

World Guide

Flluaguan University

A Guide to the World

Use the document tabs to navigate.

Species

- Every playable species as well as species that are non-playable.
- If a species specifies it isn't "**a playable character species**," that means you cannot make a character, although it can be played as a familiar.
- If a species specifies it's "**not a playable species**," that means it cannot be played whatsoever, and usually exists for worldbuilding or potential backstory reasons for your character.

Magic

- The magic system explained in-depth.
- Includes a type of dark magic called **curses**.

Solar System

- The solar system. Not important/relevant most of the time. However, there are **two moons**.

Countries

- Every country is listed here. **Necessary to make a character**.

Languages

- Every language in the world. **Your character is assumed to know Blaluian**.

World Info

- The history of the world. Not important/relevant most of the time.
- Includes the calendar of the world.

Flluaguan University

- Information about the school itself.
- Every major is described here, as well as minors.
- Uniforms are also described here.



Species

Species

❖ Extinct Species ❖

- ❖ Angels
- ❖ Demons, outside of hybrids. Demon blood is very strong, so even the common 1/64 Demon still shows traits, and some rich families use arranged marriages, experimental gene manipulation science and magic to keep the percentages higher, closer to 1/16.
- ❖ Aero Dragons
- ❖ Mermaids
- ❖ Most Fae (Living Fae species are protected in all countries, up until you're 1/16.)
- ❖ Nymphs, outside of hybrids. Not unlike Demon blood, Nymph blood is both quite strong and quite rare, with 1/64 Nymph hybrids showing physical traits from their lineage. However, going any further proves to be close to impossible, with the closest percentage achievable with gene manipulation is 1/32.

❖ Living (Extant) Species ❖

This is not a comprehensive list. If you know of a fantasy or mythological creature that you think would or should attend the university, feel free to contact staff.

◆ Humans ◆

Humans range heavily in height, skin tone and aptitude. Equal chance of any aptitudes. A lot of Humans have mixed ancestry without knowing, as it's usually so distant there's no noticeable effect. They rarely live over a century.

◆ Elves ◆

Elves, also called **Common Elves** have a similar appearance to Humans; however, they have long, pointy ears. All Elves tend to live many centuries, with the maximum seeming to be a full millennia. Some Elves age like a regular Human and then plateau after finishing puberty, while some Elves just mature very slowly in general. Because of their long lifespan, Elves are usually uncommon as a result of their low fertility rates. Half-Elves are also quite rare, as Elves don't typically intermingle with shorter lived species due to concerns of outliving their own child. They tend towards light and earth aptitudes, but others aren't uncommon.

Forest Elves are said to be the original species of Elves, but they almost always reside in the *Forest of Beginnings*. They tend to have ears that look somewhat akin to leaves, and their bodies tend to be more durable than others. They still tend towards the earth aptitude, but prefer water rather than light.

Dark Elves are typically found on the continent of *Mulqir*. Their main differences from Common and Forest Elves is their Demon hybrid traits, and unnatural eye and hair colors. While other Elves vary in complexion, Dark Elves always have darker skin tones. Dark Elves became a subspecies due to a few Elves having a higher genetic disposition to Demon hybrid traits, leading to Demon traits always presenting even with the smallest amount of blood. This continued on through generations, aiding to a new subspecies. They are named after their strong likelihood of having the dark aptitude, with wind being secondarily common.

◆ Dwarves ◆

Dwarves, also called **Mountain Dwarves**, look like extremely short and hairy Humans, often having large beards and stocky bodies. All Dwarves' lifespans reach beyond a century, and they mature slightly slower than Humans. They tend towards earth and fire, but others aren't uncommon.

There is also a subspecies of Dwarf that occurs in Himminbjörg named **Ice Dwarves**. They have blue skin and tend towards the arts rather than smithing. They still tend towards the earth aptitude, but prefer water rather than fire.

Another subspecies, occurring in the Northern Dwarven Tribes, are called the **Rock Dwarves**. They're called as such due to their tougher than average skin, with the same aptitude inclination as Mountain Dwarves. They tend towards earth and fire.

◆ Harpies ◆

Harpies tend to have wings and feathers while also being capable of flight. Unlike Wyav, Harpies' lifespan averages to seventy (70) years, and they very rarely live past that benchmark. They have mild eyesight issues, as they have trouble seeing glass. Harpies also, on average, have great control of their vocal chords. With only a moderate amount of training, they can very easily learn to mimic the voices of other people. Harpies generally have stronger lungs due to their tendency to live at higher altitudes. Therefore, they tend heavily towards a wind aptitude.

◆ Wyav ◆

The Wyav are one of the only species with their Forgotten Tongue name preserved. Wyav translates to "wild", and they are referred to by this as they tend to have animalistic traits. Lizard scales, wolf ears, cat claws and rat tails are just some examples of traits they have. Wyav are found all over the world, in cities or forests or deserts, and their family and societal structures can be just as varied. The aptitudes they are born with are just as random as a Human's and do not seem to have any correlation with their animal, though such coincidences are not unheard of. This is the primary way a Wyav is distinguished from Half-Dragons, Harpies, or the like. Wyav are typically known to live around a century. However, some are known to live longer, usually based on what animal they share traits with (Giant Tortoises, as an example). Wyav can have children with any other Wyav, and even other species, and the type depends on the parents. If there is only one Wyav parent, the child will either inherit all traits or partial traits from the Wyav parent. If both parents are Wyav, it is dependent on the species. For example, a Tiger Wyav and a Bear Wyav would produce either Bear or Tiger Wyav, but a dog and a wolf would have the potential for a Wolf-Dog Wyav. All aquatic based Wyav are amphibian and are unable to exclusively live in just water.

◆ Minotaurs ◆

Minotaurs are creatures with the top half of a bull or cow and the lower half of a Human. In the current age, pureblood Minotaurs aren't very common and usually exist through the form of hybrids. Hybrids tend to have cattle-like features such as a tail, horns, fur, and other traits depending on the person. Even a small amount of Minotaur, as little as 1/64th, could still present features. All minotaurs, no matter sex or gender, will almost always have horns. They vary in height but are generally at least a bit taller than Humans and stronger than them as well. In addition, they tend to have an earth aptitude and find learning spells outside their aptitude harder than usual, considered to be natural Paradoxes (explained in the Magic section). Usually those with Minotaur blood are 1/16th. Most Minotaur-hybrids live over a century, with their natural lifespan getting longer depending on their blood.

◆ Demon Hybrids ◆

Demons have only persisted in the form of hybrids. Hybrids tend to have bat-like wings, horns or tails. They can also be called Tieflings. Demon blood is very strong, and even the common 1/64th ancestry will still show traits. Some extremely rich families manage to maintain a 1/16th bloodline, through controversial methods such as arranged marriages or experimental gene editing. For the majority of Demon hybrids, the blood adds several decades to their lifespan, regardless of what species they're mixed with.

◆ Nymph Hybrids ◆

Nymphs, while being long extinct, have persisted in the form of hybrids. Nymph traits vary from lineage to lineage, and are based on the different possible combinations from the base Six Elements. Notably, no traits can be traced back to a single form of the Six Elements; they always embody two or more of the elements in niche combinations. Due to the magical volatility of Nymphs, hybrids tend to have shortened lifespans similar to Harpies and Banshees. Their aptitude does not get influenced by Nymph traits.

◆ Half-Dragons ◆

Half-Dragons tend to be strong, scaly and have claws, wings, fangs and/or slit pupil eyes. They have dedicated organs for fire breathing, like the surviving Fire Dragons, and they tend towards the aptitudes that their other halves usually do. Depending on what they are mixed with, they tend to live anywhere from three to four centuries.

Half-Drakes, or Half-Earth Dragons, are wingless variants of Dragons. They tend to be physically stronger and larger, though they're unable to exhale any element. They live as long as Half-Dragons.

Water Dragon Hybrids are a special case, compared to the other two. They're equally wingless as Drakes, though they possess magical flight and are magically stronger. They're very serpentine in comparison to Dragons and Drakes. They're also

similar to Demons, with Water Dragons and Half-Water Dragons being rarer, but still showing traits in faint bloodlines, with their lifespan becoming shorter with decreasing fractions of ancestry. They used to exist mainly in Yáolán with small populations on other continents, but their population died off. Typically their tails are furry, their horns are similar to antlers, and they can breathe underwater. Despite this, they're physically no stronger than their peers. They often have the Water aptitude.

◆ Changelings ◆

Changelings are one of the Ancient War's only surviving fairies/fae, although for unknown reasons they only live around a century at most. Changelings are noted to have remarkable shape-shifting powers. Their powers work differently from magic, in which it is directly ingrained in their genetics. Changelings essentially have access to every single gene that dictates one's characteristics and they simply choose to turn those genes off or on. Even if a Changeling shifts their appearance to something completely different from their default, their DNA is still the same pre-transformation and post-transformation. As a result of their incredible powers, pre-Ancient War Changelings would often swap other species' children with a Changeling child. It's unknown why they did this, but the practice has fallen immensely out of style in the modern day. Changelings are born blind and start off as blank slates, but they copy the first person they see and that remains their default until death. This includes the copying of one's sex, although Changelings have the ability to change this for themselves when they want, becoming their default. They cannot, however, transform parts of their default appearance through their shape-shifting powers (hair color, skin color, eye color, eye shape, etc.) They have an equal chance at all aptitudes.

◆ Wolverers ◆

Wolverers are one of the only Fairies/Fae to survive the Ancient War. Wolverers were never very populous, and, as such, they had never participated in the war. They are often mistaken for Werewolves due to having the head of a wolf, but they are not related. The primary way to discern a Werewolf from a Wolverer is that a Werewolf completely transforms, whereas a Wolverer only has a wolf's head and sometimes neck. They also have the body of a Human, though their Fae biology allows them to live a bit more than a century and a half. Wolverers are noted to have extreme amounts of luck in fishing and natural skill with hiding. They heavily tend towards the Water aptitude.

◆ Half-Monsters ◆

Half-Monsters are an infrequent occurrence where an intelligent species produces offspring with a Monster species. Some are more common than others, but pretty much any Monster can produce a hybrid offspring. The Half-Monster tends towards their Monster parent's aptitude if the parent has one.

❖ Monsters ❖

Monsters are a generalization for, generally, aggressive species. They are usually differentiated from other animals by the prescience of magic and/or high aggression. Most countries have passed Monster extermination laws, allowing the killing of Monsters. Depending on the country, Half-Monsters are sometimes included, but the killing of Half-Monsters is outlawed in Blaluzaic. Listed here are some examples of Monsters.

◆ Werewolves, Wererats, Werebears, and other werecreatures ◆

Also called Lycanthropes or Lycans, they are caused by a contagious curse that is spread through being bitten by a transformed Lycanthrope or being the child of one. Lycanthropes generally appear as regular members of an intelligent species, but they will then transform into a humanoid beast on a full moon and seek out the hearts of their own species to feast upon. Every time they transform, they slowly lose themselves more and more until they are completely lost, at which point they can transform freely. Unfortunately, there is no known cure or counterspell for the Lycanthropy curse. There are two known "types" of Lycanthropes, each corresponding to the different moons. Type Ones change when Zaihl is full and Type Twos change when Maiw is full. This leads to disproportionate rates of transformation, since Zaihl takes about fifty-seven (57) days to go through its cycle whereas Maiw only takes seventeen (17) days to go through its cycle, leading to Type Twos transforming much more often than Type Ones. This also means there is a period in which both moons are full, and all Lycanthropes transform at the same time. In some mythologies there appears a third type that only transforms when both moons are full, but most text on the phenomenon has been lost. Not only that, but there is also no recent record of this occurring, meaning it's either purely fiction, or the type has long been extinct. Due to the purifying effects of silver, said metal has a negative effect for werecreatures, ranging from pain and anxiety all the way to death. **Not a playable species.**

◆ Reapers ◆

Reapers are a theorized Monster that people close to death have reported. Those close to death have reported Reapers as being humanoids of ranging appearance and species and typically wielding a scythe. It is theorized they transport souls of the dead to the afterlife. **Not a playable species.**

◆ Jinn ◆

Jinn are a theorized species who reside in the continent of *Mulqir*. They're invisible spirits that generally do not live within cities, only abandoned places. Although, there's a very strong belief in evil Jinn, that can take over people's bodies in times of mental weakness. They're also frequently featured as antagonists in horror media produced in the region. **Not a playable species.**

◆ Elementals ◆

Elementals are, essentially, living manifestations of an element. They're created via concentrated wild magic in the area. They correspond to all six elements, up to two elements at one time. **Not a playable character species.**

◆ Hellbeasts ◆

Hellbeasts, similarly to Elementals, are living manifestations of several elements and are also formed due to wild magic in an area. However, Hellbeasts take form due to the fact that they encompass three or more elements. They look like extremely deformed versions of various animals and sometimes even other Monsters. They rely purely on instincts and are rather erratic. **Not a playable character species.**

◆ Griffins ◆

Griffins are creatures with the head, front legs and wings of an eagle and the body of a lion that utilizes wind magic. They are more varied than Dragons. Some are hyper-aggressive and attack people, while others are pacifistic. It is currently hotly debated in *Blaluzaic* whether they should still be considered Monsters or should be removed from the classification like Dragons. **Not a playable species.**

◆ Vampires ◆

Like Lycanthropes, Vampires are either born via a contagious curse that is acquired through blood transmission or being born one. In *Blaluzaic* a majority of them are not hyper-aggressive, so while still classified as a Monster, they are given the same protections and rights as the other intelligent species. Vampires drink blood, but also gain sustenance on the mana stored within blood, and that's what gives them their enhanced abilities. Because of this, it's inefficient for Vampires to feed off of non-sentient creatures, as their mana content is typically much lower. However, feeding on pure mana has similar drawbacks, as they need both to have a full diet. Vampires sometimes tend to have eyes unnatural for their species, and they have fangs. When abstaining from blood, a week is usually enough to cause them a large amount of hunger pains and volatile emotions, and, after a month, their instinct will kick in and they will begin lashing out. Vampires are typically stronger than other species, as well as having higher mana capacity, and a much longer lifespan of up to five-hundred (500) years, if their original species didn't already live that long. Due to the nature of their curse, they are especially weak to Light magic. Feeding on mana with the Light attribute is difficult and disgusting for most vampires, though others consider it an "acquired taste." They cannot be healed with Light magic, though as long as they keep up with their 'diet', they have naturally fast healing. For born Vampires, their aptitude varies, but it is almost never Light, and with a slight tendency towards Dark. For turned Vampires, their aptitude stays the same. For an unlucky soul who has a Light aptitude and is then turned, they experience chronic pain as a Vampire, as their mana rejects the curse, and the curse rejects it back.

◆ Gorgons ◆

Gorgons are a species of ugly humanoid snakes that live a little longer than a century. With a monstrous face that freezes beings into stone upon meeting their gaze, they prey upon intelligent species as a food source, eating the very stone they turn people into. If one is with others who manage to protect them, the petrification wears off after five (5) hours, but once a Gorgon bites a chunk out, they are doomed to stay like that forever, being aware of everything but unable to do anything.

◆ Sirens ◆

While bearing similarities to Harpies, they are not considered the same. Sirens are avian-looking monsters with feathered arms, bird feet, the ability to fly and usually live around a century. All Sirens are inherently more feminine-leaning, even those who are male. They enjoy staying in precarious places and singing about passing people's desires to lull them into a trance and lure them in the direction of the siren. Once they approach, the Siren will kill them, feast on them or scavenge their body if they die along the way. Sirens do this by casting magic through their voice. Sirens can cast magic in this way due to vocal cords that have evolved to be able to easily channel magic through them. Though it is possible for others to cast magic through their body in a similar manner, it is extremely difficult to do so safely. If a Siren loses these vocal cords, they lose the ability to cast magic through their voice. This ability can be inherited by hybrids, unless they're 1/4 Siren or less.

◆ Banshees ◆

Banshees are distantly related to Sirens. Unlike Sirens, however, Banshees look like disheveled old people, due to accelerated aging that only lets them live half a century at most. They are given protection in most countries, as they do not generally harm others. They possess a form of future sight and life force detection, sensing the potential fates of a passing person's loved ones. If one of their loved ones is likely to die, the Banshee will begin wailing, weeping and keening a mourning song.

◆ Homunculus ◆

Homunculi are powerful artificial beings given life. The process of creation is extremely complicated, to the point it's nearly impossible. The spells and processes needed to create them are well guarded, and, even when the steps are applied, all Homunculi created seem to be missing a key aspect of themselves. It varies from each individual, but it is always major and often leads to their death, and, even when successful, their lifespans can vary to extreme degrees. It is theorized that an important step is missing, and, as such, Homunculus creation is illegal globally. The Homunculus is considered its own being once it is formed, so any that are created illegally usually become wards of the state, with the creator being put to death. In some countries, they're put to death with their creator. **Not a playable species.**

✨ Magic

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Magic

❖ *Magical Elements* ❖

Magic is generally categorized into six elements for which intelligent species tend to have an aptitude. There are other miscellaneous categories, but they are often not found in professional settings due to their uncommon nature and the debate on whether they may be simply sub elements or combination elements.

That said, the six core magic elements are fire, wind, earth, water, light and dark magic.

The names of the elements are a bit outdated in modern times. Below you can see some typical and traditional use cases.

Now a brief explanation of the modern understanding of the Six Core Magical Elements as informed by current Magic Physics Theory.

Starting with the 3 physical elements:

❖ **Wind**

Wind magic has to do with all matter in gas form; controlling and manipulating it.

❖ **Earth**

Earth magic has to do with all solid matter; controlling and manipulating it.

❖ **Water**

Water magic has to do with all liquid matter; controlling and manipulating it.

Moving on to the 3 energy elements:

❖ **Fire**

Fire magic is thermal and raw magical output. Simply put, heat and energy.

❖ **Light**

Light magic is the magic of life, reconstruction, and creation. Simply put, healing and summoning, with light manipulation on top.

❖ **Dark**

Dark magic is the magic of death, deconstruction, and destruction. Simply put, decay and curses, with darkness manipulation on top.



❖ *Combination Magic* ❖

Any use of multiple elements to achieve a magical effect is a Combination Magic. This is very useful for a lot of advanced spell casting.

For example, one could combine fire and wind magic to create lightning. By manipulating the air such that it is primed for lightning to travel through it and then using fire magic to create a burst of energy (likely at the end and start point). Then lightning further branches off into the more docile electrical magic, often used to generate power for electronics, especially if an area does not have many natural resources. So, in short there is a huge variety of combination magic.

To use combination magic, one needs to have at least a moderate ability in the magics that goes into it. This is because an understanding of the fundamental skills related to each type of magic is inherently necessary.

To be clear, combination magic is purely the usage of multiple elements to achieve a cohesive magical effect. That is using two or more elements to have different effects is not combination magic. So throwing a fireball and a waterbolt at the same time isn't combination magic. However creating a Boiling Waterbolt would be combination magic if the fire element is used to heat the water, rather than pressure manipulation of the water via the water element.

It can get a bit confusing. Just remember that generally Combination Magic uses 2 or more of the 6 core elements to produce a singular magical phenomena.

Some examples of combination magic can be seen below. Though these effects may be possible through other techniques.

◆ *Examples* ◆

❖ *Lightning Magic*

A combination of fire and wind magic. It is self-explanatory, as it generates large amounts of electricity that can burn flesh and start fires.

❖ Electric Magic

A docile version of lightning magic that is often used to generate power for electronics, especially if an area lacks natural resources.

❖ Augmentation Magic

The ability to increase physical traits (flexibility, strength, speed, etc.) via light and fire magic. It also covers sense enhancement as well, though it can't recover any senses that are completely lost.

❖ Life Magic

The ability to generate life is highly complex magic. For example, even just producing a single flower can be difficult, requiring knowledge of light, earth, water and fire magics.

❖ Binding Contracts / Familiar Contracts

Binding Contracts (also referred to as Familiar Contracts) is a type of magic that makes it easier for you to summon a creature to you. Before making the contract, you either need to have met the creature itself out in the world or performed a summoning. It can contain numerous clauses that can virtually have anything as long as it's within the constraints of the mana-pools of the ones forming the contract. Contracts that are made follow in-line with the Magic Physics Theory. When a binding contract is formed the mana-pools of those who have made a contract find themselves entangled to a degree. It can be a rather useful connection, allowing for mana transfers between pools and even allowing them to function as a single mana pool.

This connection is strong, but it has a caveat. To start, this entangling necessitates comparable mana-pools. Essentially, mana-pools of sizes that are too different are generally incompatible with each other in this process. If it is attempted it will often result in the larger mana-pool partially or completely consuming the other. However, this can be circumvented if there is an emotional connection between those who are forming a contract. Furthermore, since a contract has this physical (and magical) component it can be rather hard to break. If done so by force it can result in damaged mana pools or even the destruction of one or both. However, a contract ending naturally (either via the clauses contained or death) is typically smoother. Imagine the difference between untying a knot as per a set of instructions rather than just pulling **at** the ropes until they come apart. One is far more likely to damage the ropes (in this case, mana-pools).

❖ Enchantment

Enchantment is considered a sub-magic of elemental summoning. Enchantment can only be done by using the writing system for the Forgotten Tongue, as well as a medium to make sure the words are magically powered. This can be done with magic ink, carving it into something, branding it, etc. How the enchantment is written as well as how advanced the spell in question is usually determines its cost. Enchantment is further divided into two categories: Direct Enchantment and Storage Enchantment. Direct Enchantment is generally easier, and it is performed by pushing your magic into an object at a constant rate, meaning the enchantment ends when the magic is no longer supplied. Storage enchantment is performed by putting magic into some type of storage conduit, usually a precious gem or metal, and keeping it there to use later. Usually, a secondary enchantment is placed on the stone that allows it to absorb magic from the environment, otherwise it needs to be recharged every so often.

❖ Hail Magic

Combining wind and water magic enables one to whip ice and water around, enabling the creation and control of natural phenomena like snowstorms, blizzards, hailstorms and the like, instead of just blasts of snow and hail.

❖ Husk Magic

A magic creating empty husks that essentially serve as short-lived puppets. It uses a combination of dark, earth and water magic to create the husk, and the general properties of it are up to the caster. The caster can usually see through the eyes of the husk and manipulate its movements quite dexterously. More advanced users of husk magic can create multiple husks at once or sometimes even give them elemental properties.

❖ Potions

Potions are liquids that are magically enhanced in some way. They provide different kinds of effects depending on their composition, ranging from accelerated healing, to a temporary boost in magical power. They can be made with ingredients that are magically infused, or with a small amount of mana itself. There are two main types of potions in production, Commercial and Artisan. Both types of potions are expensive, though. Additionally, potions tend to have short shelf lives, and their efficacy drops off heavily after their best buy date.

Commercial potions are mass-produced, usually with more general effects. Within this category fall things like potions of healing, minor strength, night vision, or even potions that dull certain senses like taste.

Artisan potions are potions made for a specific person, or small group of people. They're much more expensive compared to Commercial potions, and given more specific effects to suit the person they're meant for. In this category, you'll find things like potions of flight, potions to treat curses, and other specific needs that can't be fulfilled by non-magic medicine. Depending on the effect of the potion, and the country you're in, these may need to be prescribed.

❖ Necromancy

Necromancy is a heavily looked-down upon form of magic and is considered incredibly illegal in every country, punishable by death in most cases. It is a type of dark magic that is incredibly difficult to cast, and often results in the one casting the magic having to give up a part of themselves for the resurrected body. Whether it be a permanent mana or magic output decrease or the loss of a body's limbs or organs depends on person to person as well as what they're reviving.

❖ Explosion Magic

A combination of fire and dark magic. It uses dark magic to empower the fire and create explosions in their environment. It is simple magic, often the first magic recommended to a fire user looking into combination magics.

❖ Regression Magic

A combination of dark and light magic. As its name applies, it can regress things back to a former state. For example, turning a flower back into a bloom. You can only regress things to a certain degree before things start getting ugly, such as death or mutilation. It's an incredibly difficult magic that has a very high risk, and a vast majority of students do not know how to use this magic. You must also have the specific intent to cast regression magic; you cannot cast it accidentally.

❖ Nullification Magic

A theoretical combination magic consisting of all six elements. It can nullify and cancel any magic, including curses. Nobody has ever been recorded to have done this type of magic due to the amount of mana and knowledge needed to do so.

❖ Teleportation Magic

Teleportation magic is a combination magic that uses light, dark, and wind. It allows one to reconstruct and move themselves to a different location. The distance covered depends on the amount of mana one has, and the farther the distance, the more costly the consumption of mana it requires. For the everyday man, one might require an enchanted object and a location in mind to cast teleportation magic through longer distances.

❖ Illusion Magic

Illusion magic is a combination magic that uses light and wind. Illusion magic, as it states, can create illusions by warping the light and moving it. As they're illusions, they aren't actually real, nor do they have any effect on a physical level.

♣ Magical Physics Theory ♣

Magical Physics Theory (MPT) is the modern understanding of how magic works. From who can cast, to how to do so, to most significantly how magic itself functions in our physical world.

MPT is a comprehensive theory on all of this. It informs nearly all modern magical teachings and has been rigorously tested through the scientific method. A general understanding of MPT is considered a requirement to be a magic scholar in any professional setting. Informing all aspects of magical practice.

A few significant points of MPT.

Mana

Mana is an underlying potential energy spread throughout reality. Typically coalescing within living beings, mana is the ‘power source’ of all magical activity. That said mana is more than that, as it is mana itself that interacts with the physical world to produce effects. That is to say mana is not simply gas in an engine, it is the whole car and the gas. However most of the time, in order to move it needs a driver. In the case of Mana, most of the time a Magic User is needed to produce an effect. So being a powerful magic user really comes down to Understanding mana and how it can interact with the world, then influencing said mana through Intent.

Mana-Pools

A Mana-Pool is simply a specific volume of mana contained within a singular vessel. So a person would typically have one Mana-Pool. Within the MPT, Mana-Pools are described as akin to a muscle for people. Using a Mana-Pool will temporarily exhaust it to the degree that it was used, yet with regular use there is growth over time, meaning more mana in the pool. Though some scholars prefer saying ‘a denser pool of mana’. This also means that over use can have debilitating effects, typically headaches and general fatigue. In more extreme cases though death can occur. This is because mana leaving the body always puts some degree of strain on it.

Mana-Spaces

While many things have Mana-Pools, mana is spread throughout the world. A Mana-Space is an area with a particularly high density of ambient mana. Meaning mana not contained with a pool. This can occur for many different reasons. One possibility is that mana is spilling out of nearby Mana-Pools. Or that mana is coming together from multiple other areas in one location.

Wild Mana

Wild Mana is a rare phenomenon, in which a normally harmless Mana-Space has started to create a tangible impact on its surroundings. These are usually caused by an excessive amount of magic being used in one area, with leftover mana not being absorbed and it becomes destabilized. These are the observed birthplaces for Elementals, and sometimes Hellbeasts. Being in or nearby an area with Wild Mana can impact health, and if born near one, can result in a high likelihood of being born with a curse. Wild Mana also has the ability to take the forms of liquid and gemstones (although this is very rare.) A few places that experience this phenomenon are Milaquaa, with its magic rain and amber, and the Mana Oasis, where it has an odd and not fully understood process of converting the mana into a liquid.

Mana Stones

Mana stones have not been found to be made naturally; they are intentionally made by an individual. Mana stones of purely one element are exceedingly rare, if they even exist at all. If one were to be made, it would need to be made by someone with a paradox of the element to refine it in some way. Neutral mana, mana without a specific attribute to one of the six elements, does not exist either.

In short, this is how Mana interacts with the world. Mana is, in so many words, a universal tool. It can interact with all aspects of our reality, however, it doesn’t do this on its own.

❖ *Magical Attributes* ❖

Mana itself sometimes leans toward one or more of the magical elements. This is a mana Attribute. This makes that mana more ready for application toward that Magic Element.

To explain further. When mana is used for magic it interacts with the physical world in any number of ways. For the 6 core elements mana is being used in a specific manner. So for Water magic the mana typically begins to ‘flow’ more like a liquid. Which allows it to manipulate liquids (most commonly water) by moving them along a current. So mana with a Water Attribute is, to some degree, already in the flowing state. The same type of thing applies to the other elements.

In short, mana is sometimes ideal for use with specific elements. Namely one or more of the 6 core elements. Mana with an attribute is easier to use for that element of magic, though not harder for any of the others.

Mana-Pools can have multiple attributes.

❖ *Aptitudes* ❖

Having an Aptitude refers to being born with a specific mana Attribute. Spells tend to come more naturally and require less effort and energy to learn and cast, and, in extreme cases, a prodigy with an aptitude will accidentally cast magic on their own within that magical element.

Beings are usually only born with one aptitude, but two is not unheard of. However, three and higher are generally rare. The exact percentages are 5% of the population have no innate Self-mana, 25% have no aptitude, 40% have one aptitude, 15% have two, 10% have three, 3% have four and 2% have five. Having six aptitudes is extremely rare, to the point it's usually not factored in at all.

❖ *Prodigies* ❖

One step beyond an Aptitude, a Prodigy is named as such due to the immense ability to manipulate particular types of magic and mana, to the point that mastering their element would be significantly easier and quicker. One with a Prodigy in water would be expected to be an early graduate and/or exceptional graduate with many potential opportunities for continued study or work.

❖ *Paradoxes* ❖

Paradoxes go one step beyond prodigies, however they also take a step back, hence the name. Their mana is so biased towards one element, that their body finds it difficult to use other kinds. Someone who is a Paradox in water would be able to manipulate liquid with ease and easily be able to turn ones like water into ice and back, or a Wind Paradox would find it easy to make themselves float. However, when using other types of magic, they must essentially suppress their mana's bias towards their Paradox. For example, they would find it more difficult to make even a small flame, with the most extreme cases being unable to do so without immense concentration or years of training.

❖ *Using Magic* ❖

Magic is an excursion of internal energy, called mana, in combination with intent and understanding to create external phenomena.

Meaning that in order for a typical person, or persons, to produce a magic effect they must, all at once have sufficient:

- ❖ Mana
- ❖ Intent
- ❖ Understanding

In order to understand how to perform magic and what the limitations are we will delve deeper into each of these three.

❖ *Magical Mediums* ❖

While anyone can cast magic without a medium, casting becomes much more challenging once you move outside of your aptitude. For example, the spell could not work or even backfire onto the caster. For example, someone with a fire aptitude would find casting wind magic much easier if they channel their spells through a medium, and much less likely to blast them in the face. Many different mediums are used, like wands and staves and runes and even tattoos, and students are encouraged to find the one that matches them the best. Generally, the more attached you are to a magical medium, the easier casting through it will be. However, more expensive materials can give you a head start on easy casting.

◆ *The Three Keys* ◆

Key One, Mana.

There are two ways to have enough mana to perform magic.
Self-Mana and Other-mana.

Self-Mana is simply the mana contained within the self. Like a muscle it can be trained to strengthen the Mana Pool via practice.

Other-Mana can be stored mana or mana within another being. For stored mana the quality decays over time though it can be useful for keeping enchantments going.

When using other beings generally they must allow you access to their mana pool. (Self-mana and Other-Mana are used in conjunction for group magic)

It is very important to remember that both kinds of mana have an Attribute that aligns with none, to 1, or some of the 6 standard magic types.

Performing magic within the proper Attribute allows for less mana usage for the same magic. As the mana is, 'Ready for that application'.

Also know that the greater the magical effect the greater the amount of mana required. There are plain limits to what a single magic user can do as a result.

Key Two, Intent.

Intent can come in three forms, or a combination of any of the three.

Emotional, Imaginative, and Physical.

Emotional: Is the hardest to control as it is the least specific.

That said it is rather simple, and responsible for many people discovering their magical talent.

Imaginative: Is commonly used by various magic users. Simply put Imagine the desired effect. Visual imagination is common. However other types are possible, including but not limited to information based imagination.

Imagination intent is often reinforced via key words or motions to provide an imagination response with greater consistency.

Physical: Can come in different forms. Runes and other Script are the most common.

Any way in which to prescribe intent into the physical world could theoretically work.

Key Three, Understanding.

There are two common ways to have enough understanding to perform magic.

Instinctual and Knowledge.

Instinctual: Varies greatly from person to person, in short though some magic can be done almost innately.

This understanding is similar to reflexively catching a ball and is far more likely for those with an aptitude for that sort of magic.

Knowledge: Typically refers to Magic Physics Theory (MPT). Which studies how magical phenomena functions on the physical level.

For example, to produce a small flame mana must become external and agitate the air to cause heat, and then that mana must become a fuel source for a flame.

In summary

While separated into 'Keys' it must all come together at once for functioning magic.

Moreover Intent and Understanding almost always come hand in hand.

For instance, one might use a Physical Intent and use a Knowledge Understanding by making a magical circle which includes symbols for both.

Or one might Imagine how the Magic Physics Theory describes an effect.

Thereby using an Imaginative Intent with a Knowledge Understanding.

Or perhaps allowing a deep Emotional Intent combined with an Instinctual Understanding.

This is the current method for all forms of magical expression. There is debate on whether or not this system was discovered, a natural part of the world, or if it was created to explain a complex world more simply. In the end though, it works. If you can attain all 3 steps a spell can be cast.

❖ *Curses* ❖

Curses are a result of someone being afflicted with Dark magic or Wild Mana. There are three known ways to acquire a curse: either being afflicted with one via Dark magic, being unlucky and being born with one due to residual Wild Mana, or being near an area well-known for having Wild Mana.

Curses have many different effects and can range in severity.

- ❖ Some curses function as double-edged swords. Giving someone heightened water magic, but being unable to use any other elements. Or having their magic locked away altogether, but giving them enhanced strength. Removing these curses would remove both the positive and negative effects.
- ❖ Other curses are more akin to physical ailments, having no benefit to the victim whatsoever. Reducing one's stamina, physical power, or magic. These are the ones purposefully inflicted onto someone with dark magic, and are outlawed.

❖ *Curse Classification System* ❖

There also exists the classification system called The International Standardized Curse Classification System— also called the OIC— which stands for Origin, Impact, and Cure. It is used to identify curses as well as their attempts to dispel said curses. Not everyone in the world who has a curse has an assigned OIC, but any student with a curse receives an OIC upon being accepted into the university. **(Not necessary to put your curse classification in your sheet when making a cursed character)**

OIC						
The International						
Standardized Curse Classification System						
Origin		Impact		Cure		
UN	Unkown	P	Physical	1	Basic Spell	
1	Spell	M	Mental	2	Master Spell	
2	Item	V	Illusionary	Use Decimal for Between Spells		
3	Transferred	Triggers				
Additional		T	Time Frame	3	Destruction of Origin	
B	Inherited	E	Developmental			
C	Congenital	S	Specific Action	4	Special Condition	
Sometimes Origin will be UN but based on research or experience there might a suspected Origin. Use UN and suspected Orgin here.		Add after any that apply:				
		+	Only impacts or is triggered by others	Cure Type is based on last tried. If assumed incurable use 5.		
			-			Only impacts or is triggered by Cursed
Examples				D	Cured	
		1M+E1.5	Item caused with metal impact on others and developing curse with only Intermediante cure spells attempted.			
		UNBP-S5	Unkown inherited cause with physical impact on curse and specific action trigger curse assumed incurable.			
		UN2V+T3	Unkown cause (possible item) with illusionary impact for others and time frame trigger curse with only possible object orgin destrucion attempted.			
*Lycanthropy and Vampirism lay outside the purview of the OIC system						

As it is confusing, more of it will be explained here:

- ❖ **Origin: How was it caused?**
 - **UN (Unknown):** Unknown origin as to why the curse happened.
 - **1 (Spell):** A spell caused the person to become cursed.
 - **2 (Item):** An item caused the person to become cursed. The item itself is not cursed, but it creates curses.
 - **3 (Transferred):** The curse existed somewhere before and was given to the cursed. An object or a person could have given it. The person or object that gave it is/was always cursed. It works similarly to a disease. (Often has Inherited or Congenital as Additional to this)
 - **Additional: Can be applied to any Origin. Multiple Additional can be placed on an Origin.**
 - **B (Inherited):** The curse was inherited by the cursed via a person giving it to them. Usually family, etc.
 - **C (Congenital):** Born with said curse.
- ❖ **Impact: What does the curse do to the cursed/the people around them?**
 - **P (Physical):** The curse has a physical impact. (Changed looks, weaker physical state, composition of body is different, etc.)
 - **M (Mental):** The curse has a mental impact on the cursed. (Memory loss, sleep disorders, etc.)

- **V (Illusionary):** The curse has an illusionary impact on the cursed. (Hallucinations, things others cannot see, etc.)
 - **Triggers: Can be applied to any Impact. Multiple Triggers can be placed on one impact.**
 - **T (Time Frame):** The curse only happens during a specific time period. (Full moon, during the day, etc.)
 - **E (Developmental):** The curse's effect gets worse as it goes on. If paired with another trigger, the curse's effect specifically gets worse every time it's triggered.
 - **S (Specific Action):** The curse is triggered by a specific action. (Saying a specific phrase, doing a certain action, using a kind of magic, etc.)
 - **If none of these triggers apply, simply do not add it.**
- ❖ **Cure: The last thing that was done in order to try and dispel the curse. The order to dispelment goes in order, meaning that if you had a master level spell done, you also had a basic level spell done before that, etc. (at least typically)**
 - **1 (Basic Spell):** A basic spell has been used in order to try and dispel the curse.
 - **1.5 (Intermediate Spell):** The only time a decimal is used. An intermediate spell has been used in order to try and dispel the curse.
 - **2 (Master Spell):** A master spell has been used in order to try and dispel the curse.
 - **3 (Destruction of Origin):** Usually only applies if it's an object that gives the person a curse. If it was not caused by an object, this step in the process is usually skipped and immediately goes to Special Condition.
 - **4 (Special Condition):** Attempting to achieve a specific scenario or condition that would dispel the curse. Oftentimes tries to mimic the original conditions on when the curse was casted, or the opposite way around. Encompasses many ways to try and dispel the curse.
 - **D (Cured):** The curse is cured. If the curse is cured, the last thing that was done to try and dispel it would be the one that worked. (ex: 1MT2D would mean that a master level spell was what dispelled the curse)
 - **5 (Assumed Incurable):** The curse is assumed incurable, usually after significant amounts of effort has been put into dispelling it. If there are no other exhaustible options or options that wouldn't endanger the cursed's life, then it is assumed to be incurable. Following the main number of 5, it is followed in parentheses about what was tried. Ex: 5(1,1.5,2,3,4) would mean that every option was tried before being deemed incurable. (This is often toward the end of testing.)
- ❖ After every impact placed (for example, if my OIC was 1MT2), you add a + or a - if it applies. If both apply, don't add either to it. For any subsequent impacts after the first, you also add a + or - if it applies. This also applies to any triggers. (ex: 1M-T2 -> 1M-TV-S2. It added an illusionary effect that only impacts/is triggered by the user and is triggered by a specific action.) Think of it as starting back from the top of the Impact portion for every impact the curse has.
- ❖ There can also be multiple Triggers applied to one Impact. Ex: 1MTS2.

Solar System

Solar System

❖ *Gaol* ❖

A yellow dwarf named after a mythological sun deity. It provides all the heat energy in our small solar system.

❖ *Thuth* ❖

The only planet between Gaol and Maith is a small, dark gray planet with a somewhat thick atmosphere named after a death deity. Observation of the planet shows it is covered in craters and lava lakes. It has no known moons.

❖ *Maith* ❖

Next is **the home to all life we know of**, of which none have stepped off the planet yet. Maith is named after a goddess of life and is about 64% ocean, 34% land and 2% freshwater. It has 3 moons orbiting it that influence the tides. Well, technically, it has 2 moons, one of which has an asteroid orbiting it. Thanks to the 11° tilt of Maith, there are very slight seasonal variations.

❖ *Zaihl* ❖

Named after one of the sons of goddess Maith, Zaihl is a relatively large moon with about as thick of an atmosphere as Maith does. However, it is assumed that no life exists on the moon, as there are no colors besides the brown and gray rocks and the murky water on the surface.

❖ *Zaiisu* ❖

Named after one of Zaihl's sons, Zaiisu is a large asteroid that Zaihl's gravity has long captured. It is assumed to have come from the asteroid belt surrounding our solar system. It is often referred to as the “moon of the moon.”

❖ *Maiw* ❖

Named after one of the daughters of Maith, Maiw is a small moon that rotates on its side with no atmosphere present and many craters. It has an enormous crater on the North Pole, Which is assumed to be from a large asteroid impact that is the reason for the moon's 78° axis angle.

❖ *Maiao Asteroid Belt* ❖

An asteroid belt separating the inner and outer sections of the solar system, named after the rocks discarded by Maith when she was creating the planet of the same name.

❖ *Smaul* ❖

Named after one of the pixies that assisted Flluaguan in learning light magic, this off-white dwarf planet has an almost non-existent atmosphere and is also covered in craters due to being located inside of the Maiao Asteroid Belt.

❖ *Clauw* ❖

Named after one of the giant Smithing Gods of mythology, this blue gas giant has many, many asteroids and small moons orbiting it, so many that naming all of them would take very, very long. As it is the second largest object in the solar system, the other planet's orbits can vary slightly, depending on where it is in its orbit.

❖ *Vlaug Asteroid Belt* ❖

An asteroid belt named after the divine slag and waste Smithing God Clauw would throw from his forge every night. It contains asteroids made of many different materials, and, sometimes, they are flung into the solar system by Clauw.

Countries

Countries

Students are not allowed to travel outside Flluaguan or the city during their active semesters unless given permission by the University staff. Students sometimes transfer into Flluaguan or arrive on an exchange program from foreign countries. Listed here are all of them.

♣ **Flamur** ♣

The continent of “**Flamur**” has the majority of the countries on the map. It has a diverse land with forests, mountains, rivers, lakes, and rather fertile land. The weather in general is rather mild except for summers, which can get rather hot. **It’s very similar to real world North and South America, and most anglophone countries.**

◆ **Blaluzaic** ◆

“**Blaluzaic**”, meaning “**King’s Valley**”, is a country located in a valley between two mountain ranges, and it is also the country where Flluaguan University resides. It seems rather unassuming and relaxed as a relatively small country, yet it seems to have a high percentage of people with aptitudes, more so than other countries. There are also high amounts of immigration and a plethora of resources. The island that their capital is placed on was initially smaller, but it was expanded artificially, leading to the previously slow moving portion of the river to expand into a lake as a result. Although chunks of forest remain, it has been largely urbanized with some sprawling farmland, with many cities dotting the valley. The animals and monsters that once called these valleys home have been forced out into smaller and smaller areas, causing moderate skirmishes among the military and the monster populations. Blaluzaic is a representative republic, split up by the Senate, the Council, and the People, each representing the executive, judicial, and legislative parts of the government. The People take the laws suggested by the citizens, send it to the Senate for approval, and then the Council interprets those laws. You can serve any position for 6 years until your term is up, and you cannot have back-to-back terms. The term limit is 3 terms, and it applies to every sector of the government. For example, if you serve the Senate for two terms and the Council for one, you can no longer run for the government. The country is separated into states separated by the rivers. The monarchy of Blaluzaic is still alive, but they don’t involve themselves in the government. In Blaluzaic, being found guilty of killing any Fae species puts you up for the death penalty, outside of circumstances like self-defense. **The main language is Blaluian.**

Capital Name: Blak



◆ **Dragon's Roost** ◆

Choosing to go by its translated name officially, “**Dragon's Roost**” is home to two capitals. One capital is majorly populated by half-dragons, and the other half-drakes. Despite seeming like the two wouldn’t get along, they combined forces because they covered each other's weaknesses, with Drakes defending the border from the ground with their strength while the Dragons defended from the sky using their magic. Drakes have strength for construction and mining and physical labor, while Dragons for smithing and other artisan goods, as well as assisting in aerial transport. They have language differences in their speech, but their writing systems are similar, so the two species usually communicate via that way. Some dragons and drakes still live here, but it is now more well known for the Half-Dragons and Half-Drakes that have persisted into the modern day.

The main languages are Draconic, Drakish and Blaluian.

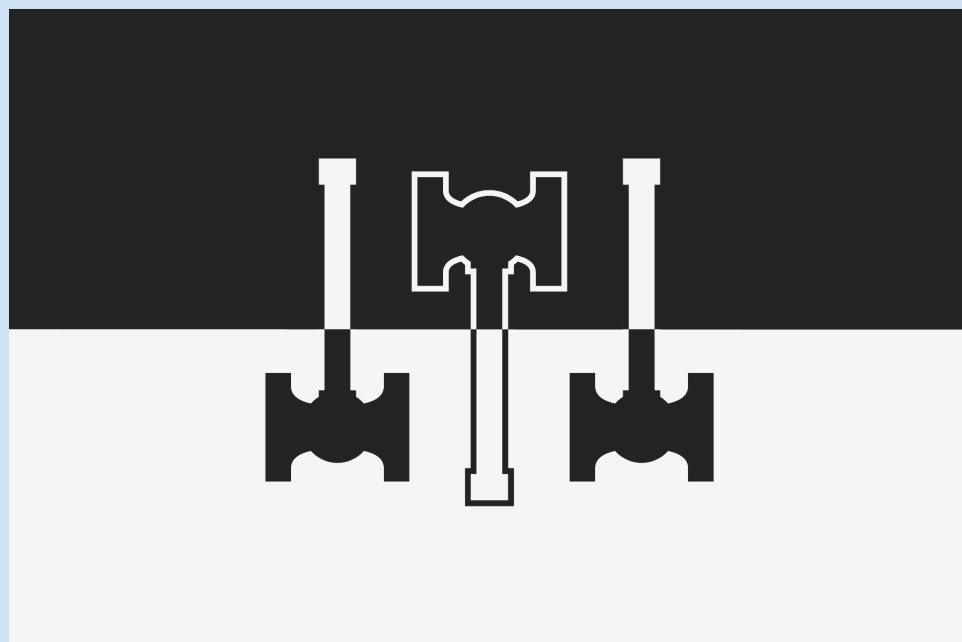
Capitals: Cloud City and Earth City



◆ Himminbjörg ◆

“**Himminbjörg**” is attested as being the largest mountain on the planet, and it is where a large population of dwarves make their home. It is completely encased in mountains, having massive tunnels connecting the cities created by the dwarves within it. Here resides a subspecies, the Ice Dwarves. A few other species live there as well, but they are small in number and often not mentioned. They have very little interaction with the outside world, with the only way to get in or out are via entrances that are elaborate gates that swing open with the assistance of heavy machinery, mainly to show off Dwarven engineering skills. They’re very secretive of their methods and abilities along with only trading when they feel like they have to, which makes Himminbjörgan goods rare and collectable while also leading to slightly tense relationships with other countries. They also crack down incredibly hard in regards to crime, with the worst of the bunch being led out a door that leads to a land where all of their exiles go to. There is only one Himminbjörgan dwarf settlement outside of the mountains, being the door that leads to the ocean. The Ice Dwarves focus on finer things in life, like art, poetry, and music, while the Mountain Dwarves are miners and smithies, with a focus on physical labor. The tunnels near the capital are full of wall sculptures and poetry denoting the history of Dwarves within the mountain. **The main language is Dwarven.**

Capital Name: Himminbjörg



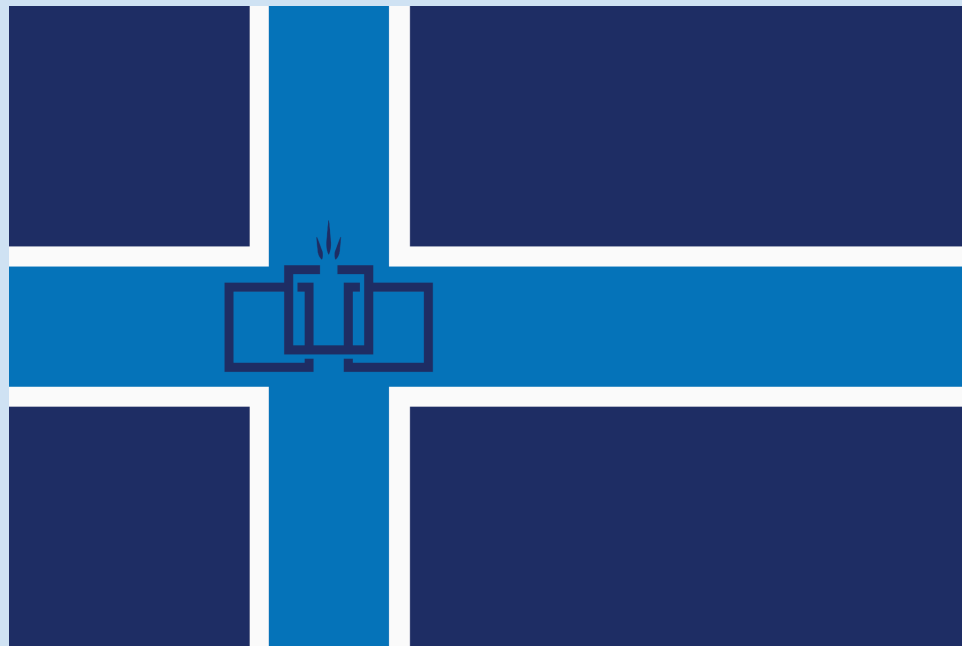
◆ United Dwarven Exiles ◆

The “**United Dwarven Exiles**” has three capitals: the miners near the mountain, the farmers in a floodplain, and the traders near the coast. The country is made up of a combination of political and criminal exiles that get along solely for survival. Some of them want to go back into Himminbjörg while some others are glad they were exiled, creating a large diversity of ideals and reasons for their exiles. The United Dwarven Exiles had one point several hundred years ago where they fully agreed with one thing and worked in tandem, deciding to help the enslaved peoples from the Meritocracy of Central Flamur escape. They attacked slave ships near the volcanic islands and helped the slaves take them over, leading them to a new land that eventually formed into the Union of Free Peoples. Life here is very quaint and people often stay out of each other’s ways, confining themselves in small communities instead of venturing outward. At the current moment, the tension is rather high in the country and most people are very unfriendly towards foreigners and each other. **The main language is Dwarven.**

Capital Name: Muntsi, Fertsu, Auotsi

◆ Union of Free Peoples ◆

The “**Union of Free Peoples**” were originally made of freed slaves that had defected from the Meritocracy of Central Flamur. A country that is a bit behind the others in advancements, but the people here are proud of themselves and every accomplishment they’ve managed to achieve. They have many educators and help from allied countries, specifically from the United Dwarven Exiles. Exceptional quality when it comes to food. Currently, the land is majorly populated by monsters and half-monsters. It seems that they had created somewhat of a symbiotic relationship with them, relying on each other to create a place to live in harmony. This resulted in many half-monsters. The monsters here are very tame in comparison to others, and could be considered more chaotic instead of inherently evil. **The main languages are Dwarven and Centrulian.**
Capital Name: Pitlag



◆ Meritocracy of Central Flamur ◆

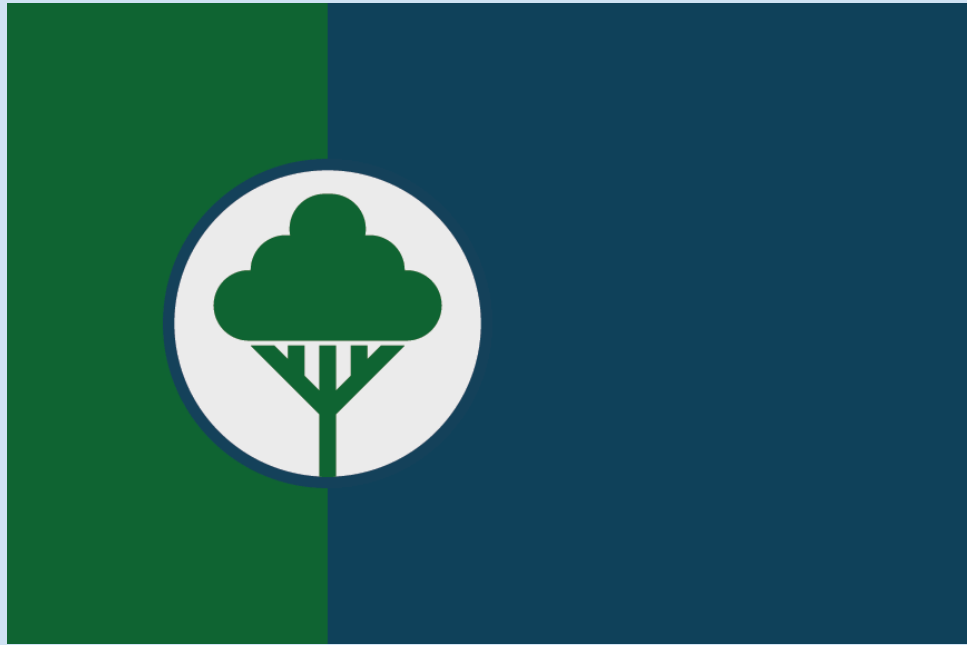
Very strict and militaristic, the “**Meritocracy of Central Flamur**” believed that slaves were lesser, as well as debtors. Debtors were forced into slavery until they managed to pay their debt off. After losing their only coast due to the Union of Free Peoples taking it, they tried to invade the Forest of Beginnings, leading to war with the Elves. After the end of the war, which resulted in their loss as well as many reparations, they could only trade with the Beautiful Coast, as they were the only people willing to do so. Now that hundreds of years have passed the Meritocracy of Central Flamur no longer has slavery implemented, yet they still keep a very strict punishment system, resulting in “low amounts” of crime. They also have cleared their history with the Union of Free Peoples and participate in trade with many other countries. Because they live near the Forest of Beginnings, they have access to potent medicinal herbs, leading to some of the best medical care in the world. Even though the war is over as well as with many of their relationships being reconciled, many of the citizens are racist against Elves, half-monsters, and Dwarves. **The main language is Centrulian.**
Capital Name: Jag Bur Riv

◆ Faeland ◆

A completely neutral “country.” The “**Faeland**” is less of a country and is more of an area designated specifically to the Fae after the near-extinction of their race. It is protected territory by every country. It consists of small towns and tribes, lacking a capital or government of any sort. A very stable environment besides the occasional flooding, which they counteract with elevated houses, specifically near the coast. **The main language is Fae.**

◆ Forest of Beginnings ◆

The “**Forest of Beginnings**” isn’t a country per se, but it is still significant enough to mention, as it is where the Elves and Wyav claim to originate from. It is a massive and lush forest, some of the plant life itself being able to move on its own and attack those who are unwelcome, and the animals found within are seemingly more intelligent than their worldwide counterparts. Elves do not like outsiders entering the forest, so why these phenomena happen is often attested to magic, however it will likely be long before answers are found. Most Wyav have long since left, but the few remaining tend to be more feral and animal-like, though they’re just as intelligent as the other members of their species. The reason they're so secretive is due to an ancient tree that seems to "breathe out magic.” **The main language is Elven.**



◆ Beautiful Coast ◆

Choosing to go by its translated name, “**Beautiful Coast**” has a lot of high tourism because of the silky sand, clear water and beautiful beaches they have. Tourism is such a large part of the economy that not having a job in hospitality usually won’t pay off. The country is very neutral and generally has nice people, but they have very lax driving laws, resulting in everyone driving as if they don’t fear death. However, they have a large population of people who are low-income, resulting in rather large cities acting as slums. Crime here is common, but the government is currently attempting to combat it by enforcing more laws. The communities that do exist are very close-knit. **The main languages are Elven and Centrulian.**

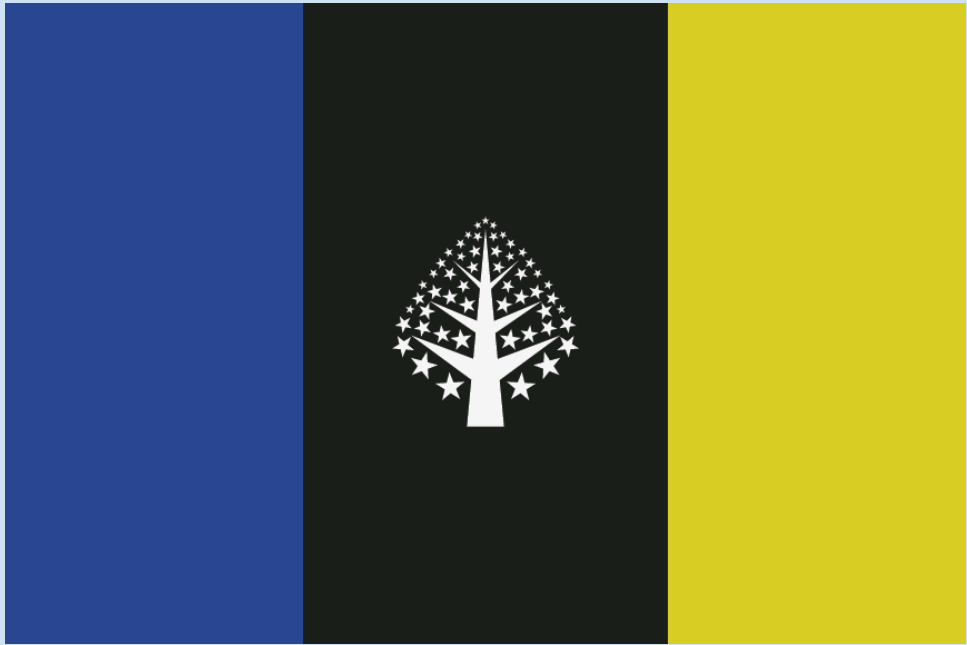
Capital Name: The Fertile Land



◆ Milauqaa ◆

A country made of immigrants from Wolamal and Flamur natives, people born in “**Milauqaa**” seem to have an automatic predisposition to magic, making magic aptitudes abnormally common here. There are lots of swamps and marshes dotted around. There’s a popular theme park that contributes to their tourism, on top of a unique magic rain called Vluka that occurs every few years which turns the rain into high-quality amber. This amber conducts magic very well, and they’re often shipped to other countries to use in enchantment and alchemy. The amber and the rain is attributed to a mystical tree that seems to store excess amounts of Mana inside of it, before bursting it out, creating the rain. A majority of fossils and ancient species have been excavated from here due to the amber. **The main languages are Milauqaan, Womalian, and Centrulian.**

Capital Name: Oxi Taira



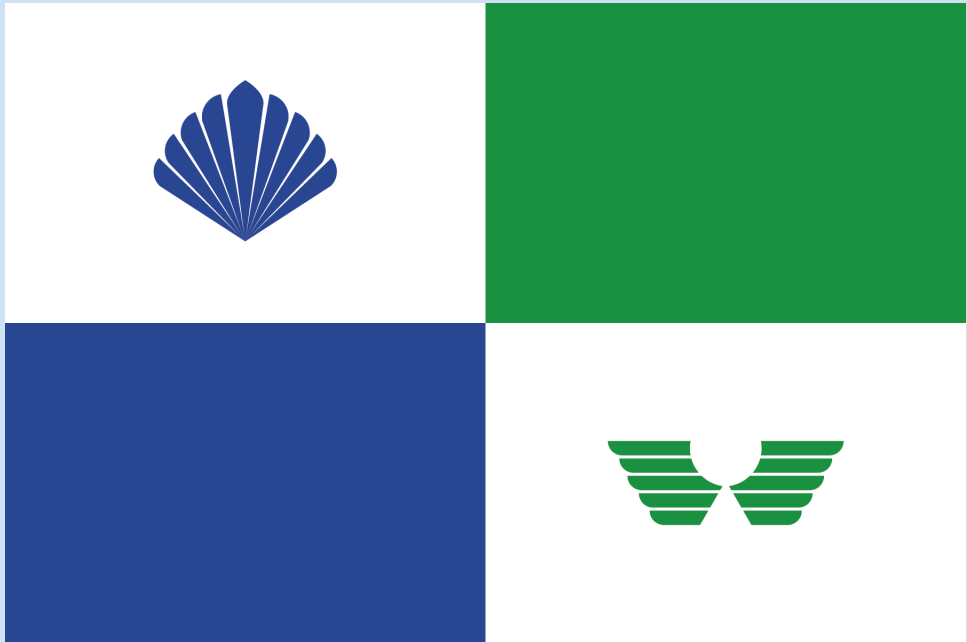
◆ Golden Fields ◆

The “**Golden Fields**” are quite literal. They rely on grains for their exports with incredibly fertile land. Due to the large amounts of grain, they also have many festivals around things like bread, beer and whiskey. They have a lot of agricultural gods, and although many of the people aren’t religious, the history of these gods have a lot of cultural influence surrounding them. It's more similar to following a way of life than it is a religion. The name of the planet is actually named after their head Goddess, Maith. The people here are very soft-spoken and well-mannered. **The main language is Maithian.**
Capital Name: Field of Grain



◆ Ryvalis Peninsula ◆

The “**Ryvalis Peninsula**” used to have a lot of mermaids before they went extinct, now profiting off of submarine tours of the old Mermaid cities and settlements. There’s a high population of harpies, with a lot of homes here being treehouses or on steep cliffed areas. You’ll often find multi-colored shells that retain magic well, working as magical mediums for many of the people living here. **The main languages are Ryvalian and Blaluian.**
Capital Name: Portmuth



◆ Northern Dwarven Tribes ◆

The “**Northern Dwarven Tribes**” are— as stated— tribes. They aren't an official country and they do not have a capital, instead consisting of smaller dwarven communities. The land here is rather rough in terrain. The Dwarves here are a lot tougher, with their skin being as strong as rock. They have become different enough to have their own sub-species of Dwarves, called Rock Dwarves. They rely on hunting as their source of food, with the occasional trading of minerals they've mined from the mountains. The animals here often have very luscious pelts, which contribute to high-end fashion products. They don't have a currency system and purely trade from countries for resources. **The main language is Dwarven.**

❖ Pung’alu’au ❖

The continent of **Pung’alu’au**, shortened to “**Pung’a**” by natives, has a very warm climate. **It’s very similar to real world Asia.** There are many mountain ranges scattered across the continent, with a majority of the fertile land being located more on the west side. Their surrounding waters, rivers, and lakes are very clear and mostly unpolluted, teeming with fish and seafood.

◆ Yáolán ◆

By far the most populated country in the world. “**Yáolán**” has an ancient technique in which they weave magic into their silk, making it highly valuable. The amount of heavy streams make farmland the mainstay in the western part of the country, while the other part is very high-end and industrial. The name directly translates to “**The Cradle**”, due to it having some of the earliest evidence of civilization. There’s heavy tourism due to all of their parades and festivals that they hold. The Yáoláni are very patriotic people, and the news coming in and out of here is heavily censored. The government here is also prejudiced, counting Ethnic Yáoláni votes worth twice as much. Monsters are regarded as heavenly creatures, with more powerful ones having dedicated followers and shrines. Weaker monsters are usually supported by the citizens by providing blood donations or other forms of sustenance. Yáolán's population is majority Humans, Humans with Monster ancestry, and Half-Monsters. Yáolán is currently in a geopolitical rivalry with Glaithur, due to conflicting ideologies on Monsters. To keep the stalemate going, Glaithur is currently holding onto the location of one of the last Water Dragons. Because of Yáolán's 'claim' to Water Dragons, along with social and cultural factors, they've been prevented from making direct attacks on Glaithur.

The main language is Yáoláni.

Capital Name: The City of Heaven

◆ Punga’in ◆

Considered the most prevalent trade empire, “**Punga’in**” has its hands in the majority of trade deals and transportation. Merchants and high charisma are valued, to the point that their government is very mercantile, in which only merchants can run for government. High quality seafood comes from here, with plenty of people visiting due to it. There are lots of cooking schools, and Punga’in often sponsors numerous aspiring and potential cooks from around the world, sending them to their cooking schools. **The main language is Pungaese.**

Capital Name: Pu’ia’ea,dae,fe'a'a'em,aw,piaiero'tuag

◆ Yugen ◆

“**Yugen**” is a country where polygamy is common, with women being able to take multiple husbands. The population of women is significantly lower in comparison to men, leading to an aging population of men and a low birthrate. Although tourism is popular, there isn't a lot of immigration. Women are favored for governance, with a democratic matriarchal society. The country has very liberal decency standards. Yugen is known for their public bathhouses and hot springs, as well as their excellent education. Raising a child here is very easy, with plenty of support given by the government as well as childcare facilities. Healthcare is also valued here, as it is needed due to the common monsoons and typhoons that occur. The technology here is also slightly more advanced than most countries. **The main language is Yugenese.**

Capital Name: Kyodosi



◆ Obrijan ◆

A country with the hopes to not fall, “**Obrijan**” has been invaded numerous times in the past by **Yáolán** and **Yugen**. The country is now constantly teetering, with a weak government due to its history. It relies on tourism to get by, using the fact that they’re surrounded by the ocean as a selling point. Beach resorts are common, with many people coming to experience the high-end customer service. There are plenty of natives who don’t like tourism, actively avoiding interaction with any of the tourists. Obrijan exports a lot of seafood to other countries with ranging quality. They also make money off of maritime tolls due to the amount of trading that comes through here. In the past, their islands were mistaken as territory of Yugen.

The main language is Obrijani.

Capital Name: Lumisora

◆ Vwuiel ◆

Considered to be the bottomfeeders of the world, “**Vwuiel**” has constantly been at the short end of the stick. As the country is right on the line of the two continents, it has constantly been invaded and tossed around. Vwuiel is a very poor country, with hundreds of factories spanning its land. Many of these factories are foreign owned, and the quality of life here is very poor. They originally had their own culture, but it is currently dying, and so is their language: Vwuielian. **The main languages are Sunalian, Blaluian, and Osian.**

Capital Name: Gresh

◆ Hi’alwawo ◆

“**Hi’alwawo**” is a grouping of islands in the middle of the ocean. Ruled over by their empress, they seek highly selective trade in the modern day, though getting into the country isn’t that hard. The island nation is very isolated and is behind on technology in comparison to the rest of the world. The area in which Hi’alwawo exists is the origin place of Angels. The residual magic left by the Angels after their extinction have given a very small amount of people the ability to have prophetic dreams. Due to the country being made of islands, there are numerous small communities and towns, with varying cultures. The island profits off of seafood and fish and are able to subsist off of themselves, which is why they don’t have very much contact with the rest of the world. **The main language is Hi’alwanian.**

Capital Name: Mau'kamolok'folá

♣ Jluica ♣

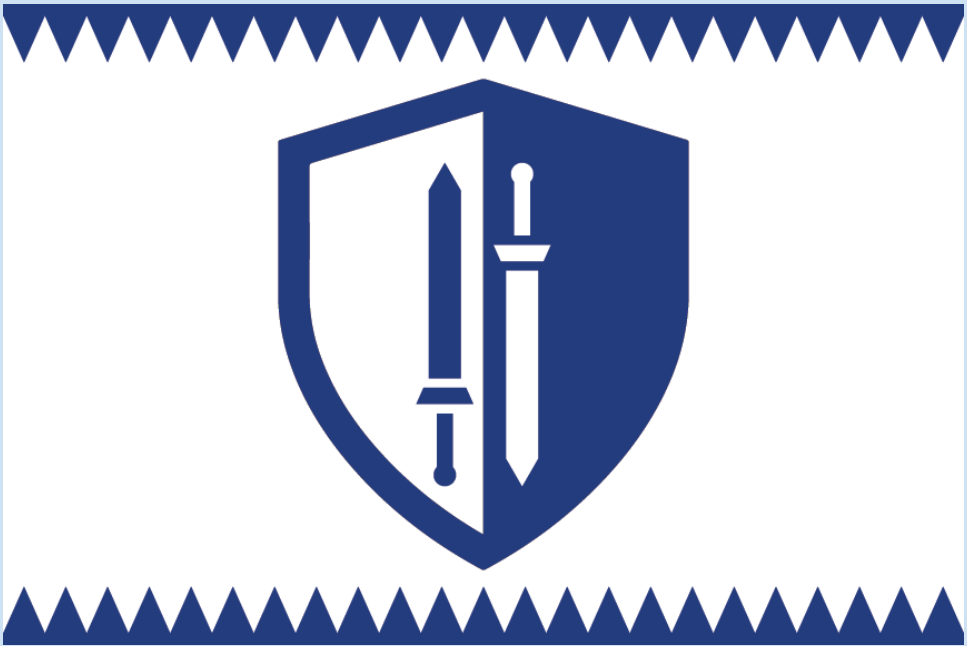
The continent of “**Jluica**.” Although the weather on the planet of Maith is rather mild when it comes to the cold, Jluica is the only place that has more frigid winters. The weather is rather chilly, only turning “cold” once winter hits. Occasional hailstorms happen, even during the summer. **It’s very similar to real world Mediterranean and a few Northern European countries.**

◆ Glaithur ◆

A frigid place on top of a frozen mountain range, “**Glaithur**” is home to many monster hunters with a kill-on-sight policy for every single species listed as a monster. People who come from here are typically very prejudiced against most Wyav, half-monsters, and monsters. Their culture is very Human supremacist, meaning anything that strays too far from their definition of ‘Human’ will face at least some social persecution. Its people are known to be hardier than most, and it is home to a famous monster-hunting family that has a rare hereditary curse that passes down among the generations, which allow

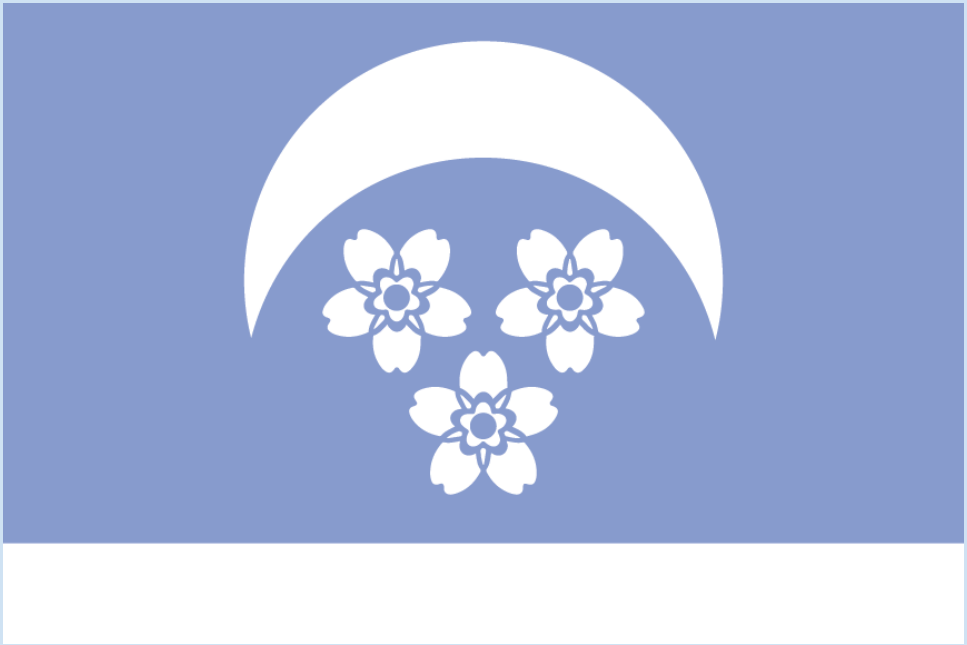
them to take parts of the shapes of the very beasts they hunt. Some species may also be persecuted accidentally, like Wyav with more monstrous features or Harpies being mistaken as Sirens. There used to be a large population of Sirens before the majority of them were killed. Glaithur currently is diligent in prosecuting cases of Fae murder, due to wanting to avoid international scrutiny. **The main language is Glaithurian.**

Capital Name: Samit



◆ **Contested Territory of Glaithur/Mairün** ◆

An area inhabited by monsters, Wyav, and half-monsters, the “**Contested Territory of Glaithur**” or known inside of the territory by the natives, “**Mairün**” is in a current war with Glaithur. They were originally located in the forest and expanded outward after their population increased, only to find out that they were actually included in the country of **Glaithur**. Obviously angered by this, since Glaithur started to invade with the intention of purging all monsters and those with monster blood within it, they started to fight back and reclaim territory. The area is very poor and not as advanced as most of the countries, but it’s holding its ground incredibly well against Glaithur from their advanced magic. They’re currently fighting to establish their own country. **The main language is Glaithurian.**



◆ **Federation of Newland Territories** ◆

Having a very diverse mix of species here, the “**Federation of Newland Territories**” produces numerous magical items from people with many aptitudes, the items mostly ones that are for daily use, like lighting fixtures or other things. The United Clergy of Eldurwick’s stronghold resides here, with the surrounding town and area around it being very anti-magic, despite the country having a focus on exporting magical items. Due to this, the country is very estranged from the clergy and often ignores it, with the majority of civilians disliking it and avoiding it altogether. There are plenty of factories here that produce high-end goods. **The main languages are Glaithurian, and Ryvalian.**

Capital Name: Newport

◆ **Democracy of Minos** ◆

The “**Democracy of Minos**” was formed on the backs of the original Minotaurs, who used the gemstones that they’d mine from the mountains as well as their ore to support their economy. It’s so incredibly abundant in ore that practically every metallic material not used in Dwarven works originates from here. Lots of the ore is exported to **Vwuiel** and the processed materials are imported back in. These days, mining is more streamlined and automated. Stone cutting, woodworking, and

other jobs based on using and crafting materials are popular here. People visit the country to see the rich history and historical sites. **The main language is Minotauran.**

Capital Name: Aatonios

❖ *Mulqir* ❖

Being a desert continent, it's very hot on "**Mulqir**". There are numerous natural oases and lakes sprinkled about, but many of them have dried out, leaving only a few left in modern times. It can be rather windy at times and the continent is often plagued by tsunamis, typhoons, and earthquakes. **It's very similar to real world Africa and South-West Asia.**

◆ *Aashla* ◆

"**Aashla**" is a rather small country, but it's plentiful with tropical fruits and animals, their main export. The country has a strong connection to **Punga'in** due to their meat and spices often being exported to the country. Their ingredients are actually naturally imbued with mana due to the groundwater having remnants of the Magic Oasis, leading to exceptionally high-quality ingredients, only bought by the rich and wealthy. The food they feed their animals also causes their products to be high-quality, with milk in particular taking on a lustrous light blue color, proven to have many health benefits. Farming is their main trade, and many people here have very strong arms due to this. Blue collar workers are common here. **The main languages are Rastulian, Clauian, and Osian.**

Capital Name: Ashington

◆ *Rastul* ◆

"**Rastul**" is home to ancient monuments, dating thousands of years back. Plenty of people visit the country to visit these monuments, including researchers trying to discover how, why, and when the monuments were made. The old desert kingdom that used to exist, which created these monuments, have many aqueducts that still work today. The people here live a very minimalist lifestyle, living day to day in a peaceful way. There's a very strong belief in Jinn, due to towns being so spread apart. The government is theocratic, run by a group of scholars of the [Breath Doctrine](#), all of whom are said to have descended from powerful Elementals. There's not a very strong police presence, with each town being decently independent. Due to the country's strong belief in the [Breath Doctrine](#), murder, despite it being legal, is incredibly rare, only ever used in cases where there's no other option. Although the 'murder is legal' thing dissuades tourists, the general populace of Rastul is very friendly. Vampires as an existence are highly debated within Rastul, due to them possibly sinning as cannibals, or stealing away Mana without returning it properly to the cycle. For others, they're viewed with pity as victims of a curse. **The main language is Rastulian.**

Capital Name: Caidria

◆ *Dunes of Clauw* ◆

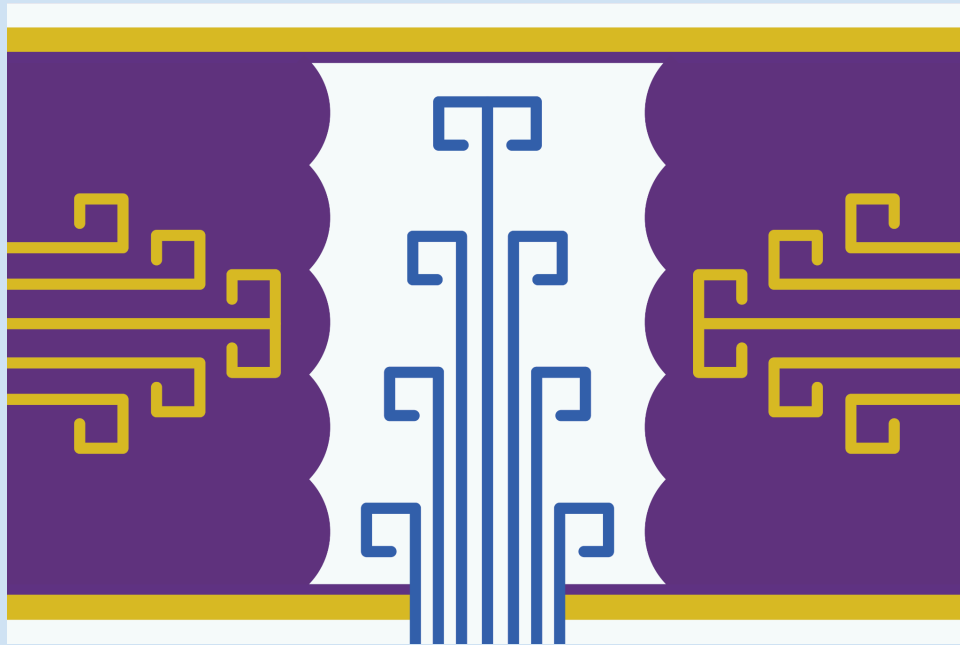
The "**Dunes of Clauw**" are plagued with sandstorms, but the people here take it as a challenge. The dunes in this land are considered as a rite of passage, for religious and personal reasons. People challenge these storms to test their strength and resilience, coming out unscathed to say that they lived to tell the tale. The country exports metal sand out to other countries, which is mostly used in alchemy as opposed to smelting. **The main language is Clauian.**

Capital Name: Clauw's Grace

◆ *Magitocracy* ◆

At the center of the "**Magitocracy**" lies an oasis that pours out an immense amount of mana infused water that never seems to run dry, thus the city nearby was named after this Oasis. The water is so potent it is desired to create strong potions with, though sale of the water is illegal and it often has to be smuggled out of the country. The overuse of the water has caused the Oasis to shrink, as people are taking more from it than it can produce. Vampires are completely barred entry in the Magitocracy, due to their reliance on mana as a food source. The country is named "Magitocracy" due to the religious leader of The [Breath Doctrine](#) also being the leader of the country, and said religious leader being chosen by being the strongest by means of the amount of mana in their body. The Magitocracy also has a sister university to Flluaguan called Breath's Cradle. It is said to have been founded by Arahum, who was also the founder of The Breath Doctrine religion. Murder here, despite it being allowed within The Breath Doctrine, is not legal. However, when they do happen, court debates and battles are very intense. **The main language is Osian.**

Capital Name: Mana Oasis



◆ Technocracy of the Shining Sands ◆

The “**Technocracy of the Shining Sands**” is a place that values advancement of knowledge and machinery above all else. The Northern and North Western parts of the country are very fertile due to the outpouring of mana from the Magic Oasis in the **Magitocracy**. The desert surrounding the Oasis is rich in diamonds, which contain powerful magical properties. The presence of these diamonds and the fortune one could obtain from selling them led to a large rush of immigrants wanting to capitalize on the opportunity, many of their descendants still living in the country. They have a trade deal and good relations with the **Magitocracy**, with the two of them often working together in the creation of new technology and enchantments. The Technocracy also has plenty of factories that produce high-end goods, but the country also owns many in **Vwuiel** and the Federation of Newland Territories. **The main languages are Sunalian and Osian.**

Capital Name: Tiimagal

◆ Wolamal ◆

“**Wolamal**” is a very earthquake prone country due to it being far away from the protection of the Magic Oasis. The country is rather poor and sparsely populated, with most of the population being in the fertile area just North of the Oasis. There are less people near the Eastern coasts and even fewer in the desert. The country is run by a presidential dictatorship where only the top of the high class can vote and the 'president' has full control. The poor people can't rise up due to how many natural disasters there are and how spread out they are. There's a very intense caste system and crime is rampant, where anybody below a certain caste is completely ignored by the government, and poor people are viewed as expendable resources. It isn't uncommon to see dead bodies lining the streets in the cities that do exist. They try to make their living by going fishing, laying out lobster and crab traps, and attempts at pearl farming. Plenty of plantations and farms are located as close as possible to the oasis, but the quality of the food grown elsewhere is questionable. Wolamal is currently trying to make their own Magic Oasis by outpouring as much mana as possible, but attempts have been unsuccessful. The one thing that the government does ordain is for every individual to participate in the creation of its makeshift Mana Oasis. They also try to steal the Oasis' mana, so they have poor relations to the **Magitocracy**. They export a massive amount of sand, which is used in materials like glass and cement. **The main language is Womalian.**

Capital Name: Timbai

Languages

Languages

❖ *Blaluian* ❖

A language that sounds much like English, with only a little variance within Blaluzaic.

❖ *Elven* ❖

The language of the Elves, sounds much like real world Spanish, Portuguese, and French. There are dialects, but they are still understandable. There's currently two 'notable' dialects, one spoken primarily in the Forest of Beginnings and another spoken in Wolamal. There's a variant of Elven spoken in Milauqaa, but it's currently debated whether it's a dialect or a creole.

❖ *Dwarven* ❖

Sounds much like real-world Norwegian or Swedish. There's a dialect of Dwarven called "Rock-Dwarven," spoken by the Northern Dwarven Tribes.

❖ *Demonic* ❖

A very rare language that demons used to speak. Very deep and harmonic sounding.

❖ *Draconic and Drakish* ❖

While classified as different languages, Draconic and Drakish are actually very similar. A Draconic and Drakish speaker could potentially hold a conversation with each other for at least a couple sentences before the differences begin making it confusing. Both are very deep, often guttural, sounding. Their scripts and writing system are very similar, however.

❖ *Hi'alwanian* ❖

A very wordy yet flowy language. There are many different dialects, but they all have a relatively easy time understanding each other.

❖ *Glaithurian* ❖

Sounds much like real-world Finnish.

❖ *Forgotten Tongue* ❖

A long-dead language with no speakers of it still alive. Very few examples of its written language have been recovered, leading to difficulties in trying to deduce how it sounded. It is documented that the Forgotten Tongue's very words may have been magically charged, allowing for much more powerful spell-casting.

❖ *Centrulian* ❖

A language that sounds much like a combination of French, Italian, German and Romansh.

❖ *Milauqaan* ❖

A language born from the combination of Centrulian, Elven and Womalian.

❖ *Maithian* ❖

A language that sounds like a combination of Polish, Hungarian and Czech.

❖ *Ryvalian* ❖

The language spoken natively by Harpies. It's very tonal and often sounds like birdsong, and can be spoken via whistles by other species.

❖ *Yáoláni* ❖

A language that sounds a lot like a combination of Mandarin, Cantonese and Mongolian.

❖ *Punganese* ❖

A language that sounds like a combination of Thai and Vietnamese.

❖ *Yugenese* ❖

A language that sounds much like Korean and Japanese. There are two major dialects that are somewhat understandable between each other; one that's more similar to Korean located more to the North and one more similar to Japanese located more to the South.

❖ *Obrijani* ❖

A language that sounds much like a combination of Malay, Tagalog, and Ainu.

❖ *Minotauran* ❖

The language spoken by Minotaurs. It sounds very similar to Greek.

❖ *Rastulian* ❖

A language that sounds like Colloquial Egyptian and Coptic languages, written in a hieroglyphic system similar to Ancient Egyptian.

❖ *Clauian* ❖

A language that sounds very rolling and is quite tonal, having 12 tones in total.

❖ *Osian* ❖

A language that sounds much like Arabic, but with many more consonants and some vowels that are produced using magical means. There is a dialect of Osian for those who cannot use magic, although there is a bit of prejudice surrounding the use of it.

❖ *Womalian* ❖

A language that sounds much like the Berber languages.

❖ *Sunalian* ❖

A language that sounds much like Wolof.

❖ *Vwuielian* ❖

A language that has become near extinct with very few native speakers. Vwuielian currently exists as a pidgin dialect. Sounds similar to Indonesian.

World Information

❖ Ancients and the Ancient War ❖

Ancients were giant beings, often made of rock and stone but sometimes of flesh, believed to have existed since the beginning of time. They slumbered for Eons before suddenly awakening and ravaging nature and what little civilization had formed with still unknown magic. This led to the Ancient War, where hundreds of millions of magical and intelligent creatures died, including the majority of dragons and all of the angels. Unfortunately, the Ancient War was heavily mythologized by past civilizations. Furthermore, the books gathered in Flluaguan that had given neutral and factual tellings of events have long been lost or destroyed. This has led to little knowledge of the events being known.

One mythology states that intelligent creatures didn't know magic and that Phoenixes and Fire Dragons gifted them the knowledge of Fire, Golems and Drakes gifted the knowledge of Earth, Nymphs and Mermaids gifted the knowledge of Water, Aero Dragons and Harpies gifted the knowledge of Air, Angels gifting the knowledge of Light and Demons that of dark.

What all mythologies agree on, and what few surviving records are in the school also agree on, is that a being named Flluaguan was born who studied all six magic schools and poured the very energy to fuel them out from his being, destroying the Ancients and ending the war, at the cost of a heavily reduced lifespan. Shortly after, he founded Flluaguan University and passed three short years later. His death is often considered the actual end of the war.

❖ Calendar ❖

In order to look at the official calendar, go to [this link](#). Please input this into the “Save/Restore” section:

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The year listed is not the year that the world is placed in. The world's year will remain unknown.

Global Maith Yearly Calendar

Ver

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Vasant

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Lencten

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Aestas

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Grisma

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Sumor

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Sarat

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Gebor

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Hiberna

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Key

<div></div>	= Indicates The Spring Season	<div></div>	= Indicates The Summer Season
<div></div>	= Indicates The Fall Season	<div></div>	= Indicates The Winter Season

Plaith

Gal	Zal	Zai	Mow	Mai	Smal	Thurs	Claw	Slag
1	2	3	4	5	6	7	8	9

About Plaith

Plaith, commonly referred to as "Plaith Week", is right after winter and also right at the beginning of Spring. As a result it is a time period often culturally related to renewal and the coming year. Moreover since the Global Maith Calendar was established many countries take Plaith as a time of rest, a new years celebration over the course of the week. These celebrations often relate to already held festivities before Plaith was officially named. In short, Happy New Years!

❖ Sports ❖

Competitive sports do not exist on a wide scale due to the many differences that species have. They're practiced locally and maybe even nationally but there isn't an equivalent to the Olympics. Magic sports do exist and that's the more widely practiced event where there are large competitions held both locally, nationally, and internationally.

Fun Facts/Miscellaneous

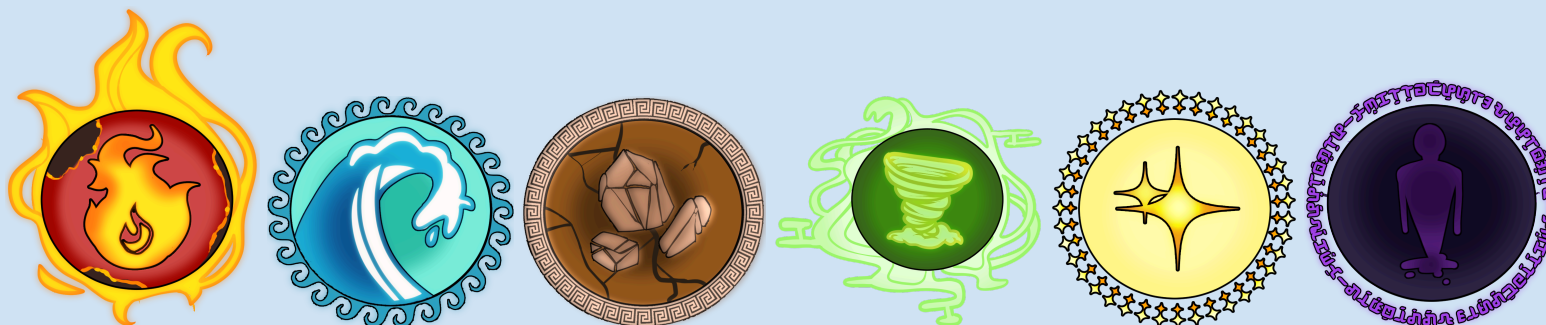
❖ Pop Culture ❖

- The Discord equivalent is called "Harmonii".
- Hatsune Miku is called "Mitsune Haku" and uses her beta design.
- "Quitter" is the Twitter equivalent
- "Fidget" is the Twitch equivalent
- "Di-Da" is the equivalent to TikTok
- "Shonen Leap" is the equivalent to Shonen Jump
- Most supernatural horror involving Demons is considered racist.

❖ Food ❖

- Dr. Pepper is called "Dr. Doctor"
- "Oran-ta" is the Fanta equivalent.
 - Lime-ta and Fresan-ta is for lime and strawberry flavor respectively.
 - Monarch is an Obrijan Oran-ta off-brand
- "Dragon Dew" is the equivalent to Mountain Dew
 - "Dragon Dew Baja-ra" is the equivalent to Baja Blast.
- "Dershies" is the equivalent to Hershey's
 - It also has specific seasonal flavors

Flluaguan University



We, here at Flluaguan University, would like to welcome any potential students to our university. We are dedicated to teaching the magical arts and learning more about curses, especially how to cure them. We welcome any of those with curses to send in a letter so that we may try to help remove your curse and assist you in returning to a normal life. We also encourage diversity here at Flluaguan. We will not discriminate against anyone for any reason, be it race, creed, sexual orientation or gender identity. We only ask that you further your knowledge in the arcane arts and any other of our offered minors. You only need to apply, and once accepted, you will be given a chance to attend the most prestigious university in Blaluzaic.

❖ *Information on Flluaguan's Founding* ❖

Much of the information regarding the founding of Flluaguan University has been lost over the years, but what little documentation there is has been meticulously protected with anti-aging spells and enchantments.

The University was named after the founder, Infernal Flluaguan. Flluaguan means "Fire Breather" in the Forgotten Tongue, so it is believed that it was not his name but a title. Because of the title, it is also believed he was half-dragon or perhaps had created a long-forgotten branch of fire magic. Either way, there are no dragons old enough to ask, all of the ancient ones being lost in the Ancient War. Even if one had survived, today's dragons do not speak the Forgotten Tongue, hence the name, and it is likely these ancient dragons would not have interacted with civilization enough for it to have been recorded and passed down.

The school is assumed to have been founded after the Ancient War, the stone of the buildings being the corpses of slain Ancients. Because of this, extremely strict punishment is given to anyone that damages school property, as there is no replacement for Ancient Stone.

❖ *Layout* ❖

The school is split into five buildings that each have a main function. The buildings are connected via bridges between each building, along with pathways on the ground.

◆ Central Wing ◆

The Central Wing is home to things like the gymnasium, an exercise room, an open-air garden/courtyard in the center and your "traditional" university classes, like math or music. The entire building surrounds a field with various sports facilities. The building is home to a physical combat arena, which students are highly encouraged to use instead of fist-fighting around campus. There is also a nurse's office, with doctors stationed within that students can go to when hurt or even just for a physical.

◆ North and South Wings ◆

The North and South Wings are home to the classes dealing with the six elements. Due to the extensive knowledge taught, all classrooms are dedicated to the elements. Both wings have magical arenas situated within, which students are encouraged to use in the same way as the physical arena.

The North Wing has an expansive library three stories tall, with books on every subject, leading to all students making their way to the North Wing at some point. The entrance and exit leading from the city are also at the Northern point of the school, which means the front office is within the North Wing.

In place of a library, the South Wing has an administrative office with a short tower coming out of the top that houses the Headmaster's office and his room. There are rumors the principal also has a personal library, but students aren't allowed any higher than the office. This means if there is one, only the Headmaster, and possibly the assistant Headmaster, know about it.

◆ East Wing ◆

The East Wing contains classes dedicated to the combination magics. The entire building is solely dedicated to them, outside a third magical arena and the teacher dorms.

◆ West Wing ◆

The West Wing houses the remainder of classes, primarily electives like potions or machine classes. Since a lot of space is left. It is also where student dorms are located, along with a large storeroom that is closed off to students, as it houses packages that students have ordered.

❖ Enrollment ❖

Students may enroll in the school in various ways. There are the usual ways, and then there are special circumstances that will not be listed due to their rarity. No matter how a student is enrolled, they receive an interview before the semester starts to finish out their student file.

Students may enroll the traditional way, sending a letter of application into the school, which a teacher or an administration member will review. Students can get letters of recommendation from teachers, which significantly improves their chances of getting in, especially if a teacher at Flluguan writes the letter. If accepted, a staff member will mail them an enchanted talisman that will teleport them, and any luggage, to the main entrance where they will be assigned a dorm and their talisman collected to be reused.

Students may also be "drafted" into the school, where a letter of acceptance issued by a member of administration is mailed to the student without them applying. This is done mostly for star athletes, as the school does not want to risk accidentally passing such individuals up or them not even applying. If a student accepts being drafted into the school, they may open their acceptance letter and sign before preparing their luggage and putting on their talisman.

The final way to enroll is to be cursed and send a letter of aid to the school. Within, the cursed is to describe their curse as best they can, and, if the school feels they can help, they will set up an interview on campus. The cursed will be mailed a talisman that, instead of teleporting them to the main entrance, will teleport them to the administrative offices. They will then be interviewed and their curse assessed through enchanted examination tools and, sometimes, asking the cursed to demonstrate. If they are accepted, they will be given another talisman that will teleport them to their previous location, where they gather their luggage before being teleported to the main entrance 6 hours later.

◆ Financial Aid ◆

Here at Flluaguan, we understand that not all students can pay their tuition in full like others. As such, various means of financial aid are available.

Loans are offered to students from the school, which cover their tuition and/or board, and they are expected to begin paying the loan back after they graduate and find a job.

Allowance is awarded to students that have loans for various reasons. Some means of earning allowance are maintaining good grades or attendance, winning school-hosted tournaments, joining a club and performing well or performing help with various school maintenance needs. There are also many other ways to earn an allowance, and we encourage students to ask administration as needed.

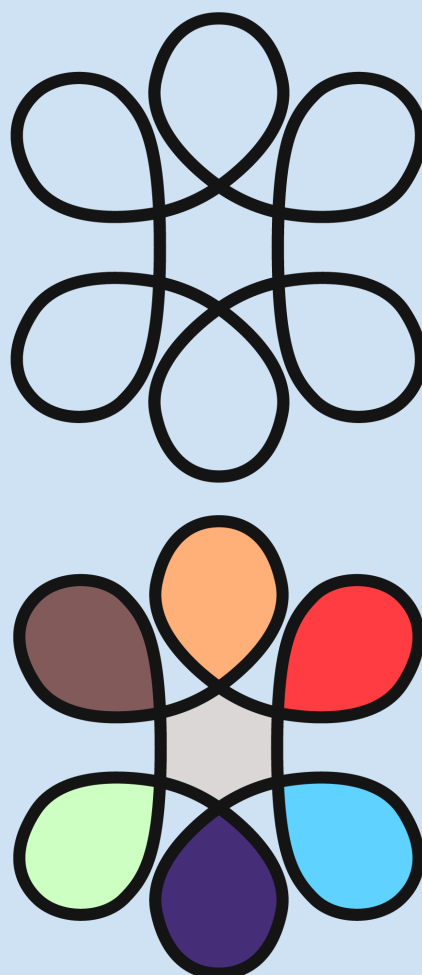
Scholarships are offered to students for various reasons, usually to star athletes. However, there is also the “cursed scholarship”, where the school will cover all of a cursed's tuition until they are either cured or graduated. If your curse manages to be successfully cured, there's a two trimester buffer to monitor your condition, and prevent any recurrence of the curse. After the two trimesters, the now-cured student will be expected to pay for any remaining and future trimesters. Various other smaller scholarships are also offered, though they are numerous and listing them would take quite long.

Scholarships typically require the student to maintain a 3.0 GPA in order to continue benefiting from the scholarship, but cursed scholarships only require students to maintain a 2.5 GPA to continue benefiting.

❖ Uniforms ❖

Flluaguan University provides uniforms to its students. The uniform is magically enchanted so it can adjust to the size and needs of a student, for example, having a hole for one's tail or wings. The uniform has multiple pieces to mix and match and can be worn during any season. It consists of a blazer with silver buttons, a tie or a bow, a dress shirt, bottoms (pants, shorts, or a skirt), a vest, and a capelet. The bottoms of one's outfit (pants, shorts, or a skirt) has a plaid pattern on a part of it that corresponds to one of the majors a student is in. The tie or bow also has a plaid pattern that corresponds to a person's major. The bottoms of a student's outfit also has a small simplified version of the school's emblem, where the corresponding major is filled out in its color. The emblem is also present on the left front of the capelet. If a student has multiple majors, they are free to purchase another set of bottoms or a tie that corresponds to said color. Additionally, all the bottoms have pockets. Some outfit customization is allowed. For example, wearing a hoodie or sweater on top of one's uniform, removing certain aspects of the uniform (like the tie or the bow), or having an ascot in place of a tie or a bow, as long as it still matches the uniform.

Simplified Emblem (Made by @Vaestar):



Examples of how a student may wear their uniform:



♣ Classes ♣

The school year at Flluaguan begins in late-spring and continues through summer and into mid-winter. The new school year starts the following year, and optional classes take place from late winter to mid-spring.

Each trimester is organized as follows:

Classes start on the 10th of the first month of the season. Then, in the second month, Midterms begin from the 19th until the 27th. Afterwards, in the last month of the season, finals are held. They last from the 28th until the 36th.

The students are organized into years, with the number of years until they get their degree depending on how many majors and classes they undertake. For example, someone taking only a couple classes every semester will likely take around 6 years to get their degree, while someone crunching their classes and taking winter classes would be able to get their degree in 2 (extremely stressful) years. Generally, however, students usually only stay for 4 years to get one degree.

For the most part, teachers have free reign of how they design their classroom, so the layout is mostly up to them, as long as they don't go too crazy with it.

A student can take many different majors and minors and even multiple at once if they desire. Listed here are the majors and some (but not all) of the minors.

◆ Majors ◆

◇ Basic Studies of the Six Elements ◇

A major that focuses on all six elements, but to a much lesser degree than if one was to major in a specific element.

◇ Fire ◇

A major dedicated to the in-depth study of fire magic. A student who takes this as a major is expected to be able to cast medium to high-difficulty spells by the time they graduate.

◇ Water ◇

A major dedicated to the in-depth study of water magic. A student who takes this as a major is expected to be able to cast medium to high-difficulty spells by the time they graduate.

✧ *Earth* ✧

A major dedicated to the in-depth study of earth magic. A student who takes this as a major is expected to be able to cast medium to high-difficulty spells by the time they graduate.

✧ *Wind* ✧

A major dedicated to the in-depth study of wind magic. A student who takes this as a major is expected to be able to cast medium to high-difficulty spells by the time they graduate.

✧ *Light* ✧

A major dedicated to the in-depth study of light magic. A student who takes this as a major is expected to be able to cast medium to high-difficulty healing spells by the time they graduate, as well as having, at the minimum, a basic understanding of summoning.

✧ *Dark* ✧

A major dedicated to the in-depth study of dark magic. A student who takes this as a major is expected to be able to cast medium to high-difficulty spells and perform feats like darkening an entire well-lit room by the time they graduate. They are also expected to have a basic understanding of 3 combination magics utilizing dark magic or a semi-moderate understanding of 2.

◆ *Minors* ◆

The minors at Flluaguan are composed of 2 different categories. The main one is the magic category, composed of combination and sub-magics, like lightning and electrical or hemomancy. These more complex but specific application magics are considered minors since they derive from the main elements and require either an aptitude or a core foundation in at least one before they can begin being studied.

The second category is the non-magical subjects. These are composed of things like potions, engineering, the sciences, languages and the like. As Flluaguan is primarily a magic-focused academy, these are not considered major subjects and are relegated to being minors.

❖ *Extra Information* ❖

◆ *Security & IDs* ◆

The university, due to it being very expensive and renowned, has very strict policies on students attending classes, as well as security in general. Students have enchanted IDs that have an indicator about whether they're supposed to be in class or not, and teachers or the disciplinary committee are able to enact the appropriate punishment if a student is found to be skipping class. Excuses, absences, and late notices are factored into the ID card's color, with each color reflecting the current situation:

Green 'Present'

Red 'Absence Without Notice'

Orange 'Absence With Notice'

Blue 'Late Without Notice'

Cyan 'Late With Notice'

Purple 'Excused Early Departure'

Pink 'Unexcused Early Departure'

Black 'Suspended'

The IDs are enchanted to connect to the computer system and are able to change according to any updates made to the system, such as name changes, ID photos being renewed, etc.

There is a magic barrier around the school, and the student IDs act as an entrance card. Staff also have ID cards that are enchanted, although theirs are enchanted more so to have updated information just like the students. Visitor passes are also given at the entrance.