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Realms

The universe is composed of three realms, all layered on top of each other. They occupy the same metaphysical space. There is a natural flow of existence between the realms. Traversal between the realms against that flow is very difficult, and not recommended.

The Infinitum

The infinitum is an infinitely expanding, infinitely dense realm of magic and possibility. Everything exists within the Infinitum, and the Infinitum is connected to all realities. The past, present, and future, all thoughts and ideas that have ever been conceived, and even those that haven't. Surviving within the Infinitum is extremely difficult. Even if you can withstand the forces pulling your body in every direction and trying to dissolve you into the mess of reality, your mind is open to all the concepts within, leaving you vulnerable to madness. Given that you could survive this, entering the Infinitum is still dangerous. You could enter, remain completely still, and leave, and be spit out in an entirely different space and time.

The Finitum

The Finitum is the physical world. It is the only realm in which life can prosper, and the only realm in which time flows.

Consciousness

Consciousness is kind of a subrealm unique to the Finitum. It is not so much of a space as it is a force that exists throughout. All living beings receive a piece of

the consciousness that serves as their identity, and it is returned to the consciousness when they die.

The Unknown

The unknown is a space between the Finitum and Infinitum. It is a realm of destruction and chaos. While surviving in the Infinitum is difficult, existing within the Unknown is impossible. Anything that enters the Unknown is reduced to its most basic components and returned to the infinitum. While the Infinitum is connected to all realities, each reality has its own Unknown.

History

Paradise

The world begins in paradise, 4 islands suspended in the sky. The first things to inhabit the world were the spirits of Air, Fire, Water and Earth. Next, pulled from the soil and sand by End were the animals of the world. Certain animals were gifted spirits by End. Animals of Wind became the Birds, animals of Fire became the Lizards, animals of Water became the Crabs, and animals of Earth became the Moles. Finally the Humans were banished from End's Land and sent to live on the four islands under the protection of the magical beasts. From this point onward, the humans would live in paradise. The magical beasts would guard them from all harm and provide for them all of their needs. If humans were to venture outside of their new homes, End would eradicate and rebuild the island. The world exists in this state for an indeterminate amount of time, until Eden triggers the fall of the islands.

After the fall of the islands, time begins to flow normally and consistently.

The Queendom

Lost and confused in a new world, abandoned by End and their magical beast protectors, the humans sought comfort in order. The duty of managing and protecting humanity fell on the shoulders of Queen of Ifle, who built the Queendom at the center of the continent. People from all four islands gathered and lived under her rule, but soon became dissatisfied with life and decided to set out into the corners of the world to establish new territories.

Robot Island

Approximately 30 years after the fall, a genius inventor by the name of Ivan separated a chunk of the main continent. This man made continent was unique from other islands that would form in the future. It was still connected to the mainland under the waves, so it would not fall to the effects of the grand whirlpool. Here, Ivan would create an army of robots to guard over his physical form. They would also serve as backups of his consciousness if he should ever perish. These robots, powered by spirits of magic, caused a disturbance in the flow of spirits which caught the attention of Dracula. He reincarnates among the machines to seek out the reason behind the disturbance and put a stop to it. After destroying much of the island and meeting with Ivan, the two come to an understanding and Dracula leaves the man to his schemes, eager to see the same spectacle. Dracula returns to his realm, and awaits the next disturbance.

Arcadia

Immediately after the fall, a group of powerful warriors and mages understood that there were dangers around them. New beasts and monsters unlike any seen before were manifesting from humanities collective fear, and someone had to stand up to them. Thus, the Arcadia was formed. A mobile fortress that would wander the land, scouting prospective heroes to train. As the world became safer, the need for heroes decreased. The Arcadia evolved into an Academy for training those who wished to be strong, and teaching those who wished to learn. The Arcadia would dissolve after a perceived attack on Queen IV, just before the world needed it most.

Dracula's Hordes

With humans growing accustomed to their new habitat, and no god to hold them back, they achieved quick dominance over the land. They took much from the land, and gave little back. This would be the second Disturbance to summon Dracula. In a devastating campaign, he would sweep through the continent, annihilating human settlements and scattering them across the land. His hordes would constantly circle the continent, keeping humanity in a state of weakness and ignorance for centuries.

The Empire

Over 700 years after the fall and nearly 600 years after Dracula's campaign, the Empire would be born and eventually unite all of humanity under one banner; driving out the darkness and creating a land of prosperity for Millenia.

Geography

Paradise

Paradise consists of 4 Islands, Ifle: The Island of Wind, Bvi'ia: The Island of Fire, Olul: The Island of Water, and Dochu: The Island of Earth

Ifle

Ifle is mostly covered in forests and woods. A mountain range separates the human enclosure from the rest of the island and bird society. A great plains area serves as the farming quarter of the island, and on the corner of the island opposite the human settlement is The Great Tree of Music. It's massive branches serve as a canopy from the entire island. Inside the tree is the Academy of Wind Magic, Owland. Circling the tree is The City in which the birds live.

Bvi'ia

Bvi'ia consists mostly of deserts and mesas. Structurally the island is divided into four plateaus. The lowest is the oasis where humans are kept. The second lowest is a dangerous desert. The area is in a near constant sandstorm, and hosts some of the most ferocious beasts on any of the four islands. The third

plateau is built on more stable ground, and serves as the main home for the lizard folk. Whatever food they don't get from hunting is farmed here. On the highest plateau sits the Institution of His'alemn, wherein the lizards study the application of heat magic

Olul

Olul is a ball of water with a hollow center. Inside the hollow lives the humans of the island. The 'top' layer is a mud that they can walk on and won't sink through, while still allowing light in. Vegetation that reaches from the outer surface to the inner surface regulates the air inside, and luminous moss provides light. The next layer outward is a deep sea, with massive sea monsters. This Layer is the densest, and can crush divers that aren't prepared. There is no clear boundary between this layer and the next, but as the sea reaches outward the water becomes more habitable. It is in this space where the Crabs built the Lobust Laboratory. The primary function of the laboratory was to study the water of the ocean and the life within it, with the study of water magic being a secondary objective. The outer surface is populated with islands of various different compositions, and many of them serve as homes for the Crabs.

Dochu

Dorchu is composed of two halves. The bottom half is a large mass of earth and the top half is tall, thin mountains that are impossible to scale from the outside. On top of the mountains are the Human enclosures, and at the bottom of the mountain are the valleys where the Moles live. Inside the mass of earth lies great and dangerous beasts, but also valuable elements and materials. There is no academy on Dorchu. Instead, there are many Moles, either teams or individuals, who make their life's work to seek out the treasures under the ground, building their collections of the stones the island offers.

Fallend

New

At the Beginning, Fallend was a flat disk. One half of the world was a great ocean, the other a great continent. The disk has two poles, a cold pole on the north end and a hot pole on the south end.

Developed

Over time, the current of the Ocean would pull land away from the continent, forming islands. When the island reached the whirlpool at the center, it would be sucked up and pushed into the content from the underside. Over time, this would push the whole planet into a bowl shape.

Developed: Post Empire

The final moment of the Empire would be a battle with Dracula. The fight ended with a blast so powerful, the shockwave expanded Fallend into a complete sphere, although much of it was hollow.

Dying

As the planet aged, valleys formed. These valleys grew deeper and deeper, until they were massive pits. These pits became swamps, and anything inside them would become corrupted. The swamps continued to descend, ever pulled towards some evil at the center of the planet...

Islands

If enough earth spirits resided in the land pulled off the continent by the massive ocean current, then those spirits would be capable of sticking together and holding the island together at sea. When an Island separates from the mainland, it acts like a broken piece of a magnet and obtains its own hot and cold poles, although where the original land was located on the continent will determine the strength of these poles.

Societies and Collections

Aelfa

Basics of Magic

Magic refers to any phenomena that occurs as the result of a spirit's power being used.

Spirits

Spirits are the base unit of magic. They are living, intelligent beings, although they possess no individual consciousness. They are incorporeal beings that primarily exist in the infinitum, and they are the only thing capable of easy traversal between all three realms.

Lifecycle

Spirits are created within the infinitum where they exist as an expanding mass of potential energy and ideas. They can enter the finitum as they please, but the state in which they enter is the state in which they remain. A spirit can not gain energy within the Finitum without consuming or merging with another spirit of the same type. Acts of magic will drain the energy of a spirit. If the energy inside a spirit is too low, but still enough to go against the flow of realms, it will return to the infinitum to recharge. If a spirit is damaged or runs out of power completely it is pulled into the Unknown, wherein it will be deconstructed and returned to the Infinitum to live anew.

Existence in Life

Certain creatures also have spirits within them. The power of these spirits is directly tied to the life force of the entity they reside in. These spirits are pulled

from the Infinitum at the birth of the creature, and returned to the Unknown upon their death. Only life forms with a spirit of magic within them are capable of producing magic without any outside objects or assistance, but performing magic with one's own spirit will drain them of their energy much like any physical activity would. The spirit is like a muscle. It can be trained, grown, and recovered with proper rest. However, overexertion can damage the spirit. Too much damage can render it permanently weaker or even useless and draining it completely will destroy the spirit, which puts the host at a high risk of death.

Types

Within the infinitum, all spirits are simply spirits. Upon entering the Finitum, the spirit will adopt a nature akin to the natural forces of the world it inhabits (typically earth, fire, water, and wind) There are three additional types of spirits unique to each realm. Creation spirits exist only within the Infinitum, Change spirits exist only within the Finitum, and Destruction spirits reside within the unknown.

Eithra and Eicha

The spirit types are categorized into eithra and eicha. eithra, fire and wind, is magic of energy, while eicha, earth and water, is the magic of substance. They exist on 2 Axis, directly opposed. It is possible with great effort to convert a fire spirit into a wind spirit and vice versa, but neither can be converted into a water or earth spirit.

Wind, or Cold

While the most common use of these spirits is for wind, the more accurate term to use would be a 'cold spirit'. The nature of cold eithra is speed and movement. Activating cold eithra can create wind, which can be honed into a supernaturally sharp blade. Instead of relying on the unpredictable and largely uncontrollable push of the wind, one can use cold eithra to apply direct movement to an object, although this is difficult and requires more energy. Finally, one can use cold eithra to chill the surrounding area. Those who become proficient in using cold eithra will find that they become faster.