowly avoided over the course of the years, but for how much longer? Monster-girls are now Amritians themselves, creating kingdoms of their own and interbreeding with humanity in addition to the changes the empire must undergo to accommodate them. Demons stalk all echelons of society Amrita's empire, consuming the passions of humanity and monster-girls alike; birthing more of their own for good or ill. The Fae courts find the events that have transpired amusing beyond reason; playing all sides and even playing against the other great courts of Spring, Summer, Autumn, Winter, Night, Day, North, South, East and West, which are each powerful kingdoms themselves that cared not for power in the world, only the fun that could be had with mortals. The Angels rise from humanity and monster-girls; beings just as mysterious as the Demons themselves. The Golems are not recognised as people by the bulk of Amritians as well, these are slaves crafted for personal use, not equals. Finally, the Sybarites threaten to change the course of the world for a myriad of personal goals....

Amritian Society

A feudal system resides over the highly integrated Empire of Amrita with an autocratic monarchy ruled exclusively by the Arch Magus, who rules over the citizens of the empire be they Human, Monster-girl, Fae..or other; as countless souls obey the commandments that pass through the lips of the sole ruler of "true" Amritian culture. The Arch Magus is the head of a

purely human family that carries a special hereditary mark of magic upon their very being, proving that these individuals are those who are destined to rule. Not even magic or genetic engineering can replicate this effect, as it is seared into the fiber of a member of the royal family's being at birth. Rumors say that this family possesses the purest blood in all of Amrita, making each member of the line extremely resistant to corruption, disease and alterations to their bodies, minds and souls...

Underneath the royal family is the royal court of nobles known as the "*Nobilis*", which have the ear of the royal family, and by extension, the Arch Magus. These privileged few provide their input upon all affairs, be they domestic or foreign, magical or military, and matters of purity. Historically, members of the Nobilis have been chosen as the favored consorts of previous Arch Magi, there are those who even claim to possess blood ties to the royal family itself, for those select noble houses that can prove such a claim, they may invoke a clause in the hierarchical mandate of Amrita, thus temporarily usurping rule if the current monarch is too young to rule; few would ever consider the possibility of such a coup d'état...

Among the Nobilis is a representative of the Fae courts to the Arch Magus who are always in constant communication with their superiors at home, there have been scandals in the past of bargains being struck with such a representative, causing panic among the commonwealth; who knows who's really running the empire if such a thing truly transpired?! Beneath them are the Arch Magus's "*Chevaliers*", which each rule a part of the Arch Magus' empire independently in exchange for their loyalty and service, which usually includes a large fiefdom and the surrounding agricultural villages.

The rest of citizens are divided into three groups: Humans that have sworn an binding oath of loyalty to the Arch Magus who gain citizen only rights such as joining the royal legion the "*Azuré légion de invictus*" (for generous tax break for their family), be able to propose possible changes to the local Nobilis or Chevalier, and being in administrative roles (such as Mayors) in exchange for paying a higher annual tax to the local lord. The two other groups, the non-citizens and non-humans which are welcome to live, own businesses, fight in the Arch Magus' army as auxiliaries, and pay lower taxes but do not get the benefits of being a citizen.

Slaves occupy the lowest niche in Amritian society. These are the unfortunates who have either been born into their position, treated as conquest of warring Chevaliers or Nobilis, the debtors who have sold themselves into the practice willingly to pay off their dues, and the golems, who are scarcely thought of as beings with minds of their own. Slavery in Amrita is a common practice much to the distaste of the neighboring world of Sarasvati. The Nobilis and Chevalier alike sell slaves to the various tribes of Monster-girls, the Fae, or in some rare cases....the Demons for profit, be it material wealth, or magical lore that these exotic beings

possess. There have been interplanetary disputes over the nature of this practice, and wars have been started over the “acquisition” of Anthropomorphic beings, though the Amritians defend themselves with a certain flaw in Sarasvatite logic....they treat everyone the same; going so far as openly criticizing the racial tension that brews among the Anthros...

The Amritian Elite

The political intrigue of Amrita is legendary in its scope; convoluted with the various Nobilis houses playing the games of murder, wine and seduction, all for an opportunity to be among an Arch Magi's inner circle, and the Chevaliers are little better; it is not uncommon to see those who have risen in rank to an Arch Magus' trusted routine to engage in scandals, or even use their position to threaten the empire itself, as was the case with Arch Magus Sigurd's spurned lover, Estia, who convinced several of the head Magi of the Nobilis houses to join her cause in rebellion.

With the inclusion of the Fae in Amritian society, this gnarled web of plot and poisons has only tangled, becoming a cornerstone of the upper echelons of what should be those who embody what is best among the Amritians. The Fae courts have introduced some of the most fiendish, and outright...insidious plots from the games they play to the Nobilis and Chevalier, for their own amusement of course. And with the coming of the Monster-girls, Angels, Demons, Golems, and the disdained Sarasvatites, all hell is breaking loose....though few outside the Nobilis houses, or the estates of the Chevalier would be aware...

Religion & Spirituality of Amrita

The Order of the Grand Azure

As the publicly sponsored religion of the Empire of Amrita, the churches and cathedrals of the Grand Azure are the most numerous and popular among the human populations, though it is steadily gaining support by the native monster-girls as well. The priests, bishops, archbishops, and even the traveling monks and nuns call upon the power of the Azure to help those in need and bring order to Amrita. It has been said that the first Arch Magus was put in place by the Grand Azure itself to bring order to the unruly humans, blessing the first of the anointed ones with the powers to rule in the name of the Azure.

The Grand Azure values Order, Justice, and Honor as its Virtues and condemns Chaos, Cowardice, and Malice above all things.

The Temple of Gaea

A shamanistic order said to have originated from humanity's first contact with the Fae survives as a highly popular following among the Monster-girls of Amrita. Gaea has been said to have given birth to all life and raised them into the order they are known as today. Gaea taught the young celestial bodies to orbit one another for protection as Amrita, Sarasvati and Vitra do now. The Great Mother has shown waves how to follow the course of the tide, and how the seasons fade into one another in a parody of the endless cycle of death and rebirth. The Emerald Queen has also been said to have given birth to the first living things and taught them the most important lesson of all: The Circle of Life. It is from this lesson that all animals are linked, they must compete to survive and only those who adapt and hold to Gaea's lessons will survive to give birth to young of their own to continue the cycle...

The Arch Magus

If Magic is the lifeblood of the Culture of Amrita, the the Arch Magus is the heart and soul of all citizens of the empire. The voice of the one who is anointed Arch Magus is such that it could shake the skies as if it were thunder, or seem as gentle as a subtle breeze. It is said that the Azure chooses an Arch Magus from the royal line the moment the soul of the former Arch Magi passes from the world of Amrita, in this way, the cycle of divine inheritance always continues throughout humanity's hands, as no known force has been able to alter this. A prime example of this strange function of mystical torch bearing is when the previous Arch Magus, Nowe Vi Amrita, gave her life to fight among the other eight original Sybarites. At the very moment her soul fled the world of Amrita through the portal leading to Vitra, her heir was chosen from among the immediate family...

The Arcane forces that suffuse the living world of Amrita flows strongest within the royal Amritian line for some inexplicable reason. Genetic testing and experimentation through the Life Arcanum have failed to reproduce the phenomenon that embodies such a being, it has been to the utter frustration of several factions, that those with the proper tools to do so have been unable to supplant the title of Arch Magus through means of their own, and the blood of divine inheritance

resist many alterations to it, so that all members of the line breed true.

The Arch Magus is capable of wielding the seven Spheres of Arcanum with an innate ease that stuns most lesser Magi, indeed, from the moment such an heir is chosen they are marked forever by greatness. The power over Life, Fate, Force, Matter, Mind and Space are tied to an Arch Magus far more intimately than any consort or lover, this is the kiss of the Azure upon the very soul of the Arch Magus.

If Mastery of Magic were the only competency that an Arch Magus possessed, then the empire of Amrita would have fallen so many ages ago. The Arch Magus is always one of the most charismatic beings anyone has ever claimed to know, why even lady Aniese of the court of Winter blushed when the fifteenth Arch Magus, Daveed El Amrita walked straight into her throngs of admirers among the court of Winter and stole her heart effortlessly when all other suitors had tried for centuries. Arch Magus Daveed was the driving force for integration of the various Fae courts, manipulating the spirit of the oaths that the Fae swear to bind them to the will of the Arch Magi for all time, in this way, a single man secured peace between two peoples in exchange for allowing the Fae autonomy within the realm, for who would notice if citizens and serfs went missing in the night to play the games of wonder and glamour as long as the peace held? When the Monster-girls arrived, Nowe Vi Amrita welcomed them with open arms; welcoming the women who would become the natives of Amrita along with humanity and the Fae as if they were long lost cousins. Many Matriarchs of Monster-girl societies had sworn eternal oaths of fealty to Arch Magi Nowe....personally, and when Chevalier Estia revolted against the empire generations before the “Incestuous Calamity,” it was Arch Magus, Sigurd Ex Amrita, who held the warring states together through those dark times, crushing the rebellion with those loyal to him at his side...

The Arch Magus

Virtue: (Insert Virtue Here) / Vice: (Plunge Vice Here)

Attributes

Distribute forty five dots between the Arch Magus' Attributes for the purposes of your games, the maximum amount of dots allowed in any one attribute is seven. Weaker Arch Magi have thirty five with a cap of six, while stronger Arch Magi may distribute Fifty dots with a cap of

eight.

Mental

Intelligence:

Wits:

Resolve:

Physical

Strength:

Dexterity:

Stamina:

Social

Presence:

Manipulation:

Composure:

Skills

Ixithalions: Feathered Beasts of Burden

Formal Name: Ixithalion

Common Name: Ixi

Common Plural: Ixies

This large avian species is a native of Amrita. Due to their large size, strength, and products produced from their body, they serve multiple purposes to the residents of that planet. From beast of burden to mount to food source, there are even cases of them kept as pets. There are the domestic varieties that have been bred to serve a plethora of purposes or even to specialize for certain application, but there is one breed that has not been domesticated and bred on a wide-scale, the rare flying sub-species. While individual instances of these weaker, but flight capable ixithalion being tamed have been documented, this elusive breed has never been successfully bred in captivity, but that may change one day.

Here is a list of the five species and their notable traits:

Ixithalion Polovius: The ixithalion polovious are famed for their prodigious egg production, laying larger eggs and a greater number of eggs than any other breed of ixithalion. This breed is also regarded as making both a decent mount and beast of burden. Due to their large egg production, they are the easiest breed to handle and gather a large number of.

This breed has a quite a few different appearances possible, but common traits are a shorter, straight beak, which can be likened to a large ‘<’. This makes their beak somewhat dangerous and emphasizes their omnivorous nature, however this breed primarily eats grains. Their second defense would be the additional claw on the back-side of each leg close to the feet. This spur also makes a formidable defense, especially in combination with their powerful kicks.

The variants in their appearance are height, which can be anywhere from the second largest, standing in at 9 feet tall, all the way to a shockingly small 2 and a half feet tall. Other variants are plumage color, which can be any color under the rainbow, as well as whether their plumage is a solid color or a mixed palette. Additional variants include whether their legs have feathers all the way down to their feet and whether the tail feathers are relatively short and straight or long and begin to curve down. Either way their tail feathers are all in a single line and do not fan out. The final variants are how thick the plumage is and what color their scaly legs are; whether yellow, green, or blue.

Ixithalion Anauticus: The ixithalion anauticus are best known for their unique bodily adaptations that allow them to thrive in swamps, marshes, areas with large amounts of water and terrain that could be difficult to navigate when wet. Their egg production isn’t as high as that of the polovius breed nor are the eggs as large. The anauticus are also smaller and weaker than the polovius breed. Their feathers are quite soft and often used to fill pillows. This breed is the second most common due to their reproductive rates as well as the fact they are the best suited for more watery terrain.

This breed has a fair amount of varying appearances possible, but common traits are a long, wide, somewhat flat beak, which can be likened to a large ‘⊂’. This adapted beak gives them an edge in hunting down food in aquatic environs, they primarily eat fish and plant matter that floats on the surface of water. Their beak is quite hard, so while it can’t pierce or puncture, it can be used to bludgeon threats. Their second defense would be the sharp claws on their large, webbed feet that when used in combination with their powerful kicks can deal rending slashes to their threats. Their feet are another one of the main adaptations they have for aquatic and muddy terrain. Their final common traits are highly waterproof feathers and a short, wide array of tail feathers that goes straight back from their body.

The variants in their appearance are height, which can be anywhere from the fourth largest, standing in at 7 and a half feet tall, all the way to an incredibly small 2 feet tall. Other variants are plumage color, which can be a variety of darker tones, such as black, brown, grey, black with a blue or green sheen, or a lighter tone of white, yellow, or sandy. Additionally, their plumage can either be a solid color or a mixed array. Additional variants include the color of their beak, whether a darker color of black, deep green, brown, or a bright orange-yellow. The final variants

are how thick the plumage is and what color their scaly legs are; whether yellow, deep brown, or black.

Ixithalion Viragigas: The ixithalion viragigas are renowned for their immense size and strength, especially when compared to other breeds of ixithalion. Their egg production is even lower than that of the anauticus breed, but the eggs are just as large as those of the polovius. The viragigas are primarily raised to serve as beasts of burden and to be eaten due to the large amount of meat on their frame. also smaller and weaker than the polovius breed. This breed is not quite as common since their reproductive rates are lower than the polovius and anauticus breeds and the fact that they are eaten due to the large amounts of meat and the flavor of said meat. However, due to their size not many need be butchered for food and their efficiency as beasts of burden ensure that breeders keep their numbers as high as possible.

This breed has few variations in appearance, but common traits are a large beak that has a gentle downward slope, which can be likened to a large ‘ $\angle$ ’ with a very gradual downward slope. This beak aids them in eating their staple fare, which like the polovius, are grains, but they are also omnivorous. Their beak can be used to pierce a threat, but their true weapons are their thick and powerful legs. Their feet are just equipped with simple claws, but due to the sheer force of the kick, bones can be broken and deep lacerations left behind by the claws. Additionally, since a fight carries the risk of injury, viragigas prefer to avoid fights and using their unique array of plumage, they will cause their feathers to puff up while fanning their tail feathers out to appear even larger and scare their would-be assailants away. Their tail feathers differ from those of the polovius and anauticus in that they are able to fan their feathers out.

The variants in their appearance are height, which can be anywhere from the largest, standing in at 12 feet tall, all the way down to a relatively small 4 feet tall. Other variants are plumage color, which can be a variety of darker tones, such as black, brown, or grey, or a lighter tone of silvery white. Additionally, while their plumage is mostly solid, their tail and wing feathers usually tipped in a light color if their feathers are mostly dark or a dark color if the feathers are mostly light. Additional variants include the color of their beak, which is usually a pale yellow or a dark, orangish yellow, although there are rare instances of them having a pale blue beak that almost appears to be white. The final variants are how thick the plumage is and what color their scaly legs are; whether yellow, deep brown, or black.

Ixithalion Nobilarius: The ixithalion nobilarius are known for their tall yet slender build and beautiful feathers, especially when compared to other breeds of ixithalion. Their egg production is the lowest of all the ixithalion breeds and the size of the eggs are roughly the same as those of the anauticus. The nobilarius are quite weak compared to the other breeds as well. The nobilarius are primarily raised to serve as pets and mounts to the wealthy and nobility. Their bodies don’t

produce much meat so they are rarely used for meat and due to the low egg count, most eggs are hatched instead of gathered for food. Their beautiful tail feathers are sold and used as decorations whenever one is shed or lost due to some external force. This breed is a little less common than the viragigas due to their lower egg production and compensation of not being butchered for meat.

This breed has a very uniform appearance with only a few variations, common traits include a body covered in a rich blue plumage with a ‘crown’ of feathers on the head, long tail feathers which can fan out with ease, and a beak that is like a scaled down viragigas beak; which can would be like a large ‘ㄥ’ with a very gradual downward slope. This beak makes eating their usual meal, entire plants, flower and all, a simple task. However, they are omnivorous like all other breeds of ixithalion. Their beak can and will be used to peck a threat that comes at them. However, their powerful legs are equipped with a spur near the feet, like the polovius, making their kicks quite lethal if one is struck in the wrong way. Nobilarius will also employ a method similar to the viragigas to avoid a fight. Nobilarius will flare out their tail feathers to make them appear much larger than they really are and hopefully this bluff will make their assailant back down.

The few variations in their appearance are height, which can be anywhere from the third largest, standing in at 8 feet tall, all the way down to a small 2 feet tall. Other variants include the color of their beak and legs, which are the same color, and are usually a pale gray or blue that almost appears to be white. The final variant is the particular array of colors in their magnificent tail feathers which normally contain a pattern somewhere on each feather that can be called an ‘eye’.

Ixithalion Volotavis: The ixithalion volotavis are better known by their nickname of sky ixi, for they are the only breed of ixithalion that is capable of flight. Their egg production is thought to be on par with the viragigas, but the size is comparable to that of the anauticus. The volotavis are possibly weaker than the nobilarius when comparing raw carrying capacity by weight, but this is attributed to their lighter, flight capable bodies. The few volotavis in captivity are either used as pets or mounts of the rich and nobles or used by individuals who travel or visit the wilds often to move and travel between towns and cities faster, since they can take shortcuts in the skies and avoid the hazards of ground based travel. Although, travelling by flight comes with its own risks. One unique service is that of a courier, there are occasionally tamed volotavis used to aid in the delivery of mail. Their bodies don’t produce much meat when compared to the domestic breeds, except for the slender nobilarius, which may even produce less meat than the volotavis. They are rarely used for meat except by desperate individuals in the wilds, and even then, their eggs are preferred due to the greater ease of acquiring and preparing. Their usual habitat is in forested areas where nuts and fruit are plentiful as well as vermin as these are all sources of food for the volotavis. The exact numbers of this breed are unknown, but they are thought to be relatively

rare due to how elusive they are and predation in the wild.

The amount of variation in their appearances is unknown, but thanks to those that have been tamed, a rough list of common traits has been compiled. Common traits include a light body covered in a rich silver-white plumage with nothing but deep crimson feathers on the head. Their scaly legs are a paler crimson that is almost pink in color. They have long tail feathers which assist with flight, and a beak that is longer than that of the polovious and can be likened to a large ‘ $\angle$ ’, but unlike the viragigas and nobilarius, it doesn’t curve downwards. NOTE: the beak is also more of a curve than the sharp straight line that this symbol demonstrates.. This beak makes eating vermin and nuts a short order as well as aiding them in devouring fruit and the seeds within. Further reaffirming that they are omnivorous like all other breeds of ixithalion. Their beak can and will be used to peck a threat that comes at them. However, their powerful legs are equipped with a spur near the feet, like the polovius and nobilarius, making their kicks that much more deadly to the unwary. Volotavis will also use their claws in a flyby strike which can deal quite a bit of damage. Volotavis will use their flight to escape from threats if possible, but also to move their young to safety and bring their young food. A volotavis can carry up to two or three hundred pounds when flying and their record flight speed has been estimated to be 60 MPH, but this speed isn’t sustainable for long periods of time and cannot be used when they are burdened, usual flight speed seems to be around 30 MPH.

The few known variations in their appearance are height, which can be anywhere from the smallest, standing in at 7 and a quarter feet tall, all the way down to a tiny 1 and three-quarters feet tall. Other variants include the color of their beak which are usually a pale gray, green, or blue that almost appears to be white. The final variant is the exact length of their tail feathers, but no set minimum or maximum has been established as of yet.

Sarasvati

Technology level: Alternate history World War II era technology)

Two mysterious but miraculous materials sparked two innovations in technology among the Sarasvari races. The first of which was the discovering of Pyrite dust approximately 400 years before the present, usually extracted from its ore into a fine powder. When mixed in equal parts with the already abundant supply of coal dust, it created a volatile and explosively reactive dust akin to gunpowder as well as having various useful alchemical effects (Making it very

attractive to Amrita alchemists). Many of the races immediately found use for it in explosives and eventually built the first firearms out of it. Refinements over the centuries lead to the use of the matchlock and clockwork muskets and pistols continuing until the present-time's rifles, machine-guns, and pistols with the eve of the industrial revolution.

That Industrial revolution was started by the discovery of a substance 200 years ago known as Xyrium which is found rarely in its natural, crystalline form or slightly more commonly within the ruins of a long-lost civilization. These crystals have a mysterious heat and light producing glow that has various useful effects. When exposed to certain reagents, the light from the crystal intensifies and gains the mysterious ability to heal wounds with its light before collapsing into useless ashes. Refined Xyrite crystals can produce enough heat to boil water and last for extremely long periods of time without maintenance but becomes very volatile and potentially explosive if damaged. Despite these drawbacks, the creation of the first Xy-steam engines sparked the Sarasvati industrial revolution which brought about creating railroads, factories, and establishing capitalism and mass production. Further advances lead to miniature Xy-turbine engines, Xyrium power plants, and solving some of the toughest cases in the field of medicine. Engines and generators were eventually designed to run off the power and heat of the heavily-refined crystals themselves and advanced mining operations and excavations made the Xyrium crystals affordable to the common citizen, making technology like the Xy-powered car accessible to the masses.

The various applications of the two wonder materials vary greatly from race to race but the most obvious is the military uses. Sarasvati Republic forces are equipped with rifles, submachine guns, machine guns, anti-tank Xy-rifles, and some the best ballistic armor between the twin worlds. They also have Xy-powered armored vehicles such as tanks, APCs, and IFVs, large zeppelin fleets that form almost entire cities in the sky, and fighter Xy-planes aboard their zeppelin or waterborne carriers and on the runways and hangars of their airbases. Add the large iron-clad battleships, cruisers, and carriers and the recent advents of power-suits and mechanical War-golems which are still going through field-testing and you get that they are proving to be a force to reckoned with.

The wonders of this era are not uncommon among the population centers which are governed a Republic of Elders. Most of these leaders serve for life like the Republic's consul, Lakshmi, an Elder Dragon who has served since the victory over the demons of Vitra when her own father gave his life to help the Sybarites close the portals leading to Vitra. Great strides have been made to incorporate the denizens of Amrita into their society by removing racial barriers and establishing embassies for both humanity and the fae. With the appearance of the fallen Sybarites, one can only wonder if Lakshmi's father truly perished, or if he shares the same fate as the corrupted Sybarites...

Sarasvatite Society:

Trying to describe the society of the Sarasvati is like trying to describe the shape of the

clouds or the shape of the mixture in a lava lamp. It's always changing and always adapting to new challenges and niches in the society. However, certain Anthro-morphs within the society often follow patterns common within their race. Fox-morphs are often very technologically-adept and Mouse-morphs are usually very humble and honorable. Besides these racial patterns, the only clear categories are the classes of people based on their wealth.

The Upper class, also known as the "Upper-crust" by the lower classes, carry much of the power of Sarasvatite society and they love to show it. Most of them have investments towards the booming Xy-power and mining industry, the industrial-military complex, and the always reliable magic and alchemy business learned from contact with Amrita. They often dress in the finest suits and dresses (Top hats and monocles are not uncommon among the gentlemen) and usually own an estate complete with manor and large slabs of land. It is rumored that they might also have a few slaves in their cellars for unsavory purposes, away from the prying eyes of Sarasvatite authorities...

The middle class comprises mostly of the educated among the common races with jobs mostly in business, banking, and research. These people live a stable life with their own property, their family, and with a typical work-week of 30 to 40 hours a week but luckily, much of their work doesn't constitute to manual labor. This class is the most common within or close to large population centers where specialized labor is needed.

The lower class comprises of the downtrodden citizens who often don't have much property of their own or an education to get a good paying job. Most of them are destined to work 40+ manual labor shifts at factories in the city or on farms in the countrysides. Often they only make enough money to pay for food and most live in slum districts of the larger cities. This class often has the highest crime rates where murdering, drug-dealing, and prostitution could be the only thing to get you your next meal.

The only thing that these three classes have in common is their power in politics. All citizens, rich or poor, have the power to vote, run for office, and propose new laws to their local town council where no citizen is inherently worth more than another. These citizens vote for senators or Elders as they are officially called, who run for the seats on the Republic's council which make and amend laws that shape the entire Empire. The council of Elders vote among themselves to decide the next Consul, who has the power to rule over ties in the council's voting sessions, veto and approve laws as the council shapes them, and enact treaties and declare war with other nations on behalf of the whole Republic.

Sarasvatite Religion and Spirituality:

The Way of the Cherry Blossom (Sakura)

If you understand

The True Way of Sakura

Peace shall be with you

-Ancient Sakura Haiku

One of the oldest of Sarasvati's spiritual traditions is also one of the most mysterious. Monks of this ancient creed strip themselves of all worldly possessions and live among the peaceful and tranquil temples or travel abroad to grow and spread their wisdom. In their temples, they observe the many cycles of nature such as the passing of the seasons, the phases of the moon, and growth of their herbal gardens. Monks train their bodies and their minds unendingly, through martial arts, the fine arts, and intense mind-defying exercises, trying to reach their physical, mental, and by extension, their spiritual peaks. They teach to respect elders, follow your heart to your destiny, and always be true to yourself. Outsiders looking in would say they are too simple and methodical but to them, that's exactly how the world should be...

The Shrines of the Shivagami

The creed of the Shivagami, which has a written and spoken history stretching back over one thousand years, gives light to the various "Spirits" or Kami that inhabit the world. Each of these Kami represents a natural element or race, a strong emotion, or important person or event in history. The Kami are said to be the masters of the various races' destinies and it is only through their eternal vigilance and guidance will the various races reach their true potential. If the Kami are the watch-dogs, then above the Kami are their masters, the Deva, the all-powerful creators of the universe. Upon creating the world and the races in their image, they created a powerful set of guidelines around the system called "Karma". One can gain good and bad karma in their lifetime based on their worldly actions and when the faithful finally die, they are reincarnated into another being based on how much of each karma they have obtained. The Shrines that dot the landscape give thanks to local Kami, record the family history and karma of their faithful, and to provide charity and education to those who seek it in good faith. Only through accepting this truth of the Shivagami and living a life a pure karma will a mortal being release themselves from the unending chain of incarnation and become one with the Deva.

The Technomancers of the Eternal Machine

An order that was founded shortly after the discovery of the ancient "Clockwork" technology hidden deep beneath the surface by an advanced race long gone that a group of like-minded mages and technophiles gathered and discovered a way to harness the power of magic and technology simultaneously through the power of an all-powerful arcane and mechanical artifact known simply as the Eternal Machine. Through this device, they could use their magic to conjure mechanical marvels and monstrosities alike limited only by the imagination and power of the Technomancer in question. The trademark of the Technomancer is their faithful and wondrous mech-familiar which have lead some to believe have some kind of a common link between the Golems of unknown origin. The Technomancers seek to claim more of the ancient Clockwork artifacts to research and discover their secrets as well as find ways to use their new powers for

the good of everyone...or maybe just for their own self-gain.

Currency

Amritian Azurium:

Behind every great empire, there is a currency to finance its efforts and Azurium is Amrita's answer to that niche. Azurium, in its natural form, is a crystalline mineral found deep beneath Amrita's surface and has very unique features. First, Azurium is completely magically immune and inert except for one unique exception, its ability to hold a magical charge and will only drain its charge into another piece of Azurium. The charge from a standardized, uniformly-cut shard of Azurium is measured in carats which has a range from 0 to 24 (0% charged to 100% charged) and has a very distinct visual change in the Azurium shard. The lower the carat a shard is, the duller and darker the shard becomes to the point of looking like jagged coal at 0 carats. The higher the carat, the brighter and shinier the shard becomes to the point of looking like a gleaming diamond. The more carats the shard has, the more valuable it is as a currency. Trading with Azurium is as easy as transferring the charge of your Azurium to the trader's set of Azurium or trading the Azurium shards directly.

Sarasvati "SaraNotes" and Denarii:

The story of the currency of Sarasvati is a tale of cultural heritage, unification, and industrial might of a developing nation. The precursor to the silver and copper coins we know today started as separate silver/copper coin systems that each Anthro-race adopted as their economies started to develop into their own. When contact and trading between the races became more common, it became apparent that an unified currency was needed to ease trading between the races. The first versions of what would be called "Denarii" was introduced into circulation as one of the first degrees of the first Sarasvati Senate. During the budding industrial revolution that was shaping the nations, much more money needed to be added to account for the booming wealth of successful industries. The easiest and cost-effective solution was "SaraNotes", or Sin for short, issued by the Sarasvati National Bank and Mint. These strips of paper are actually made from equal parts wood pulp and sheep's wool and each strip is marked by its value mirroring the old Denarii system. The two systems still exist as of currently and are completely exchangeable with less industrialized areas still using large amounts of Denarii while the large metropolitan areas prefer the ease of SaraNotes..

Exchange Rate (with sample prices)

	Azurium (in total carats)	SarasNotes (sin) or Denarii (D)
Base Exchange	1	10.00
Exception	0 (each crystal)	1.00
An ounce of Gold (approx.)	160	1,600.00
A steel longsword	20	200.00

Pleasure extraction power supply...

A magic device pleasures sentient creatures placed within it, extracting the positive emotions that are generated from the experience. The extract “Bliss” is used as a catalyst for more power intensive devices, and sometimes used as a drug by those that can afford it. The extraction process itself is merely draining on those in it, as all the feelings are captured and refined to a liquid before they can be felt by the subjects. Most subjects are kidnaped and kept as fuel for the devices.

Demons

Every demon is a manifestation of a specific vice (Sloth, Gluttony, Wrath, Envy, Lust, Greed, Pride) and take on physical and mental aspects of the vice. Demons come in five distinct ranks that affect their strengths, appearances, and their control over lesser demons as well as their corruptive properties over humans.

Angels

The angels are an reaction caused by the incestuous engagement of the two sister worlds. Each is a manifestation of the opposing virtue, this does not mean that Angels are “good” & Demons are “evil”; Angels are just as alien as the Demons themselves, as their views only align to virtues (Charity, Faith, Fortitude, Hope, Justice, Prudence, Temperance)

Demon Factions

(These groups also allow for various storylines)

Les Veilleurs: A group whose goal is to re-open the portals to Vitra and they may or may not have discovered the truth about the fate of Mal'canthet. Les Veilleurs have a shaky relation with Disciples Alliés, but usually work together in a rough partnership. They are lead by Uroratra, a powerful Pride Demon who is a straightforward and competent leader. Regardless of their knowledge of the true fate of Vitra, they work to re-open the portals, but may not willingly welcome the new leadership...

Disciples Alliés: Demons who have sworn allegiance to their new masters, the former Sybarites who took the fight to Vitra and have taken over the establishment, but have also been corrupted. They too wish to re-open the portals to Vitra, however, they are aware of the changes on Vitra and are completely loyal to the new masters. They are lead by Melcharvom, a calculating Greed Demon who makes decisions in what he views to be in his best interest. Some members of the Disciples Alliés may be trying to infiltrate Les Veilleurs to see how much they know and if they will accept the new rulers of Vitra or if conflict may break out between the demons...

Caballero Villano: Demons who care nothing for the ruling faction of Vitra, they desire to move forward on their own and turn the two planets into their own dominion. They are lead by Asmodea, a demoness whose power and influence has been rising quickly since the portals have been sealed. Asmodea was named after Asmodeus, The Great Lust, and is an increasingly powerful Lust Demoness. Her vision for the two worlds of Amrita and Sarasvati are a pair of worlds of pure pleasure and indulgence, where Lust runs rampant and a breeding caste exists to be kept for pleasure and eventual extraction of "Bliss", after enough descendants have been born that is, no need to wipe out a permanent renewable source of energy after all.

The Converts: These are demons who have chosen a more peaceful coexistence with the other races. Their reasons may differ from individual to individual, the relations may be shaky or even strained, but they no longer wish to conquer the planets nor combat their inhabitants. Their leader is Mylenia who is also a Lust Demoness. Her vision for the two worlds of Amrita and Sarasvati are a pair of worlds of pure love and peace, where one does Lust, but only after their "one, true partner", whether that partner is of the same race or a different race. Rumor has it that she is still alone however...

Others: There are smaller groups, specialized cells, and even rogue demons who just do whatever they want (both figuratively and literally). Some may form pacts or contracts with the other races, some may be sincere, well as sincere as a soulless being can be anyways, while others may be laced with traps and pitfalls that corrupt or even force their contractee into undesired acts. Some of the demons may even have their eyes turned towards the religions of the

worlds and how best they can be used to further their own ends. There are rumors of contractors starting to organize, but who or what could be pulling the strings...

Angel Factions

The Crusaders: The Crusaders are a hierarchical angel faction that formed to oppose the demons. They view the demons as abominations, beings who have lost the way since demons have both lost their souls as well as any virtue that they may have once possessed. They highly favor Order and Justice and as such many of the members belong to the Justice Angel. They have several levels of organization, from the lowly Initiates, followed by the battle-tested Star Knights, the next level are the potent Celestial Paladins, with the highest rank being the Heavenly Templars. The highest ranking member as well as the organization leader is given the title Virtuous-Commander, the current one being a Justice Angel named Solirien. The Grand Azure has many ideals that the Crusaders value as well and they often work with or use the believers in the Order of the Grand Azure. But with some demons eyeing the religion as a tool, just who is using who...

The Purifiers: The Purifiers have a collection of alien views, even for angels. They view monster-girls as completely alien and foreign existences that should have ever come into being. However, they do not always use direct methods or assaults to deal with the “aberrations”, some of the craftier members will use humanoids, anthros, or worse yet, rival groups of monster-girls or even the demons to deal with the “problem”. They are currently lead by an eccentric Temperance Angel, Lunalara. Lunalara is considered somewhat insane by most other angels, the Purifiers however, share her ideals. This faction could cause major problems in the future, but it may be possible to appeal to the nature of the group....

Pax Magna: Pax Magna, the Great Peace, these angels wish for and work towards peaceful coexistence with all races as well as peace between the races. They are mostly composed of Hope and Fortitude Angels who are staunch in their belief of peace. They are currently lead by the Hope Angel Evangeline, who is one of the most idealistic angels to have come into being. Even though they desire peace, they are willing to use force when and if necessary to resolve conflicts and bring about an eventual peaceful resolution. They are vehemently opposed to both the Purifiers and the Crusaders, both of which are attempting genocide, which may result in eventual peace, but the Pax Magna feels that these means do not justify the ends. Everyone has a right to exist and live a free and peaceful life. Pax Magna and the Converts are on friendly terms and have been working towards universal peace, but other groups may not allow this to continue...

Angelus Rex: Angelus Rex, the Angel King, this faction of angels seeks to bring the other races

under the rule of the angels. They seek to create an ideal society full of virtue and devoid of “evil” with the angels in charge and maintaining order. A Prudence Angel named Sapientara is the leader of this faction, but it is believed that she is nothing more than a figurehead since she spends much of her time deliberating and thinking of the best course of action to take in order to bring the vision of a world unified under angel rule to fruition. But if that is the case, just who is giving the orders, especially considering some of the harsh and brutal methods some cells of this faction employ...

Others: There are smaller groups, independent cells, and even carefree angels who do whatever they feel like. Some devote themselves to trying to better the community where they live, whether giving from themselves and aiding those who require assistance, stopping “criminals”, or just living by the dictation of their virtue. While other angels make honest deals with other beings and agree to assist them under various conditions, the condition could be passing a certain “trial”, sincerely asking for aid, or just by leading “virtuous” lives, they attract certain angels who would be more than willing to assist them. There are even rumors of a group of angels studying the magic and technology of the worlds in an attempt to create artificial angels, but for what purpose and who is leading them is unknown as of now...

Fae Factions

The Fae appear chaotic and unpredictable, a disorganized rabble to the untrained eye. Part of this is because Faeries are chaotic and whimsical by nature, but the truth of the matter is that Fae are very social and quite organised. It’s just that there are very many different groups of Fae, and while these do clump together in loose groups, they continue to struggle on an individual level as well.

Many mortals only know of the existence of one “grand faction”, and even if they do know of all three, they may not know of the sub-factions present in each.

Caliphate of Seasons: Sub factions are Spring (Desire), Summer (Wrath), Autumn (Fear) and Winter (Sorrow)

Grand Bureaucracy of Directions: Sub factions are North (Suffering), South (Ecstasy), West (Honor) and East (Envy).

Carnival of the Temporal Ballad: Sub factions are Day (Shame), Night (Disgust), Dusk (Fatalism) and Dawn (Hope).

QB's Ideas:

“Classic” monster-girls like mermaids, harpies, nagas, etc may not have existed until the first Demon War; they’re the MG versions of giant snakes or killer birds or evil dolphins or whatever.

Centaurs are one of the few demihuman races native to Sarasvati, though their technophobic and savagely primitive culture means many locals consider them monsters. Powerful fighters and nomadic tribes by nature, most hold the stereotypical tribal/barbarian contempt for civilisation, and often lead raids against them. Centaurs are very “fluid” genetically; pretty much all couplings between a centaur and an anthro result in a hybrid (a tauric version of the anthro’s race, naturally).

Anthro horses (Equans?) are one of the least technologically sophisticated races on Sarasvati, and may, culturally, be something like the hobbits of classic Tolkein. Additionally/alternatively, horse-morphs as a race serve the science-mastering cities by producing raw metal, forged metal and fuel from mines and the like. Peaceful by nature, but not someone you want to anger with their strength and stamina. Their generous endowments and horny nature means a lot of non-horses sometimes take lovers. Horse-morph “swirlbloods” (hybrids with only partial horse-morph traits) typically are bigger, hornier, more virile and sport equine phalluses. Horse-morphs and centaurs despise each other; there are stories of centaur tribes that eat horse-morphs where they can get them.

Dragons are most distinguished for the “True Dragons”. These are the immense (they can literally grow to kaiju sizes, if they live long enough/amass enough power) quadrupedal beasts you see in D&D and other such fantasy settings. The thing is, True Dragons are very arrogant, very paranoid, and quite anti-social; another True Dragon is a rival, anything not a True Dragon is basically a toy. Because of this, True Dragons almost never breed with one another. Instead, they mate with the “lesser” races to produce “wyrmlings”, which are basically anthro-dragons (and a player race). These wyrmlings can eventually evolve into True Dragons in their own right, but the likelihood is small, as it requires a considerable amount of time and power - maybe 1 in a thousand will make the transformation. True Dragons approve of this; the “meritocratic” nature of reproducing like this fuels their belief in being superior beings.

Rabbit-morphs (Lagomorphs? Lapines?) are their world’s equivalent of gypsy-carnies, travelling in nomadic caravans from city to city, earning money by trading, mysticism (though, prior to contact with Amrita, most lagomorph “magi” had maybe a few petty spells) and entertainment. While there are darker/seamier elements - smuggling, prostitution, burlesque dancing - for the most part they are exactly what they appear to be on the surface; happy, carefree roamers who’d rather earn a coin by dancing or making people laugh than backbreaking drudgery.

Fox-morphs are the undisputed masters of the “clockpunk” super-tech of Sarasvati, and many claim they are the most technologically adept race on that world. And not all proponents of that theory are foxes, either. Fox-morphs favor mountainous or isolated areas, building elaborate cities from metal and clockwork. Clockwork mini-devices frequently adorn every fox, who sport mechanical insects and gauntlets and other strange devices the way nobles would sport jewellery.

The phrase “nature abhors a vacuum” has come to mind in regards the potential “homo-reproduction” spell(s) we were thinking of throwing together in the pregnancy book. In addition to the idea that a male character who is impregnated by one of those spells turns into a herm as a result of giving birth, what do you think of the idea that children born from such a spell are most likely to be herm, second most likely to be of the carrier’s opposite gender, and least likely to be of the same gender as the carrier?

Anonymous User 3290: Hey, I don't recall if this was mentioned or not, but has any work been done establishing the impact and origin of some of the gender abnormalities of this setting? Genderbending, hermaphroditism, homosexual reproduction and male pregnancy?

ryouskun: it's Disciples alliés*

me: .Yes,

3290, this has been around for ages in the mechanics.

I'll be adding details narrative wise soon.

Anonymous User 3290: I'm QuietBrowser, and I mean in terms of the setting lore. How long ago has stuff like this been happening, how is it perceived, etc?

me: We need to handle that now then.

While we're all on establishing the setting.

The Armitians have had the Magic to do this, the Sarasvatites have had the Technology to do this.

Demons come, stuff happens.

happens*

Anonymous User 3290: Right. So, we're all fairly sold on the idea that it's not something the demon wars caused, gender-mutations are older than that?

me: Yes.

ryouskun: U gonna rename all the factions bodshi? =<

me: It has just been hereditary when the MGs arrived.

Perhaps, do you have a reason why I shouldn't Ryou?

ryouskun: dunno

me: Mk.

Anonymous User 3290: Right, so, that means that prejudice is fairly underground if it exists at all, yes?

me: Correct.

ryouskun: Conquerors

let's see some great conquerors armies names...

me: It's there like the racial tension, just minor in comparison.

ryouskun: We have Spanish invaders, Napoleon for french influence and his "Grande Armée" or Ceasar

with his legion.

Anonymous User 3290: Alright, so, which of those four "elements" earns prejudice, and why?

ryouskun: you have a lot of choices there bodshi

me: Herm bashing happens in some areas because Sarasvatites are more closed than Armitians.

Men are are treated like toys and breeding tools by females and herms in some cultures.

Females are objectified by men and herms, and used as breeding whores in some areas.

Neuters are butt sluts.

Neuters also earn ridicule from the others.

Sarasvatites are more closed minded than Armitians*

Sarasatites are too used to the status quo, they had enough diversity already.

Then Demons, MGs, Fae and Golems and Angels started pop'n up.

Then the Sarasvatites freak out cos humans are fucking weird enough but now these other freaks are here.

MGs they can handle.

ryouskun: they're all freaks anyway

me: lol

ryouskun: so bodshi

me: Got all that QB?

Yeah Ryo?

ryouskun: what influence you want for the conquerors bodshi?

we have spanish, britain, french and italians mostly

me: Spanish.

ryouskun: Mmmh

Francisco Franco.

let's see his army name

Anonymous User 3290: I think I got it all, connection faded.

ryouskun: ugh, he didn't give any fancy name to his army

let's find another Conquistador

me: Take your time Ryous.

Have fun with that QB.

ryouskun: http://en.wikipedia.org/wiki/Hern%C3%A1n_Cort%C3%A9s

Anonymous User 3299 has left.

ryouskun: I'll see if this guy had a nice army name <3

me: Go with it :3

Take as many liberties with gender/racial prejudice as you wish QB.

Presenting Sarasvati in a similar light as Armita is my current goal...

Anonymous User 3290: Well, I'm afraid I can't really write anything for this document at this point, I'm just tossing ideas around.

me: It has to be entirely gray and full of plot hooks.

Ah.

I'll handle it later then.

Anonymous User 3290: Like I said, though, we should establish how the ability to produce children from male mothers or with same-sex pairings has affected the "nobility" of the two worlds.

ryouskun: Xequiquel

"bathed in blood"

nah

I don't think it'll fit =<

still, it's a good name for "bloodier" things

I found this

http://en.wikipedia.org/wiki/Corpo_Truppe_Volontarie

but they were Italians ...

apparently Spain don't like giving names to their armies

what about los vencedores ?

it would make things simpler actually

me: Go with it.

I'll get to it soon QB.

If you have ideas on how to work that in, then let me know now.

I've got a lot on my plate in terms of narrative content. Then I have to get back to crunch.

Anonymous User 3290: Well, one possibility is that "clones" (or whatever derogatory homosexual-spawned/male-born term you can come up with) are forbidden from inheriting royal positions.

me: Neeeeeat.

Keep going.

ryouskun: oh wai

caballero villano

Anonymous User 3290: An alternative policy is that using "specialist birthing" spells is unofficially (or even officially) expected for the most ancient lines; the need to continue their lineage is so strong that even homosexuality cannot be allowed to stop it.

ryouskun: commoner knights.

me: Put this stuff down in your ideas section bellow QB,

I like that Ryou.

ryouskun: the name given to serfs in the middle age

me: Let's roll with that Ryo.

ryouskun: <http://en.wikipedia.org/wiki/Villein#Villeins>

Anonymous User 3290: Indeed, an expansion upon this is that the title of King is actually gender neutral and can be applied to man, woman or herm equally. The only way to be a Prince (and thus, able to directly inherit the throne from the previous King) is to be physically born of the King. So, all Kings either start as women/herms or end up that way, if they want their position to be assured of going to their offspring.

I don't know what the hell is going on, but I can't paste this stuff to the doc; one of you will need to do so in my place.

me: We don't use the normal terms for Royalty or Nobility, it's all gender netual anywas.

I'll do it then...

Ah, use CTRL + C after you highlight the stuff.

Anonymous User 3290: When I right-click to try and paste, I get Link, Select all matching text, update normal text to match, and clear formatting as my only options

Ryous' Ideas: it's just a faction idea for a later use when we get back to this again.

The thing would be a "guard militia" for the Amritian, divided in two divisions : the Dawn team and the Twilight team.

Since Amritia is orbiting (kinda in ay stupidly parallel way) next to two other "planets" and around a single sun, this means the day/night cycle is shorter and differently distributed; a day is equal to a night and last for eight hours, meaning a day/night cycle in Amritia (which is situation in the center of the triad) is 8 hours of darkness, followed by 8 hours of light.

From any other planet side, and given the fact the planets are always parallel (Hey that's Bodhi idea not mine) a day/night cycle is tricky.

In fact, the nights would last twenty-three hours (Oh mama), while day duration is... only one hour (When the planet is not aligned with the others, and is in front of the sun; this also mean half of the planet will still be in the dark). Unless the parallelism turn by pointing the sun all the time, in that case;

-One planet would be dark all the time (Sun always hidden by the two others, and space on the other side).

-And the other one would have a "day" zone (sunny all the time) and a "night" zone (dark all the time).

BUT in that later case Amritia would be in the dark all the time, not viable.

But to get back to the point, the role of this militia would simply be to shield the city against possible "tribal" or "dangerous" monster girls invasions (those not able to reproduce alone, like a school of mermaids who have no other choice and having failed in piracy, or a band of harpies). Their rank would be rather low in number given the fact such situation doesn't happen often, merely a commander for the day militia, one for the night militia, and a high commander.

Lore-side (and funz cause I'd love to add stupid-as-fuck characters to this setting) the commander would be known as one of the strongest Amritian sybarites, because he is a veteran fighter and was the only one who has returned from an expedition against some yet-to-decide-who MG tribe (In reality, even if he does have some talent for fighting he still failed, but they had no interest in him because he is as gay as a Queen singer) he is assisted and always followed by a squire trying to be "touched" by his talent, the squire would actually have more talent than his master, but is afraid of showing off his true potential.