

THE UNIVERSE LAYOUT

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A world created by Dawn Nadeeka

Link to my characters on [DeviantArt](#) and [ToyHouse](#), many of which are from this universe

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.★*.° DISCLAIMER °.★.

PLEASE READ BEFORE CONTINUING: This is an idea I have been working on for several years that I am extremely proud of and plan to work more on in the future. Many of my characters exist in this universe, even if their role is small, and I intend to write several stories off of this. This is something very important to me, so please **DO NOT** steal or get heavily inspired by any of my ideas. I love being an inspiration to others, but I do not want people copying my work and claiming it as their own when I worked hard to be original with this. Please ask if you want any clarification on what stealing or getting too inspired may be.

You are free to comment any thoughts, suggestions, or questions you have, but please know that by doing this, you are giving me permission to use those ideas if I like them and decide to implement them. I will also ask that you do not create any characters or write any stories based on this without my permission, as this is my story and you may not accurately know how the world works, even though I have done my best to explain everything here.

Also, keep in mind that this world is still in development, so concepts and ideas may change over time, and there may be inconsistencies with the way things flow. You are free to point out any plot holes; I would appreciate that ^.^ Many of the comments on this doc are by me (BlackPanther5000 or Dawn Nadeeka), and they may contain quick notes for myself, questions that I have yet to answer, ideas that I haven't decided that I want to add, and possibly spoilers for stories I've written/am writing. I'll do my best to put a spoiler note, but read them at your own risk, I guess ^^;

Thank you for reading, and I hope you enjoy my world! Sorry it's so long and complicated
T^T

.★★.° Δ QUICK SUMMARY °.★★.

Everybody worships different gods, but the real “god” is a being who refers to themselves as “the Universe”. The Universe is the oldest being alive and has complete control over space. Everything that currently exists in the universe was made by them and is populated by two groups: the Higher, who help maintain the universe, and the Creations, who live on the planets.

.★★.° IMPORTANT TERMS °.★★.

► ... ► Δ ASTRAL PHASING, “PHASING OUT” ◀

Astral phasing refers to when a demon wisp takes full control of their host. In this state, the host “phases out”, leaving them unable to control their bodies at all. Creations with weak minds often black out entirely during this process, not remembering a single thing while they were phased out. Strong-minded individuals, however, can retain consciousness, being able to watch their bodies from above, like seeing themselves in the third person. They can float around, but not interact with anything, and they are unable to wander too far away from their body. In this state, no one can see them or hear them besides the demon currently controlling their body. This state is similar to what the experience of a wisp without a host is like, but the Creation cannot use mind-based magic or be seen.

► ... ► Δ AURA ◀

A being’s aura is a type of energy that emanates passively from the being’s soul. Every living being has an aura, which is stronger based on its power level. Higher beings can be detected from far away by their aura if they aren’t disguising it. They are also better at reading weaker auras. Emotions and general indications of well-being can be leaked through aura if they aren’t carefully controlled. Even plants and microorganisms have auras, though they can be hard to read. An aura isn’t something that is seen, but rather felt.

► ... ► Δ “CONNECTION TO THE UNIVERSE” ◀

The connection to the universe is a feeling that almost every Creation has, meaning that on some level, they are aware that there are higher beings in life and that the universe is run by a “god”. They know that they are not alone in space, and that they are to respect these higher beings. Even unintelligent life is aware of this on some level, though their

understanding may not be as complex. The **connection to the universe** means that **Creations** can sense a member of the **Higher's aura**, and they often feel compelled to show respect, though they may fight this feeling. They can also tell the status of the **Higher**, and tell if one is of a higher status than another. They are also aware, on some level, of the duties of each **Higher**, though not the details of what that one **Higher** does. Most of the details about how the hierarchy works and the names of each level and being need to be taught, though this information is usually passed on to offspring or taught by the **demons** of that planet.

► ... ► EARTH'S "SPECIAL CASE" ◀

Earth is a planet unlike any other in the universe. Not because it has life—life is not that uncommon except in Earth's neighboring solar systems—but because of how the life came to be. Most species are placed on their planets directly by the **Universe**, and they are already well-adapted to the environment and undergo little evolution. However, Earth was an experiment; the **Universe** placed small bacteria onto the planet, and they wanted to see how the life would evolve over millions of years. The **Higher** were instructed not to directly interact with the species there, and the other **Creations** were told not to visit the planet or go anywhere near it. The **Universe** wanted to see what would happen on a planet with no outside help to survive. They visit Earth in disguise more than they visit any other planet to observe for themselves what is happening.

► ... ► MAGIC AND LIFE ESSENCE ◀

Magic is a property inherent in all **Creations**, which can be controlled and manipulated by the **Higher**, as well as **spellcasters**. All living beings contain **magic** within them, though the amount depends on species with **Creations**, and status within the hierarchy for the **Higher**. **Magic** is a form of potential **energy**, which can be used to manipulate other forms of **energy**, or power the **soul** by converting into **life essence**. Most **Creations** have rather small amounts of **magic**, allowing them only to cast small spells or perform minor tasks, though what exactly they can do with their **magic** varies widely between species, as dictated by the **Universe** when the species was created. A being's 'strength' is often seen as their **soul's** capacity for **magic** as well as their skill in wielding it.

While inherent in every being, **magic** is a hard force to control; it can be safely contained in the **soul**, but once released, it is violent and unpredictable if not used or directed into some other container (such as another **soul** or artificial container). As such, most beings were given very small amounts of **magic**, and limitations were placed on it to make it less dangerous, but also less powerful.

Once used up, one's **magic** can later be replenished, such as through food, sleep, or draining **life essence** from another living thing, which can convert into **magic**. There is a maximum amount of **magic** a particular being's **soul** can hold, however, and **magic** gained outside of this must be stored elsewhere or used up.

Excess **magic** that is not dealt with quickly will rapidly dissipate. The sudden explosion of **magic** tugs at the being's **life essence**, converting it back into **magic**. In most cases, this will immediately kill the being, and the speed of the reaction is such that there is little time to respond to it or stop the process. The released **magic** will flow into nearby **souls** that are capable of containing it, causing rapid growth and rejuvenation in the area.

► ...►COLOR◄.....

Magic is strongly tied to **color**. One's **magic** will be much more saturated in **color** the stronger they are and the more control they have over it. This does not correlate with a being's overall power or amount of **magic**, however. A being with a lot of raw power but very little control over it will appear desaturated, and a being with small amounts of **magic** but a good understanding of how to wield it will have vibrant **magic**.

An individual's **magic** will also take on specific hues, unique to that individual. Stronger individuals have more control over this and can alter the **colors** taken on by the things affected by that **magic**, though it will naturally tend towards that user's **color palette**. A user manipulating light, for example, will naturally tint that light towards their **color** or **colors**, unless they actively try to prevent it. Altering **colors** like this takes a lot of concentration and effort, and is more easily done by some beings than others. **Magic** itself does not have an appearance, but has this color-changing effect on energies that it manipulates. A **magic** user's **color** or **color palette** refers to the **color** things take on when affected by their **magic**.

► ...►LIFE ESSENCE◄.....

Life essence, **life energy**, or simply just **essence** is related to **magic** but is not the same; while **magic** can be used and depleted frequently, **life essence** is much more permanent, and its changes are more gradual. If a being is drained of its **life energy**, it will become weak and die if it runs out. Excess **essence** is also unstable but less dangerous, and will quickly convert to **magic** if not used or redirected. If a being is low on **essence**, then its available **magic** will be converted to replace that **energy**. Thus, **life essence** can convert into **magic**, and **magic** can be converted into **essence**, but this process cannot be controlled. Other forms of **energy** can also be converted into **essence**, such as light or

food, but this process cannot be guided through magic. Magic can only be used to guide preexisting essence.

► ... ► SOULS ◀

All living beings have a soul that contains magic and essence and produces an aura. It is a container that represents the being, presumably where the consciousness resides. The soul is not well understood, but it is necessary for something to be alive; simply transferring life energy to something dead or inanimate will not bring it to life. Only the Universe can create a soul, and it is not known what happens to them when a living being dies.

► ... ► SPELLCASTERS ◀

Some Creations can control magic and are known as spellcasters. This magic is different from the magic of demons and other Higher. Spellcasters cannot use catalyst magic, but instead can make happen whatever they think about. However, because minds are complicated, it takes years of practice to understand, and if the mind becomes even the slightest bit distracted, unwanted results can occur. Because of this, many spellcasters use wands and staves to channel their magic, and most of the time use words to keep their thoughts clear. Languages and written spells have been created for magic users to ensure that phrases aren't too vague. The most advanced spellcasters or those in extreme danger may try to cast spells without these aids, but this is a very dangerous thing to do if they don't know what they're doing, and is highly discouraged. Demons, being magical beings, can learn spells and cast magic in this way, but it is much harder for them to learn than their other magic, which is intuitive, and is often unneeded. Spellcasters cannot easily get magic or life energy from other living things like demons, but instead only source from their own internal magic. As this energy is quite limited, spellcasters are unable to cast spells that require larger amounts of energy. **Note:** Spellcasters are often mistaken for demons, but they are actually Creations who can use magic. Some species are entirely magical, while others have certain members with magic, while others don't, making it a genetic property.

► ... ► THE THREE RULES ◀

There are three things that cannot be done in the Universe's presence, and the Higher cannot do at all:

- ★ Insult Creations (not as in saying a particular being is dumb, but saying an entire species is dumb or should not exist).

- ★ Destroy a large amount of the universe, such as destroying a galaxy or making several species go extinct.
- ★ Ask for more time, complain about the lack of time in the universe, or question the existence of a rule relating to time.

These rules, unusually, are not enforced by a being's **connection to the universe**, despite their importance, though the **Higher** work to ensure that the rules are learned by **Creations**. Few beings know the reasoning behind these rules or why there are no others, especially the third rule. To inquire about the third rule would be breaking it, so only a few members of the **Higher** that the **Universe** really trusts know why, and they have sworn not to tell. The **Universe** is sensitive about these topics and will drop their playful demeanor to enforce them, though they are lenient to those who were not yet made aware of the rules. It is in one's best interest not to break them again, however.

► ... ► TIME AND SPACE ◀

Time and Space, when capitalized, refer to the beings that make up the **Universe**, and they are able to manipulate time and space, respectively.

► ... ► TYPES OF ENERGY ◀

There are many forms of kinetic **energy**, which can be created or moved through various means or manipulated using **magic**.

Energy is found in the following forms:

- ★ **Heat** – Thermal **energy**. Adding thermal **energy** to an object can cause molecules to undergo phase changes or spark other chemical reactions.
- ★ **Sound** – Sound waves, or organized and directional vibrations. Increasing the vibration of an object can cause it to sound higher-pitched, and increasing the frequency of stacked waves can make the sound louder.
- ★ **Light** – Photons, which are emitted from certain objects. Shadows are produced in places where less light can reach. Light can take on various colors and brightnesses, frequencies which may or may not be visible to a given being.
- ★ **Aura** – **Energy** that is passively emitted from a being's **soul**. **Aura** can display a being's emotions and well-being, and weakens over distance, making it harder to

detect from further away. Stronger and more emotional beings will have a stronger aura, which can be disguised with practice and meditation.

- ★ **Life** – Life energy, or essence. A form of energy that exists within a soul and powers living things. It can be drained through injuries, lack of nutrition or sleep, or by magic manipulation. Beings with no life energy will die, and dead or inanimate objects cannot receive life energy.

Magic is a form of potential energy, which can be used to manipulate other forms of energy. Magic can also naturally convert to and from life essence, but this process cannot be manipulated or forced through the use of magic.

► ... ► ► UNIVERSE VS universe ◀

The Universe (capitalized) is for the being, whereas the universe (lowercase) is for the place.

° . ★ . ° UNIVERSE HIERARCHY ° . ★ . °

► ... ► THE HIGHER ◀

The following beings are considered the **Higher** and were not created through evolution or reproduction. They are immortal (with the exception of **demons**), produce strong auras, and have large quantities of internal **magic energy**. Overall, beings higher in the hierarchy are stronger, have more **magical energy** and power, and have more responsibility with respect to maintaining the universe. Their job is to manage the universe and make sure everything is working. The hierarchy includes the **Universe**, the **Council**, **overlords**, **celestials**, **spirits**, and **demons**.

► ... ► THE UNIVERSE ◀

About: The being that created everything, and most likely the first thing to exist. However, even they can't be sure that nothing before them existed, just that the universe was empty when they first came to be, and everything that exists now was created by them.

The **Universe** is actually made up of two beings, **Time** and **Space**, but the two had a disagreement, leaving **Space** in control and chaotic, and **Time** locked away in darkness, though the two can still communicate (but they rarely do). The details of this can be learned about in the **Creation Story**.

They often visit different life-filled planets to see how they are doing, though they visit Earth the most because of its **special case**. They are very stubborn and rarely take things seriously, despite the huge responsibility of managing the entire universe. They have very few emotions and are often rather psychotic normally, but they are surprisingly patient (except when in **Council** meetings) and are often mysterious, silly, and chaotic. Their personality makes them very hard to deal with, but luckily (or not), they are not offended by any harsh words or anyone losing their temper with them. Not that an outburst ever makes them behave any better...

Abilities: The **Universe** can teleport to any location in the universe instantly and manipulate space, but not time (only **Time** can do that). They are almost all-knowing, as they have seen almost everything, but they rarely share their knowledge, and they often act ignorant. The **Universe** can take any form, but usually takes the form of a **human** because it is "the most convenient".

Responsibilities: They are rather chaotic and do not like responsibility, so they created the hierarchy of higher **Creations** to watch over the majority of the universe. However,

the **Council** holds “mandatory” meetings that they must go to, though they find the meetings rather boring and pointless.

► ...►THE COUNCIL◀.....

About: The **Council** is a group of twelve members appointed to help give the **Universe** advice on their job. The hierarchy was originally established to help distribute the workload of running a universe, but the **Universe** was approached several times by other members of the **Higher**, some accusing them of being a bad ruler and saying they should be overthrown, while others suggested that maybe they could just use some guidance on the decisions they make. The **Universe** then created a council of trusted members to help guide them (though mainly to pass off more responsibilities). The **Universe** always respects the voice of the **Council**, even though nothing is forcing them to and they often disagree with the final decisions.

While **Council** members are still ranked above other members of the **Higher**, many **Council** members still follow the hierarchy within the group, looking down on **demons** and up to **overlords**. However, each member has their own opinions about where the **Universe** falls or should fall in this ranking, ranging from utmost respect to utter disdain. The **Universe** does very little to de-escalate this infighting, intervening only when necessary. However, the **Council** members are more than capable of managing this fighting within their group by themselves, and the **Universe** is unlikely to get involved even when they might be needed.

Abilities: The members of the **Council** are the only ones who can tell the **Universe** what to do. They often act as parents to the deity, ensuring that they stay on task and think before acting in critical situations. They also hold meetings to discuss the state of the universe and consider what future actions are required, which they require the **Universe** to attend. However, the **Universe** can be rather disruptive during these meetings and make them take much longer than they need to, and often the **Council** members wish they could just host the meetings without the deity.

Responsibilities: The **Council's** responsibility is to ensure that the **Universe** stays on task and does their job well. However, this usually means babysitting the deity and trying to get them to stay still long enough for something important to get done.

Each **Council** member is also given a complicated question to answer, such as what was at the beginning of time or what happens after death. These questions are things even the **Universe** doesn't know the answer to, so they have asked their most trusted to help.

None of them have answered their questions yet, and it seems very unlikely that they ever will.

► ...OVERLORDS◀.....

About: The overlords rule over each galaxy. They do a lot of the managing on a large scale, and they report directly to the Universe (or sometimes the Council) about any major events. Overlords are rarely created or destroyed, as entire galaxies aren't created or destroyed often, and there have been few instances of overlords doing their jobs so poorly that they needed to be replaced.

Abilities: Overlords can alter the course of large objects slightly, which allows them to change the orbits of planets and stars. However, this movement must be done early on if the object needs to complete a significant turn before colliding with another object.

Responsibilities: They keep each solar system functioning and may guide celestials on where to "steer" their stars to ensure there are as few crashes as possible between objects. They also keep track of demographics such as the number of each type of star/planet, ensure there aren't too many asteroids in one area, and alert the Universe about any planets that have escaped the gravity of their stars or any collisions of large objects. They also report star deaths and births and any event that may cause a change in the number of objects in space, which may also mean a celestial or spirit has lost their "job" and may need a reassignment to a new birthing star/planet.

► ...CELESTIALS◀.....

About: Celestials rule over each solar system. No matter what form they take, their base color (the color that dominates their appearance) is the same as their star, and they rarely have to disguise themselves as any Creation because they don't visit their planets much. The type of star a celestial manages often represents their personality, with larger stars being more extroverted, more massive stars being selfish, and hotter stars being more positive and optimistic.

For systems with more than one star, one celestial is assigned per star, and they all work together to manage the planets. Celestials are directly tied to their star, and as such can only die if their star does. They also become increasingly weak the further they travel from their star, meaning they rarely stray far from it. They may need to send out a demon messenger if they have a message that needs to be sent far away.

Abilities: Celestials can steer stars and planets much like overlords, though they focus more on steering large asteroids away from their system. However, the movements they are able to make are smaller than what the overlords can do.

Responsibilities: Their responsibility is to maintain the orbits of their star and its planets, and protect them from space debris, though accidents happen. They also may need to slightly alter the course of their system if an overlord alerts them to a possible collision, although they can only make small adjustments to the orbit, and without an early warning, they may not be able to avoid the collision. They also monitor the planets and other objects in their system and act as spirits for the planets without life.

★ Agents of Time

Celestials who have a collision or whose star dies and becomes a black hole are treated differently from other star deaths. Usually, these celestials end up going crazy from the experience and attempt to destroy anything near them. The Universe refers to these beings as “Agents of Time” because they prefer darkness, similar to the being Time. They similarly associate the concept of death as a whole with Time. The Universe deals with these celestials by trapping them in their own darkness, preventing them from traveling across the universe and destroying everything, but if a star/planet drifts too close, they can still be consumed.

► ...SPIRITS◀.....

About: Spirits rule over each populated planet. Planets without life do not have spirits, as the celestials can take care of these themselves. Spirits often disguise themselves as one of the Creations of their planet to assist with major world problems, such as drought, heavy storms, etc., though they leave the smaller problems to the demons. They focus more on what is happening on their planet and any of its satellites.

Abilities: Spirits can control weather and natural disasters, as well as drastically alter the surface of the planet. They can also disguise themselves as one of the Creations on the planet if needed.

Responsibilities: They have to take care of the life on their planet and ensure that all species prosper. If needed, the spirit may reveal themselves to the Creations to resolve an issue, though they leave smaller conflicts to demons.

► ...DEMONS◀.....

About: While **demons** are classified as part of the **Higher**, they exist more in a middle ground between **Higher** and **Creation**. A few are assigned to each planet, depending on the size and importance of the planet, and they have the ability to reproduce, unlike the other species of the **Higher**, so there are often several thousand on each planet. Most usually prevent themselves from being seen by **Creations**, as they prefer to work behind the scenes, but some decide to mingle or even breed with **Creations**, creating **half-demons**, who have attributes of both parents.

While most members of the **Higher** do not die unless destroyed by the **Universe**, **demons** live about 4000 Earth-years, and their physical appearance can take on any age. They usually take on an appearance similar to the **Creations** of their planet, though small differences such as eye color (or whatever is that species' equivalent) are always visible; non-**shapeshifter** **demons** cannot blend in perfectly. The form they take must have the same amount of mass as them, meaning that blending in with very small and very large species is difficult. Luckily, this is rarely needed. **Demons** also have a monstrous form that they take if they become too angry or to defend themselves. In this form, they are much stronger and faster than usual.

Each original **demon** is created specifically for the planet they inhabit, so their regular appearance is often very similar to the **Creations** of their planet. Two **demons** fashioned after two different species are likely unable to breed without changing their forms to match each other, which is often only possible if one or both of the **demons** are **shapeshifters**. Even so, multiple **demons** of the same species are often placed on the same planet, allowing them to reproduce into greater populations.

Abilities: **Demons** have a variety of abilities depending on their subtype and strength. While they have access to more **magic** than most **Creations**, they can still run out rather quickly, and often resort to draining **energy** from **Creations** (such as plantlife).

There are many subtypes of **demons** that have their own magic abilities:

★ Catalysts◀

These **demons** are advanced in manipulating different forms of kinetic **energy** through their **magic**, although they are able to learn spells from **Creations** with magical abilities. Most **demons** are naturally more proficient with one form of **energy** than the others. Each form of **energy** can be manipulated and moved, but cannot be created from nothing or destroyed. Weaker **catalysts** may not have proper control over where they direct the **energy** or where it is sourced from. Stronger and more practiced

catalysts have more precise control of the **energy**, can control more of it at once, and can be more specific about where it is sourced from. The **forms of energy** are heat, sound, light, and life.

- ★ **Heat** – Thermal **energy**, or heat, can be moved from one area to another, which can cause objects to quickly warm up or freeze.
- ★ **Sound** – Sound waves can be stacked or spread out to alter the volume of the sound or change the way it sounds. The sound waves cannot be created using the ability, but any ordinary sounds can be created by basic means and combined to create more intense sound waves.
- ★ **Light** – Can manipulate light, moving it from one place to another and bending it, which can also leave darkness in its place. This can be used to feign invisibility or distort one's vision by altering what they see, but the photons must be available to manipulate in the first place.
- ★ **Aura** – A being's **aura** can be manipulated to disguise or amplify emotions. While most **Higher** have some form of control over their **auras**, and even **Creations** can practice meditation to alter how it is viewed, **aura catalysts** have fine precision over how it appears, and they can even alter their actual emotions, rather than just how they're perceived. Extremely skilled individuals may be able to alter the **auras** of others, disguising their emotions or even making them feel different things, though the other being may attempt to resist this manipulation.
- ★ **Life** – **Life energy** can be taken from one being and be used to put life back into something else, including growing plants and healing injuries. Living things can be killed this way, but not brought back to life. Some form of **soul** must exist for the **life energy** to be given to.

★ **Shapeshifters**

Also known as simply **shifters**, these **demons** can change into any species, although they must be exposed to nature to do so. While any **demon** can change their form slightly, **shifters** can change into beings with more or less mass than themselves. Any extra mass gets turned into organic substances, and if they become bigger, they take the mass from the environment around them. Advanced **shifters** can control this flow of mass,

choosing to take from or turn their mass into something specific, like plants. Normal **demons** are unable to fully replicate the species they're shifting into, but **shifters** can.

★ Wisps

Wisps are a type of **demon** whose **souls** are no longer tethered to a physical body, taking on a wisp-like form and making it hard for them to interact with anything without using their **magic**. To compensate for this, many **wisps** take on hosts in a mutual bond, though some abuse this power and completely take over their hosts, and rarely, kill them. When a **wisp** takes over the body of a host, the host **phases out**, making them ghost-like and unable to interact with the world, and often making them fall unconscious. However, the host can attempt to fight back and regain control or even force the **wisp** out of their body, though depending on the **wisp**, this can be extremely hard to do. For both the **wisp** and the **phased-out** host, being without a physical form can be extremely uncomfortable from the lack of senses and stimulation, causing most to seek a physical form again rather quickly.

The host usually has some sort of physical change when possessed by a **demon**, anywhere from a slight eye color change to a complete rework of their body structure, depending on the **wisp's** power. Super powerful **wisps** can choose how much their host is affected, to hide that the host is being possessed, or to get the most out of their physical form. Hosts that attempt to fight possession can often experience many adverse effects, especially to these physical changes. If the **wisp** loses concentration while altering the body, the transformation can go wrong, causing grotesque distortions and appendages and bones to appear where they shouldn't be, which can be rather painful and often deadly to the host. Many **wisps** try to avoid forcefully taking control for this reason, as unnecessarily killing the host can be inconvenient and is rarely in the **wisp's** interest.

In addition to physical changes, **wisps** who remain bonded to a host for longer periods of time may experience mental changes as well. Depending on the will of the **demon** and the host, their personalities may begin to rub off on each other as two consciousnesses attempt to share the same mental space. The stronger personality will often take dominance over the weaker one, and if the two remain bonded for too long, it could be deadly for the host if the **wisp** were to try to leave, as very little of the host would

be left to control the body, and they would feel very empty without the presence of the **wisp**.

Wisps are much rarer than other types of **demons**, as they are not created by the **Universe**, cannot be born from other types of **demons**, and cannot reproduce. Instead, all **wisps** used to be **demons** of some other kind, and their abilities transfer over, though they can mostly only be used while possessing a host. It is not well known how a **demon** becomes a **wisp**, though it has only been seen done by exceptionally strong **demons** as an act of desperation, such as on the brink of death, or as a way to gain more power. Becoming a **wisp** stops **demon** aging, allowing **wisps** to be immortal like other members of the **Higher**, and while in their **wisp** form without a host, they are nearly impossible to kill. These facts, along with their increase in strength, have them rivaling **spirits** in terms of power and ability. A **demon** becoming a **wisp** often sets other members of the **Higher** on high alert, and if they begin to threaten the hierarchy in any way, the **Universe** may need to intervene, even destroying rebellious or destructive **wisps**.

Wisp's powers are usually rooted in the mind, such as telekinesis or telepathy.

★ Half-Demons◀

Half-demons are formed when a **demon** and a **Creation** produce offspring, and the child has characteristics of both species. Most **half-demons** have the following characteristics:

- ◆ **Heterochromia** – One eye is the color of the **demon** parent, the other the color of the **Creation** parent.
- ◆ **White hair** – They usually lack **color** in their hair, making their hair white or off-white, and in general have a more desaturated **color palette**.
- ◆ **Energy sensitivity** – **Half-demons** are very sensitive to the various **forms of energy**, as they were not intended to exist, and as such their **souls** are more unstable than other beings. **Half-demons** may hide from direct sunlight, use various items to muffle sounds, or be overwhelmed by emotional outbursts. Over time, they may build up a tolerance, but in general, long exposure to intense **energy** drains

their life essence and is physically painful, eventually killing them if they continue to be exposed.

Half-Demons often struggle with fitting in with demons or their other species, as they have little connection to the universe, have difficulties being around elevated energy levels often found in inhabited areas, and many Creation species treat them as impurities or dangerous creatures.

Half-demons also experience limits with their magic:

- ◆ Half-demon catalysts have trouble controlling energy and often are only able to become proficient with one form. Most of the time, there is a lack of color in whatever energy they are controlling or in products of that energy. Fire and light appear monochrome, plants and healed creatures lose their saturation, and sounds are distorted by static/white noise, for example.
- ◆ Half-demon shapeshifters struggle with shifting into species with increasingly smaller or larger amounts of mass and can only stay truly shifted for short amounts of time, as it requires focus and magic, and they maintain their color palette when they shift. This leads to them looking extremely unnatural in whatever other form they take, unless the species they are mimicking happens to share similar colors. As most half-demons have white or off-white hair, species that come in whitish colors are often favored for shifting into if the half-demon wishes to blend in.
- ◆ Half-demon wisps do not exist. Wisps cannot reproduce, and half-demons by nature cannot acquire enough power to attempt the transformation.

All half-demons have trouble learning to use and control their magic, and it usually takes extreme focus to use what abilities they can. The souls of half-demons are quite unstable, making it hard for magic and life essence to convert to one another. Half-demons who have lost some of their essence will behave more and more erratically, losing control of their minds and acting out of pure instinct, going into a frenzy to regain the missing essence. They may attempt to drain magic from any nearby living beings, but if their soul is having trouble converting magic into essence, this may instead result in a magic overload, killing the half-demon instead. Half-demons have earned a bad reputation because of this, contributing to the overall disdain other species feel towards half-demons.

Responsibilities: Demons have their own hierarchy on each planet, and thus each level has its own duties.

★ Demon Lords

They are on top, and usually pass out the orders given by spirits to individual demons. These orders usually consist of small changes to the world to make the Creations' lives better, or reversing the negative effects one species has caused to another. Any demon is allowed to challenge a demon lord's status, but otherwise, leadership is passed down to the eldest child. If the current lord has no children, then the title becomes open for anyone to take.

★ Messengers

Messengers pass messages between demons or between demons and other members of the Higher. They are more likely to leave their home planet and be called upon for jobs. A demon can be chosen to be a messenger if they display skills that are good for the job, and a lord or another member of the Higher appoints them to the job.

★ Drifters

These demons have no specific job and mainly do what they want, unless they are called upon by a lord or other being in the Higher. They can be instructed to travel to other planets or systems, but most of their jobs take place on their home planet, as there are enough demons to not need to relocate them. However, the overabundance of demons means that they don't get called upon to do anything often. Drifters only exist because of the demon's ability to breed; only demon lords and messengers are needed.

★ Rogues

Rogues are demons who go against the rulings of demon lords or the Universe themselves. They often get away with whatever they do that's against the rules because the Universe rarely stops them, and other demons have more important things to be doing than challenging a rogue. Demon lords will occasionally question rogues, but only if the rogue's intentions affect the lord or their duties negatively.

► ... ► THE CREATIONS ◀.....◀

These beings are considered the **Creations**, and are not tied to as many rules as the **Higher**. The different species tend to create their own rules and kingdoms, but are still aware of the **Higher** and are respectful to them (Exception: **Humans**).

► ... ► HUMANS ◀.....◀

About: A species that evolved and lives on Earth. They are different from other **Creations** because they have lost their **connection to the universe**. Most **Creations** can sense when the **Universe** is nearby and have the instinct to be respectful in their presence, but **humans** do not. **Humans** and the other **Creations** on Earth were placed there as bacteria and allowed to evolve over billions of years with no interference, whereas most **Creations** were made almost exactly as they are and placed on their planets. Because of this, Earth creatures have evolved for survival and lost their **connection to the universe** as it wasn't considered essential, but other **Creations**, while they do change, don't have as much of a need to as they were created to fit with their environment.

The **Higher** that manage Earth and its system have specific rules not to reveal themselves to **humans** unless necessary, with the exception of **rogue demons**, who do not care for such rules and may show themselves anyway. However, even they know not to show themselves too often or to large populations for their own safety.

There are subgroups of **humans** who still have their **connection to the universe** or who can control **magic**.

★ Simanders◀

Humans that are **connected to the universe**. These **humans** are still aware, on some level, of the **Universe**, but they don't know what it is they feel so connected to. If a **simander** attempts to dig into this feeling, however, they can learn little bits about the universe. This is how many false religions were started, because the people took what they did find out and merged it with guesses of what they thought would fill in the gaps, so most religions are correct on some level, but stories have been twisted over time to make them more and more incorrect.

★ Spellcasters◀

Human spellcasters exist, but are rather rare. They often discover their powers by accident and may be kicked out of society because of them. They also die very easily from ignorance and accidents. Sometimes,

demons may be sent to help teach these humans how to control their powers, or they may volunteer on their own.

► ...►OTHER◀.....

There are many life-populated planets in the universe, but humans have not yet discovered them, and both Creations and the Higher have been told not to interact with humans unless necessary. Most other species don't follow such strict rules of evolution like Earth's creatures do, but they still have their laws to help them live, and most have found a way to work in harmony with other species and their Higher.

.★*.° NOTES °.★.

- ★ The **Universe** does not experience emotions because of a wish **Space** made in the past, but **Time** still has their emotions, and will occasionally intervene and influence **Space's** thought process, making them appear as if they had emotion. **Space** can also draw on **Time's** emotions if they feel the need to express something that they can't without emotion, but they don't realize they can do this.
- ★ Where did **Time** go? (Creation Story) **Time** didn't disappear or die or anything, they just feel like talking to **Space**, especially in their new chaotic state, wouldn't do any good, so they refuse to respond to **Space**, hoping **Space** will eventually realize that the **Universe** also needs **Time** to run better.
- ★ The **Universe** remembers all of the events that happened during the Creation Story, but they do not know their thought process behind any of it, as they do not understand how their emotions once worked, so they may occasionally get the story confused or twisted or just start making things up in an attempt to understand why something happened. They don't understand why they keep **Time** confined, but think that **Time** must be unsafe and is therefore best kept away from the rest of the world.
- ★ The universe is often referred to as space and not time for a reason ;) (see Creation Story)

°.° STORYLINES °.°

These are just ideas for stories I might write set within this world, though I may never write them and kinda just threw them down here to help keep track of the ideas. Uhh possible spoiler warning I guess?

- ★ The **Universe** is disguised as a **human** and makes friends with another **human**, and eventually becomes attached, while a **demon** accuses the **Universe** of being distracted and bad at running the universe, so the **demon** continuously attempts to harm the **human**. The **human** is a special **human** who still has few roots to the **Universe**, and was slightly aware of the **Universe** being on Earth, and when the **Universe** revealed themselves to the **human**, the **human** immediately started calling the **Universe** “Master” and acting proper despite the **Universe’s** order to pretend like they were still an average **human**.
- ★ Quin’s story takes place in this universe but only relates to the Earth **spirit**, Gaia, and the **Universe** is not mentioned (As of now)
- ★ A **demon** who was born sometime in the 1500s was captured by **humans** who had discovered the existence of **demons**, but believed they were all evil. They had developed advanced technology and were able to contain **demons** on an island while preventing other **humans** from finding it (Atlantis). The main **demon** was captured in the 1800s, but shortly after the **humans** running the island were killed off (how?) and the **demons** were trapped on the island. Some **demons** with enough strength left manage to escape, and eventually the only **demon** left is the main **demon**, who slowly loses more and more energy, becoming weaker and weaker. The **Universe** visits them for about ten years during this time (right after WWII because the **Universe** had come to watch and supervise the **humans** during their war), keeping them company and informing them about how the world had changed and major events they had missed. The **Universe** explains that they can’t free the **demon**, however, and that they must be freed by something native to Earth. The **demon** is stuck for several more years until the 2300s when the island is finally discovered by **humans** who manage to create technology great enough to find the island. One person (main character) is sent in to scout and make sure nothing living or dangerous is inside the large building located on the island, when they stumble upon the **demon** (They don’t know it is a **demon** because of the low light levels) who is trapped there. The **demon** expresses their hatred for **humans** while at the same time trying to convince the **human** to let them out, making the **human** unsure what to do. They think the **demon** is just bluffing and that the stories of the **demon** being 800 years old are just lies, but secretly they are scared

so they let the demon out. A deal is created between the human and demon because the human saved the demon's life, and the demon is subjected to serve the human for 500 years unless the human dies an unpreventable death or willingly releases the demon. The human attempts to free the demon right away, but the demon stops them, saying that they should appreciate that they have a demon working for them and at least wait a bit before releasing the demon. The human then asks the demon to explain why they were stuck and what the place is that they're in (during this the demon explains the hierarchy), and is surprised that they believe the demon. They then are tasked to hide the demon from the rest of the humans outside, and the demon changes their appearance to resemble a 16-year-old girl. The main character then exits the building with the girl, explaining that she was the only person in the building and that they were certain no one else was in there (although they don't give any evidence as to how they know so certainly). One of the people from the group that came to the island with the main character (the main character never had a good relationship with them, and so they don't trust each other) raises their futuristic gun at them, accusing them of keeping secrets and lying. Because the main character's life is being threatened, the demon is forced to reveal themselves and jump in front of the main character to protect the main character. The person with the gun sees the transformation and speed and calls them a demon, which just happens to be a lucky guess. Them and the demon get into an argument, with the main character attempting to stop the yelling, when the demon makes the mistake of saying the human race is stupid and shouldn't exist. They realize their mistake right away and start apologizing to the Universe, who they can sense is on their way to Earth. The Universe arrives in the form of an old man and accepts the apology, leaving the demon on a warning. The demon is then mad that none of the humans showed the Universe any respect, but the humans don't believe that the old man was the Universe, and only the main character believes that there *is* a Universe. CONTINUE FROM HERE

- ★ (THIS MAY NOT RELATE TO THE UNIVERSE) There are creatures (unnamed as of now) that watch over each species that exist, and usually they work together peacefully. However, the guardian of the humans is hated most because of how many species have gone extinct because of them, and when a species goes extinct the guardian fades as well. Guardians can die, but when they do another is born to take their place. Each guardian is born as one of ten types, which directs their abilities, but recently a new type, Type 11, has come along, with a hidden ambition that they insist is good but say they aren't allowed to explain their mission. The human guardian finally was killed by another guardian, but was

replaced by a Type 11 guardian, who is now the most hated guardian in the universe. The story takes place when the Type 11 guardian is in disguise as a **human** and one of the other guardians (of a species not discovered by **humans** yet) jumps in to try and kill the Type 11. The Type 11 temporarily puts most of the **humans** to sleep to avoid them seeing the battle and learning of the guardians, but one **human**, which is the best friend of the Type 11, asks to stay awake and is granted this wish as long as they take care of themselves and if they get hurt, the Type 11 will no longer protect them. The **human** agrees, and the other guardian (who is a Type 7 and has a very immature personality) insists that the Type 11 explain to the **human** about the guardians. The Type 11 explains as the Type 7 casually tries to kill the Type 11, but because the Type 11 is much stronger than the Type 7 (because Type 11s are usually stronger and the more their species thrives, the more power they have, making the guardian of the **humans** especially strong) these attacks barely do anything and the Type 11 is merely bored while they explain to the **human**. (During this explanation the Type 7 partially convinces the **human** that Type 11s are bad, but the **human** also believes that the Type 11 is their friend and chooses not to pick a side.) The Type 11 afterwards proceeds to really fight the Type 7 and wins, doing their duty as a Type 11 and temporarily knocking out the Type 7. The Type 11 then asks the **human** if they are on their side or not, and says they need to leave before the Type 7 wakes up so they better choose a side so the Type 11 can leave with or without them. The **human**, after some thought, agrees to go with them in which they proceed to jump out of a really tall building and land on something soft and invisible, which is a Sivian, which the **human** doesn't believe in so they can't see it. The **human** finally believes and sees the Sivian, asking many questions, in which the Sivian is slightly mad that the **human** is talking to the Type 11 instead of directly to her, in which she responds back in the **human's** head, the way Sivians talk when in their dragon-like form. The Sivian is revealed to be Sora, the guardian of the air and the wind, and they end up flying off to a far away cave where the Type 11 explains that they need to stay away for now and says they'll fix everything up with the **human's** parents so they aren't confused. When they land at the cave and the **human** walks inside, they are confused because there is what appears to be a child in a furry coat standing there, tending to a fire, and the **human** freaks out, until the Type 11 explains that Sora can transform between a dragon-like form and a **human**-like form, and then she reveals her second set of arms hidden in her fur. The Type 11 then makes the **human** pledge an oath not to tell about the guardians to any other **humans**, for it is supposed to be a secret, and they rest for the night in the cave, after the **human** asks several questions. CONTINUE FROM HERE

.★★.° CREATION STORY °.★★.

Click [here](#) to play an interactive version of this creation story, featuring music, dynamic text, and 10 potential endings!

In the beginning there was something, for if there truly is a beginning, no one was there to tell of it.

And then there was Time. Time simply floated in nothingness, recording the existence of nothing, for there was no space, no place to go, nothing to do but record and measure the nothingness, as Time felt inclined to do.

But soon, Time became lonely. They simply recorded nothing, as there was nothing to record, and they wanted to do something about it. However, any time in the past they visited, there was still nothing to them.

Time became curious about the future. They knew what had happened, they knew what was happening, but what was going to happen? Time jumped ahead and saw light, and saw color, and saw *life*. It was almost too much for Time. They returned to the present, for they weren't ready to make anything but darkness their present, and they floated peacefully, no longer anxious for something to change.

However, as they looked up, a small ripple appeared in front of them, and inside Time could see light, and color, and *life*. Time looked around for any other ripples, as they had been elsewhere before.

There were no other ripples, Time concluded, as the past was no different than now. Time turned away from the one ripple, not yet ready to experience anything other than darkness.

Time then became curious about the past. What was before they were. Time again saw light, and saw color, and saw *life*. They quickly left, not ready to experience anything other than darkness.

Time continued to document the nothingness, and they started to feel lonely again.

I wish there was space, Time thought, and so it was.

Time felt *movement*, they could *feel*, and they noticed that they existed, and that they were never in complete darkness. But they knew they were no longer alone, either, and they felt afraid.

And suddenly they saw *something*, a single being, and they were *not* nothing.

I am Space, the being spoke. And Time realized they could *hear*, and that they were no longer alone, and Time no longer felt afraid.

I am Time, they replied. And Time looked into the distance, and saw a speck of light, and next to it, another speck. Space moved, and soon there were many specks of light in the distance, giving light to the darkness.

Time remembered the ripple of light, and felt afraid.

I do not like light, they whispered.

But stars are beautiful, Space replied, and they moved again, and a speck of color appeared in the distance, and then another, until the stars were joined by many specks of color, giving color to the darkness.

Time remembered the ripple of color, and felt afraid.

I do not like color, they whispered.

But novas are beautiful, Space replied, and they moved again, and suddenly they were closer to the stars and novas, and Time could see colorful dots moving around the stars. Space moved, and created *life*, and placed it on the moving dot, and suddenly they were closer to the dot, and Time could see the *life* move.

Time remembered the ripple of *life*, and felt afraid.

I do not like life, they whispered.

But planets and Creations are beautiful, Space replied. *What can you do?*

I do not want you here, Time muttered. *I like the darkness.*

But light, and color, and life, they are beautiful, Space responded.

And Time went back, back to when there was no Space, only Time, and darkness. Another ripple appeared, and through it Time could see Space.

And Time felt lonely.

I do not like Space, Time spoke. But no matter how many times they repeated it, they still felt lonely.

Time returned to the ripple, and Space was there, waiting.

I do not like Space, they repeated, *but I do not like being alone. Take away the light, and the color, and the life, and be with me in the darkness.*

I do not like the darkness, Space replied.

And Time went back, and brought Space with them. But there was no longer darkness. Time went to the past, and the present, and the future, but wherever they went, there was always light, and there was always color, and there was always *life*, and there was always Space.

Why won't you go away? Time asked.

Why don't you like me? Space asked.

You took away my darkness. Time replied.

Then I do not like Time, Space murmured.

I will take away your Creations. And Time went into the future, and the *life* grew old, and the Creation died. But from it, a new Creation was born. And the further Time went, the more Creations appeared, until there were many.

Take away the life, Time growled.

I do not want to, Space spat back.

And so Time left, and went to find the darkness, where the light, and the color, and the *life* could not reach.

I do not like Space, they whispered. But wherever they went, there was light, and there was color, and there was *life*. And Time felt afraid.

And Time approached a star, and slowed the speed of light, and the star died, and it did not become a nova, for there was no light. And Time watched as the planet grew cold, and the Creations died, and new *life* was not born. And Time sped up the movement of the planet, and it crashed into another star, and the star did not become a nova, for there was no light. And Time watched as the stars disappeared, and the novas disappeared, and the planets disappeared, and the *life* disappeared, and Time smiled at the darkness.

I like the darkness, they said.

And Space appeared, and saw the darkness, and was afraid.

I do not like the darkness, they whispered.

I do not like Space, said Time.

I do not like Time, said Space.

Then I will get rid of you, Time spoke, and they slowed down time until Space no longer moved, and Time smiled, happy that everything was as it had been.

But Time still felt lonely. And Time started to miss that they could move, and they missed light, and they missed color, and they missed *life*.

Time resumed Space. *I am sorry, Spa—*

I do not like you, Time, Space growled. *I wish Time could forever have their darkness, and I my light, and my color, and my life*. And so it was.

Time suddenly felt darkness again, darker than it had been before. There was no light, and there was no color, and there was no *life*. And Time felt lonely, for there was no Space either.

Space? Time called.

I do not like Time, Space responded, but from where, Time didn't know.

I do not like darkness, Space. I am sorry. But Time did not receive a response.

And Time tried to travel to the past, and found they could not. And Time tried to travel to the future, and found they could not.

I shall be known as the Universe, Space finally spoke, *and my universe shall have no Time*.

And Time, alone in the darkness, wept.

And Space smiled, knowing that there was no longer Time to take away their light, and their color, and their *life*.

And so Space made new stars, and new novas, and new planets, and new Creations, and smiled, for it was beautiful.

I want to see the light, and the color, and the life, spoke Time. *I wish—*

I do not like you, Time, Space responded. You will have only darkness.

And so Space revealed themselves to their Creations, and called themselves the Universe, and never spoke of Time.

But the Creations became suspicious, for they knew the universe was not only made up of space, but of time as well. "Where is Time?" They asked.

"There is no Time," the Universe responded.

I am Time, Time called, but only Space heard them.

And the Creations asked again, "Where is Time?" And the Universe responded, "There is no Time."

And Time called again, *I am Time*, but only Space heard them.

And the Creations stopped asking about Time, but they continued to mutter and complain, "Where is Time?", and "Why is there never enough time?", but Space grew frustrated, unable to stop them.

And so Space created more *life*, but these Creations had similar abilities to Space, and they sent these new beings to watch over the Creations, and to stop them from asking about Time.

And so was the creation of the overlords, and the celestials, and the spirits, and the demons.

But still, the Creations asked about Time, and Space grew frustrated.

Why do the Creations care about Time? Space asked.

I do not like the darkness, Time repeated, as they had so often. And Space ignored them, as they had so often.

I do not like Time. They should not like Time either.

Your Creations cannot truly be happy without both of us, Time responded.

Time destroys my Creations. They are much better without it. As am I. I want Creations that do not know about Time.

And so Space created another star, and another planet, and new Creations, but the Creations were small, and unintelligent, and knew no concept of time, and Space smiled.

And Space watched as the new Creations lived and died, and became new Creations, and the creations became bigger, and more intelligent, but did not know of Time, and Space smiled.

There is no Time, they repeated.

But all through this, Space began to forget why they did not like Time, and Time existed alone, trying to persuade Space to let them be free.

I miss light, and color, and life. I will not destroy your Creations. I wish—

There is no Time, Space growled.

And soon, all of the Creations began to forget about Time, and of Space as well, for they knew only the Universe, and Space smiled.

But because no one asked about Time, Space's anger began to dwindle. And when Time called out, Space finally answered.

I do not like the darkness.

And you do not like my light, or my color, or my life.

I am sorry, Space.

Can you bring my Creations back?

No.

Then I will not take away your darkness, and I will not tell my Creations of you.

I am sorry, Space.

I am the Universe.

There is no Universe without both Time and Space.

And there is both Time and Space. But you will no longer destroy my light, and my color, and my life. If there must be time, then there will be little of it.

But your Creations will benefit from time.

They do not need it. And neither do I. I will have my light, and my color, and my life, and you will have your darkness.

I do not like the darkness, Space.

I am the Universe.

We are the Universe.

But I am in charge.

But your Creations will never be perfect without me.

They do not need you.

Time did not respond. And Space continued watching their Creations, watching as they lived, and died. And Space realized that the Creations that did not know of Time did not know of Space, or the Universe, either.

But Space no longer felt angry, and instead they felt lonely, for their Creations were never perfect, and they always seemed to run out of time.

Time?

No response.

I am sorry, Time.

Nothing.

And Space wept. For no matter how many Creations there were, or overlords, or celestials, or spirits, or demons, they still felt sad, and angry, and afraid, and alone.

I do not like sadness, or anger, or fear, or loneliness, they whispered. I wish that I did not feel these things. And so it was.

And Space grinned a mischievous grin. For all they felt now was chaos.

.**.° THANKS FOR READING! °.*★.

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.★.° OTHER (IGNORE) °.★.

NOTE: This is just stuff for me, you can ignore this. Nothing here is guaranteed to be canon, and is mostly just me jotting down ideas that may be added at some point.

Rewrite this, it's long and confusing and may not even be used (put it under "Important Terms" afterwards):

Deals: A deal can be made between two members of the **Higher**, or between a member of the **Higher** and a **Creation**. When a deal is made, one being becomes the servant of another, meaning they must do whatever the Master says, with a few exceptions:

- A Master cannot order their servant to do anything that would put the servant (but the servant must come as close to the request as possible without dying) or the Master in danger
- The Master cannot order the servant to contact anyone above them in the hierarchy (i.e. You cannot force anyone to make a prank call to the police)

The servant is free to make their own interpretations of the orders given, so if a vague order is given and the servant is reluctant to serve, they may find ways around the order. (Ex: if the servant was ordered to "do the dishes" they may not because they can choose to interpret "do" and "wash" as different things) A deal can be created when a being (**Higher** or **Creation**) does a lifesaving favor to a member of the **Higher**, or if both beings verbally agree to a deal and shake on it (Must be consensual; a being cannot be forced into a deal unless they owe the other being a lifesaving favor). Because a servant often is in servitude to the Master because their life was saved, if the Master were to ever be in danger of getting harmed, the servant must do whatever they can to keep the Master alive, even if that means the servant must die themselves. The only way the Master can prevent the servant from sacrificing themselves (Ex: if the Master was suicidal and didn't want to be saved) is by releasing the servant. This can be hard if the servant wants to keep the Master alive, because the servant must agree to be released and can interpret the Master's words differently. (Ex: if the Master were to say "Be free" and the servant didn't want to be released, they could interpret this to mean that the Master wants the servant's personality to be carefree, and therefore would not be released) A servant can be freed from a deal early if both the servant and Master agree to it, or if the master says anything that the servant interprets to mean that they're free (Ex: if the Master were to say "Go away" the servant may interpret this by realizing the amount of time they must

“go away” was not specified, and they may autofill this to be “go away forever”, therefore releasing them).

TODO:

- Expand wisp powers
 - Wisps have much higher magic capacities than other demons
- Expand Agents of Time
- Spirits are referred to as Mother, Father, or Guardian before their name, or just by title. This only applies to those lower on the hierarchy, but celestials and overlords will still use the term out of respect (define titles for other roles)
- Develop a section to list canon OCs and their involvement with the world
- Overhaul Storylines section
- Rewrite notes section (or redistribute information elsewhere)
- Rename drifters and simanders
- Expand on overlords, celestials, and spirits
- Expand on demon messengers and aura tracking
- Explain how beings of the Higher travel around space (they can teleport long distances, and use auras as ‘beacons’ to guide them. This teleportation isn’t very precise though, and only really works for long distances (landing in the same city as the intended destination is about as precise as it gets, though stronger beings can get a bit more accurate than that), and areas of space with no beings to use as beacons are much harder to travel to)
- All spirits used to be demons who were promoted for the task by the Universe themselves (and they choose a new demon if something happens to the current spirit), whereas celestials and overlords were created specifically for their tasks