

# The Prehistoric Age

Alec: Creates turtlefolk people. Alignment: Neutral Good Language: English, New Orleans Dialect. Touches of Spanish as well. People Name: Tortuga. Point of Origin: Between the forked river just south of the mountain with the great spring. Level: Nascent Life Spans: 200-300 Like to keep to themselves and enjoy their swamps. They live in wigwams. Similar to a teepee.

People: Aakokra Name: Language: Italian Point of Origin: The petrified forests of the eastern continent. Level: Nascent Life Spans: 50 years max Snowy owl mainly.

Avatar Asmodeus Titaneel Alignment: Neutral Evil It is a beast Point of Origin: Bioluminesus Coral Reef It itself is bioluminescent. He is a morai eel, he can't go on land and only stays in the reef. He has a greater intelligence than a normal animal but doesn't have sentience.

People: Yuan-ti Language: Mongolian Alignment: Lawful Neutral People Name: Point of Origin: Peninsula north of the founding city of the Fleurs near humanity. Level: Nascent. Expansion minded.

Chad: Avatar: Giant Golem Name: Kurt Zisa Alignment: Neutral He uses sign language to speak or communicate and exists in the desert of the southern peninsula. He's as tall as a skyscraper and the desert is named after him. The language is not spoken by any modern civilization at this point. Though it can be learned from writings and other information that are hidden inside of Kurt Zisa. He may have the possibility of being awoken by some mechanism but those that would know best would likely be the Minnoar.

People: Asimar Alignment: Lawful Neutral Language: French People Name: Fleurs (The Flowers) Point of Origin: Farmlands just East of the desert Level: Transcendent Lifespan: Max 150 Much of Fleur society is centered on their ongoing conflict with the Hongsu. They've developed military for tens of thousands of years to be able to hold back the continual assaults near the river at the border river between the two peoples. The parts of society closest to the conflict are much more militaristic and utilitarian (maybe burtalist) in nature. Everything is much more tightly controlled and populations of the those that are corrupted is much higher in these areas leading to a much firmer and harsher way of life. These areas generally have less access to good farmland due to the ongoing conflict and are reliant on the far eastern portions fo the civilization in providing a constant stream of goods and services to the front to keep the efforts going.

Meanwhile those at the capital of Nenuphar and other cities live in a very high magic society due to the involvement of Maleny in society. Many of the spaces here incorporate magic and the water sources themselves seamlessly creating cities and networks that operate similar to Venice or the waterways inside that of the Water Tribe in Avatar. Farmland is incredibly fertile and food is a major export of the civilization as a result. Due to the relative safety of this area immigration is common enough that while the Fleurs are the majority they make up probably about 60% of the population here.

The society as a whole is formed around the idea of contributing to the effort of the conflict above all else. Melany's efforts have helped make the amount of production exceed that of what is needed for the and society is now at a point that people are able to put their efforts past just the war effort but that intrinsic unease from the Honsu still remains.

People: Halflings Alignment: Neutral Language: Point of Origin: The grasslands of the northwest continent. Level: Developing Lifespan: 100 max Native American inspired civilization. They ride dogs and they will have a singular large city similar to Thunderbluff in WoW. Have a respect for nature but are great farmers and masters of irrigation. Very lively, very fun loving, very cheerful overall.

People: Demons Name: Hongsu Alignment: Lawful Evil Language: Korean Point of Origin: The mountain range of the Eastern portion of the continent. Level: Transcendent Lifespan: 200 years

Avatar Giant dragon patron of the halflings that creates their mounts and their way of life. But is their guardian above all else. He patrols the lands and guides them along. He takes shape as one of them and walks among them as well, providing guidance and help.

Protectors of the Eastern Continent. Uphold the natural landscapes and to nurture and enhance it over the years. Very centered on the connection and ideals of water. Constant progression and movement help guide their principles.

The demonic incursion ends up getting pushed back by the Vanguard's to the river. It ends up shifting their alignment Lawful Neutral causing them to adjust to using any means to keep the demons contained. The demons are contained to the mountains and northeast of the river.

They manage to retake and gain territory within the river deltas that were taken from them.

Michael: Avatar: Sanya (Truth) Language: Latin Alignment: Lawful Good Created at the spring of the mountain by the Index. Elven Make. The first elf that will help those around the world understand the creation of the world and disseminate knowledge to those people so that they can understand as much as possible. He will go everywhere to spread the word.

People: Elves Name: Minnoar Language: Latin Alignment: Lawful Good Lifespan: Up to 1000 years Point of Origin: Created by Sanya at the mountain. Level: Advanced Created from the dews of the mountain to make the Elvish people. Instills them with the purpose to spread the truth of the creation.

Tentative City: Eithel (Source) Point of Origin: Right next to the lake and near the first mountain. This is the capital of the elves.

People: Humans Language: English Alignment: Lifespan: Up to 80 years Point of Origin: The northern shores of the center of the continent. Level: Advanced As the Minnoar expand out into the world they find a people out near the northern portion of the central continent. They arrived on ships and came from somewhere across the sea but it is unknown were.

Khota: People: Crystalline structured people. (Amethysts) Language: Japanese Level: Transcendent Alignment: True Neutral Point of Origin: The ravine. Within are creatures and fauna that have metallic traits. living metal. When something made of living metal dies it generally reverts into its inert counterpart. (Venus fly trap with an iron trap would yield a bit of raw iron when killed and harvested. Harvesting would take a generous amount of time.)

Due to the entire race being made of living metal they prefer impact weapons to crush their opponents. Living metal creatures are more vulnerable to specific kinds of elemental damage, depending on their makeup. They tend towards building grand structures for ritual purpose. Massive buildings within the city see use only a few times a year, laying empty the rest of the time. Struggle with a disease. It's called The Rust. They're like an elemental. Very long life spans, they don't actually die of natural causes it's how long they resist the rust. Procreation is not very common but technically not limited by anything. They're very isolated. They eat gemstones and stuff. They expanded south.

Avatar Giant Adamantite Man for the Amethysts Name: Masayoshi Inazuma Their Mission: Semi isolationist. We're not killing the rats. He's a builder. They are basically a physical incarnation of their god. It was the result of divine birth between two ordinary amethysts. At adulthood he's twice the size of a normal Amethysts. He likes long strolls on the beach. He's immune to the rust, but has no idea why.

People: Lizardfolk Name: schi-hil Language: German Level: Nascent Alignment: Chaotic Neutral Point of Origin: Southwest most peninsula of the continent. In the jungles Wicked ship builders. Usually the boats they make are so grand and spacious that a crew might decide to simply live on the ship permanently.

They grow a seriously hallucinogenic vine that can be used to make various "stimulants" when different parts of it are isolated. They use these stimulants to stave off hunger and sleep on long ship rides. Very hardy immune systems, but still disease ridden, as they are generally pretty dirty. Usually very greed focused. Fairly hostile, as it benefits them financially to be. Vane creatures that adorn themselves with anything they believe is expensive or rare.

People:bird people Name: Veeshur Language: Mandarin Level: Nascent Alignment: Lawful Good Point of Origin: Western most peninsula of the continent. Life Spans: Super honor bound. Really good guys. Wicked religious. Tight with God. Super un-tight with the lizard folk due to a generations old political issue.

People: Firefrog Name: Porrup Language: Swedish Level: Nascent Alignment: True Neutral Point of Origin: The volcano in the wasteland Life Spans:80 years is pretty much as far as it goes, 90 is extremely rare. There is an alpha frog, not an avatar just a big guy. They have psychic powers/inclinations. They do jazz and are music centered. They use their expandable neck pouch things to play uninterrupted extremely complex melodies and poly-rhythms. Are nearly completely immune to fire damage, but Are still capable of being burnt. They have lightly acidic spit, like it would burn the hell out of your eyes but your skin. Would be lightly reddened.

Mel: People: Rodentfolk (Chiridori - Chirido when singular) Point of Origin: Australia (Meridonia) near the hole Language: Spanish (You must speak in an Australian accent) Original words draw on Spanish etymology, but speechwise when playing as a character, Australian accent is recommended. Alignment: Chaotic Good (Short-sighted, passionate, well-meaning, operates on individual cases rather than principle) Level: Advanced (Present day: Transcendent) Life Spans: 40-50 years They are the protorodent. Breed fast and relatively short lives. A little smaller than humans on average. Very communal priorities. Take care of your own mentality. Ecologically conscious. They are very agriculturally based, just general philosophy is more centered around what helps us get by and shaping the land is part of that responsibility to themselves. They explore and expand a lot due to the ballooning nature of their species. Very pro-social.

Faction Those dwelling in Japan have become more accustomed to the cold and have become larger and more aquatic. Their more beaverish in appearance and mentality. Root based diet. More traditional values, making a home, raising a family, etc. Much more these are our ways and we're happy with it. Proximity to rivers makes them more industrious and agriculturally based. Smaller families typically.

Those dwelling in Australia are leaner, more lithe, more nimble, their proximity to the forest is more fruit and vegetable diet. More adventurous and more on wanting to encounter other people a lot more. More mouse, rat, etc. More nomadic and prolific, large families.

City for Chirido (Promesa) Founded in the Burrow on the Island in the Amethyst Island. It's the fount from which they came. Hope for the future since it's their safe space despite everything else that has happened to them with the famine. It delivered them to new lands that allowed them to survive. It's a town of delivered promises.

City for Chirido (Ancient Age) A city is founded near the land bridge and is very tree housy. Interconnected walkways between all the trees. It's the foundation for a lot of people being able to make their way out into the wider world.

Avatar Name: Ratsputin Famous lover. Lots of squirrel rat babies all over the place. An extreme version of the idea that you want to make a good intimate connection with everyone. Lots of interplay between the Australian Chirido people. He's a folk legend/hero with an insane amount of charisma. He's known in the area surrounding the land bridge and starts going out into the wider world to meet with other people. Intermingles with the Fleurs and there is some crossover between him and those of that civilization.

Avatar Name: Joan of Arc: Ratatouille World famous chef. She starts in Japan. She's a beaver. She has a restaurant that starts the foundation of the restaurant business that helps attract people via tourism to places like it. She disguises herself as a man. Fake mustache. (The group of Chidori on the Japanese side have Canadian accents) Deed: Success of the restaurant business has created a demand for delivery of food across long distances. A railway system expands from Australia to the university. Battle Maidens.

People: Fairies Small humanoid bug people. Very mischievous. Classic fairy stuff. They are natural born thieves. Alignment: Chaotic Neutral

Underhand:

People: Goblind Language: Yiddish Alignment: Chaotic Evil Life Spans:40-60 Point of Origin: The mountains south of the elves They are interspersed throughout the entire world though.

Avatar for the Demons The Prince in Yellow Tea time project for Chad.

The Prince in Yellow makes Vegas on the river between the two citadels.

Disaster Volcanic Eruption The top of the mountain just flies off and actually creates the wasteland in that peninsula. Smog and fog hangs in the area permanently. A good portion of the ash moves over to the desert and buries the golem up to his waste. He remains in place for a hundred thousand years.

Famine Affects the Chirido people forcing them through the Burrow and move towards the land of the Amethysts. There's a huge explosion of the insect population in Australia that causes the available food to shrink.

Mel Expansion of area on australia. Area of expansion goes into Japan and occupies a few area near the marshes and rivers.

Disaster Demonic invasion that is of the evil listed below. Originates in the mountains of the Eastern continent. Expands all the way to the Asimar people and overtakes their land.

Some Lore There is a counteractive force to the 5 of us working to sow discord and cause chaos. It acts in defiance to the world that is being created and its people.

The Chirido advance to Developing. Getting incredibly advanced with growing their own food rather than just gathering and foraging. Developing folk lore, music, etc.

The Tortuga Expand. The expand south and own the entire jungle they started in.

The elves advanced to developing after increased teaching from Sanya.

The Tortugan people become hermits or nomads. Culturally their isolationist nature caused them to expand away from each other and the population of their people dropped dramatically over hundreds of thousands of years. They found the city of Torta which falls to ruin and remains uninhabited.

The golem of the desert turns the entire hex he is in and all surrounding ones into hallowed ground that can repel the forces of the demons. He also becomes a beacon for people to gather.

Sanya sees the invasion and seeks out the golem and as the golem creates the area Sanya disappears once that happens. Challenges his people to stay true to knowledge and spread it. Do not stagnate, do not isolate, spread the knowledge as much as possible. They may see him again and then he disappears.

The Minnoar found the city of Eithel.

The Amethyst people survive the age. They also found a city (Titania).

The Chirido survive. A city is founded in the Amethyst lands at the Burrow. It is called called Promesa.

The demons found a city at the portal in the mountains.

The fairies assimilate into the land that they inhabit imparting magic into the island itself. Time warps around in the area causing flora and fauna to live much longer which also causes mega fauna to exist in the area. These fairies die out unfortunately.

Asmodeus is now immortal. He has survived the age.

The Fleurs live. They found a city that is called Nenuphar. It's built into the river delta.

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