

**The Definitive
Guide
To the Forsaken Series
Vol 1**



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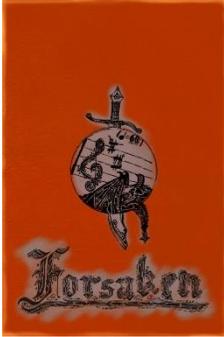
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Back Cover Blurb

Within these pages is a collection of information pertaining to the Forsaken Series. Get an inside view of the mythical beings within the stories. Volume One covers books One through Nine.



Forsaken Immortals

Contrary to popular belief, not all myths out there are false. For several species, they appear much as a human would to better remain undetected. Others are like a tale told in olden days, beings of nightmares and myths. Disbelief in anything beyond the norm is the fog that hides their true natures, their true identities.

In the forsaken realms, after centuries of uneasy peace, of blood and deceit, a war is building, one meant to ultimately free some and destroy others. Ancient evil stirs, casting its reach to destroy life. The key to victory is understanding which side you're on...and who you truly are.

Enclosed within these pages are the details of the religions, cultures, and more of beings of myth and legend.

Humans live blind to the realities many others have learned. Like countries on Earth, there are numerous realms and worlds housing different species of immortals. Each is unique, beautiful, and terrifying in its own right.



Realms of the Immortals –

Each immortal has control of their own realm, or world, within the universe that exists alongside the mortal world. Each can be interconnected, but after the dissolution of the unions during the Great War when Queen Muadhnaith was brutally murdered, each species keeps to itself. Or they have, now they are finding unity within the old ties as they are forced to fight against the willful destruction brought on by a petty goddess.

Within this guide, we will take a brief tour of each realm, and some of the main ‘locations’ within the world. Each being is unique and each realm is filled with wonder and mystery. There is much more to learn about each of the mythological beings within these pages. As much as there is, there is much more. After

centuries of uneasy peace after a brutal war, it is understandable some details must remain secret to prevent the information falling into enemy hands.

The Underworld: There is much

spoken of the underworld, though in truth, little is known of its wide expanse. Conjecture is simply not reliable, we have made every effort to give as much detail as possible.

Nerafail, the God of the Dead, rules the Underworld. He controls those souls which have been condemned for their crimes. In the realm of the dead, there are large expanses of darkness, of shadows, and dead ends. Massive caves house boiling pits of magma, rivers of blood and fire. To truly understand this realm, one must consider who and what calls it home.

As horrifying as the flames are, the Underworld also contains expanses of ice as clear as a diamond. It drapes the shadows in red, covering hundreds of square miles of the world. Thick, jagged, the glaciers form an impenetrable world within a world, offering protection and shelter from others within the realm. The glaciers are home to a unique demon. Within the ice are ornate structures, each bares its maker's mark. Ornate castles are

carved from the depths. Polished ice casts huge beams of light from the other side deep within the ice.

Massive corridors are carved into granite, tombs and homes alike are shared within the stone. Mile upon mile are carved and decorated with clan symbols, filled with lamps and oils. Doors of bone create screens of privacy.

Deep within Nerafail's realm, guarded by two massive stone beings, is the main hall. Light and joyous, there is little indication of the torment and misery beyond its doors. Built long before Nerafail's rise to power, the secrets within the room could destroy all. Nerafail, as wise as he is grotesque, rules with his wife, Seraphine, over the dead. In the great hall, none may enter save for the king and his queen.

Crystalith Caves: A network of

caverns and caves made by Nerafail, the God of the Dead, keeper of Souls. The floor of the cave is made of boiling lava, stoked by the Fire Demons sworn to serve Nerafail. Above it – hanging from the silken threads are the Crystal Tombs – these are filled with the souls of those who have done evil and are condemned to eternal suffering. The heat from the lava melts the shell of the tombs, releasing the soul into the boiling lava where they are burned. The soul rises in the steam and spins a new tomb, and the process repeats every century.

Stylox: In the immortal world, some people have different names for the Underworld. For the vampires, Stylox is the ultimate torment after death. This is where vampires believe those who are evil go, and is a place feared by all vampires.

Hardress: Rough translation, it means City of Demons. Located deep within the bowels of the

Underworld, it is a city built on fire and ash. Established 835 BS, it was carved out of volcanic stone. A river of fire runs through it, sending ash and smoke up. The first demon was birthed there, formed from ash and blood and molded into a being. Current population is estimated at half a million, though the number isn't confirmed. The heat from the river is dangerous for those born of ice, so ice demons avoid the city except on *Giolph* (Father of All) Day - when all demons join in celebration of their king, Nerafail.



Seraphine's Realm: Queen to

the dead, Seraphine rules over the souls who are bound for paradise. Her realm is the opposite of her husband's. It offers light and

beauty, and yet there is danger within its vastness. It is protected by a pair of gates which open into a large field overlooking a deep purple and green ocean. From the tops of the cliffs, souls can see for miles as they await judgement from Seraphine.

Two massive gates stand at the end of a stone path, they bar the way for souls to enter the inner sanctuary of Seraphine. A stone pathway leads up to them, and each soul is met by the queen herself. The inner sanctuary is home to the immortal souls who have fallen in battle, or through treachery of another. They gather there to await rebirth.

Seraphine, herself, is intelligent, loyal, and compassionate, yet is by no means a pushover. Devoted to her husband, she travels between her home and his realm with ease. Should she find a soul to have slipped by Nerafail's judgement, she has been known to condemn the soul and have it escorted to Nerafail's throne room.

She rules paradise with the aid of her most loyal servants. Beings of power and skill, they have the power to bring a soul beyond the gates to the sprawling hills of wheat, of orchards, and flowers, waterfalls cascading down over rocks.

Truly, the underworld is a wondrous place filled with mystery, danger, and beauty.

Realms of the Vampire:

Dreken (dre-ch-on): Or the home of the vampire is a world as varied as it is shocking. There are massive mountain ranges, vast oceans, and rolling hills. Clear streams and rivers flow into lakes and seas. The sky is a deep blue, almost indigo with a red sun.

The main continent of Dreken stretches from the Nor-Betu Sea in the north down past the equator to Kaenede in the south. It is broken up into five major states with each beings subdivided again into numerous states. The total population of Dreken is 8,550,000.

Dreken is a monarchy with a single line sitting on the throne for over two thousand years. Multi-cultural, it is a country of startling beauty, of acceptance, as well as abundant natural resources, and well-developed trade routes between each of the states.

At the heart of Dreken is Transulvia City, where Hema and his queens live full time. The city is a million strong. Located on Mount

Transulvia, it overlooks the Plains of Etchach. Within a day's ride of the city are several smaller villages, housing most of the staff of the castle. To date, there have been no royal heirs born.

The northern part of Dreken is far wealthier than the southern. However, this has more to do with the chieftains of the southern clans. There are some who trade in slaves, a highly frowned upon activity, and as such they have become poorer and more reclusive to avoid punishment or outright attack by the king's army.

In the vampire realm, there are two minor continents which hold one third of the total vampire population. To the East is Reliz, an arid, hot continent with a population of 2, 000, 000 nomadic vampire. They rarely trade or interact with any other group. Reliz is 430 kilometers long and 201 kilometers wide, it covers 86, 430 square kilometers in the Sanguys (San-goo-ee-us) Sea. There are three major port cities which carry goods to Dreken port cities for trade.

The other continent is **OLAPIRETA (oo-la-pee-ret-u)** which sits 1,789.45 nautical

kilometers south of the equator. It is a mountainous land, with little export or import. Its capital city, Felush, contains 80% of its population. Its main source of financial independence are the vast training facilities where young vampires train for a chance to become part of Hema's (or one of his queens') guard. It is overseen by one of the vampire queens' brothers.

Various clans of vampire have inhabited Dreken for thousands of years. Beginning in 12 AS (after Selene), the royal line was gifted to Hema, whose line came from a military background. He was crowned king at the tender age of 230 years.

Norech (NOR-ek): The Catacombs where Saltar is imprisoned. A never-ending tangle of caves, pools, and lava pits connected by a thin pathway of stone. There is only one entry, and it is guarded by two stone gargoyles – beings cursed by Hema to watch the fallen general as he slowly rots within his prison. It has held for 800 years.

Magthol: Holy temple to the vampires.

Considered to be the place of the birth of the first seven lines of vampire. Filled with priestesses who are able-bodied warriors and who are loyal to Hema.

Amuliana's Temples

The Immortals hold with their own sets of gods. One of these gods, who was gifted as a young god, to watch over all of them is Amuliana. She is the goddess of life and is described as a gorgeous woman with pale skin and lush curves. Amuliana, however, is not a benevolent goddess, rather she is a cruel and selfish one. Her power has been corrupted after centuries of toying with men and her struggle for power. She gets power from the temples but gives very little back to those who worship her. Among the immortals she is known for her brutal ownership of her slaves and her lust for men.

Vast temples of hers have popped up in all realms, including Earth. She is worshipped for her beauty. Offered varying sacrifices, Amuliana encourages the ones made in blood.

In the late 15th century Amuliana formed the cult, The Eternalists. It was formed when she realized the immortal beings she was meant to watch over had stopped worshipping her. Her bloodlust and selfishness has served as an example to the cult followers. There were several high-profile human women who followed the cult, including Duchess Delarina Von Sorche who was gifted with prolonged life - but not immortality - by the use of blood collection. There are aspects of the cult which follow ancient Roman and Greek religion. Those who follow it seek out 'Forsaken' people, who came from bloodlines of those condemned by Hema.

Dromberge: A temple dedicated to Amuliana in Egypt. A place no mortal has ever stepped because of Amuliana's disgust with the human race. The goddess has never set foot in the temple, instead she sends her slaves to collect offerings. It is massive, larger than the Pantheon.

Amuliana's temple in Skarlet Kiss: This temple is one Amuliana actually attends. It is in the immortal realms. Massive columns of marble hold up a ceiling of ivory. Opulence flows through the rooms. Gold and silver adorn much of the area. Ties of spun rubies hold sheer curtains up. There are five statues of Amuliana within the temple, as well as three altar rooms. Each altar room contains over 1,000 candles which are lit by hand by one of the temple servants. Time within this temple moves at a different rate than elsewhere, it is driven by Amuliana's desire. She can increase or decrease the passage of time here, which is how she has kept Una young despite having ninety years pass.

Birthplace of Sevens, Mists, Anko

Languathor – Caves where Sevens can retreat and be undetected. Sacred, believed to be their birth place and the gateway to all realms so they may find and guide the innocents regardless of species. It's a deep cavern, going back into the mountain for nearly 1,000 meters. Smooth, polished rock rise up around the interior. A stream flows through it. The opening is on a ledge set deep within craggy rocks to prevent the unworthy from finding it. Only those of pure essence can enter, the penalty for trespass is to become locked within the stone of the cavern. Legend tells of the first Seven born there. She was expelled from the stream, fully grown, her golden hair falling around her shoulders. Instinctively, she knew her purpose and answered the cry of a dying soul eager for comfort.

Legend has it Seraphine and Nerafail carved the cave out themselves. Seraphine then created stone statues and breathed life into them, giving the Sevens life. There are clans within the people, some have broken away to create their own world. Some of these clans have built a life outside of the caves, occupying other worlds such as the Acpolthia or Dragon Guides. They live in the mists of Fazoh, a land shrouded in mist and fog.

SPECIES

This section will introduce you to those who are facing ruin and devastation with the rise of Saltar. All of them have their own unique culture, their voice, however there are some who little is known with certainty about.

Sevens – Immortal beings of the mist

uniformly they are Death walking – even Gods fear them. Varying in height and gender, familial lines usually share an aspect of their features such as hair color, eye color, etc. All are born with extensive markings much like clan symbols on the other species. Sevens are able to transform into the mist they are otherwise known by at the tender age of 100 years.

They are the guides for the honest, innocent souls to Paradise. Angrail, Thantos, Ariel. They appear to some as a fine mist or fog that creeps along the ground. Usually they travel in a group of seven, though they have been known to travel in groups of up to forty-nine. They rarely travel individually or in pairs. Each one is tasked with a unique ability. Though some have the ability to heal, it is such a rarity most don't believe they can heal.

Sevens are dangerous, however, if one is mated, they are capable of taking on any being, including gods, titans, or demi-gods. Sevens (or mists) are not restricted to whom their mate is, it is a matter of the heart, and who is willing to bond with them. Historically, Sevens don't mate until they are at least a millennium old, then they mate for life. Their power is beyond belief, and they are navigated around. Only a fool would dare harm a mist's mate - or a being with a death wish.

Ankoù – the name given to the Seven by the vampires.

The Sevens originated within the languathorian region of the Underworld. Many have often believed them to be descendants of the demonarchies, however, mists are an entirely different people. They are born of Seraphine's tears and Nerafail's fire. The elders have all been encased in stone, and Seraphine in more recent times has created a massive tomb to house those who have fallen.

Some have evolved over the centuries to serve a specific people, though many do not even know they walk amongst them. Some have twisted their purpose into a toxic, dangerous belief which has resulted in their exile.

Religion

Sevens have a unique religious culture. Unlike most immortal beings they do not actively worship a god. Rather they are loyal to the gods they serve. Regardless of which line a Seven comes from, they spend eternity serving Seraphine, queen of the underworld.

Mists, or Sevens, are therefore all species, mortal or immortal.

Laws and penalties

The laws of those who serve death are similar to other cultures. However, there are some major differences. A Seven can be

punished for only a couple of acts. Most of the Sevens live by the simple and basic rules. They guide the souls to paradise or heal as needed.

There have only been a few instances of a Seven going rogue. The last was a few hundred years ago when Angrail took justice into his own hands. His actions resulted in the worst punishment ever handed out by Nerafail. The king of the underworld bound Angrail to his mortal shell, leading to centuries of agony and misery. It also led to Angrail's breaking from the goddess, Seraphine.

A Mist is not permitted to take a soul without command from Seraphine. To do so can result in varying levels of penalties. Mists can hear and feel a soul from a deep sleep and have been known to travel across multiple realms to aid a lost soul.

Clans and Family Units

Mists are patriarchal, meaning the heads of the household is the male. Female mists are in no way subjugated, they have power of their own. Mists do not mate randomly. Celibacy is the norm for a mist unless they enter the Fire Lust. Fire Lust is a period of heightened awareness brought on by finding their true mate. It is a prolonged period of high sexual drive.

Mists mate for eternity. As a servant of death, they do not age and die as other beings. A mated mist is a volatile being. Every being from a mortal to a god fears a mist who reacts to his or her mate being in danger. Their power is absolute, and there have been instances of a mist killing someone who has hurt or endangered their mate or child.

Female mists are typically able to bear children, although most choose not to. The number of children is dependent on the wants and needs of the parents.

Mists do not necessarily have to mate a mist, there have been instances of a mist mating with a demon, vampire, and other beings. When they

mate with a being outside of a servant of the underworld, there are rare instance of this happening and if the bond isn't acknowledged, they can suffer from mist sickness. This sickness is rarely fatal unless another mist attempts to disrupt the bond rather than assist the pair to come together. Or if the bonded pair are separated for too long with no contact.

Education

Mists have no need of formal education. They are incredibly intelligent, but their purpose is not like most other species.

The other species which serves death are the demons: See Demons.

Warfare

Traditionally, mist do not participate in battle, their purpose is only to escort the fallen souls. A mated mist is different and feared by all. They have no desire for conflict or peace, only to ensure their mate and offspring are safe. If there

is a threat, then they have been known to enter battle.

On the battlefield, a mist is incredibly skilled and deadly. Many consider them to lose any sense of decency, as they appear to go insane. They go not only for the body, but the soul. A soul condemned by a mist goes to the caves, mists who condemn are considered to be rogue and can be punished.

Demons

Demons have been around for over a thousand years before Nerafail took over the throne. They are warriors and revelers. Demons are known for two things - death and parties. It is not uncommon to see demons go from a battlefield to their entertainment still covered in blood and their armor.

There are some who are higher ranking than others, and not all demons go into the field.

Demon City, Burning Soul, Hardress is a well-known demon city. Located beneath what is known to mortals as the Indian Ocean. It is a city unlike anything mortals could envision. Made of cinder and ash, of columns of fire and stone. It does not welcome outsiders or anyone who is not demon in origin.

Hardress pays homage to the king of the underworld. The walls of the city witness the training of young demons for their sacred duties. Considered sacred by all demons, it is warded against all other species and lays miles beneath

the earth's crust. There have been rumors Ankoù or Sevens know of the city, but as yet it is unproven. Full of fire and stone, the stench of sulphur rises, the walls are lined with the carved stone faces of the elders who watch over the king and his demons and demonesses.

The underworld where they dwell is a huge network of caverns, caves, stone corridors which are thick with history. Fire and ash are commonplace. Because of the nature of their world, the underworld is expansive and is not hindered to one location. There are portals and gateways to all realms and worlds and all times.

Religion

Like the fae and Mist, there is no one religion. Instead each follows their own path with their ultimate worship and loyalty to their master and king. Demons believe their ancestors and their king are the ultimate lords and it is their influence which brings prosperity or ruin. It is worth note that there have been recorded

instances of demons offering prayer and worship to other gods

Education

Demons' education is restricted to their purpose and skills of choice. All demons are able to adapt to the world they live in. For some this means learning the young languages, reading, writing, and what would be considered local customs.

Clans and Family Unit

Varying in height and gender, similar to mist familial lines, demons usually share an aspect of their features such as hair color, eye color, etc. All are born with extensive markings much like clan symbols on the other species. Most demon marks are invisible unless they experience a substantial emotional event.

Like the mists, demons follow a patriarchal family plan. In most aspects demons and mists

are identical, however, demons are sexual beings and have partners outside of a mating. There is a wide variety of family units, monogamy is not the only accepted mating, polyamory and harem mating are also common.

Families are not limited in the number of children they have, but rather the family unit makes the decision. Once mated, demons are faithful and respect the family unit, and doing anything to harm that unit has deadly consequences. Children are revered and treated as invaluable treasures. From an early age, demon children are encouraged to find their passion and follow it.

Orphaned demon children are taken in and raised by the king and his wife regardless of their social status. It is rare for a demon child to be abused or abandoned. A demoness will give her child to another to care for if she feels she is unable to care for the child.

Demons of Note:

Ephynia - Daughter of an ancient clan, she is a huntress of the highest order. She bears the

scars of imprisonment and betrayal. The only demon known to survive horn modification.

Fierce, powerful, her wings are armored.

Rai Brethor - Adopted son to Tefnut, left the underworld shortly after his lover was murdered. He is a water demon. Skilled with a blade, his wings span thirty feet, and his horns encircle his head three times like a crown. Rai is the last of a very unique line, he can read and speak the dead language of a demi-god who loved a demoness.



Demon Laws and Penalties

Demons are the underworld's correction officers. They have a penal system which is accordance with their brutal and unforgiving natures. Crimes within the demon population are few, however, the system they have in place means the penalty will often be one which is unpleasant.

Murder is one crime which demons are extremely intolerant of. If a demon kills another without cause, they face Nerafail for judgement. Demons are not sent to the caves of fire. Instead, Nerafail's punishment sends them to the darkened realm. For a being of fire, being sent to an icy tomb is punishment. Nerafail has also had demons flayed to the bone and dipped in salt.

To take a demon's horns after death is to face the ultimate penalty. In this instance, Nerafail will sentence the demon to the painful process of having their horns filed down and

then they spend eternity bound in chains made of fire, with their horns being filed daily.

Demon's horns are more sensitive than any other part of their skeletal system.

Theft is punishable by lashes from a barbed whip. In more modern times the instances of this punishment being meted out have become rare. It now falls to the victim of the theft to demand restitution from the accused. This could be a replacement of whatever was taken, physical labor, or other payment of a valuable from the accused.

Penal laws when it comes to crimes against children are even harsher. The accused faces Nerafail who will sentence accordingly. Abuse of any sort is met with penalties up to and including death. There have been instances of sexual abuse resulting in the accused being castrated or even being sent to the catacombs. Abusers face ridicule and violence from all other demons, and possibly Seraphine's guides.

Warfare

Demons as a people are driven by lust - for life, for blood, sex. They fixate on it to the exclusion of social niceties. In all immortal civil wars, demons are considered to be the best allies, and often both sides with attempt to draw them into their disagreements. The reason for this is simple: one demon is worth two of any other warrior save for a mated mist.

Demon armor is made of a living metal. It covers their wings, horns, and bodies as they march to war. They carry a variety of weapons ranging from simple clubs to swords, and in some instances, they outfit their wing armor with sharp blades measuring up to ten (10) inches long. Demons prefer hand-to-hand combat, it feeds their bloodlust and creates impressive stories they can share.

Ranks within the demon culture are non-existent. One demon usually leads a legion of men, but they are all equal on the field. Killing a demon in battle only whips their furor to a burning inferno.



Vampires: Ohm Domm

Ohm Domm, beings of the night. The original vampire, Selene, was cursed by Apollo for turning away from his brilliance of light. The curse kept her bound to the night, and she birthed the first vampire, a stalwart young warrior by the name of Dracol, and six others, three males and four females in total. Those she birthed after him would create the clans and lines of all vampires, and thus Selene would rule over the night.

Unable to 'turn' human females into true vampires, the first female vampire was birthed to a human woman who Dracol seduced. Dracol

cherished his daughter, but longed for more of his kind. Selene, in her wisdom, offered Dracol a chance. If he could find a young man willing to embrace the night, she would ensure his daughter would bear healthy offspring, and thus, the line was birthed that went on to create the entire race of vampires.

Dracol's line can be traced through the generations to the mighty warrior King Hema.

Seeing Dracol's loneliness and his heartbreak, Selene gifted him a mate. The true queen of the vampires. Taking the abandoned and forsaken girl child of a Persian whore, she wove her magic and honored her promises. From meager and pitiful standings, the female child would grow into a woman of power, beauty, and birth the first of a long line of kings and queens. There is little known of her life before she became a vampire queen - or her Persian name, if she had one. For Dracol and the vampires her name was Issiyn.

Hema, the last king of the vampire, has ruled for centuries with no heirs. His first queen was brutally murdered before she could birth his heir. Now he has six wives, with no interest in securing an heir. Many believe if he were to die, his wife Bruja would select the next king, though Bruja herself holds no such intention.

Bruja and her sister wives are all from lines of nobility, and all are skilled on the battlefield. Bruja is often the first to put Hema in his place when he gets too 'kingly' in his commands.

Religion

Vampires are creatures of the night and worship few gods. The vampire nation worships Selene, mother of all vampires, almost exclusively. There are numerous temples built in her honor and offerings are made regularly. High priestesses of her temples are typically from the mystic lines and are born into service. However, the temple takes in all who are eager to serve, though to become a priestess can take decades or longer, depending on the person as

well as the instructor. Once in service to Selene, it is a lifetime vocation and only Selene can release you from her service.

While there are temples in her honor, there are no statues or carved items in her image. It is an affront to the mother goddess. One punishable by eviction. To make an image of her is to turn from the true worship, she is not a single image, but rather the image within the mind and heart of each vampire.

Vampires also worship or honor Nerafail - the God of the underworld. See Nerafail. For the souls of the innocent or those who have passed peacefully, the vampires honor Seraphine, Nerafail's wife and queen of the underworld.

Laws and penalties

Vampire law is a complex and unique system. It has varying degrees of crimes and thus penalties. The most minor of offenses is usually punished with some sort of restitution.

The laws were set in place by Selene and Drecol back in the early days of the birth of the people. Over time, the laws have been honed down to reflect the sense of family and self-respect and honor.

Theft is considered to be a stronger crime, and depending upon the item stolen, penalties can range from public shaming to enslavement within the mines. It is rare for a vampire to steal, however, because most believe their needs will be met with honoring their kin and their king.

Murder is a crime which is heavily punished. If convicted of murdering another vampire, the guilty vampire is sentenced to a term of imprisonment ranging from decades to eternity. The most famous murder case involved Saltar, a general in Hema's army, and Hema's beloved queen. During a massive celebration, Saltar took an opportunity to kill Muadhnaith. Hema found Saltar standing over his dead wife. For his brutal crime, Hema sentenced Saltar to an eternity in the caves, and all his followers to

banishment. It was the stiffest punishment he could pass.

There is another form of murder rarely spoken of. It is the drinking to death of a mate. Hema does not pass judgement, it is passed by Selene herself. Those who do this act are condemned to become sunwalkers. Vampires, who must redeem themselves before they can embrace death. Their punishment is in this life, not the next. They slowly starve due to their teeth rotting, they cannot die in the sunlight but suffer the burns and agony all their kind suffer.

Sexual crimes: For vampires, sex crimes are few and far between. However, crimes of a sexual nature are punished fiercely. The punishment is decided by the victim and the victim's family. They can use anything from castration to sunning as the penance.

Vasterdiabolus: These beings were once vampires. Skilled and vicious hunters, they were cursed by Amuliana. Their penalty is for a crime

unknown to all but Amuliana - however, they were transported to a 'penal' planet. Planet Silva de Luna is a violent, forsaken planet with predator and prey being one and the same. Those on this planet prey upon each other for the amusement of the goddess.

It is worth note to mention the penal system is different for those who would be considered to be young offenders or crimes against youth. Vampires who have not grown into their immortal beings, or 150 years of age, face penalties which are greatly reduced and often times are made to do physical servitude for their crimes.

If the victim of the crime is under the age of 150 years, the penalties are similar, however, the condemned is placed in isolation. Not to protect them, but rather, isolation for a vampire is maddening. Abuses of children are handed the worse sentence they can be. Death is never a penalty, instead, the abuser is forced to live

through the abuse. Fault is not considered, simply the responsibility for the act(s).

Clans and the Family Unit

In truth, we must be clear here. When we speak of clans, it is not necessarily synonymous with family. A family could have members in multiple clans, however, it is rare to have direct descendants in another clan. In olden times, it was not uncommon for a marriage to be made to unify a clan, or to ensure peace amongst chieftains. Now days, it is far less likely for a family to be stretched over multiple clans. Regardless of status, all vampires are marked in some manner to prevent anyone mistaking their lineage. These birthmarks resemble ornate tattoos which cover areas of the body. Colorful and fluid, they seem to be living indications of family ties.

Each of the seven lines occupies multiple clans, depending upon location, religion, and social standing. All are united by blood,

however, they are not necessarily 'friendly' with each other. Hema's clan is directly related to Delcor, however, the clan itself is slowly shrinking as time passes. Delcor's clan's fate has little to do with death but more with breeding, as his descendants are often sought by the most affluent for their bloodline.

Vampire Clans: Below are the details of the clans. Not all clans are understood, some information was not available at the time of printing.

Dhymphyr are the product of a vampire and human mating or blooding. If a vampire drank of a pregnant woman, the child would gain the strength and resilience of the vampire, becoming to a degree immortal. They would age differently, and as long as they took of blood they would not die for 2,000 years. These are different than turned vampires, who have vampire blood in their ancestry. Often these are considered to be lower classed individuals as

most are created by those from the Keir-Tak clan.

Keir-Tak clan: Saltar's clan, vampires who drink of mortal women, children, known to drink a being to death simply because they can. Reviled among the other clans for their lack of control, their bloodlust and endless thirst. In some regions being a member of the clan is a death sentence and they are actively hunted.

Ker-etsa: A clan within the vampire ranks dedicated to the purity and honor of their lines. Clan is noted for their purity of blood. Females within the clan are often singled out for service to the queens. They are matriarchal, with women having as much power - if not more - than the men in the clan. They have one of the highest bride prices of all clans - second only to those of royal descent.

Ek-leat: A clan or branch where every third son was offered to the service of the king. Revered for their honor, their loyalty, they are

fierce warriors who rarely stray from their duty or their vows. Once you become an enemy, they're relentless in their pursuit of you. In more recent decades the women are also offered in service, though rarely do they follow the old ways of remaining a virgin until such a time as they find their mate and the king permits them to marry.

El-akei: One of the more northern clans, they are sometimes confused with sunwalkers as they are pale. Unlike most vampires, they have platinum hair, pale, icy eyes, and have nearly translucent skin. Within the clan there are several family groups which have unique abilities, including foresight, telepathy, and the ability to walk in the sun. In 1900 AS (after Selene) this clan came under fire from other clans who fear them. At the time of printing there aren't many of the clan members still around. In fact, it is only during the course of the New Great War against Saltar and Amuliana that one notable member has come forward, Kassiel of the house of Seft now of the house of Mali'x.

Sunwalkers: These beings were once vampires. However, after losing all control and killing their true mates they were cursed to walk through eternity without the mercy of death. They burn in the sun the same as all other vampires, yet the burns, no matter how bad, will not kill them. Unable to feed, they become more like living shells of themselves, and only through a certain amount of penance can they die. Death is something they long for - but is usually too far out of reach. For a sunwalker to have the release of death, they must make Selene, mother of all vampire, believe it is a deserved mercy. They are despised by all beings, even vampires revile them.

Brzi-Fioot: There is little known of this clan. They are secretive and keep to themselves. It is known that Hema has one of the only known clan members as a wife, though she has never spoken of her clan or family history.

Vampires fangs, contrary to popular belief, are not hollow in the sense they drain their victim dry with them. They are much more like a snake's fangs, they fold up into narrow cavities within the vampire's mouth and await a time where they are needed. When they come down, the vampire uses them to pierce the flesh of their victim, while injecting an agent to prevent clotting. Then as the blood flows, they drink it.

Mated vampires are gifted with a special substance in their fangs – it's like honey – meant to sooth, to heighten the pleasure of a bite between them. Acts as an aphrodisiac. A mated vampire can use his or her fangs to break their own skin to feed an injured mate.

The Vampire Family Unit

The typical family unit within the vampire will depend on the mechanics of the individuals. As there is no differentiating between genders, families can be made up of all female or all male, or a male/female paring. There is a head of the household, this can be a female or a

male, as well as a co-leader, and then the children. Elders are revered, and their place within the household is as an advisor and as someone to watch the children.

The heads of the household are responsible for ensuring there is food, shelter, and clothing for all within the home. Employment is varied. Many work in a skill and pass it along to the next generations. Military enrollment is voluntary and is open to all family members.

EDUCATION

Hema has made it mandatory for all children to attend schooling of some sort. There is free public education which features a wide variety of topics. Grades are different than human education in that they are geared toward the final plan for the student. It is encouraged for children to learn applicable skills for their future. Between the ages of 12 and 65 children are encouraged to try different things, but once they reach 100 years of age, it is expected they have a solid plan for their future.

Education does not end when a vampire has left school, there are formal schools where the continuation of education can be done. School is paid for by the state and students are encouraged to apply for grants to cover expenses such as living away from home.

Warfare

The vampire nation as a whole has been at war for centuries. They are dedicated warriors with entire family lines serving in the military. One of the first seven lines served as the military leadership for over 1,000 years.

Vampires have a unique ability to teleport, which serves them well on the battlefield as they can get in and out of the thick of it quickly. Many believe vampires are so interested in war because of the free-flowing blood, however, vampires are selective in their feeding. For many, drinking of another vampire who is not a mate is taboo. Their interest in war is a means to an end.

Their military is separated by rank, which in olden times was dependent on social standing.

Now, rank is earned by skill, duration in military, and desire to lead.

Vampires have unique collections of weaponry. Most favor a sword, however, they also utilize the bow and arrow, scyth, club, a unique weapon called the *verzikza*. It is a curved blade on the end of a chain. It can be thrown, and the blade is sharp on both edges. It's used for distance fighting. The end held in hand is like a partial glove, it fits over the fingers and settles into place around the wrist.

Dragons

Massive beasts with many different abilities. There are a number of different clans within the dragon worlds. The dragon world is a vast one with two major continents. There are vast mountain ranges with peaks over 9,000 kilometers high. Some have snow on them at all times. A major range runs from north to south along the west coast. It has a permanent glacier which feeds one of the largest lakes. On the east side of the range is a semi arid state in the middle of the continent.

There are three oceans/seas on Cordintia. The major one is Nargod, which covers $\frac{1}{3}$ of the planet. It is a major trade highway between the port city of Clewtro and Phoosba. Phoosba is the main port city of the southwestern continent. There are approximately 2 million dragons in the city.

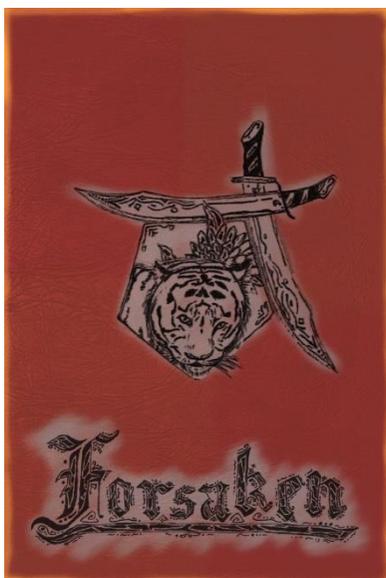
There are a number of major cities in the northern sphere, including Dephnor. Dephnor is

the birth place of Liam, a dragon who broke with tradition and all rules when he gave one of his hearts to his mate, a human who was from a long, well respected line of vampires.

Areas of the dragon world are lush, green. They have rolling hills thick with grasses and trees, moss covers the rocks in the waterways. Flowers and other colorful foliage decorate the terrain. The skies are open and the breezes warm to keep them in the air.

Dragpires: Born of a dragon and vampire, these beings harness the strengths of both species without the weakness of each species. Dragvapens, as they are sometimes known (based on who the sire is), can walk within the sun and breathe fire. Can be made with a sacrifice of both. Some dragpires are born when they are given dragon's blood, or other parts of the dragon willingly. A dragon must give of themselves **WILLINGLY** to create the dragpire.

In rare cases dragpire are born, but it is not typical.



FAE

The realm of the fae is one of the lushest and most colorful of all realms. Fae are born of nature and as such rely heavily on their connection with the wilds.

Fae are children of nature. When the gods created life, they noticed an untapped power, a life yearning to be. From their yearning a fae was born. Small, frail looking, fae are unique in their varied appearances. Depending on the place of origin and their lineage, their coloring and dialect is very specific.

In their native world, there are seventeen continents. These range from 19, 743, 298 square kilometers and 3, 000, 176 square miles. It is one of the largest worlds in the thousands of realms.

The current population of the Fae realm is 302, 359, 987.

There are numerous port cities, however, Fanpita is the key city. It is the home of the Fae queen. From the city, there is a steady stream of trade goods, raw materials, and wealth. Rivers run through all continents, with numerous lakes. To the north of the world, a wide belt of ice caps the world and is the main source of fresh water.

Fae are separated by their connection they hold with their natural power.

Northern most fae have more of the 'wood-like' coloring. Muted browns, greens, golds, reds. They are deeply connected to the evergreen and autumn forests. Fae who are from east of Fanpai are typically fairer, blonde, white hair, gold tones. Coastal fae tend to have more of an icy appearance, blues, silvers. Each fae has a unique ability to create a world of their own in which they can heal wounds or communicate with the gods. Their unique area is created from the heart, and cannot be duplicated.

The southern most lands were settled over the course of 300 years, starting with fae who were convicted of minor offenses. There were no formal penal colonies set up, instead it was merely being sent there and having natural forces work against them.

Blessed with immortality they are vicious and determined warriors. When they give their word, nothing can break it. Fae are small, dainty looking, some may even say boyish, they rarely have big breasts. Most fae have tinted skin in natural colors such as orange, blue, green, brown, red, silver. Their ears are pointed, and they wear gold earrings. It is rare to find a fae with short hair. When a fae connects with their powers, their eyes glaze over to white. Depending on the nature of the connection their eyes can flash blue or green as well. It is an indication of intent. Black is not a color naturally associated with fae, they are of the earth and as such reflect earth tones.

Law and Penalty

Fae law is based in the laws of nature. Life and Death are interwoven and to have one there must be the other. However, there are some things which are written as law. Their penal system is very simple. Being accused of a crime does not mean an instant guilty verdict.

Because of the nature of their connection, Fae are unable to hide things or lie. As such there are unique courts which are where the case is heard. This usually involves an elemental or a guide animal of the fae.

Crimes against nature are among the worst a fae can commit. Using their gift to manipulate or damage nature is punished by having to rebuild the damaged nature. Killing of any plant or animal often results in exile, and for a fae who are incredibly social beings, that is a harsh punishment.

Among the fae, violent crimes are a rarity. Murder of a fae by a fae is nearly unheard of. As a whole, the species is much more peaceful and non-confrontational.

Fae are, more often the not, victim of crimes by outside people or species. Having said that, the fae are not frail or unskilled. They can be violent and defensive when it comes to physical confrontations.

Religion

Each fae celebrates the gods and nature in their own way. There are no established temples or prayer centers for a fae to worship at. This does not limit their ability to celebrate life, nature, and the gods whom they believe in.

Clans/Family Unit

Many believe fae are strictly female, however, this is a falsity. Fae family units are complex in their simplicity. They are built in multi branches and are not related to clans but rather family units.

Families tend to live together for multiple generations in a central location. The head of the family is dependent on the location the fae are from. Some follow a matriarchal method, other is patriarchal. Regardless of who sits at the head of the house, he or she is typically an elder. It is their responsibility to encourage everyone to contribute equally. He or she would pick the path choices for the younger fae, and or arrange for education.

Fae marry later in life. It is not socially acceptable for a fae to marry before they are three hundred years old. Courtship is a lengthy process, where the entire family is involved initially. A young fae seeking a mate will approach the head of the house of the one they're interested in. They gift the elder with white oak, holly, or honeysuckle. This is the formal request for permission to court. If the courtship is successful, after two years, the young couple commits to a union which only ends when one of them is embraced by death.

Children are born to a couple only when the bond is finalized after a half century. Fae typically have two or three children. The number of children is dependent on the natural fertility of the environment and the grace of the gods.

There is no such thing as divorce in fae culture. Children are treasured, and an Elder can punish anyone who abuses a child.

Education

Fae have no formal education system. Instead they are taught according to tradition, skill for life, how to control their magic, and how to keep their connection with nature healthy and free of strife.

Fae are taught to read their language at a young age, their ability to read the weather and the earth is far more important, and in some remote locations, the written word is barely taught.

Among the fae, apologies, thank you's, and other social pleasantries are frowned upon.

They are considered rude and false offerings. Pride in one's self and one's ability is more important, this is taught to children from a very young age.

Warfare

Fae are beings of nature yet are brutal warriors. With their ties to nature a fae is a dangerous enemy as they can manipulate the environment to create disaster. Beyond that, they are skilled with multiple weapons. Most fae prefer swords or bows. There are some who prefer a weapon unique to them. There is no English translation, but it is a thin, dirk like dagger with teeth on the blade. The serrated edge is incredibly sharp, the barbs tear and shred flesh.

Powerful beings, they have only two natural enemies: Warlocks - who feed on their gifts to retain their youth. And Wiccan - who enslave them to use their magic for themselves. Once claimed by a Warlock or Wiccan a fae ages and dies a slow, agonizing death.



Merpeople

The Merpeople inhabit a world of water and stone. Massive cities under the water stretch for miles upon miles.

The realm of the merpeople is not necessarily a separate one from Earth, it is joined with thin gates, portals. The population of the Merrealm is approximately 4,987,350 people. They are surrounded by coral and fish.

Religion

Merpeople worship the gods of water. Their gods have been recognized within the human realm's ancient cultures. Within their culture offerings are made to the water gods in hopes of continued health and prosperity.

Laws and Penalties

The legal system in the Mer realm is suited to their culture. It is not lenient and is as vibrant and deadly as it is colorful and life affirming.

Physical violence is a Class 1 crime and as such is given sentences ranging from 150 to 250 years if there is no loss of life. If there is a loss of life, the sentence will extend to a time frame determined by the judge overseeing the case.

Property crime: Merpeople are proud of their possessions and display them accordingly. Property crime is nearly unheard of, but when it is committed it usually carries a stiff penalty of up to 100 years.

Education

Education in the mer community is important. Everyone is required to have preliminary schooling much as the human culture. After the 50th year, education becomes more focused and streamlined to fit the future plans of the student.

University level education is available and free with sponsorship of a high-ranking community member. This does not mean financial aid, but rather the sponsor takes the student in, feeds, clothes, and assists with training.

Family Units

The merfolk are shapeshifters in they have two forms, one for in the water, the other on land. This has created a unique and interesting family unit. The head of the household is typically the eldest male, be it the grandfather, uncle, father. They are responsible for supporting the family and providing food and shelter.

Marriage comes after an elaborate and lengthy courtship. Children are welcomed in the family.

Warfare

Much like their gods, merpeople are fierce. They are notoriously vicious on the battlefield and use their affinity with water to their benefit. Merpeople prefer to have naval influence and have been known to create a massive navy which they use to defeat their enemies.

Trolls

There is a lot of mythology about trolls in human culture. As is the norm, there is some truth in the mythology, and there is some falsities. Trolls wear multiple faces, their physical appearance depends upon where they're from. Myths have painted them as ugly, disfigured brutes, and this is because it is a face they wear. Magic is a huge aspect of the troll society. They use it every day.

Trolls have varied domains, but they gravitate and settle next to portals which are typically under bridges, in caves, or where the troll can hide. In no means are they cowardly, but rather they prefer the isolation and quiet of their own little space. They also like the dark, some trolls turn to stone in the sun. This lends to the belief they like to hide.

Trolls are expert craftsman and have been known to make beautiful jewelry. They are loyal but can be corrupted.

Religion

Troll religion is very interconnected with the ancient Norse mythology. They are familiar with the gods of old and encourage a mutually beneficial relationship.

Laws and Penalties

Trolls are very literal in their laws and penalties. There is no minor offense. Regardless of the crime, they hold with the believe of an eye for an eye.

Education

Despite being considered to be unintelligent and uneducated brutes, trolls are well educated. They are craftsman and business people. They barter for goods, trade for things they need, and at times are hired to make lavish gifts for the wealthy. Gods have even been known to hire a troll to design jewelry or crowns.

It is expected of all trolls to take advantage of education when it is offered. Many follow their goals and learn trades and other skills such as building, jewelry making, metal smiths, or even medical skills such as doctors or nurses.

Family Units

If we look at trolls in myth, we see they are often times eager to be alone. There are instances of them having children, but the details are not widely known. This is because they are an incredibly private people and prefer to show one face to the outside world(s) and one in private.

Trolls have one mate at a time. A union between trolls is usually for life, however, it can be broken if it is mutually agreed upon or one or the other is corrupted. Marriage comes after a courtship, and weddings are often lavish displays of wealth and sources of social interaction designed to showcase the strength of the husband. Families welcome each child that comes along with open arms. There is no preference for male or female children, the

eldest stands to inherit and become the head of a household when the father dies.

Women are valued within the family. They are holders of positions of power and have their own portals or bridges/caves they occupy. The life at home is slightly different than the ones in the public areas.

Warfare

Like most mysticals, trolls are adept at warfare. They are fierce fighters with a preference for physical warfare rather than magical. The troll people are brilliant strategists who use trickery as a weapon. Using an army's strengths against them is a common tactic, and the troll people take great delight in doing this.

Armor is usually full body coverage, light weight, and enhanced with magic and powerful spells. The armor is nearly impenetrable, and often times is decorated with precious gems and gold. Each soldier has a weapon of choice,

however, man prefer the double-headed axe and a broad sword.

Rank is determined by skill and experience rather than social position. The only position which will never be usurped is the High Commander who is in charge of all aspects of the military. They have the power to override all other commands and answer to no one.

Elementals Bound to the earth,

elementals are feared by most of the other mysticals. They do not associate with others well due to fear. Some have a deep hatred of the other species. An Elemental is powerful, but their power is limited to the element they are of. Water is controlled by water, wind by wind, and so forth. They mate for life, and when one dies, their mate does as well. Elementals are gifted with only two children.

GATEKEEPERS

The gatekeepers are mystical beings with a specific purpose. They hold the keys to inter-realm travel. While most take gold in payment of the usage of their gates, they are not greedy by nature. There are some who will trade entry for grains of sand.

Their appearance is varied and can range from an old woman to a gnarled, twisted figure like an overgrown sapling. Little is known of their culture, they are incredibly secretive. Gatekeepers do not stray from their gate, so they are rarely near a war or battlefield unless it is to open doors for an individual or two.

There is very little known about the gatekeepers, they're very private as a people. It is known they do have children, though marriage and courtship is unknown. Fanciful and steeped in magic, gatekeepers are tied to their gates as most others are tied to their souls.

Living Guides

Guides are a unique species. No one really knows what a guide will look like until they are awakened by the one whom they are to serve. Guides are different than the Mists in they serve the living. They've been known to appear as animals, birds, lizards, there have even been a couple of instances when they've appeared as very small dragons. No one knows how they came to be, or if they have children, but it is safe to assume so. When asked about themselves a guide will only tell you what you need to hear - which means they reveal nothing of themselves.

CLAN SYMBOLS

Each of the Mystical People's has unique clan identifiers which identify more than simply a family line, they will tell those seeing them, their social rank, birthplace, and more.

Not all are worn on their skin, some are crafted into elaborate jewelry, hairstyles, flags, and even in the design of their clothing. Some are mixes of color and texture, others are simply a tangled mass of lines and symbols representing any number of details. Having the clan identifiers is a vital aspect of identification and self-respect.

Some of them have the mark branded or tattooed onto their flesh. Some clans only tattoo or brand males, this falls within the historical ideology of the males being the ones who fight and maintain the village or clan. Females were often married, traded, or sold off. It is only within the last few thousand years it

became clearer and clearer females had just as much to offer as men.

There are a handful of individuals who have rejoined their true lineage. On their bodies, the clan symbols are activated at different times, and all are like a birthmark. None are tattooed or burnt onto the flesh. Instead, they appear quickly, sometimes painlessly, sometimes searing pain accompanies them.

Some, like Bede's, are activated by her mate being close, others, by an object, a god, or simply by coming into their immortality.

GODS AND GODDESSSES

While there is much to be said for immortal beings, there is even more to be spoken of with regards to the gods they worship. Following is a list of the gods of the immortals, and while there are some similarities to the ancient gods of humanity, not all are related.

AMULIANA - She's the goddess of life for the immortals. The sister to Nerafail, she is light, and beautiful. Amuliana uses her appearance to her benefit. She appears to males as a curvaceous woman with long, flowing hair, pale skin, and sparkling eyes. She dresses extremely provocatively in long, translucent gowns in pastel colors.

Her appearance, however, is only a mask she wears. When the glamor has been removed she's a disfigured, twisted darkness with hollow eyes, and partially rotted teeth. Her skin hangs from her body in large, decaying folds.

Amuliana's reputation has become as twisted and evil as she is since the death of Hema's wife. She is a corrupted and evil god who has enslaved more than she has saved. A true narcissist, Amuliana believes no man can refuse her, and has killed for less.

NERAFAIL: He is a grotesque, twisted male who oversees Stylox. Dressed in dark robes, that are alive with cinder and ash, he rarely journeys from the shadows. His kingdom is for those souls who have been condemned for their crimes. It is a dark and dangerous realm. Despite his appearance, Nerafail is a god of honor and redemption. He is a fair and just overseer and treats his children (the demons) as valuable members of society. He encourages free thinking and a caring attitude. He is slow to anger, and over time has come to accept his sister must be dealt with. Unlike many of the other gods, he believes strongly in the lives of the immortal beings.

SERAPHINE: The wife of Nerafail, she is a stunning brunette with long, flowing hair. She is the mother of the Mists. Her realm is the Underworld, specifically Paradise. She has an elaborate crown made of fine metals and jewels. Each jewel is the embodiment of the connection she has to a mist, and to lose one is rare. Beneath the hem of her long, flowing gowns, coiled snakes slither. They're slim, venomous snakes in muted colors. There is not a clear understanding of why she has snakes, but it could be because she feels they keep her rooted to her people and the mortal lives she watches over. She is slow to anger, however, she is a formidable woman when enraged.

SELENE: Mother to the vampires, she was at one time a mortal woman. When she was cursed, she became the mother of the night. Giving life to the vampires, she is revered by them. She travels in a silver chariot pulled by six horses. Powerful and quick to fight for her children, Selene is unlike a child of the titans. She shows favor to those who worship her and

are willing to fight for their people. Selene is angry with most gods, those who have turned from the conflict among the immortals are considered to be outsiders. She has been threatened by many and refuses to back down. Her allies include some of the most powerful beings alive. Saddened by the hate and strife among the vampires and their old allies, she has worked tirelessly to bring old alliances back to life and forge new ones.

DRACONI: The high god of the dragons, he is an impressive male. Powerfully built, he has the ability to shapeshift and has walked among numerous beings in the past. Dark hair and eyes, he has perfect vision in both forms. He has the power to give life to the dead. There is a strong sense of magic and power flowing through him. He was one of the loudest voices against dragons and vampires working together. Experience has shown some vampires despise the dragons enough to drain them dry. He has learned to work with Selene, to see past the old prejudices and focus on the current war. Only

through the destruction of Amuliana can the immortal realms be safe.

HECATE: Goddess of the witches, she is a close friend to Amuliana. She has several daughters, the empusas. Hecate often dwells underground, where she is closer to the earth. Her appearance can range between beautiful and a grotesque figure. She is a cruel, capricious woman but is loyal to the witches who worship her. She is considered to be fickle.

Full List of Forsaken Titles

Forsaken Heart, Book One

Curse of a Dragon's Claim, Book Two

Forsaken Paradise, Book Three

Forsaken Norse Wind, Book Four

Scarlet Kiss, Book Five

Enchanted Waves, Book Six

Dangerous Passions, Book Seven

Child of Tempest, Book Eight

Fallen, Book Nine