

Lore Bible

LORE BIBLE

Part 1: Establishing the Two Continents and Their Contents

In a time before there were Flower shops, Maid Cafes, or crazy rabbits. Before knowledge was on everyone's minds. Before a forest had been corrupted and became a dividing factor. Before the war, and even before the time dragons laid waste to the top half of the world. There was but a single core. The core, once fused in harmony, split apart, creating the source of all life. While the fragments became ten in total, two sources in particular seemed to awaken late. Those two halves, unaware of each other's existence. Unaware of the future hardships they would all face, simply focusing on their own survival, and trying to understand their existence. In time, a small amount of locals from each of the two halves came together, and decided it was better to live in unison, with each other, to survive the harsh hands they have been dealt with. This was when, as if fate, both sides of the coin had named their land, and started the snowball that would become civilization. What at the time was simple lovers with hope for their friends and family, would in the future be called king and queen in the coming millenia. Being praised, hailed, and worshiped as saviors. Those who simply wanted to live their lives in the harsh lands had no idea what would come tomorrow, let alone years, decades, or centuries in the future. All those details of history seemingly lost in the sands of time. The same could be said for those dealt with heads on the same coin, the other half of the land coming together, having no idea the divide they would have. While the lovers would be reigned as queen and king, and worshiped in the years after their passing, those dealt the head would be given a different fate. A fate shrouded in mystery. Only the name they passed down to the land would be what would be remembered. Whether it be their eventual divide and selfishness that festered, and slowly corrupted their original cause, or have it been through the hands of the hooded ones, wanting nothing more then to see the downfall of the siblings. At the end of the day, what was two lovers, and four siblings, had overtime turned into the world that we know today. And what was named back then, remains to this day. The lovers called their land Auroraetia, and the siblings decided on Eusaga. While it's less of a mystery of where the lands are in the present, the story to be told is from removing the grains of sand away from the hourglass of time, and finding those precious details that determined what brought us to the present, and to wipe off the fog of the glass orb to look into the future of what's to come. All must start from something though, thus that brings us to the present day, to the basis of where fate will unravel to. No matter how hard the lovers or siblings may try to create something different, this is the present, it will always come to a point here, as the past is unchanging, and the present is certain.

Magical Continent- Auroraetia [Ah-Roar-Ray-Shuh] Founded by Queen Aurora & King Manatos

Regions in Magical Continent -

Auroria - [Ah-Roar-Ree-Ah] (Capital Region, A city that is floating, that you can only gain access to if being summoned by someone of stature) This is where the pristine and high class typically are. Those that live there are high council members, as well as heroes, masterminds, or people that have been awarded for their great service to the continent. This place can not be bought monetarily, but only by the deeds and actions of a person.

My Land (Elemental Region) - (Dangerous region divided into 4 sub regions.) This is located in the center of Auroraetia, and is almost always exclusively avoided when traveling, though naive adventurers or devoted students may attempt to train or explore the areas. Most do not come back. The sub regions are divided into the four major natural elements, Storm, Molten, Seed, and Chill, where the regions meet is where the ruler of the region is located, and where the small population lives. Each subregion is controlled and empowered by their own (self proclaimed) deity who constantly fight with each other, though all answer to the ruler. While the creators may seem to have godlike powers, nothing points towards them actually being gods, more like beings so consumed by their element, they become of force of their element themselves.

Mountrypt - [Moun-trip-tuh] (Region heavily covered in mountains.) Most housing is built within the mountains or caves, though some small amount of locals do have their own homes built on top of the mountains. This is where the leading source of smithing, and runecrafting is found, with the mountains and caves being plentiful with minerals, ores, and other materials, it is a great source of harboring those who wish to learn about smithing. It also is the highest exporter of ores and metals to all the regions.

Dementous - [Dee-men-chuh-us] (Darker Region sunken deep into the land. The only Region founded after the Draconic Invasion) Locating the space that used to be where Auroria was originally found, before the chunk of land was taken from the ground to float in the sky. Dementous is what remains, a perpetual shadow laid across the region as it lives in the shadow of Auroria, making it nearly impossible for any natural crops to be grown, or sunlight to be found. Once going into the region, it is highly improbable to escape, as its walls of the soil are so steep that it is impossible to climb. Most people that are born or raised in this region, rarely ever get to

see the other regions, and do not know the feeling or sight of sunlight. Only those chosen by the Dementous government are granted help in leaving, typically only doing so to send their strongest representatives to other neighboring regions, the method of escaping Dementous is unknown to the public, and even unknown to most other governments of the other regions. Though the most interesting kinds of magic have been found from natives of this land.

Kemimiru - [Key-Me-Me-Roo] (Nature focused region surrounded by large flora) This region bordering the feared Kurai Mori is the exact opposite of what they fear. Filled with peaceful animal-like folk named kemonomimi. Other races have slowly began to populate this place, the animal race seems to be very peaceful, and well liked by others, and the region itself is very beautiful and great source of meditation and mana, though it is stained by the terrifying nature that looms near its borders. The technology of the land is very primitive, choosing to not even use steel, instead almost everything here is made from the same flora from the region itself. Choosing to keep itself rooted in nature, and stay close to its mana, keeping it pure.

Kurai Mori - [Kur-Rye Mor-Ree] (unknown region that serves as a barrier against the unknown) This region is extremely dangerous, even just the air alone is hard to breathe. While wildlife seems to be able to enter and leave the forest at will. No one has been able to enter the region and survive. It is theorized that only the high council knows what is inside this region, and maybe even what lies past it. The common agreement to the mass majority is that, if the region is that dangerous, people can only imagine how terrifying the regions are past it.

Elyutian - [Eh-Loo-Shun] (A nature region focused on the cycle of life) This region, while seeming similar to Kemimiru, is vastly different. While both locals decide to live in peace with nature, while kemimiru would never harm their peaceful wildlife, Elyutians prefer the way of hunting, and believe in the cycle of life. Believing that there are the hunters, and the hunted, and partake in the sport. They have vast forests, and lush trees, and make sure to not leave any waste. While the natives are proficient in magic, they prefer making and using tools, keeping a fair and balanced fight against the native wildlife. Though some wildlife can also tap into mana, these creatures would be the only exception to using magic on wildlife, though these mana rich animals are sometimes used as familiars rather than being used for meat or other materials, though mana rich meat definitely has a divine taste to them. Elyutian is the highest exporter of animal materials, and exotic animals.

Governmental system- There two types of government, A regions legislate(their choice of ruling), and a council of Aureoreatia where a representative of each region is put in a council to decide large topics

Regions System-

Auroria has a Trimanax in place, meaning there are three heads to their governing style. There is the mighty head, the intelligent head, and the charismatic head, overtime each had called themselves differently, such as the mighty head being the militaristic branch, the intelligence being called the magistrate branch, and the charismatic head being called the flower's head. This system is in place to make sure if one branch of the government has grown corrupt, the other two will be able to prevent the corruption from spreading or controlling. While there are three heads of government, only one is chosen to be the head representative that talks to the people, and attends the high council meetings, this is typically the charismatic head, due to the nature of its purpose. It is supposed to understand the people, and be able to talk fluently, and with strength and purpose in their words.

My Land has a single ruler system in place, this in simple words means that whoever is the strongest rules and names the land. In order to become ruler, you have to challenge and overcome the four deities, and then face the previous ruler themselves. This has only happened once in the history of Auroraetia, and ever since My Land has yet to be conquered by a new ruler. While the deities are the rulers of the subregions, none can deny the wishes of their ruler, the ruler sets the rules for everyone of the region, and is the representative for the high council.

Mountrypt has a king and council system in place, this means there is a king who makes the final decisions, but is advised by a council. Each councilman has their own specialty; they are meant to represent a part of their culture, that way there is a fair and balanced view of how each decision affects the entirety of their society.

Dementous has a secretive system in place, most people that live in Dementous don't even believe there is a government, as there are no laws in place, nor leader that speaks to its people. While Dementous is rich in mana being surrounded by so much natural soil and deeper towards the core of the land than any other region, this place is considered the slums of the continent, where people send their unwanted to rot. There are no laws in place to prevent thievery, murder, or any kind of wrongdoings. Though in order to even live in this place, it's currency system is based on a system of reputation and boons. So, if you make a name for yourself murdering and stealing from others. You end up with a death sentence on your back as either those that have vengeance in their eyes will set up boons to hunt you down, or you won't be provided service anywhere. This is what keeps the peace in the land, the fear of being infamous. While petty thievery or a bit of tomfoolery might not add up to much, enough of it will put you on a hit list. Any attempts to form an actual government by the people always seem to disband for unknown reasons.

Kemimiru has a single ruler system in place. A new ruler is only chosen when the current

ruler steps down, or passes away. A new ruler is chosen through a ritual, where the previous ruler recommends a few outstanding natives to go to the ritual. The ritual is unknown to anyone that hasn't partaked in it, and those that have failed have sworn secrecy, and have not yet been coaxed into revealing how the new ruler is chosen. The ruler however does not hold a seat in the high council.

Kurai Mori has a single ruler system in place. This seat in the high council has been left empty since Auroraetia was founded, though the high council knows who rules this region, and believe in due time the seat will eventually be filled by this mysterious ruler. The ruler does not see himself as a ruler, but instead an inhabitant and friend to the wildlife. While he may not be a native to the land, he may as well have been. His existence being the reason Kurai Mori is the way it is today.

Elyutian has a rotating rulership system in place. The ruler of Elyutian is constantly evolving, and changing, there is a bimonthly traditional hunt that takes place with rules set by the current ruler. Whoever wins the contest will become the ruler, and often try and make the most with their little time in leadership. Often the rotation will be cycled between 2 or 3 rulers due to the fact that most of the time, the rules do not exclude previous rulers to re-enter the competition, meaning if no natives strive to improve and grow beyond the potential of the past rulers, they will continue to rule, meaning if someone wanted to change something in the region, they would have to train, learn, and adapt.

Mana System

All magic is defined by a creation from mana conversion. All creations of mana have a certain affinity from one of five origins of magic. All magic stems from one of these primordials, for example you would not be able to convert mana into fire without tapping into the elemental origin. You wouldn't be able to create a sword or illusions from seemingly nothing without tapping into theoretics, or the magic of thought.

Every creation is born with an affinity and a specialty in their affinity such as being elemental from birth with a specialty in water, though they may work towards altering their specialty by combining their affinity that they gained when born, with a secondary, minor affinity. An example of this would be elemental affinity with a specialty in water, gaining a minor affinity of theory, focusing in on the theory of creation, to create a scimitar of water. In turn transforming the creations specialty from water magic to water blade magic. A creation can also forgo the ability to gain a minor affinity to delve deep into their major affinity, altering their specialty from water, to weather, or so forward.

Elemental - Converting mana into other natural forms - Magic of Touch

Examples: Molten, Storm, Seed, Chill

Theoretical - Converting mana to transform thoughts into reality - Magic of Thought

Examples: Creation, Illusion, Transformation, Blade

Spiritual - Converting mana to transform emotions/feelings into reality - Magic of Heart

Examples: Passion, Rage, Love, Care

Inevitable - Converting mana to influence or enforce laws of the world - Magic of Being

Examples: Growth, Wither, Gravity, Recovery (Cause and effect magic)

Source - Converting mana to create the unexplainable (All come with innate passives) - Magic of Unknown

Examples: Time, Mana, Potential

Modern Continent- Eusaga [Yoo-Sah-Gah]

Scholars of the current day world believe Eusaga was named and founded by the ancient Eusagans in the beginning centuries of the world.

Countries in Modern Continent -

Hyukia - [Heh-Yoo-Key-Ah] (Hyukians, Originally the Hyukian Empire) Is found in the middle of Eusaga, and is both the most powerful and influential country on the continent. Its currency is used across all other countries and holds the highest value, despite countries having their own separate currency. Hyukia is one of the leading countries when it comes to the advancement of technology and seems to have mellowed out over the years, giving up its quest for conquest and expansion and instead putting more resources and time into expanding their efforts into discovering and making more advances towards technology. Despite most resources going towards knowledge, they still have the strongest military.

Lumitohm - [Loo-Me-Toe-Muh] (Lumites, founded after The Great Requiem War) Lumites were originally residents of Hyukia, extremely bright and progressive folk that thought positively and were constantly innovating new ideas. They were the ones most obsessed with finding new discoveries, whether that be big or small. With their goals of innovation, they only saw the upcoming war, and constant expansions as a hindrance. The Lumites didn't want to be distracted by a war effort, or to divide their attention away from learning or upgrading, so during the start of the war, soon to be Lumites banded together to move and migrate to a new area, this included not only those who just wanted to learn and innovate, but also ended up gaining an audience of those against the war, as well as those who were afraid of either being drafted, or war in general. Lumitohm today is the most advanced and creative country when it comes to technology. Even having their own special day of the year dedicated to sharing their own inventions and progress, called Luminescence Day, where they hope their inventions will shine bright, and inspire others to create to their heart's content.

Hemonbach - [He-Man-Bah-Cuh] (Hemons, founded after The Great Requiem War) Hemons were mainly residents, lower class, or slaves of Zlatanburg, though the population of Hemon also included any war prisoners of either side that managed to escape. This originally small settlement was a safe haven for any and all who had been demonized or cast aside from where they originally belonged, creating bonds over trauma and hardships, and essentially creating an entire livable country from practically nothing. Hemon is known for its acceptance of others, and character growth of those that were exiled into this Country. The War is exactly what was needed to grow this country into the flourished state they now live in, giving time to prepare, and keeping eyes off of the Hemons as they expanded to a comfortable size, and grew and cultivated their people. Essentially becoming a melting pot of those that were sick of the war, or

needed a home. Everyone was respected, and everyone knew to pull their own weight. Today Hemonbach is a powerhouse of a country, that is well respected, and overall has a population that is proud of how far they have come.

Exitiumus - [Ex-It-Tee-Uh-Mus] (Exitiums, small country that took advantage of The Great Requiem War to establish themselves) Exitiumus was a recluse Country that had existed alongside the other four original countries. While the Zlatkos and Hyukians were focused on their expansion, the Exitiums lurked in the shadows, keeping themselves hidden from the rest of the continent. Most of what they do even to this day is unknown, it is only rumored where they are on the map, somewhere in the western side of the continent. What is known however, is the fact that the Exitiums seemed to know exactly when the war would break out, and revealed themselves from the shadows, making great gains by supplying the exact products both sides would need, gaining a lot of monetary advancement, which they then were able to expand their production and territory. While they still to this day are very secretive, and shrouded by mystery, it was hypothesized that in every country, there is an Exitium working from the shadows, pulling some sort of string to always know what's going on in the governments across every country, some even believe The Great Requiem War was entirely puppeteered from the Exitiums, manipulating the two major forces to collide, filling each others ears of sweet nothings.

Ploomland - (Ploomers, founded after The Great Requiem War) Ploomers are the ONLY non-natives to this land, seemingly appearing out of nowhere during or very shortly before The Great Requiem War had begun. When originally founded, Ploomland was made up entirely of Hybrid humans, having some sort of animal-like features. No one understands where they came from, but no one had time to question it during their time of need. They situated in the unexplored territory of the north and never seemed to move, or even attempt to expand their territory. If it wasn't for the founders with the carrots on their cheeks, no one would have even questioned that they weren't natives of Eusaga. While they say they aren't natives, they never spoke of where they originated from, and ended up taking it to their graves. Today they are an average country, and most of the rare hybrid folk had migrated all across the other countries. Ploomland would be the best place to find the hybrid folk considering that's where they originated from. Hybrid folk aren't rare, but they aren't common either, it depends on what country you're in. The farther north you are, the easier they are to find, and the farther south you go, the more rare they seem to get.

Zlatanburg - [Zlah-Tan-Berg] (Zlatkos, Originally the Kingdom of Zlatanburg) Zlatkos was once the absolute powerhouse of the entire continent, constantly battling, constantly expanding, and destroying absolutely everything in their path. These Zlatkos were so obsessed with themselves, and thought so highly of themselves, that they decided to name themselves after gold, or riches. They were once the most prosperous, and the most dangerous, wanting nothing more than to conquer everything in their path. It wasn't long until the entire southern portion of Eusaga aside from the slim amount of Nagasect that remained was essentially conquered by Zlatanburg. It wasn't until they explored and clashed with the Hyukians did they begin to find resistance in their otherwise smooth expansion. While the Hyukians tried to reason with the Zlatanburg, these natives that saw themselves as superior to every other inhabitant of the

continent instead scoffed at any sensible proposal, and eventually this narcissism led to war. Today Zlatanburg is the poorest country out of every country. They took the heaviest losses out of all of the countries of the war, losing the most of their people, and villainized by the other countries, they eventually had put their pride aside and came to a compromise after the war had ended, leaving them in the sorry state that they had become. While they were winning battle after battle, they cared more about the war than their own people, and their own land, taking hit after hit of slow poison, the wars taking out crops, destroying their own cities, and overall not having any kind of technological advances in anything that wasn't militaristic. This meant winning the battles, but ending up losing the war, as their people and troops became hungry, low on morale, and little to no medicine for their injured. The people of Zlatanburg are still recovering from this hit, even though many centuries have passed since the war had concluded.

Nagasect - [Nah-Gah-Sec-Tuh] (Native Sagans, original Inhabitants not corrupted by goals of grandeur or ambitions of expansion/technological advances) This was one of the original inhabitants of Eursaga, and the only country that was never swayed by the ways of the new. Keeping to their roots, all their rich culture, and staying in their ways. While every other country has their own new inventions, language, and culture. Only Sagans know the original Eursagan language, know the secrets of the land that have been treasured and kept for millenia. While they do not accept outsiders, they do allow visitors every now and then to observe their ways. While their technology may be considered primitive by most, their knowledge most certainly isn't. Especially when you consider that this Country managed to survive the onslaught of the war, despite having nowhere near as much firepower, manpower, or economy fit for war. They have their ways, and is not to be underestimated by any means.

Governmental system- There two types of government, A nationwide safeguard against wars named United Nation of Eursaga where three representatives for each Country come together to prevent disagreements and wars before they even happen, and each country has their own system in place for the cities, zones, or states inside of them.

Countries Systems-

Hyukia - Has a prime minister with state government representatives from each state to discuss any projects and make any laws. Any type of judicial system is entirely judged by the peers of the Country, though laws may differ from state to state. Hyukia prides themselves on being fair and balanced, giving an equal opportunity for everyone to have their own individual and unique input as a member of their society. In order to be a governmental representative you would have had to contribute something to their society, whether it be an idea, invention, or

getting people to rally to a cause you have started. The prime minister is chosen by the previous prime minister, and has almost always been the same royal family that originated from the first empire's family. In theory it is possible for that chain to break if a member of the family does not feel their offspring is fit in the leadership position.

Lumitohm - has a council of inventors. The city was made by those who innovate, for those who innovate. ^ In order to even have a chance on the seat on the council requires a person to be chosen most illuminated during the Luminescence Day. This doesn't guarantee a spot, and is almost always expected to be declined when offered, as an inventor is giving up their time to dedicate themselves for the people, rather than being able to invent. Only those who truly wish to make change or help the people take the offer of being a council member, as being taken away from inventing or working on advances is often seen as comparable to losing a loved one or giving birth. The council members are all held in very high respect by its people.

Hemonbach - has a president, and many systems in place to make the people's wishes come first. The only way a president can be elected is if the people want or believe in this person. The first ever president being elected by the people as the hero who first founded, formed, and brought everyone together in their hotpot of misfits. Leading and guiding the people to a future that he wanted to be bright, leading them away from chains, swords, or famine, and bringing them a bowl of shining hope stew. The second a president feels they are losing their motivation, it is tradition for them to sit down, and retire with pride, it is very rare for the people to call for a president to step down themselves. This country prides on its tight-knit society and tries to keep its government system just enough to protect those it cares about, but to not suffocate the people it's set in place to protect.

Exitiumus - has a secretive system, no one knows if Exitiumus is ruled by just one mastermind, or many brooding council members, it's too hard to get into the country, meaning the only information Eursaga has gotten about Exitiumus, it's people, and its systems, is from those that have claimed to have been from the place. It's hard to check their backgrounds, and even more difficult to tell if those are lies. The lies could be purposely spread from the government itself to mislead, or just lies to garner attention or movement. No one really knows.

Ploomland - has a community system, Ploomland is one of the smallest countries, and one of the most laidback. People come here to retire, to enjoy themselves, and settle down in one of the most beautiful landscapes they have. The technology isn't too advanced, the government isn't too scary, it all seems JUST right. Instead of having a traditional government system, the original founders of Ploomland have vowed for a community system, where each city inside it's small boundaries decide their own laws and rules, allowing for a very laid-back system, with a strong sense of community. If someone didn't like the rules of the city they lived in, they could try and start change, or just move to another city close by.

Zlatanburg - has a king system in place. This king is called Zlato, and is always determined by the royal bloodline. The king will ALWAYS have the final say, but has many advisors to try and guide him. Each adviser has to prove themselves in their sport called Zolto, which is in a golden

ring, where contenders as much as up to a hundred fight in a bracket style competition, where you spar with your opponent until they surrender, or submit. Original Zolto matches didn't allow surrendering, though present day Zlatanburg needs their people, so it has become less deadly over time. Zlato is expected to have many children over the course of their kingship, across many different mates, leading for a Royal Zolto match for once the king wants to give his throne away. No matter the age of the child, they will be set as a contender and only the strongest will be given the throne. Making the current king, not only a king of brawn, but also wit, needing not only brawn, but quick thinking and intelligence for this competition, as anything is allowed. Most of the time the eldest son or daughter is not the victor, and it's actually one of the younger ones that end up surpassing the competition, using more wit than brawn, as well a keen swordsmanship or marksmanship that requires finesse and training. Typically the elders get too full of themselves, and don't hone themselves every day, as the underdogs of the younger children do. Just like soldiers defending their home will fight stronger than invaders that are fighting for a paycheck.

Nagasect - has an elder system in check, going by tradition that most countries don't truly understand. Not much information is available on how they run their government, the only information gathered is on the days they allow visits, in which their major buildings are all on heavy lockdown, guarded by their strongest natives.

Potential System

Potential is the source that created the fauna and flora of Eusaga. While most other sources normally have a variety of intelligent species, potential is only known for one major species, that being humans. There are animals, but no species other than humans can harness the potency of potential at the same level of humans. Similar to mana, humans are able to hold in potential, and transform potential into energy and motivation. However unlike mana, potential cannot be used in the same sense of magic. While mana can be turned into magic to alter the outside, potential can be turned into determination to alter the inside. While potential may be considered one of the weakest of the sources when it comes to power level, it can also be the most terrifying.

One major difference between magic and determination would be the lack of awareness the continent knows. What was once common knowledge has been hidden away and lost to the sands of time, so while the magic continent knows to research and practice mana, humans don't know about potential/determination. All they have to go off of is feeling, not knowing they can focus into their source and grow their potential, this means all humans are growing their potential through natural means and growth, instead of focusing their training to cater towards it.

Only the Sagans from Nagasect still have this knowledge, but seem scared to share it to the rest of the world, afraid of the past repeating itself.

Just like there are 5 different types of magic, there are 5 different types of determination as well which all lead to different things. There is physical, mental, innovation, empathy, and pure potential. Physical determination can allow for bursts and bouts of adrenaline to pump through a human's veins, doing things seemingly impossible. Some events may cause this to happen, like the super strength a mother may get when protecting her child, or it may come from intense training from such things as martial arts. Mental determination can allow for intense focus, or bursts of golden ideas when it comes to problem solving. Innovative determination can allow for golden eras of creation, or advances in technology. Empathetic determination allows for understanding, care, and nurturing. Lastly, pure potential, similar to source magic, is astronomically rare, having an affinity for potential is already rare, but having it means nothing if you don't know about potential, as you can't train it if you don't know it exists. Pure potential gives you the potential to harness the power of other sources, the potential of the world.

Physical - Bursts of power, Pushing past limits, Undying moments

(Can naturally do without training) | Determination to have a fit body, and strength

Mental - Able to see things in slow motion, Mental fortitude

(Can naturally do without training) | Determination to problem solve

Innovation - Create golden eras, outstanding pushes in technology

(Can naturally do without training) | Determination to invent

Empathy - Able to read others, and know what they will do.

(Can naturally do without training) | Determination to care

Pure Potential - Able to harness all sources and push past every limit

(Can naturally do without training) | Determined

Laws of Ludus

This world (Ludus) was created from 1 force splitting from each other into 10 different sources. Each source clashed with an opposing source, causing friction. Each source had a core of energy, which created layers and layers of protective land around itself, water filling in the gaps between each land. Each source has a separate source it's clashing against, though not all Sources clashing may be due to inverse. Each Source has its own purpose and goal. Some wish to coexist, while others wish to consume. The Sources then created inhabitants for their lands, in order to have access to explore the lands they made, as well as to venture into the other sources lands. An example of two Sources would be Mana, and Potential. Mana creating Fauna, Flora, and Races each with mana. All things made from the source, have the capabilities of holding the source inside of them, using the source for their own ways. Mana can be used to create magic, while Potential can be used to create determination, golden eras, and innovations. Due to being born and created from the source, every person has a pulling, towards the same goals, or feelings of a source. Though the more from the source a creation becomes diluted, the less of a force, or pull the source's will, will have to a creation. There are always anomalies, and exceptions, though this is not the case for most creations. Every creation has a will of their own, though may have impulses or satisfactions for being in sync with their source.

Part 2: Flora, Fauna, and Places

Every continent has their own Flora, Fauna, and places, all created from the source themselves. Depending on the culture that grew from each region, country or source, over time the inhabitants of said places may have adapted, evolved, or have something that makes them differ from other places within their continent. Every continent has different Flora and Fauna, though some may share the same resemblance, like a jackalope from Auroraetia vs a rabbit from Eusaga. Listed below will be some of the Fauna and Flora, as well as the cultural difference for each of the regions.

Races and how they were made:

As stated before, every creature is created from the source, though for the intelligent creatures, they're often-times broken up into a classification system called races across the different continents. Everything that a source creates takes a certain amount of energy, meaning that one race may be more rare than others, especially if the race has special attributes, the more powerful a race is, the more energy it takes for a source to create them, naturally meaning their would be less of a more complex race compared to a more simple race. An example of this from Auroraetia would be the fact that there are very little dhampir compared to the amount of elves, since the creation of a pure dhampir takes so much energy than a pure elf.

Every source chooses to spend their energy differently, for example Eusaga would prefer to just have one pure and equal race called Sagans (humans), instead of dipping more energy into more powerful races, all Sagans have the same potential as the Sagan next to them, making the race weak and no power pieces by default, but that in itself gives power with both potential and numbers, falling in lines with the desires of the source. Auroraetia on the other hand took the different approach, having a unique race for each region (or maybe every unique race took a liking to a spot and created a region around themselves?) while each region also has a more common race.

The more a race breeds, the less pure a race can become, especially when special race's breed. A pure dhampir created from source is going to have more power than a dhampir that was created from breeding between a dhampir and an elf. There can be other effects when a race is created from breeding rather than source creation, such as a separation or distance from the need of a source, or anomalies happening, such as when twins are born in Auroraetia, only one of them has the capacity to use mana, while the other has no outlet for it. The farther down

the family tree a race is, the more likely their morals and alignments will shift away from their source's desires.

Every normal race typically has about two gifts, and one downside.

Only one race is shared across all continents, and that's called the sourcebourne. They are extremely rare, taking immense energy for a source to create. They are an amalgam of all the simple races born from a source, and their vitals instead of the typical resource (Like majority of creatures vitals are blood) would be the source itself, usually having an unnatural color, consistency, and luminosity. These sourcebourne are essentially the queen pieces to a source's chess board.

Races, especially when classified of complex, has a scaling system to determine just how UNIQUE a race may be, which can be explained as followed:

Common(C) - low energy consumption from the source when originally created, very average to expect when roaming the continent, between 1 in 10 chance and 1 in 100 chance. Hybrid offspring of this race are considered common.

Uncommon(UC) - relatively low energy consumption from the source when original created, uncommon races are still seen across the continent, but tend to stay clumped up in one particular zone or place, making them less likely to be seen on average outside of their home, but are very common in their home territory. Chances would be 1 in 10 in their own territory, and 1 in 100 to 1 in 1000 on average. Hybrid offspring of this race are considered Uncommon.

Rare(R) - High energy consumption, often having heavy upsides or unique abilities. Continents can typically only have 10 to 500 of creatures from a rare race existing at once. Chance of creation would be between 1 in 10,000 to 1 in 100,000. Hybrid offspring of this race are considered Uncommon.

Exotic(E) - Very high energy consumption, often having heavy upsides, as well as very unique abilities. Continents can typically only have less than 50 of creatures from a exotic race at a time. Chance of creation would be between 1 in 50,000 to 1 in 500,000. Hybrid offspring of this race are considered Rare.

Mythic(M) - Extreme energy consumption, powerful with odd powers. Continents can typically only have less than 10 of a creature from a Mythic race at a time. Chance of creation would be beyond 1 in 1,000,000. Hybrid offspring of this race are considered Exotic.

Unique(U) - Insane energy consumption, only one of a creature from this race may exist at a time. Very powerful or very odd abilities innately. Race is infertile or will die shortly after birth.

Anomaly(A) - Race created from another race, rather than a source or a product of the source's environment. Example: Fluffle. Energy consumption, size, reproducibility, & rarity varies.

Eusagan Races -

Simple:

(C)Sagan (Humans) - (4 special origins, Zlatobourne, Nagaborn, Hyukian, Silverblood)

(UC)Hybrids (Kemonomimi x human) -

(UC)Pure hybrids (Migrated kemonomimis) -

Complex:

(U)Sourcebourne (Potential) -

Auroraetian Races -

Simple:

(UC)High elf - Originating from the Auroria region, a subset of the elf race that over the years have had a high exposure to the hue of the sky, being higher in the sky and farther away from the core than any other race has had interesting effects on this race, often allowing for a wide arrange of personalities and motives, the race almost entirely or mostly detached from the core's magnetic pulls and desires, allowing for unique mindsets. The constant exposure to the hue has also changed the pigment of the skin of these elves, oftentimes staying the pigment of the hue that an elf was born from here. Most High elves have low flow but high reserves when it comes to mana, being the most disconnected race from the flow mana.

Gifts - Higher mana reserves and scaling. Resistant to mana pull.

Deficit - Lower mana flow and scaling.

(UC)Elewoven - Originating from the "My Land" region. This race is a step down from the diety race, not yet completely consumed by elements. Elements are essentially woven into the bodies themselves, most if not all of this creature's body is made from a specific element. The image of this race is that of an elf, even if it is unrecognizable, it is specifically classified as a type of elf. It is extremely rare to see an Elewoven leave its home territory, and typically sticks to spaces where it's surrounded in their element. Instead of purely flesh and bones, this race can be made up of their element, woven in intricate patterns into them. There are different kinds of Elewoven, as well as how deep their affliction is. It is believed if a deity is killed, the strongest elewoven of that element will take its place and leave the rest of their flesh and organs behind to become fully with the elements.

Gifts - Naturally gifted towards an element. Natural weapon that does elemental damage.

Deficit - Leaks mana from your elemental part, making it more difficult to keep a reserve.

(UC)"The scarred" (Element-Touched Elves/Kemonomimi/Dwarf) - Originating from the "My Land" region. These unfortunate folk paid a price for being in such a wartorn region, once entering the middle of the land, no other race can escape being scarred by the elements, no longer even being considered whatever race they were before. Somewhere in/on their body

being scarred or disfigured by a deity, forever marking them and their bodies. Power comes from their scars, and that scar carries a pressure and a weight around the unscarred, making even the nicest and softest scarred intimidating. Even those birthed from scarred has strange birthmarks, as the deity scars the entire bloodline.

Gifts - Given a scar for your bloodline (Upsides may vary) this gives you a strong pressure. Scar grows as you grow.

Deficit - Given a scar for your bloodline (Downsides may vary) this gives you a strong pressure

(C)Goliarf - Originating from the Mountrypt region. This breed of dwarf is large, tall, and stout, especially compared to the other breeds of dwarf, some Golivarf children even turn out taller than fully grown adult mountain Dwarves and Dwarvites. Often mistaken for giants or ogres, especially for those who have never seen the race before. They are known for their hard work ethics and obedience, relying on guidance over following their own path. Has very little hair.

Gifts - Strong. Very tall

Deficit - Servitude (feels lost without orders)

(UC)Mountain Dwarf - Originating from the Mountrypt region. This breed of dwarf is short and stout, living almost exclusively on mountainous areas. Typically very hairy, able to store mana inside their hairs making it so dwarves typically hold those with more hair to a higher value, and do not believe in cutting or trimming any hair. Very culturally driven race, a lot of pride in their craft and culture.

Gifts - Gain a second mana reserve from your beard, this increases or decreases depending on how long or short your hair is. Bonus to crafting.

Deficit - Low speed and height.

(C)Dwarvites - Originating from the Mountrypt region, a very frail, short, and petite race, often being mistaken for children even when they're fully grown/developed. Most of this race is female and short, but on rare occasions a dwarvite can be tall, or sometimes a male, though the males are also feminine and frail, which often-times gets them treated as if they were female. What sets dwarvites apart from the other dwarves breeds (aside from being petite and frail) would be the flesh nubs on their foreheads. This is used to find and locate specific materials that the dwarvite is talented in finding, most of the time being ores, rocks, or very specific material/metals, which oftentimes means they will be taken and protected vigilantly on expeditions, treated like a precious metal detector.

Gifts - Able to search for a specific material. Very pretty/cute.

Deficit - Very Frail, small body.

(UC)"Forsaken/Monsters" (Pale elves) - Originating from the Dementous region. Though their technical name is Pale Elves, they're typically called the forsaken by those that pity them, and monsters by those who fear them. Due to their proximity of closeness to the core, as well as

their lack of natural sunlight for hundreds of years, their skin and eyes had changed in both complexion and ability. The pale elves are known for their yellow eyes and unusual black, diamond shaped pupils, as well as their deeply pale white skin. Due to their lack of exposure to any society other than their own, they are often very unaware of customs or other cultures, not even knowing what the sky looks like. Their magic is also very unique, and their flow is the strongest of all the races from being so close to the core.

Gifts - So close to the core. (High flow, & unique magic bonuses) Unusual eyes (Darkvision)

Deficit - Monster (People are racist towards you, light counts as dim light, bright light is blinding)

(C)Kemonomimi - Originating from the Kemimiru region. This race was created in the image of creatures from the neighboring continent, even if those aren't aware of it. The body of a human, and the features of animals from said continent. The amount of fur and animal to human ratio varies from kemono to kemono. Kemonomimi often have some kind of animistic instinct they may feel forced to do, no matter how embarrassing, certain tics that come as suddenly as they go. Considering the kemonomimi don't resemble animals from their own continent, they may not know their own urges, for example a dog-like kemonomimi would have the urge to lift up their legs when peeing, or feeling the urge to mark their territory. Kemonomimi's often have a strong connection with nature, and are very physically strong or fast, their connection giving them a good balance with flow, reserve, strength, an overall powerhouse of balance There are subraces of Kemonomimi depending on if they are a feral dominant kemono, or a human dominant kemono, on top of the multitude of different animals possible, leaving for a lot of diversity in this race.

Kemonokin have a few subsets or versions of their race. Some being more furry/feral variants, and others being more flesh dominant (human-like). Every kemonokin will have a marking that essentially acts as a birthmark on a random part on their body, normally mimicking something found on the other continent relating to their animal (such as a carrot for a bunny) or relating to nature (such as a moon or a star). These marks are passed down to their young, very rarely are new marks created on anything other than a natural birth (Birthed from source itself)

Gifts - [Fight or flight] Predator animals get natural weapons, prey animals get natural instincts. (can react to something without noticing it first) [In tune with nature] High natural flow and reserves, and able to spot natural spots of high flow.

Deficit - Rut (Random animal tics will happen)

(C)Wood elf - Originating from the elyutian region. These are one of the few elf breeds that aren't frail in the slightest, oftentimes even more built than some of the muscular kemonomimi. Often overgrown and unkept appearances, preferring everything to be natural and living in the wild, focusing more on intense training to not purely rely on magic, would rather use magic as an enhancement or improvement to their abilities, rather than have it be their everything. Wood elves while still magically gifted, are just as dangerous without magic, as they are with it.

Gifts - Sturdy, toned body (Bonuses to resilience) Love the hunt (Bonuses in combat, chasing, and stalking)

Deficit - Magic is for the weak. (Magic can only enhance you)

(C)Outer Elf - Originating from the wild regions. These are essentially the original elves, not touched by other environments or regions that have altered the traits of other elves. These are the elves that are from wilds, villages, or any areas in the inbetween of regions. You can find them in other regions as well, they'll be all over, but will always be outnumbered by the other breeds of elves depending on the region. These elves are simple, the pure example of an elf untouched by region's influence. Seemingly a blank slate, where elves can choose to stay and remain loyal to where they live, or go on their own journey and explore. Outer elves may have small environmental changes depending on where they originate from.

Gifts - Blank slate (Can be anywhere with no ties & will always have a home outside of regions)
Experienced in the wilds (Bonus to exploring out of regions)

Deficit - Minority

Complex:

(U)Sourcebourne (Mana) - Originating from no region. A combination of all the simple races of Auroria, their blood is made of Mana. Anything created from the source cannot hurt the being, and any magic can possibly be absorbed and heal instead of harm.

(M)Seer (Inevitable) - Originating from no region. Mysterious race that little to no people know about. The only way to determine if someone is a Seer is by their eyes, however a Seer doesn't even need to open them to see the world around them. A Seer's eyes are very complex, often having intricate designs sketched into them, eyes that hurt to even look in them, as if you were staring into an abyss that was staring back at you. Even with their eyes closed, seers can still see perfectly fine, and can see the flow of mana as well. With their eyes open they can see magic itself, as well as all the secrets it holds. The amount of information a seer has to process can be overwhelming, and oftentimes seer's would prefer to have their eyes closed. Great power comes to when they decide to open them.

(E)Deity (Elemental) - Originating from the elemental regions. Deities are made of pure magic, purely one element. The most notable and what's considered to be the strongest Deities are the 4 who reside in the Elemental region, many believe these are the only 4, but there are more, there can be a deity of ANY element, but chill, molten, seed, and storm as the most known. Only one deity can claim an element, when one deity dies, a new one of that element can form. Most are very territorial, some deities rely less on intellect and more off of pure desire and need to prove their elements, relying more on power rather than reasoning when it comes to the major 4 deities, but when not fighting since birth of your territories, some of the non major 4 deities can be much calmer and can be helpful to other races.

(U)Dwarf King - Originating from the Mountainous region. One of few races that are of a pure bloodline, there may only be one Dwarf king at a time, the race being passed down by breeding.

The mother or father that was originally a Dwarf king, will slowly revert into a dwarvite, usually leading to death. Dwarf king's do NOT have to be purely male, but whoever the Dwarf King race is, has and will always have the crown of the Mountrypt region. Dwarf Kings are very similar to dwarvites, especially appearance-wise they are small, petite, and frail looking, oftentimes being mistaken for children with how small they look, however unlike Dwarvites, Dwarf Kings are not frail in the slightest, blowing even the strongest Worker Dwarves out of the water when it comes to strength and vitality. One of the strongest upsides of a Dwarf King, is their magic. Their magic will always be a form of Source magic. Their nubs similar to the dwarvites can search things, but unlike the dwarvites that are stuck to whatever their specialty is, Dwarf Kings have no limit to what they can sense, as long as they focus on it and know what they're looking for. The only real difference appearance-wise Dwarf Kings have vs the Dwarvites are the eyes and their markings. Having Royal eyes that seem almost like crosses mixed with crosshairs, and strange white markings on their cheeks. When a Dwarf King passes on their race to their heir, the crosses and markings slowly fade from their cheeks until they're gone. They keep their source magic, but their body is frailer than the average Dwarvite.

(E)Dhamphir (Spiritual) - Originating from no region. Dhamphirs are known for consuming a specific thing, feeding off of the basis of whatever their magic is, most of the time specializing in a specific emotion, but not always the case. When consuming an emotion or something, it doesn't have to fully take away that emotion/feeling/thing, but instead can let it fester, growing it and letting that object of feeding take over the other emotions until their victim is nothing but a slave to whatever emotion is being feasted on. Just being around the object of feeding is enough to empower a Dhamphir, and once they have corrupted a creature, there are differing effects depending on the Dhamphir. A fully converted creature to their object of feeding will make them a complete slave to that object of feeding, as well as the dhamphir that corrupted them. A dhamphir more often than not, spreads their object of feeding (an emotion, feeling, or magic) rather than consuming and taking it away. The telltale sign of a dhamphir would be hair or pupils that change color, or a halo of whatever their object of feeding is.

(R)Mythomimi (Theoretical) - Originating from the nature regions. Mythomimi similar to kemonomimi's rely on the other continent for their forms, creation, and power. Mythomimi are animalistic myths, rumors, legends, cryptids, fables, yokais, or any mythical animals that were created from the imagination of the creatures from the potential continent. Some examples would be nekomata, jackalope, & the chupacabra. Mythomimi can't and won't die due to natural causes, and are naturally powerful, but their power can increase even greater from how strong the beliefs are in the other continent, the more the legend is known on the other continent, the stronger that particular mythomimi can grow. New legends can create new mythomimi.

Mythomimi's marks are different than the kemonkin as it is normally hidden, their mark only appears when their magic is being casted, and their mark is entirely unique onto themselves. This mark can be in very unusual places, but is very visually obvious when their magic is being casted.

(E)Shifter - Originating from the tropical regions. Their original body is slime-like, but after

consuming another creature's mana, they are able to take the form of that creature, and may use that magic. It's rare to see a shifter in their base form, they are typically very timid, and try to just hide and blend into society, most shifters only use the forms of deceased creatures as to not disrespect the living. In order to use a creature magic, they must look like the creature which leads to some more flexible shifters looking like an amalgam of different creatures in order to weave multiple magics together or use a multitude of magics at the same time.

Outlier: -

(A)Kobold - Originating from the draconic continent. One of the races left behind during the draconic invasion. This small, adorable, and submissive race is often taken advantage of by the rest of their dragonkind, and often would be used as slaves, or pets. Life hasn't gotten better as now they are left stranded behind with no wings to escape a new dangerous land that is very against their species. Most kobolds are not the best when it comes to combat, but make up for it with their agile, stretchy bodies. They stick out like a sore thumb from the fact that there is no flesh on their bodies, being one of the only races that are completely furry/scaly, rather than having skin like a typical resident of this continent, or even some of the other dragon races. This race's innocence and cuteness is oftentimes hiding a cunning mind. It may be a blessing in disguise that on this continent they're finally free from the enslavement of the major dragon races, and given a good enough tongue, and cute enough eyes, they may be able to find a new life on this foreign place.

Gifts - Stretchy & sticky~ (Their body can handle a lot, and their hands are very grabby) Cute innocence (They look innocent and stupid, very cute like a puppy)

Deficit - Heavy racism (People HATE dragonkind on this continent) Lack of draconic flow, no mana capabilities

(A)Dragonkin - Originating from the draconic continent. One of the races left behind during the draconic invasion. Typically only having one wing, or their wings not being strong enough to take them back home was the result of them being stranded. If they did not have a dragon race to ride upon as the dragons fled, these unlucky dragonkin were left behind alongside their lesser kobold slaves. Dragonkin are naturally confident, and very cunning, trying to exist in this new land by attempting to blend in, letting their wing(s) blend into their hair, and mimicking the animal-like tendencies of the kemono folk. Essentially branding themselves as a rare breed of kemonomimi. One of the more humanoid of their kind, some parts of their body still have scales, which they desperately try to hide or claim it to be a rare fur from a special kemonomimi species. They live life very riskily with how close they live to society, but their pride would never allow them to give up on life.

Gifts - Kemono-mask (Very good at pretending to be kemonomimi) Hot Mouth (Can naturally breathe fire and pass it off as magic, as well as being naturally smug and confident)

Deficit - Heavy racism (People HATE dragonkind on this continent) Lack of draconic flow, no mana capabilities

Source energy expendings:

As stated previously, the source of a continent is what created the continent, races, and everything inside that continent, this includes special objects and settings. Different sources will create different things, but they can all be defined by certain terms. As the world continues to turn, and sources continue to live, they will continue to generate energy passively, each core can only contain so much energy before they need to expend or release some of that energy, resulting in natural disasters, natural creations, or natural births.

Natural Disasters - When a core/source has generated so much energy that it can't contain it anymore, it will have to find some way to release that energy. Most core's would prefer to make a creation or a birth, but some sources may not know what to do, or what they may want, or have other intentions, and instead will let out their energy in the form of a natural disaster. A natural disaster doesn't necessarily have to be a bad thing, as when a disaster happens, it leaves behind a heavy flow of the source, allowing for flourishing Flora and Fauna. A disaster could also reduce a source's population, or be a way to attack what the source may consider to be a blemish. Natural disasters vary from source to source, every source having their own unique disasters they can do to exert their excess energy.

Natural Creations - When a core/source has generated enough energy a source may choose to spend their energy in creating a natural creation. This can be a variety of things, the most common though would be a dungeon or an artifact. A dungeon is an impossible structure erupted from the earth with its own mini source as a heart for the dungeon. This mini source will act just like a normal source would, slowly generating energy and creating its own creatures, monsters, effects and can even make their own creations which would be called remnants, similar to artifacts but weaker. Artifacts are objects that have been empowered and created from the source, having strange and varying effects normally following a theme of a unique affinity or specialty, similar to dungeons.

Some natural creations were created on a continent's inception, these instead of being called dungeons are called labyrinths, and are much older and stronger, their mini source unable to be destroyed unlike dungeons. Instead of being called artifacts, original creations of objects are called Sourites much older and stronger, but very hard to understand or control.

Natural Births - When a core/source has generated enough energy a source may choose to spend their energy in creating a race, creature, or monster. This is how most complex races are

created. A natural birth is how unique versions of races are created, as well as unique abilities. Natural births are almost always stronger than a normal race birth.

Culture, Fauna, & Flora

Magical Continent- Auroraetia

This land/continent is considered by most who live inside it as normal, however any outsiders would definitely describe the land as mystical. Wisps flying around as a lightsource, construction sticking purely to natural sources from nature, a wide variety of colors indescribable to even the floors of the land. It seems as though the air, water, clouds, and elements have a will of their own at times. Creating things that other continents would not believe is even possible. Their laws of their source are different from most. The sky, and atmosphere feels almost otherworldly, filled with many colors and wonders.

Auroria -

Culture: Auroria has a culture that is dripping with history. While the continent may still be considered young but some of the other continents whose sources awakened sooner, Auroria still takes pride in everything they were able to accomplish. With Auroria only being filled with members that have proved themselves as valued through feats alone, it allows for the easy collection of history, feats, and the largest archive of information itself. The inhabitants of Auroria take pride in their achievements and their history, often passing down their legacy, as well as their secret knowledge to their offspring. The culture is filled with pride, and often prioritize training their young.

Pros: When being born/raised here, often you will have access to knowledge that the other regions don't have access to, or easy access to. Often enough those born here will have a parent that is important, giving them a status boost from birth. With how much is archived and the interesting folk that are situated in Auroria, oftentimes those that are raised or born here will have rare item(s).

Cons: When being born or raised in Auroria, it isn't easily accessible, very hard to leave as well as to have visitors, meaning that most children that are raised in Auroria don't have any access to other regions, not being able to know about culture that isn't Auroria, giving them a sense of disconnect from the outside world. Most of the time, the citizens aren't able to leave Auroria until they're in their late teens or young adulthood, meaning the children are very sheltered, and once they leave their nest all they have is what their parents taught them, oftentimes meaning they're lacking in a certain region, almost always being their charisma.

Religion: Auroria is the most diverse when it comes to religion, it is home to essentially every religion, including the most well adopted one. With Auroria accepting all people who have made a great difference in their society, this means that its citizens come from all regions. With coming from all regions, it means even bringing other region's religions. This makes Auroria home to the five major religions, in order of power: Areteism, Spiritus, Purists, Jaziki, and Mana.

Areteism was founded and created by the charismatic head in Auroria, it is the religion that has the most members, the highest spread, and the most power. They spread the message of doing things for the greater good, the ministers, prophets, and missionaries all being known for their infectious smile they always bare. They abide others to focus on kindness, and to follow and spread their message, spreading their seeds with every scripture written, easing minds with promising such things as a place after death, saying their god has the power to route their souls to the afterlife they belong to.

Spiritus was founded in My Land by the adventurers that managed to survive, some believing the deities they saw to be true deities, others falling in love with such a pure power of their affinity. While My Land lacks in spread and believers, its power comes from the fact that their deities are visible, and able to be seen by anyone strong enough to venture into the land. The fact that their deities are proven, and strong by themselves, adds a comfort of certainty, leaving the religion strong without doubt in their minds.

Purists was founded in Kemimiru, and just about every single raised or born their believes in this religion. This religion doesn't focus on a god, or a higher being, but instead is focused on nature itself, believing that every bit of nature, every blade of grass, every flower, even the wind itself has a soul, mana inside of it, and is told to treat everything born of the continent with care. Putting high emphasis on not hurting nature, flora, or fauna, and instead diverting their power or strength into things that are not considered natural, or those that do not respect nature. Most people of this religion don't care if they punched a hole through an elf, but would cry if they stepped on a flower.

Jaziki was founded in Elyutian, and is the most intense of religions. It focuses on inner strength and respect, instead of believing in a higher power or god, its focus is that you yourself are god, and that everything around you has that same potential to become a greater power. This is what allows for the fierceness of its people.

Mana was founded by the original founders of Auroraetia, and is the only religion to stand the test of time. It was said that the queen possessed the ability to see mana, which is the source of all our power. People who follow and believe in mana, often don't see the appeal in other religions, and instead focus their time on believing in mana, not understanding they're worshiping the core. While many have taken it a fact that mana is the reason they are able to do the strange feats that seem natural to them, some believe it was just a conspiracy. The theorists believe mana was made up, trying to take note that mana was a part of the kings name. Some non-believers think that it was just a way to make something unknown, and made something to make people less uncomfortable with the fact of an unexplainable power, others believe the idea was more malicious, as a way to control and segregate the masses, especially with the queen saying she was able to see mana, when no one else could. Just because some people take for a fact they can use mana, and accept the existence of mana, they do not have to follow the religion, instead choosing another religion, or no religion at all, just because they accept their power does not mean they need to worship it, or what created it.

Flora: The flora in Auroria typically tends to be glowing like sunlight, or pure white. Trees that seem as if they were almost erupted from pure quartz or marble, flowers that seem to flow unnaturally in the sky, moving even without wind, shining the same color and with the same veracity of the sun. Auroria doesn't have much natural flora, though the few that do scream mystical, all natural that grows in the floating city seem otherworldly, much more unique than the other regions.

Fauna: There is little to no natural fauna, most of the fauna that exist in Auroria are just the pets of its citizens. The few fauna that do visit are all flying creatures.

Races: Complex - Seer | Simple - High elf

Clothing: Clothing here is very stylized depending on the person. Auroria has access to every trade, the most rare magics, and the highest class weavers, crafters, and high valued artisans, so most of everything can be made or found, tailored to the clients request. Considering the varied occupants of the land, the difference in style can be vast, most clothes being created to tell a tale, or exist to commemorate the stories/past that is told from the citizen.

Naming Scheme: The naming scheme for Auroria is typically very culturally diverse, as most of Auroria's residents came from other regions beforehand. Though for those that are born in Auroria, if the parents don't choose the naming scheme from their home region, the names are typically "Fancy white people names" with obnoxiously pronounced names that don't sound how they are written.

My Land (Elemental Region) -

Culture: The culture of My Land is the most divided of all regions, mainly due to the fact of how small of a size the settled citizens there are. Most people that came to My Land do not come to

settle down and have a life in the middle of the region where it's safe, so the culture changes depending on where specifically you're looking in the region. In the middle the culture is very laid back, wanting to settle down, have a family, and relax. The citizens may take about their adventures or how they got there, but overall are prioritizing relaxing, the same wish that the ruler has. The culture has a major shift once it goes towards the middle of the sub regions, focusing more on the element that rules that subregion, there are even fewer people settled there, but those that do praise their deity fiercely, their culture purely based on how they can better themselves and their deity. The culture once again shifts to those settled near the edges of the subregions, mostly being camps from adventurers or people trying to grow stronger, be that physically or magically.

Pros: Those that are born/raised here typically have a higher than average ability, after all to get there you must be strong, meaning they have strong parents that can guide them. Anyone that was born or raised here normally have high respect from outsiders, as well as respect from the dieties, after all, it is very rare for people to venture into My Land and survive, let alone be born there and leave it. The younger they leave, the more respect and awe others have for them.

Cons: It is VERY hard to leave the middle of My Land, with a good chance of death or worse, nearly impossible to leave without some form of scarring, injury, or disfiguration. While outsiders will have respect for you, they will also oftentimes have a great fear as well, especially depending on where or how fierce the scarring is. Having a natural intimidation and aura on not just enemies, but friends as well.

Religion: The major religion in this land is Spiritus, though this religion isn't held by those settled in the middle of the region, as how could they believe and worship in something they defeated. Those in the middle understand that the deities of the subregions aren't true gods, instead those in the middle typically follow the religion of mana, or none at all. Though those that never made it to the middle sing a different story, those that gave up, or never even tried to challenge the deities, or maybe even just fell in love, drowned in awe of their affinity's purest form. They have a message to spread, to as many as they can, bringing proof of true raw power, and with every new worshiper of the deity the stronger the elements gain, along with their domain, storms growing fiercer, seeds flourishing into new unknown beasts, ice growing so cold that even molten lava couldn't melt it surface, infernos raging so horrifying that even water feared it.

Flora: Depending on the subregion will showcase the different flora, the subregion of chill having frozen blossoms and forestry entirely frosted over, its leaves oftentimes being as sharp as icicles even when not looking sharp. Every flora is as dangerous and sharp as any sword or sickle, the chill prioritizing its cold as well as its edge, its flora all looking between the hue of white or light blue, a frosted over wasteland.

In the subregion of seed, the flora here are vast and abundant, the subregion itself is made from and out of flora, the floor itself making up a gigantic, sleeping flower. Almost everything has a green hue to it, the only hues of colors that aren't green would be the extremely vibrant hues

that follow the flowers, typically the more vibrant a color the more dangerous it is. All the flora in this subregion has a strange allure to it, the stronger the magnetic pull the more dangerous or poisonous it could be. Large plants, huge trees, vivid flowers, all seeming otherworldly to auroraetia but more natural to eusaga.

In the subregion of molten, the flora here is typical on fire, the flora normally the hue of black, red, or yellow, imitating molten rock, fire, or flaming blossoms. While the flora doesn't hold any harm towards you, the more near you grow towards any of the flora, the more at danger that may come due to the pure heat alone, even if the flora isn't on fire, it still radiates dangerous levels of heat. Some portions of the subregion are completely barren.

In the subregion of storm, there is no flora, only sea as far as the eye can see. With the sea being seemingly bottomless, there seems to be no flora able to grow.

In the middle of My Land, the flora is peaceful, comforting, and safe. Often flora from other regions that were planted, the flora often being gifts of good luck

Fauna: Depending on the subregion will showcase the different fauna, the subregion of chill has essentially no fauna, its danger coming more so from the dangerous environment and its flora. The few fauna that does show are either entirely frozen, or practically mist, almost impossible to hurt, seeming more like wisps than physical beings. The few fauna that isn't frozen is often layered in thick coats of fur that are so thick they cannot be cut.

In the subregion of seed, its has plentiful fauna, though even the fauna is at the mercy of its flora, often times feeding and giving strength to its flora, most of the fauna in this subregion are peaceful and kind, their only purpose is to give strength to the land itself, most fauna here are considered by many innocent and adorable.

In the subregion of molten many of the fauna, if not all are completely enveloped in flames. Mimicking other fauna from many other places, maybe even corrupting fauna from other places with flames, and instead of killing them, transforming them to fauna of this land, planting the deity's ideas and ideology into their brain like a parasite.

In the subregion of storm, while its major danger comes from the conditions of the environment itself there are plenty of aquatic fauna that hides beneath the ravenous sea, often striking by surprise, their designs being made for being able to be hidden in the folds of waves and ocean itself.

In the middle of the region many of the innocent fauna from the subregion of seed are kept as pets, often being saved from the land, and flourish in the safe and peaceful middle.

Races: Complex - Deity (Elemental) | Simple - Elewoven, "The scarred" (Element-Touched Elves)

Clothing: The clothing here is very simple, mostly working with supplies found in the surrounding sub-regions. It is extremely inconvenient to leave the center of the region, so most settle for simple, or even primitive seeming clothing, such as loincloths made from the fur of animals, or large flower/grass skirts and dresses from the flora.

Naming Scheme: The naming scheme for My land depends on which subregion you're a part of. Elewoven from the molten region typically stick to vibrant names, flourishes and dances, names that have constant movement and flare to them, they can even be seen rotating through a few different names, and some of their names are movement rather than verbal. Those of seed region typically have names in regard to the animal that hides their face, their name being the name of said animal. Chill's naming scheme is slow, methodical, and ancient, passing down names from ancestors. These names are typically a type of musical term, and instead of using Jr, or 3rd style of indicating their name, they will use "Minor, Major" and letters to showcase lineage, for example: "Major Tempo" or "Minor Melody" and when the lineage grows, "A Minor Melody" or "C Major Melody" but when talking normally they just go by their name. Those from the storm region often have two names that are inverses of each other, such as "Peaceful Wrath" showcasing the yin and yang of their culture, the raging side of the top of the ocean and storm, and the stillness deep as you go further down into their home. The center region doesn't really have a naming scheme.

Mountrypt -

Culture: Mountrypt is dripping with culture, its entire society built around protecting its culture, its roots, and its future, to make sure none of its culture overshadows the other. It's culture is represented in the form of members of a council, said culture being: Runecrafting, Mining, Smithing, Refining, Crafting, Magic Weaving, Trading, & Appraising, each portion having its own representation in the council, and having a deep history with the region, and land itself. While not every part of their culture is entirely unique to their own, all of the sections of their society have purpose, and is what Mountrypt takes pride in, and does best.

Runecrafting is something entirely unique to Mountrypt and was created by the original king that founded Mountrypt. It was a concept that was forged from the original mountain that the king declared his home, just a mere idea that after centuries of refining, experimenting, and perfecting, has become the empire, and monopoly of the practice it is today. Allowing for many jobs, and even lineages to have this as their lifeline and heritage. Runes are one of the only ways to inject magic into an object. This can work towards many different inventions given the care and time put towards it. It started with injecting elements into weaponry, such as making a sword's swing into flames. But given improvement and innovations, the scope of runes have been able to assist with more than just weaponry. Being the basis towards making such items as wands, or staves, or other magical objects. And in the future, may also hold the possibility of regenerating mana, or even powering inventions using a rune.

Mining, while not entirely unique to Mountrypt, is definitely where many think of when pondering the topic. Ever since Mountrypt's founding being on a mountain, the thought to explore and

uncover what was inside these mysterious lumps of rock had been a curiosity of many who followed the first king. Of course with how vast Mountrypt is, especially considering it is the largest region of all the regions, mining is absolutely the biggest occupation and most common occupation of all of Mountrypt. The major goal of mining would be to gather materials to be used for a plethora of things, such as ores capable of holding mana, or ores that generate mana. There are also simple rocks/minerals used for construction of buildings. There are still unknown gems and minerals being found to this day, and not everyone has the answers as to what they could be used for.

Smithing, while it started off being entirely unique to Mountrypt due to it being a direct result of the spoils of mining, over time Mountrypt had allowed it's apprentices to travel to other regions, as well as accept promising apprentices of other regions into its folds, to great success, allowing for new ideas, new materials, and fresh new culture to mingle with their own. The main, basic concept of smithing, is creating objects from the resources gained from mining, such as rocks, minerals, or other rare elements. Smithing could be used to create weapons, armor, jewelry, or even a vast amount of items that would never be expected.

Refining is what truly brings the true quality out of the spoils that comes from the mountains, without refining the materials, gems, or rocks that come out of those mines, those that smith wouldn't be able to bring the true potential from the material. A talented smith pairs best with a talented refiner, because the better the material, the more the smith has to work with. Ores can often be refined in different ways, leading to many differing abilities or capabilities for even a single piece of ore. All of which is created from the precise act of refining.

Crafting may seem similar to smithing, but they have their differences. Crafting isn't entirely unique to Mountrypt of course, and wasn't a concept brought by the king, but instead by his loving partner. While the original king's forte came by in strength, his love's came by in finesse, the two ideas coming together in harmony as the idea of crafting came to be. Crafting is typically putting together creations in a careful and delicate way. A crafter can take what was already created, or can craft from scratch. Often turning objects into something entirely different. Working on properties and attunements of items, or sometimes even just providing a different look or aesthetic for an item, while keeping its original purpose.

Magic weaving is another concept entirely unique to Mountrypt, though unlike runecrafting that needs to be near the mountains, they did not need to monopolize magic weaving, especially with how rare the ability was, and how hard it was to learn and perfect. While most magic weavers tend to stay in Mountrypt, as it was where most were raised, they will always be well wanted and well received, able to travel to any region. Magic weavers are similar to runecrafters, but instead of imbuing an object with an element or magic, they instead focus on imbuing an object with a spell. A lot of factors go into the weaving, and it is much more delicate and precise than runecrafting, as well as more rare to find those proficient, and with the patience needed for the craft.

Traders are something that also aren't unique to Mountrypt, but with this being a region as big

as it is, and the home to many smiths, refiners, and crafters, it's very important to have those with talented eyes to notice the trash from the treasure. With Mountrypt being a heavily monetary focused region, it is very important to have well trained Traders with knowledge of economics. Though just because a trader may know the worth of something, doesn't mean they won't haggle with this knowledge, unlike an appraiser, they don't need to reveal their secrets. A lot of traders are born and raised in Mountrypt, making them a valuable part of their culture and society. With all these goods, ores, and inventions on hand, there would need to be a section of society focused purely on trade. Hagglng, getting the best price, choosing your customers, or even creating your own. Traders come in all shapes and sizes, some with good intentions, and others with not the best, coming together to fuel this land's economy.

Appraisers are the final major part of Mountrypt's society, also not entirely unique to Mountrypt, though very important to their culture. Appraisers are the ones who figure out exactly what things do. Whether those things are runes, ores, wood, foreign objects, or anything in general. Their one job is to figure out what exactly something is, does, and it's worth.

Pros: Depending in which part of the society someone was born or raised into often makes them proficient in their portion, having a talent in runecrafting, smithing, or whatever they may be a part of. Most families give a parting gift, item, or gem to their young once they decide to leave their nest, most of the time being a testament to whatever part of society they're a part of. You've learned how to make any natural item into a manufactured item given the time and the correct profession

Examples being:

Runecrafting often comes with a rune based on their families affinity.

Mining often comes with a large unrefined gem

Smithing often comes with something created, such as a weapon, armor, or ECT

Refining often comes with a precious refined gem

Crafting often comes with something crafted, such as a weapon, item, or ECT

Magic weaving often comes with an item with a spell weaved into it

Traders often comes with an item that has high value

Appraisers often comes with an item that is highly unique or rare

Cons: Those raised/born in Mountrypt often struggle with obsessions of sorts, be that a job, an idea, or an item, this can make personalities abrasive. Those raised or born in Mountrypt often clash with regions with a more natural focus, as some believe harvesting from the mountains is unnatural, as well as molding and permanently deforming the material that comes from said mountains. Those raised/born in Mountrypt often rely on creations from Mountrypt, such as weapons or crafted material, giving disadvantages to using natural instruments, or not using their items that they rely on.

Religion: There is no typical religion in Mountrypt, though individuals may end up picking up a religion they believe in. There are a few who believe the mountains themselves are gods, but it is a minor religion that doesn't have much power or faith, even within the lands the idea was home to.

Flora: While there is very little flora inside the mountains themselves, the few that are inside are very helpful to the mountain folk, almost all being illuminative, almost acting as guiding beacons to them. Outside the mountains though, especially with how many different mountains are a part of the region, many flora litter the tops and sides of the mountains, the flora differing from mountain to mountain, depending on if it's rocky, grassy, snowy, or some other more unnatural features to the mountains, such as ethereally, glowy, or lucidy.

Fauna: The fauna litter both outside and inside the mountains, the outside fauna seeming much more peaceful, and relating to the type of mountain they're situated on, verses the more fierce fauna inside the caves, often camouflaged as rocks or gems, being aggressive as their home is being invaded or destroyed by the outsiders, though some fauna live in peace with some of the settlers, even having some as pets.

Races: Complex - Dwarf King | Simple - Worker Dwarf, Mountain Dwarf, Dwarvites

Clothing: The clothing found here is dependant on your profession. Those that smith typically wear their creations, even their simple clothing being made of light metal. Those that craft often make intricate designs and interesting clothes. Those that trade often wear whatever is most appealing to the majority of people on the continent to raise their chances of deals. Miners wear heavier types of clothing, to protect themselves from the mountain. Appraisers wear more sophisticated clothing. Runesmiths, magic weavers, and refiners often wear whatever allows them to move the most freely.

Naming Scheme: The naming scheme for those in Mountrypt are normally rocks, ores, or gems, most of the time, it's related to the race you are, gems being more precious and fragile, rocks being strong and sturdy, and ores being reliable and versatile, such as: Dwarvite, Goliaf, and Dwarf. This place is heavy on culture, so those that are raised here care deeply for their names.

Dementous -

Culture: The culture in Dementous can be quite divided at times, being so close to the source and essentially being cut off from the outside world has led to some drastic and unique personalities and abilities. Dementous personalities typically stick to 3 themes, you are either opportunistic, pessimistic, or optimistic. Those that are opportunistic often are the most self indulgent, tricky, and scary, taking advantage of the fact there is no true government system and using their power, wit, and snake tongues to get what they want, often tricking others that are more naive into boons or deals they would have normally never made. Those that are pessimistic have seen the doom and gloom of the region that has no light, no government, and essentially no hope, choosing to rot away, stay turtled up, or be overwhelmingly safe, not trusting of anyone or anything. Those that are optimistic are taking their horrible situation and

trying to make change, balancing the negatives with the positives, holding on to the spark of hope of change, and taking advantage of the unique and rare abilities they've been blessed with. This is a culture that has no true currency, so people pay with a boon system, and with no light to create many plants, resources can be hard to come by, leaving an interesting appearance in both clothing and skin.

Pros: Those that are born or raised here often have the most unique of magics, though they may not have tutors or teachers to teach them, leading them to find out special features or effects later down the line as their magic blooms and they discover themselves more. This unique magic often finds itself showcasing a very unique specialty, the ability to have more than two specialties, or even more than one major affinity allowing for combinations that seem almost impossible/incomprehensible. Those that are born/raised here often are skilled with either strength, wit, or deceit, though all quickly come to understand who is trustworthy, being able to judge characters easier than most. Those that are born/raised here can see perfectly in darkness. Most that are raised/born in Dementous have accumulated some amount of boons, allowing them to call upon the favors they've earned depending on how many accumulated.

Cons: Only Forsaken may be born here, if you start in this area you may only be a forsaken. Those that are born/raised here never get to see sunlight causing their skin to be unnaturally pale, their pupils to be misshapen, and their eyes overly sensitive to sunlight making them see in sunlight as if it was dim light. People have a natural racism and prejudice to those born in Dementous, often assuming they are slums, thieves, or horrible people, not knowing the hope those born there hold. Those raised/born in Dementous fall into three groups that define their character strongly, either despair, hopeful, or opportunistic, it is rare for someone who's raised here to change their character once determined. There is no money in Dementous, so those that are raised/born here have no coin, and over the years they may have spent boons, and may be called upon to repay favors/boons from others.

Religion: Religion is not allowed in Dementous.

Flora: Biolumescent mushrooms and odd plant-like things, though no true plants can grow down there.

Fauna: Biolumescent creatures, as well as things that are quite unique, having odd shapes and movements, dripping in source and odd specialties.

Races: Complex - Dhamphir | Simple - "Forsaken/Monsters" (Pale elves)

Clothing: The clothes worn in this place are often very immodest, as it is just their culture to not care about the skin that is shown often wearing whatever they like, or whatever they can get ahold of. There are no real merchants since there is no money in this region, and most do not want to spend a boon to receive clothing, so most of the time the clothing is self-made, or made from someone in their family. With no worries for temperature, and the distaste for spending a boon on clothing, this lead to the decline of modesty, until the point where over the centuries it

was entirely forgotten, especially with the lack of contact from the outside world. This causes the clothing to be quite obscene at times, even if unintentional. This is also home to a lot of translucent flora and fauna, which lead to a lot of the clothing to be partially, or entirely see-through, only having to work with silk-like material, translucent material, or material gathered from mushrooms.

Naming Scheme: The naming scheme for Dementous is typically relating to ideas, theories, feelings, or superstitions, such as Destiny, Jinx, War, or Feast.

Kemimiru -

Culture: Kemimiru is another region that's dripping in culture, especially with the wide variety of subspecies of the kemonomimi race, a lot of villages and communities have developed over the course of their lifespans. Most of the communities have ended up being divided in where the predator variants of kemonokin are more northern, prey kemonokin are more southern, and the closer you get to the middle the more they coexist and coincide with. Kemonokin are naturally more tuned with mana than other races, most of their culture includes enjoying and indulging in mana, normally more peaceful than aggressive, though over the years the predator kemonokin have grown increasingly more aggressive, while the prey have grown more passive. There are so many different villages and cultures, that often come with their own unique culture from village to village.

Pros: Those that are born/raised in Kemimiru are often physically gifted, their animal sides giving them strength or agility based on whether they're a prey animal or a predator animal. Those that are born/raised in Kemimiru are very close to mana, giving them a boost in mana even early on, such as more mana, an extra spell, or extra potential with their spell, even at the start.

Cons: Those that are born/raised in Kemimiru are raised and surrounded by nature, meaning that anything that isn't natural they don't understand well, not able to use any kind of weapons, supplies, or items that aren't considered natural. Those that are born/raised in Kemimiru also struggle with hurting nature or fauna.

Religion:

Flora:

Fauna:

Races: Unique - Mythomimi | Simple - Kemonomimi

Clothing: The clothing here is very simple, depending on how in tuned with nature a citizen is will determine the simplicity of their clothing, some preferring to be more primitive and only wearing nature itself, others working with all the fabric, cotton, and nature to their disposal to

refine and use artisan-work to create clothing. Some of this could be simple, or more advanced. This place is the leading region when it comes to artisan-work and clothing making.

Naming Scheme: The naming scheme for kemimiru is typically something from or in nature. Examples being Storm, Snow, Yuki, Fall, Winter, Rain

Kurai Mori -

Culture: X

Pros: X

Cons: X

Religion: X

Flora:

Fauna:

Races: X

Clothing: X

Naming Scheme: X

Elyutian -

Culture: Elyutian is another region that has immense culture, their entire lifestyle revolves around culture and striving for greatness. Elyutians have a huge focus on the cycle of life, and constant self improvement, wanting to not rely on magic, training their bodies to be stronger than the mana they've been gifted with. This is one of the more merciless cultures however, being one of the only regions where there will often be duels to the death, and no pity for those who have perished. It is seen as a great strength and pride to be killed in battle, and frowned upon for those who sit and relax. The rotating leadership system is often dangerous with the constant trials, but not many sit out of the trials. Most of life here consists of training and executing the results of said training. They don't care too much for money, but can make a lot from the spoils from the cycle of life.

Pros:

Cons:

Religion:

Flora:

Fauna:

Races: Complex - Shifter | Simple - wood elf

Clothing: The clothing here is mostly working with the flora and fauna of the region, lots of clothing being made with the fur of their prey, and in any duals had of their own people, often lead to using the skin, or other parts of the opponents to be used in clothing or other accessories. Some of the most fearsome combatants had entire coats made of elf flesh and capes with all the faces etched and sown onto the cape.

Naming Scheme: The naming scheme for Elyutian begins with a child with no name, they earn and form their own name based on their magic or abilities. If someone ever makes it to be a leader of the region they are also awarded a color before their name as an honor.

In between regions (Villages/Wilds) -

Culture: There are many gaps and in betweens between the seven regions, while there are some major “unnamed” regions, every one of them, including the smaller communities have their own unique culture. Often living a more simple life, filled with less excitement than others, but for those who don’t want a more simple life, they can always adventure forth to a more known region. Of course there are some unnamed regions that are almost more deadly than some of the named regions, but they are lesser known. In the future, if any in betweens stick out, they may be named, or even form their own official region, and hold a seat at the high council.

Pros: N/A

Cons: N/A

Religion:

Flora:

Fauna:

Races: Outlier - Kobold, Dragonkin | Simple - Outer Elf

Clothing:

Naming Scheme: The naming scheme for the in betweens have no true connections.

Modern Continent- Eusaga

Hyukia -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Lumitohm -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Hemonbach -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Exitiumus -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Ploomland -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Zlatanburg -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Nagasect -

Culture:

Pros:

Cons:

Religion:

Flora:

Fauna:

Part 3: The History of the Continents (Heads vs. Tails)

Magical Continent- Auroraetia

Auroria -

My Land (Elemental Region) -

Mountrypt -

Dementous -

Kemimiru -

Kurai Mori -

Elyutian -

Modern Continent- Eusaga

Hyukia -

Lumitohm -

Hemonbach -

Exitiumus -

Ploomland -

Zlatanburg -

Nagasect -