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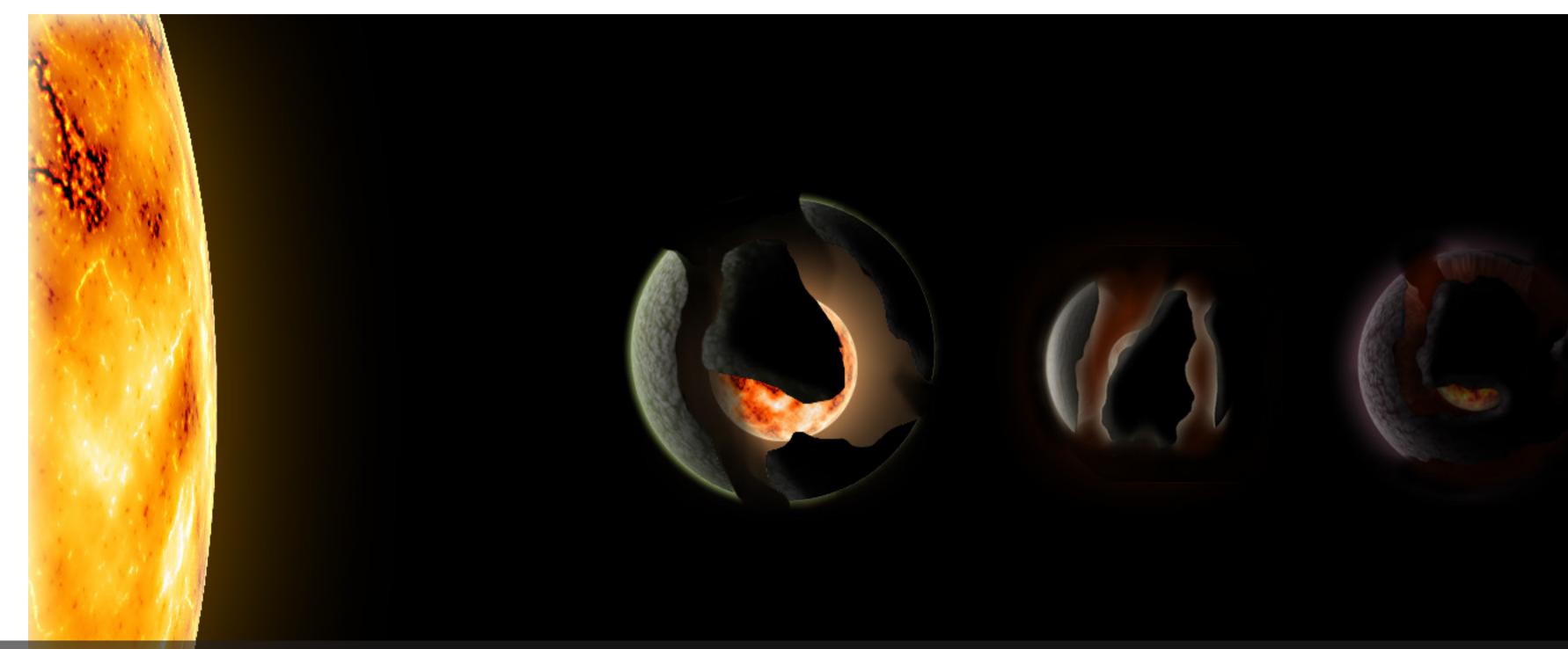
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- 2.0 12.15.2017 Second version of Index. Scaled back to 22 articles. Much more artwork is now present in The Index, becoming the focus of the page. Many pages are now dominated by artwork, small and large. With a refiniment of art styles and a visual identy in the middle of 2017, The Index needed to move to 2.0 rather than 1.1. The Index is now meant to be viewed in spread—two pages wide—on the computer, and could be printed as a coffee table style art book. The Index is now refined to showcase artwork and lore that does not make its way onto the site.
- I.O 12.22.2016 Initial version of Index, 33 articles, 96 pages total. Current with Chasing Shadows Major Characters only include characters from released novel. No Dead Run-exclusive information present. 1E & 3E content. No Prophets maerial. Only notable exclusion (other than artwork) is extraneous information from the -Space articles that fit neither into the Omneutta article or the Species' articles. Will consider implementation in future versions.

DEVELOPER NOTES

INFORMATION // ASTERISM



Conceptual illustration of an Asterism. Not to scale (2017)

Asterisms are the In Extremis equivalent of solar systems from our universe. One or more (smaller) planet-stars orbit around at least one (larger) celestial body. This orbit is caused by the star-core or other large body of mass' large gravitational force. Not all planet-stars will orbit their Asterism's center of mass on the same plane.

Asterisms that have a star-planet or large planet-star at their centers do produce a high volume of light. While this light is bright, it is not a reliable source of establishing a day-night cycle across the same Asterism, and Omneutta as a whole. Early on in Omneuttian history, this was not always the case, but once inter-species interaction was established this practice became problematic. Instead, the light from Astran is used as an indication of day-night cycles instead.

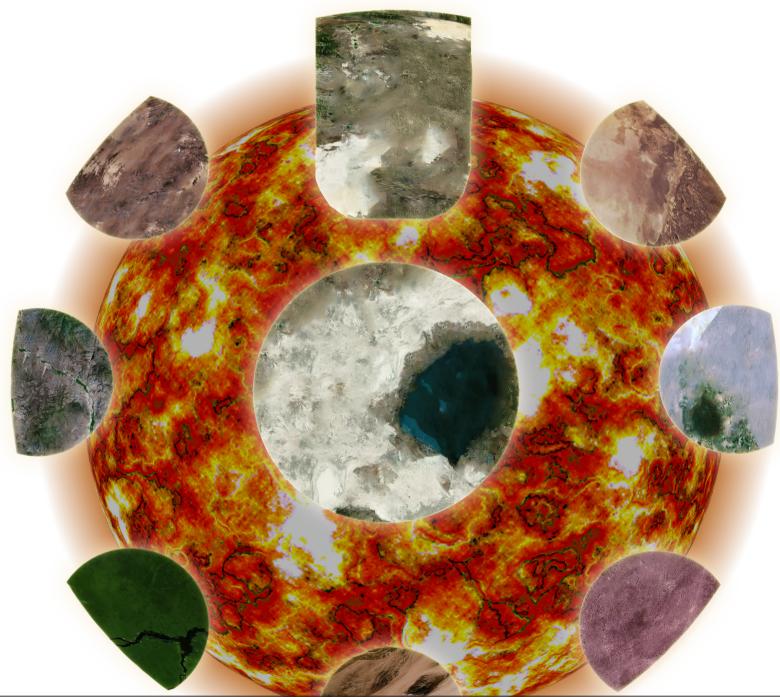
There is a lot of modularity and differences in Asterisms across Omneutta. As mentioned earlier, any celestial body (star-planet, planet-star, or contimeno) may be an Asterism's center of mass. Unlike the illustration, most Asterisms are of similar size in their celestial bodies. The majority of Asterisms have a star-planet as the central

body, whose large star-core provides the gravitational pull to establish orbit around them. Continemos—continents that do not orbit around their own star-core along with planet-stars and even smaller star-planets.

For more information, see the *Omneutta* article.

LOCATION // ASTRAN





Textured rendering of Astran (2016)

Location: Astran

Space: Divine Forge

Category: Star-Planet

Region: N/A

Asterism: N/A

Diameter: 25,487 km.

Star-Core Diameter: 21,154 km.

Species: Ontautt

Population: Plenty

Government: N/A

Economy: N/A

Climate: Varies, With Mountainous Plains

Geography: Varies

Continents: 9

Seljzhs: 9

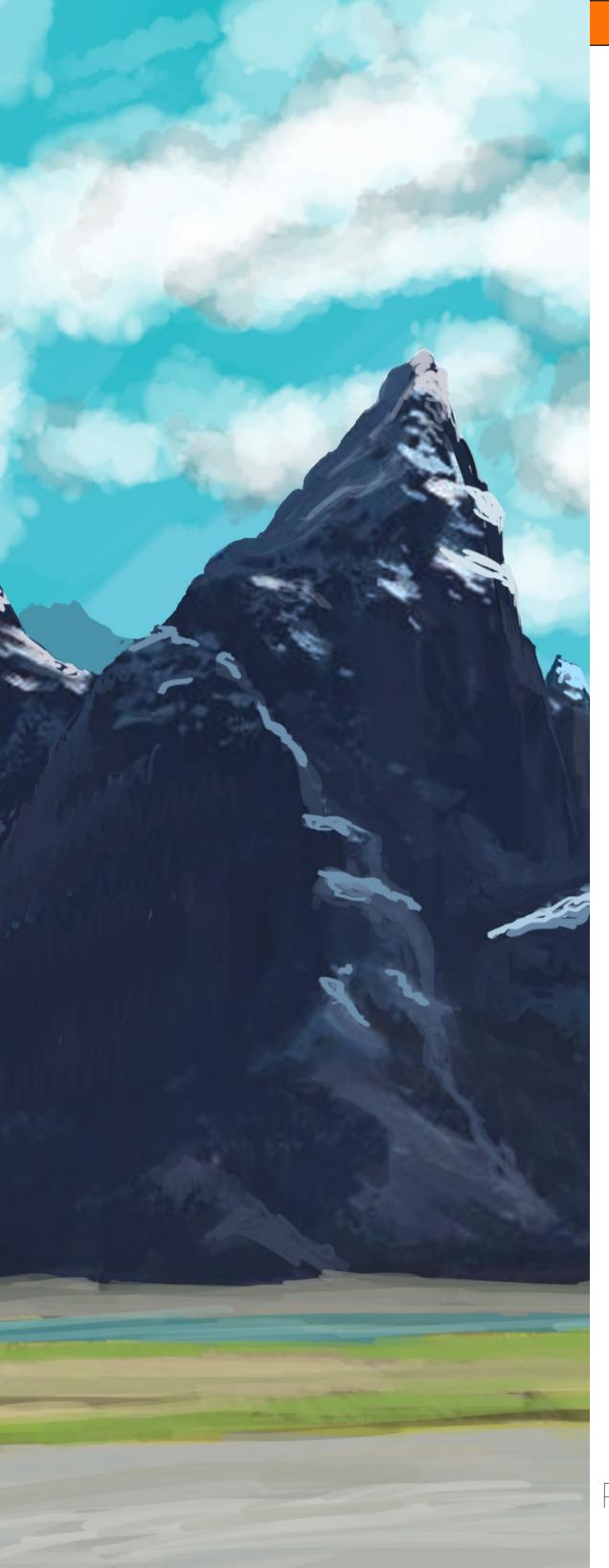
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History

Astran—as said in the Ontiba—is the home of the Deities or Ontautt. Astran is the largest Star-planet in Omneutta and is located at the center of the entire Known Universe. The light of its star-core lights Omneutta, while the rotating continents are the cause of the seasonal cycle for all Omneuttians.

Each Ontautt Deity has their own continent that reflects their elemental tendencies, as well as their attitude towards life. Quarrnyl's continent, for example has an abundance of flora and fauna—most of which cannot actually exist on a Star-Planet (especially of such magnitude). Each deity has the ability to modify the detailed shape (not the general shape/size) of their continent, as well as anything on it at will—living or not. There is evidence of the Deities doing such in ancient times—according to the Ontiba at least—but it is unknown if they continue the practice in modernity





SENTIENT SPECIES // AVOTOC

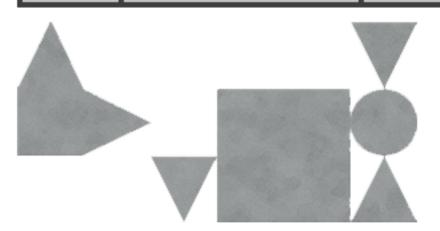
AVOTOC

(AH-VAH-TAHK)

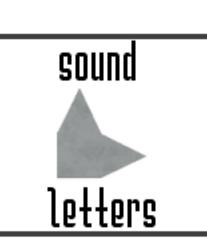


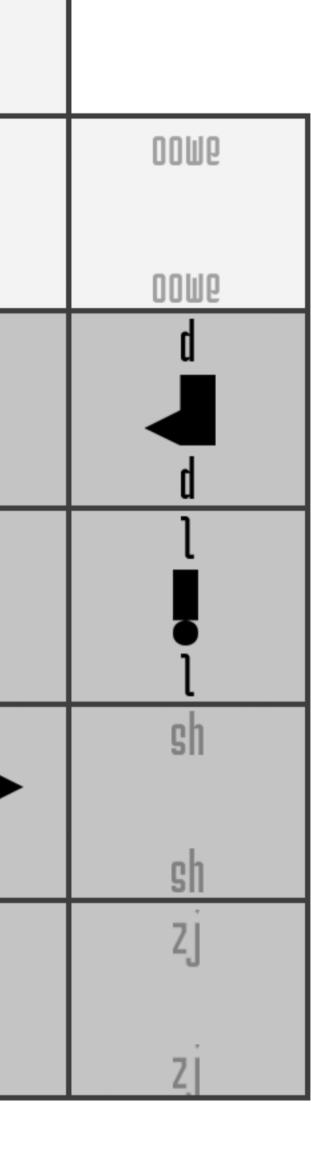
In stark contrast to the tall and Lumbering Xiruen, the Avotoc are a small Sentient Species that somewhat resemble human skeletons. Because of their time and experience underwater, they are masters of making things waterproof: a very useful trait when it comes to ship guilding—a main source of income. According to their creation myth in the Ontiba, the Avotoc were created by Davoto and Aster to aid the former in the keeping of the universe's graveyard: the GreatSea on Davo.

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PRONUNCIATION GUIDE





Aevot

Early on in their History, the Avotoc lived under water and wrote on stone. Their language had to be legible and carvable. Aevot, the language of the Avotoc is made of connected squares, circles and triangles. Specific combinations make letters and phonetic combinations, and letters are connected to form words; each word has a unique shape. There are 26 combinations of shapes that form recognizable letters and phonetic letter combinations. There are 9 symbols that use vowel sounds and 17 consonants.

Biology

Average Height: 1.4 m. | 4' 6"

Range Height: \pm 0.1 m. | \pm 4"

Average Weight: 57 kg. | 125 lbs.

Range Weight: \pm 9 kg. | \pm 20 lbs.

Overweight: 73+ kg. | 160+ lbs.

Average Lifespan: 130 yrs.

Distinctions: Skeletal appearance, Small Stature, Eye Sockets

Skin Colour: White, White-Gray

Eye Colour: Black, Gray

Their bones function largely similar to human skin, covering most of the surface. Their eyes are more like sockets, with nerves in the back doing the 'seeing'. If these nerves get agitated in any way, they might partially or fully disconnect, leaving hat Avotoc partially or completely blind in that eye. Their lower jaws merge into their upper jaws when they reach maturity, at about 11-13 years of age. They eat and speak through openings in the front of their jaws, which can move slightly along with their eyes to create expressions. Their 'ribcage' houses organs like their heart and stomach.

Culture

Plural: Avocs

Origin: Davo, Pale Shores

Capitol: N/A

Currency: Lott

Language(s): Omnel, Aevot

Notable Members: Ce'Tus, Skeli, Lu'Sca

SENTIENT SPECIES // AVOTOC

The Avotoc culture greatly resembles many sea-faring cultures of the real world, in bits and pieces of each. While their culture itself is not as visibly vibrant as some of the Mediterrranean cultures, several customs have been borrowed and modified from their real world counerparts. Fishing and the shipping trade are important to Avotoc, as is pretty much anything that pertains to the seas. Most recreational activities involve the water or the mountains, due to the juxtaposition of high peaks around most Avotoc seas.

History

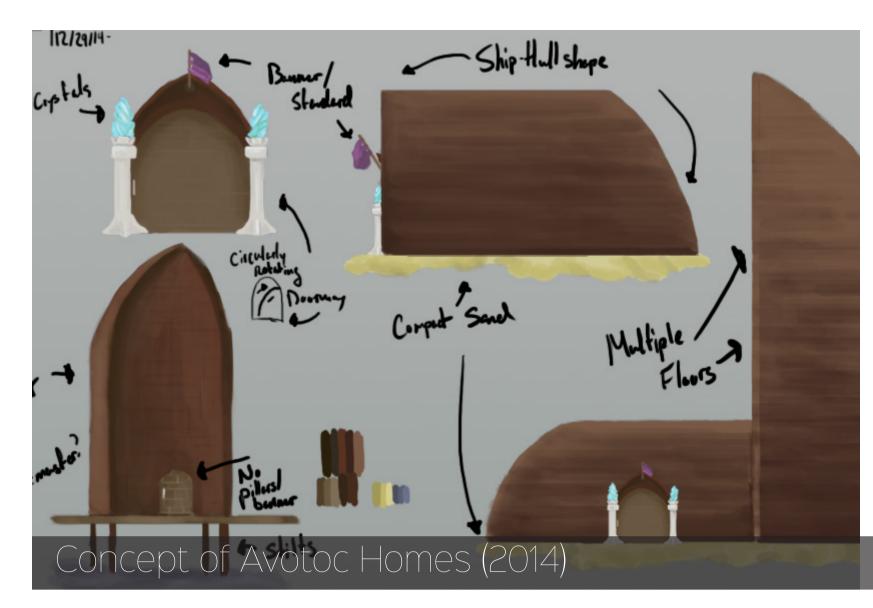
The Ontiba says that Avotoc in Before time are direct descendants of Davoto. This first generation are all creations between Davoto and Aster who were given small parts of Davoto's powers and abilities to manipulate and control at a smaller level. A list of most of the first generation can be seen on the following spread under 'Immortal Avotoc'. The first generation had only one name, which was always one syllable—always beginning with a consonant and usually ending with a vowel.

The second generation of Avotoc were usually reproduced through mating, though some were again creations of Aster and Davoto. Those who were offspring of two Avotoc adopted both the ne names of their parents—usually the father's followed by the mother's—separated by an apostrophe. This practice was changed some time in between Before and After time, where it became practice to have an Avoc's lineage come before the apostrophe, with the name after being chosen. Children of two different lineages are usually given the name of the lineage considered more 'pure' or closer to Davoto.



SENTIENT SPECIES // AVOTOC // CULTURE





Family

Avotoc organize themselves by clan, which are shown by surname. Surnames are before the apostrophe, while given names are after. Avotoc who have left their clan are signified by a single name, likely their given name. Clans are organized by seniority with few exceptions and can span continents and sometimes even planet-stars. This hierarchy is due to the eldest's closer proximity to Davoto; it is in this context alone those Avotoc who have been pronounced dead but continued to live are frequently elevated to seniority.

The reproductive cycle for Avocs mimics humans'. In their 130 year life cycle, females are able to bear children around 40-90 years of age, while males are able to produce offspring from 50-80. Female Avotoc carry the young Avotoc in a sac made of water inside their hip cavity for a year (~50 weeks), give or take a couple of weeks earlier or later. When the bones of the young Avotoc are hard enough to pierce the water sac, the Avotoc is born.

Government

Each community of Avotoc are mostly self-governed, with

the eldsest members of more prominent famileies being delegated to make any important decisions that should come up. The organizational structure on a per-planet-star and per-community basis is much less organized than other species' governing bodies. Crimes on smaller scales are dealty within the community by this process, and within the family/clan on an even smaller scale. Like most sentient species, they are willing (to a degree) to acquiesce when members of *O.L.A.H.* are present. Most communitis function on a capitalist market, allowing business leaders to police themselves.

Music

Avotoc music might be considered plain from a melodic and rhythmic standpoint when compared to some of the music of other Sentient Species. Avotoc music is limited in that the main focus is the Kaeoubo, a stringed-goured instrument that can only play up to five diffferent notes at various pitches for any given standardized tuning. Around the time of *Before The Wind*, some Avoc musicians had begun to experiment with non-standard tuning to make more notes accessible at once.

For more information, see the forthcoming *Kaeoubo* article.

Food

Most food consumed is of aquatic nature, with little farm land being available between sandy shores and rugged mountains. Most grain-based food is grown along riverbanks of the rivers that wind between settlements and the seas. The most strict religious observers will not eat any non-river fish, believing that sea based fish are sacred for various reasons.

Architecture

Avotoc architecture (seen above) revolves around the sea and invokes their sailing raditions and heritage with the use of sailing ship hulls in their design. Homes are mased bostly on upside-down hulls, as well has capsized ships into an upright position. Businesses and larger buildings are based off of bows tilted at various angles, larger angles being used in larger buildings. Smaller shops and stores, as well as shopping centers are based off of full-size ships that are partially buried in the sand.

SENTIENT SPECIES // AVOTOC // CULTURE

Religion

Worship/Denominations

There are eight Avotoc believed to be immortal, the seven original Avotoc, and one from the second generation: Lu'Sca.

Fiefteta- The denomination of Avotoc who believe that the Fieft is a metaphor. They do not believe that the four star-planets contain the afterlife but are instead metaphors for ascension to the immortal level of Davoto. They wish to travel as living mortals to the Fieft, and are open to other non-literal interpretations of the Ontiba.

Foradt- A group of Avotoc who do not believe Davoto is a benevolent deity, as shown by his punishment of Lu'Sca. Other Avotoc warn that encouraging widespread fear of Dvoto would invoke his wrath.

Renaivoc- The main denomination of Avotoc, which base their worship on the literal word of the Ontiba, with no interpretation. Rich in tradition and ceremony after having developed for hundres of years.

Afterlife

Efteta- The Avotoc term for life-after-death. The most shared view between Avotoc is that they retain conciousness through their souls.

<u>Fieft-</u> Most Avotoc believe that a soul (once dead) appears in the Fieft, the three large and one small star-planets at the heart of Pale Shores. The Fieft is separated into four

star-planets: the Evdoma, the Vodoma (also contains Teaeira), the Lendoma (containing Podiera), and the Kkindoma. In most denominations, souls appear in the Evdoma. Non-complete souls may appear in Evdoma as well, and may return to life if not siezed by Lu'Sca in time. Lu'Sca transports all souls from Evdoma to their rightful place. Vodoma is the star-planet for Avotoc who break promises or are otherwise disloyal. Avotoc are marooned on individual islands surrounded by mist. Inside of Vodoma at the star core made from dead ice, is Davoto's non-Astran residence Teaeira, where Avotoc heroes souls go. Lendoma is the star-planet for the rest of the Avotoc. Inside Lendoma is Padiera—Lu'Sca's home—which contains good, but not great Avotoc. The other star-planet is Kkindoma, where Avotoc believe the souls of non-Avotoc buried in their seas are taken to.

Immortal Avotoc

<u>Ce-</u> Known as 'Watermouth', Ce was the Avoc gifted with the ability to speak to Aquatic Animals. While this ability occasionally manifests in Avotoc After Time, the ability was reportedly not limited to sea creatures of any certain size.

Ja- 'Riverblood' was known for his ability to channel water freely. Able to draw water up from any body of water and distrubute it to any location, Ja might as well have had rivers coursing through his veins.

<u>Le-</u> 'Stonehart' to many Avoc, Le was courageous in battle against many monsters and never lost a battle, save for the one against age.

<u>Lo-</u> The 'Skull of Many Thoughts', Lo was known as the wisest Avoc of them all.

<u>Lu-</u> The 'Keeper of Bones', Lu was the first gravekeeper to tend to the graveyard of all Avotoc underneath the GreatSea.

Mis- The 'Lord of Blades', like Le was an Avoc warrior.

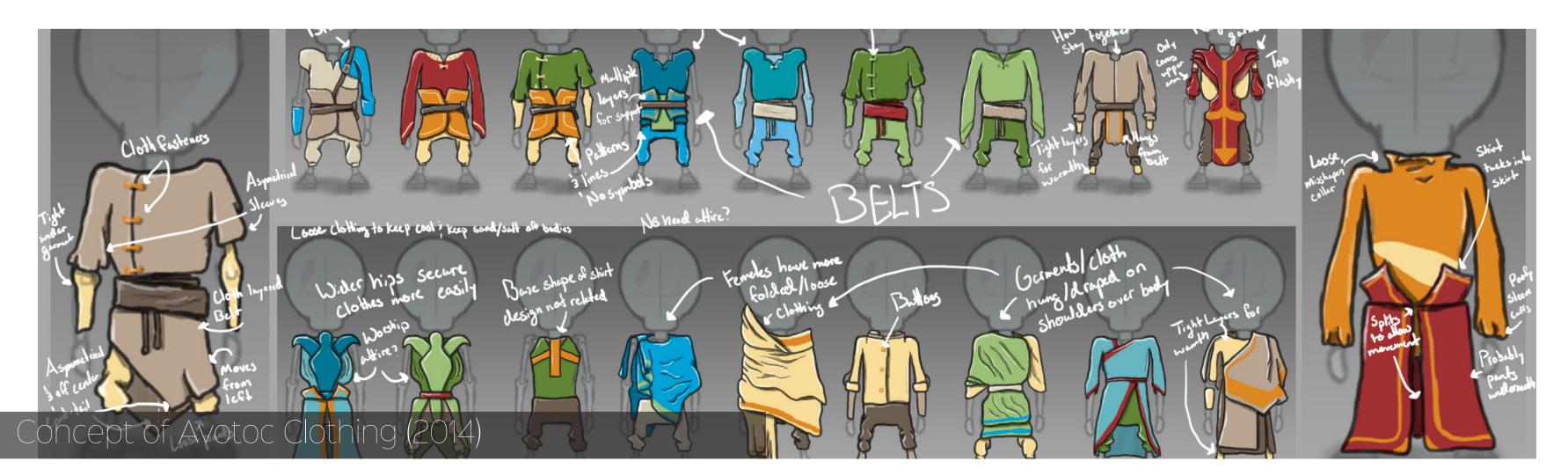
Sca- Known as 'Lievos Lich' for her ability to manipulate

<u>Sca-</u> Known as 'Lieyos Lich' for her ability to maniuplate Davoto's special ice.

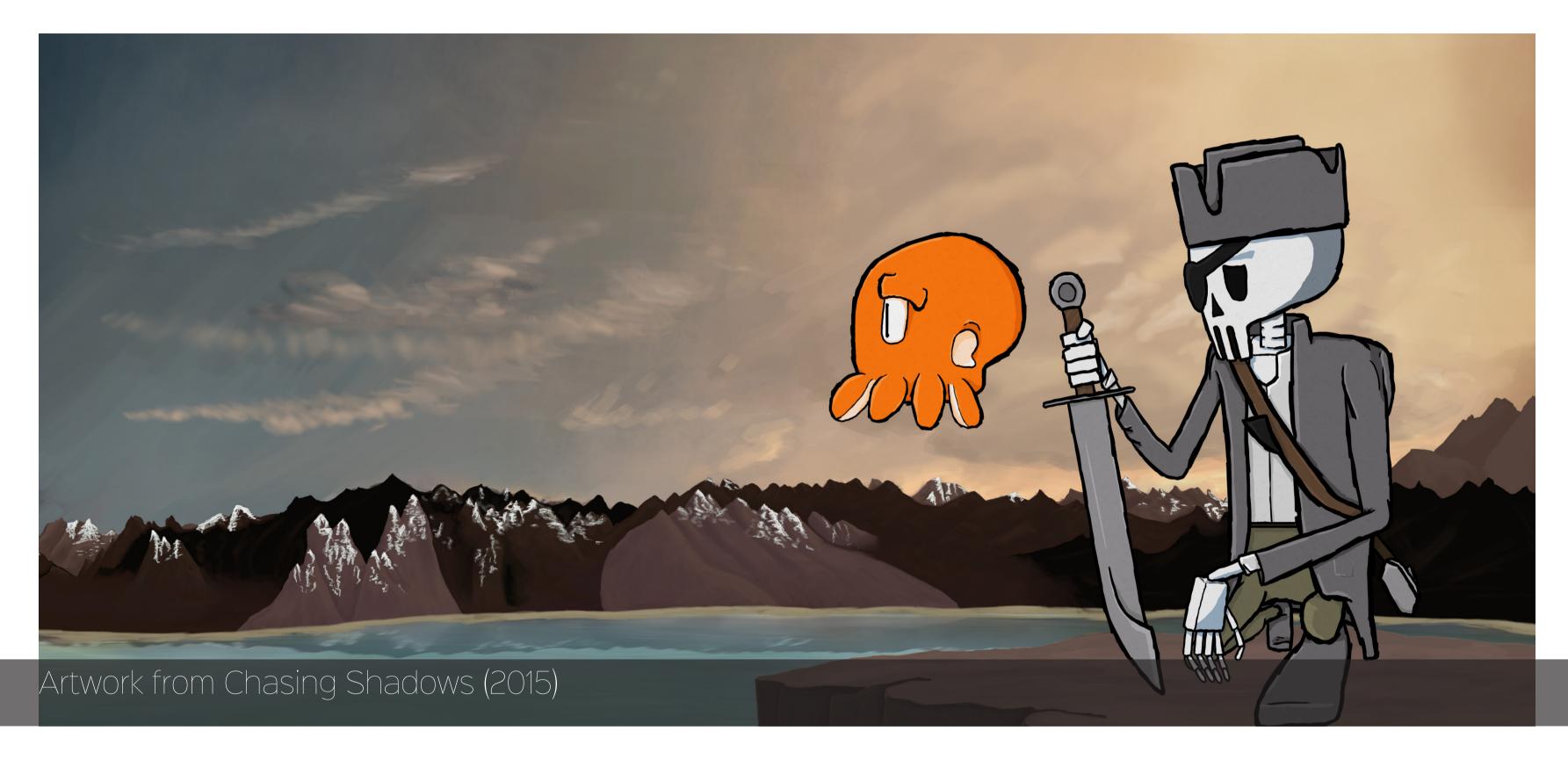
Clothing

Avocs wear loose clothing in general to keep out the sand and also to keep cool along the beach. They mostly dress in layers so that they can move inland or closer to the shore depending on their activities on any given day. Their wardrobe largely determined by profession, Avocs do not have a "professional" attire compared to the other Sentient Species, rather they value the practicality of their clothing over any fashion statement.

Seen below, many of their clothing norms deal with preventing accumulation of sand or airborne salt on their skin. Avocs prefer to have their large heads uncovered in all conditions, leaving them succeptible to the cold despite any number of layers worn.



PLOT-ARC // BEFORE THE WIND



Plot-Arc: Before The Wind

Appearance(s): Chasing Shadows, Dead Run

Date: 980 A.T. Location(s): Omneutta
Genre: High Fantasy

Production: February 2012 -

Chasing Shadows

Date: 980 A.T.

Location(s): Pale Shores, The Hilt, The Blade, Parallelium

Genre: High Fantasy Production: June 2014 -

General Synopsis

Before The Wind is the first ploat-arc in the In Extremis series, beginning in 980 A.T. The story follows a young Avotoc pirate nicknamed Skeli and his eventual partner Dreads, who is a cursed octopus. The duo travel across the universe looking for a cure to Dreads' curse, only to find themselves playing roles in a much larger scheme than this curse and its cure.

Book Split

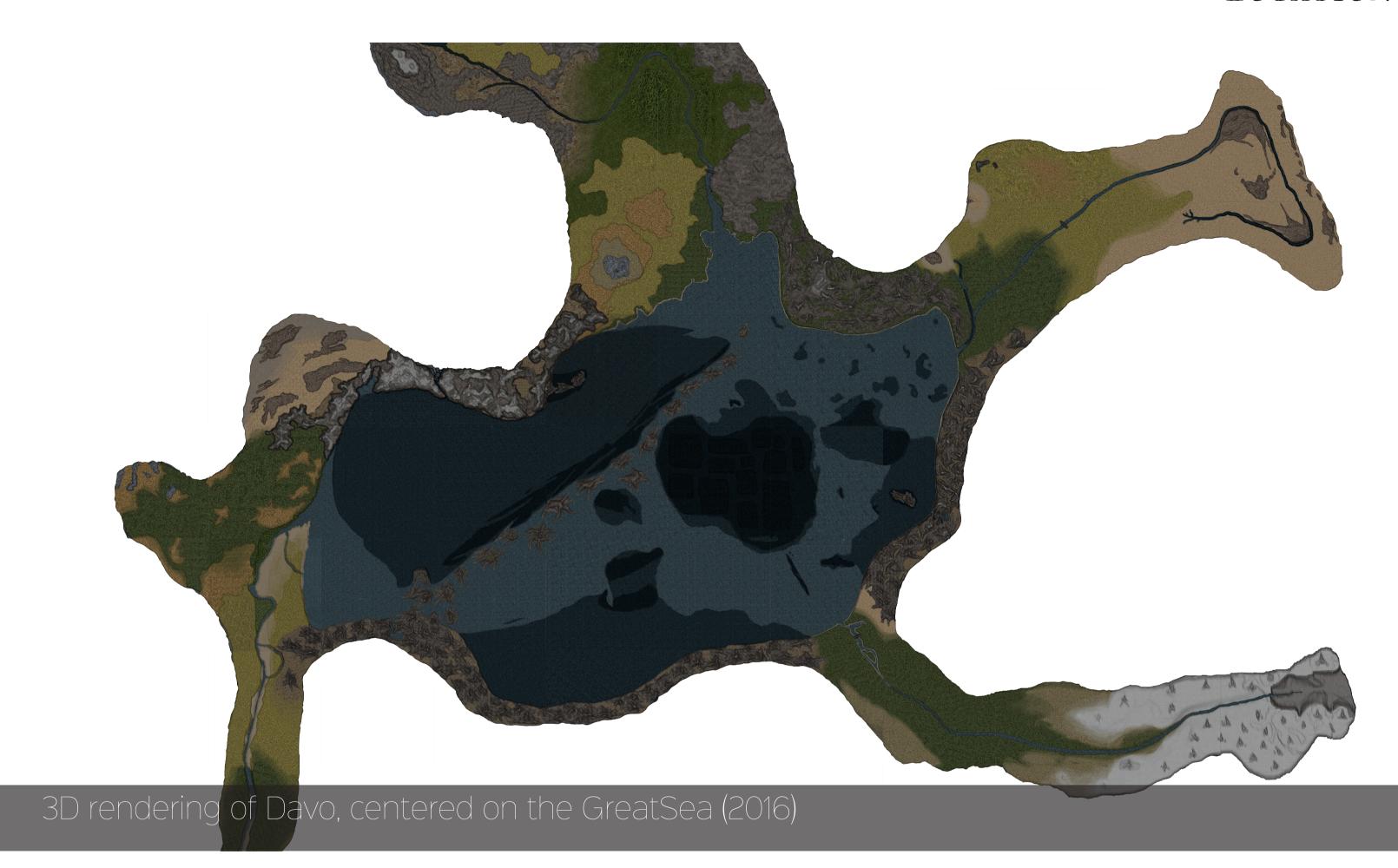
The plot-arc is split into two books, *Chasing Shadows* and *Dead Run*. The first book, *Chasing Shadows* follows the characters, mainly Skeli and Dreads as they move through the

universe looking for a cure to Dreads' curse. The second book, *Dead Run*, follows the characters through the universe as they attempt to bring the individual who cursed Dreads to justice.

Timeline

The content of both books of the Before The Wind plotarc takes up the majority of the year 980 A.T. Beginning with Skeli's descent onto Davo in the Dunnage at the end of Tovuscus and culminating several months later. Space flight takes up several days at a time throughout both novels, as does planet-side exploration.

LOCATION // DAVO



Location: Davo

Space: Pale Shores

Category: Planet-Star

Region: Unknown

Asterism: Unknown

Diameter: 633 km.

Star-Core Diameter: 215 km.

Species: Avotoc

Population: ~750,00

Government: Familial Hierarchy

Economy: Trade

Climate: Temperate

Geography: Mountainous Seashore

Continents: 1

Seljzhs: 0

Hiryljs: Davo



LOCATION // DAVO

History

Davo is one of the oldest planet-stars in Omneutta, according to the Ontiba. According to the legend, it was the burial place of all life in The Known Universe for many centuries Before Time. Because of this, Ava is one of if not the most well known Avotoc cities. Despite being the capitol of Davo, Ava is not the largest city. The other three cities that neighbor the GreatSea have all grown larger than Ava, and it retains its status as capitol due to historical significance.

Demographics

Government

Each city of Davo, like all Avotoc areas, is run in a familial hierarchy. The eldest Avotoc, regardless of gender can usually be found in charge of most aspects of a city or town. Most cities are still dominated by on extended family, with the eldest at the top of each family, with some neighboring cities under the rule of one extended family as well.

Economy

Most Avotoc economies center around fishing and the shipping business. Toc and Ato are vibrant port markets, distributing goods to and from their side of the GreatSea. Ava is a slightly different Avotoc economy, as it is a historical town that needs less dependance on trade due to

tourism.

Davo has one of the more diverse economies for an Avotoc planet, including producing goods like lumber and raw power that Most Avotoc planet-stars are incapable of. These goods do have to be distributed around and off of Davo, so the shipping industry is paramount.

Geography

Davo remains true to the geographic identity of Pale Shores with large bodies of water that quicly transform through beaches to mountains. Davo's most distinct feature is the GreatSea, a large body of water that takes up nearly a third of all land on Davo. The Planet-Star also features multiple deserts, a glacial valley, multiple mountain ranges, and 5 other large bodies of water.

GreatSea

The GreatSea is one of the most geographically distinct features of Davo. one of the largest seas in all of Omneutta relative to planet-star size, the GreatSea has historical and religious significance along with being home to many different kinds of industry. The outer sides of the GreatSea slope towards the shores gradually, eccept in the case of the mountains on the edge of the continent itself. There arae several several sections of the GreatSea that are kilometers deep. At these extreme depths it is not uncommon

to find the sea's floor glassed by the heat of the star-core, allowing light through.

Deserts

Axivapo Desert (bottom left) is the most arid region on the planet-star. Not the largest—that goes to the eastern desert surrounding Apoukkin. However, the Acivapo desert is completely sealed off from poisture by the mountain range on the northewstern edge of the GreatSea. Almost all creatures that live in the desert are carnivorous, surviving off of the natural food chain. Those who cannot take refuge from the heat under the sand spend most of the light dwelling in caves.

Another desert, referred to as the Yaor or 'larger' desert is found past the landmass that extends from the northeast-ern portion of the GreatSea, past the city of Pouc. A small desert oasis called Apoukkin lies on the edge of the desert, just west of the end of the river.

Mountain Ranges

Mount Ato is the highest peak on Davo, and is located in the range bearing its name to the southeast of the city also bearing its name. There is also an unnamed glacial valley that exists on the far end of the landmass extended from Ava. The section itself gradually bends away from the starcore making it the furthest and coldest point of land. The river that flows from the glacier is the source of the freshest water on Davo, and the destination of many journeys.





PLOT-ARC // THE GALLANTS OF CYLIA JACA



Plot-Arc: The Gallants of Cyliajaca

Appearance(s): Chasing Shadows, Dead Run

Date: 980 A.T. Location(s): *Omneutta*Genre: High Fantasy
Production: February 2012 -

General Synopsis

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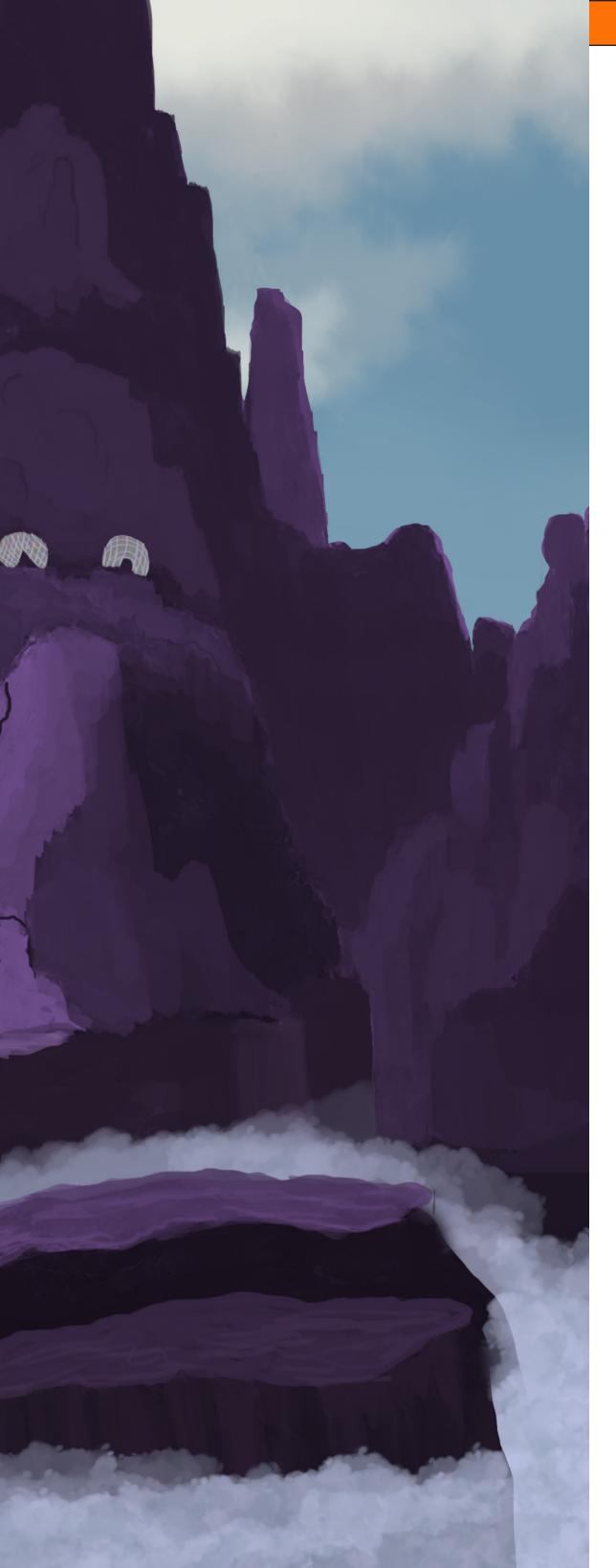
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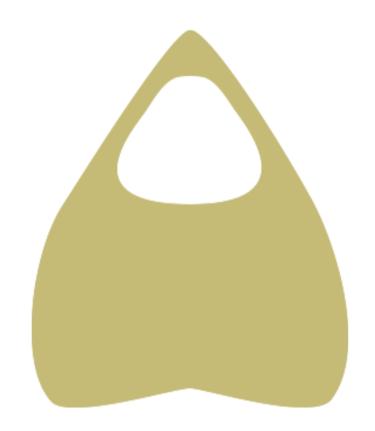




SENTIENT SPECIES // KETTLAH

Kettlah

(KEHT-LAH)



Kettlah are fairly tall and most easily identifiable by the tendril appendages that can sometimes form wing-esque shapes from the backs of their arms. They also fainly glow, which is easiest to see in a dimly lit or dark area. They can also commne with departed souls, though the skill does take time and training to control.

Biology

Average Height: 1.98 m. | 6' 6" Range Height: \pm 0.12 m. | \pm 0' 5" Average Weight: 100 kg. | 220 lbs. Range Weight: \pm 100 kg. | \pm 35 lbs. Overweight: 125+ kg. | 260+ lbs.

Average Lifespan: 150 yrs.

Distinctions: Eight Tendril Appendages, Shape-Shifting Hands, Slight Glow

Skin Colour: Gold, Dark Gold, White-Gold

Eye Colour: White, Gold, Black Races: Keyni, Maoni, Roani, Lueni

The Kettlah are tall at just under two feet, but not quite as tall as the Xiruen. The most distinguishing feature of Kettlah is the tendrils that form on the back of their arms. These tendrils are used to help Kettlah glide down from larger heights smoothly. Certain Kets are able to use the tendrils for actual flight, however limited. Their next distinguishing feature is their ability to contort, conform, and morph their hands into and around any number of shapes. Their golden glow is another distinguishing factor. Their skin tone can also vary, with a richer gold being the most prevalent.

Culture

Plural: Kets
Origin: Vale Reef

Capitol: N/A

Currency: Lott

Language(s): Omnel, Logophem (written only)

Notable Members: Kouoh Sarom

The culture of Kettlah is very mysterious, due to their withdrawn nature. They dwell in structures on top of cliffs that peek through the mis that largely envelops their planets. They do possess the technological aptitude to leave the planet on their own. Their buildings and ships are sleek and curved, creating a very alien and futuristic look that draws aesthetic influence from both sci-fi and elvish fantasy concepts.

A Kettlah takes the name of their tribe and combines it with a given name, which may or may not have any inherent meaning. Kettlah libe in tribal societies governed by the eldest and the youngest. Most middle-aged Kettlah are found far outside Vale Reef, studying from and teaching other cultures.

History

According to the Ontiba, Kettlah were created from haket being spread too thin to properly fullfill his duty of reporting notavle events of every creature's life throughout Omneutta shortly after their deity to Porrair for cataloging. In their very early history as a Species, all Kets were nomads, and this is reflected still in their current tribal culture.

Family

Both genders of Kettlah can bear children, though same-gender relationships will produce the gener of both parents. Kettlah mate by entangling their tendrils. Certain sections of each tendrils are for mating, and all eight tendrils need to be in contact with another Kettlah's reproductive sections in order to mate. For seventy-nine weeks a parent carries the child or children on its back, growing out of the adult's skin. This extra weight leads to hunching as the child grows.

Kettlah do not have a family unit in regards to parent-child relationships. Instead, young Kets are raised by any older Kets for the first ten year of their lives in this newborn phase.

Government

Kettlah live in tribes that are ran by the eldest member, regardless of gender. In a tribal setting, Kettlah are considered newborn for the first ten years of their lives. During this phase, they equally split time between their parents and the eldest members of the tribe. At the end of their newborn phase, Kets are members of the tribal council and make decisions on the fate of the tribe with elder leaders. This not only matures the younger Kets, but passes the knowledge and leadership ability from generation to generation, in addition to keeping the eldest Kettlah young in spirit. Kets are required to leave the tribe between 20 and 30 years of age, and usually spend the majority of their lives outside the tribe. They may return to tribe leadership as elders if they so choose. There is no rule on when Kets should return to their tribe, or any maximum time on how long they can serve on the tribal council upon their return.

Music

Kettlah music is composed almost entirely of the drum that bears the species' name. The mist that surrounds the mountaintops Kets live on also has a residual pitch from the noise resulting from the collision of the mist particles with air, which is usually what tonal center music from the area is based in. Due to their mental communication, groups of Kettlah playing together can be in sync with each other despite not having a metric or rhythmic structure to build from.

Food

Kets are vegetarian by nature, and also have no mouths. They are able to eat by squeezing vegetation with their hands and absorbing the remains with their sponge-like tendril ends. They prefer to eat the bioluminescent plant life found on their home worlds across Vale Reef as these plants have higher concentrations of essential minerals, but any vegitation will do.

Architecture

As a species wide rule, their designs eschew straight edges or any forms that come to a point. The two clear aspects of their architecture are the white-purple stone they used to build made from the deep purple rock they dwell on, and the multi-coloured glass they use for windows. Their stonework borrows from Greek influence while building more rounded structures.

Transport

Kettlah ship design borrows from their first large structures: the bridges that they built long ago to traverse between the land they can live on. They incorporate a thicker, more hardy version of their stained glass in some ships as well. Like their architecture, their ships avoid any straight edges or sharp corners and employ rotating engines to steer.

SENTIENT SPECIES // KETTLAH // CULTURE

Religion

As a species, Kettlah have been privy to the details of what happens to souls after death across Omneutta for their entire existence, and what happens is a whole lot of nothing according to Kettlah. As such, as a species they find themselves at odds with other Sentient Species who believe in an afterlife of some sort. When it comes to worship, Kettlah prefer to practice their faith in areas with large numbers, as they believe this strengthens their connection to the Ontautt, specifically Haket. This is why their religious temples almost always have tombs underground. These tombs are built in the footprint of the building themselves, becoming more narrow as they get deeper.

Immortal Kettlah

While not worshiped, the original five Kettlah are of historical and religious importance, as they are the conduit of Haket's powers into the species as a whole. The section of the Ontiba that deals with Haket's point of views and the books of the first five Kets themselves discuss the sys-

tem of gates that can be viewed metaphorically or literally. These two gates deal with the flow of time and life that Haket deals with, according to the religious text.

Roa- Known as 'The First Kettlah' and the 'Gate Watcher to the Past', the first Kettlah with the ability to commune with deceased family members of a living being.

<u>Niu-</u> 'The Second Kettlah' and the 'Gate Watcher to the Future', the first Kettlah with the ability to see into the future—but not beyond their own death.

<u>Lue-</u> 'The Forgotten One', created with an ability to manipulate light. Very little text is in the book of Lue, and many pages themselves are presumed lost.

<u>Mao-</u> 'The Perfect One'; the second to last Kettlah tasked with the present who had no powers upon creation but was given the choice of teaching himself any of the other three.

Key- 'The Last Kettlah'; tasked with maintaining the Spirit of the Tribe—Kets who are in tribal councils seek the guidance of Key in maintaining the spirit of their tribe over time.



Clothing

Seen below, Kets do not usually wear clothing around other Kets, as they have no exposed genitalia or any other reason for body modesty. All Kettlah wear delicately crafted necklaces, bracelets, and other jewelry adorned with beads of various meanings, most notably a bead per year of life. Colouring of these beads varies by tribe, and some Kettlah that do not return to their tribe choose to not wear their beads. However, they are awayre of other species' views on modesty and will don clothing when non-Kettlah are present.



INFORMATION // CURRENCY // LOTT



Lott

Wight: 2.5g - 8g

Size: small

Value: 1-1,000

Origin: O.L.A.H.

Effect: Unit of Currency

Value	Colour	Material
1	Bronze	Chaltite
5	Silver	Asimium
25	Gold	Aurite
100	White	Andium
1000	Black	Evril

Lott (plural and singular) is the main form of currency in Omneutta under the Omni-Lata-AdHocracy. All five coins connect to display a design on one side; each coin has its own value on the opposite side in Ontrett.

Lott are used in economic communities that are compliant with the AdHocracy. Some Omneuttians prefer not to deal in Lott and have economies based in bartering—select communities oave a mix of the two.

Lott are formed in casts and coated with a thin layer of of another material to add value. These rare materials are mined in Astran-space. The location of these mines are kept secret, to prevent pirates from disrupting OLAH's monopoly on these rare metals.

INFORMATION // ITEM // MAPS

Maps in Omneutta are usually spherical objects covered in raised plates and buttons. These buttons activate projecting capabilities and settings, while plates usually direct the map on what or where to display. Some models reverse these features. Most have the ability—when connected with capable stands—to create large-scale holographic displays complete with a keyboard or pad to facilitate navigation of the map without physical contact.

Maps

Wight: $\leq 5 \text{ kg.}$

Size: Ususally Handheld

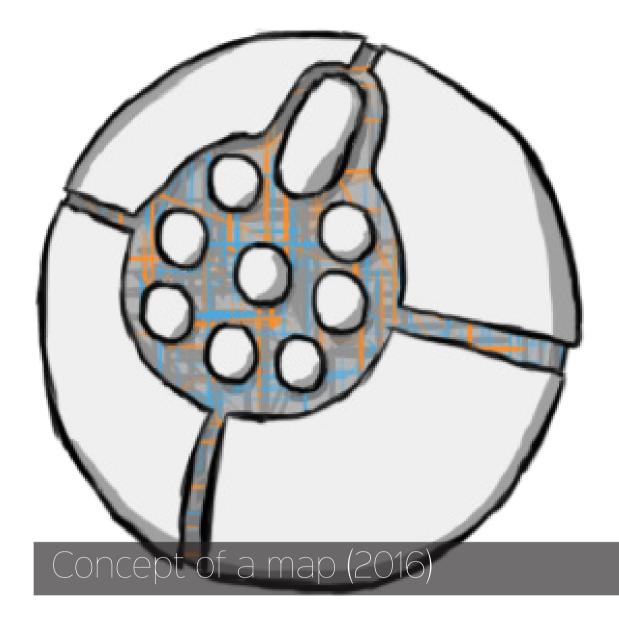
Value: 50-50,000

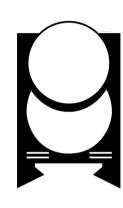
Origin: Unknown

Effect: Displays Location(s)

There are two types of maps used to illustrate Omneutta, the projection map and the orthographic map. Projection maps show inhospitible continents or Seljzhs in orange, and hospitible or Hiryljs continents in filled-in blue. Orthographic maps are rendered with tectures attempting to show the terrain of the area.

Map Legend

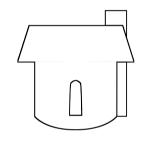




Xiruen Capitol



Avotoc Capitol



City



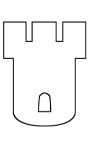
Town



Village



Camp



Fort



Forest



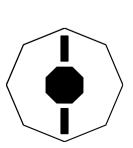
Water Feature



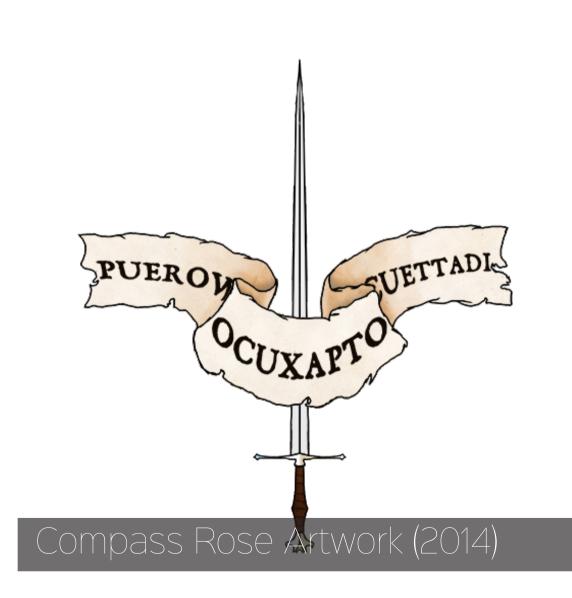
Mountain



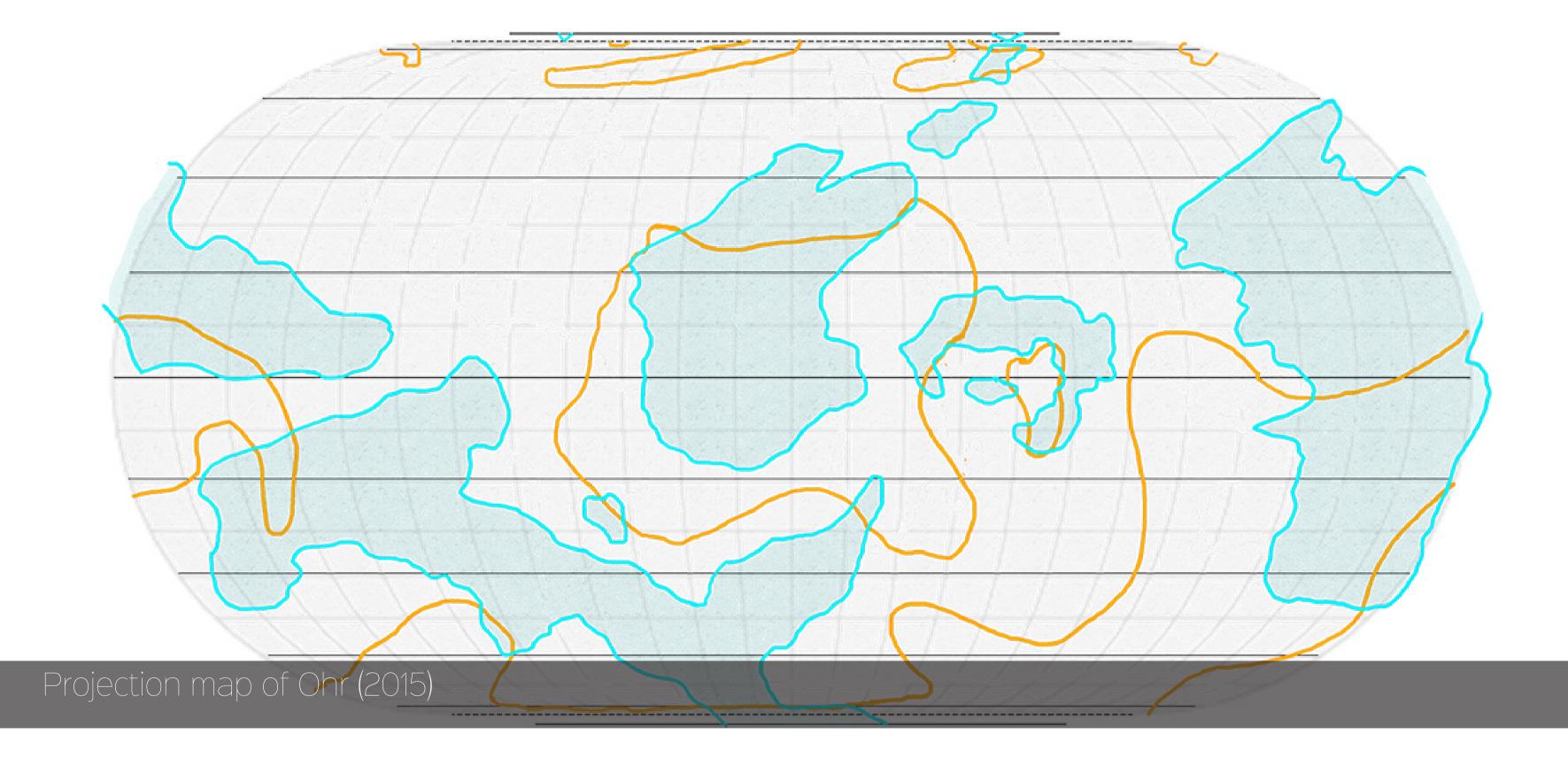
Dock



Point of Interest



LOCATION // OHR



Location: Ohr

Space: Parallelium

Category: Star-Planet

Region: N/A

Asterism: Ohr

Diameter: 3,080 km.

Star-Core Diameter: 2,089 km.

Species: Poria

Population: ~750,000

Government: Constitutional Monarchy

Economy: Manufacturing

Climate: Highlands, Continental Variations

Geography: Highland Plains

Continents: 7

Seljzhs: 3

Hiryljs: Hunziy, Elioy, Basljs, Alzviysn

Ohr was one of the first star-planets to be astroengineered for the use of manufactured continents. In early the 300s After Time, Hoyu dul Nakeil developed a system that made possible this manufacturing of continents with the proper curvature to orbit uniformly around a star-core as well as their transportation to the final location from the manufacturing facility.

The outer layer of continents on Ohr was constructed in 348 A.T. and in traditional Poria fashion, the first continent was named Hunziy. Over time, the manufactured continents have started to split. Some have broken off and drifted, while others were stabilized as soon as they broke. Cities that are on the edge of the continents have since been reinforced and the techniques used to manufacture continents have been refined.

Ohr, like all Poria communities, is run in a constitutional monarchy. Ohr was designated as a head of a system, just under the Hanullzis' political level, and over the amount of political pull. The regions of Ohr have changed over time, but are usually on a per-continent basis, with some split between larger cities that need to have their own political voices represented.

The continents that are closest to the star-core of the star-planet and therefore inhospitable are called Seljhs in Jibhaga. In the projection map, these are coloured orange and not filled in. Hospitable continents on star-planet projection maps are coloured blue and filled in. The first continent, as it should be named is Hunziy. Eloiy, Basljs, and Alviysn all contain major cities. Eloy and Basljs are each split into their own regions due to their size and large populations. Alzviysn is only one region.

LOCATION // OHR // HUNZIY

Location: Hunziy

Planet: Ohr
Region: N/A
Capitol: Hanukish
Inhabitants: Poria

Point(s) of Interest: Hanukish, Hoyell Oyeluean

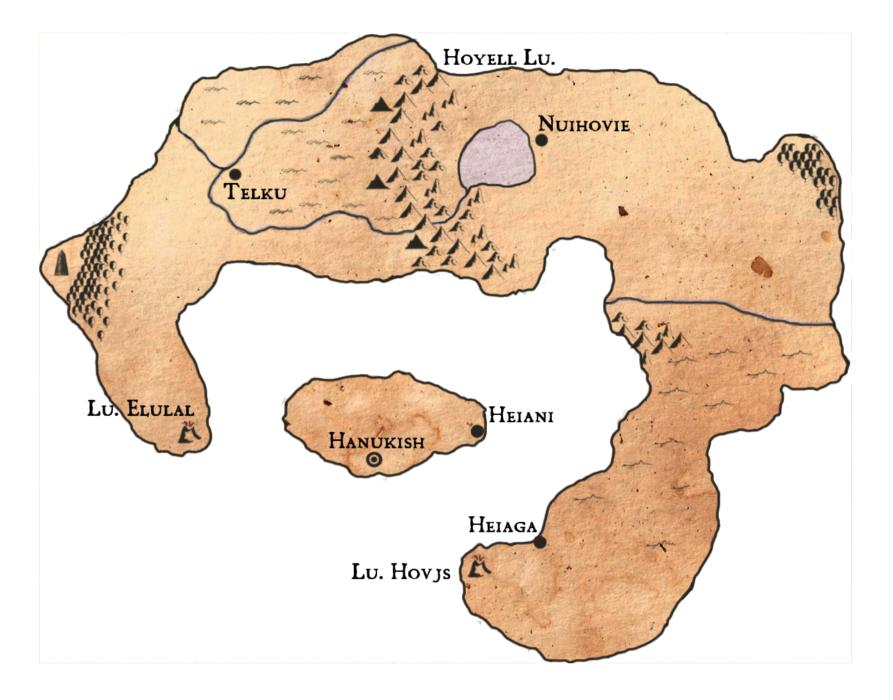
Climate: Highlands

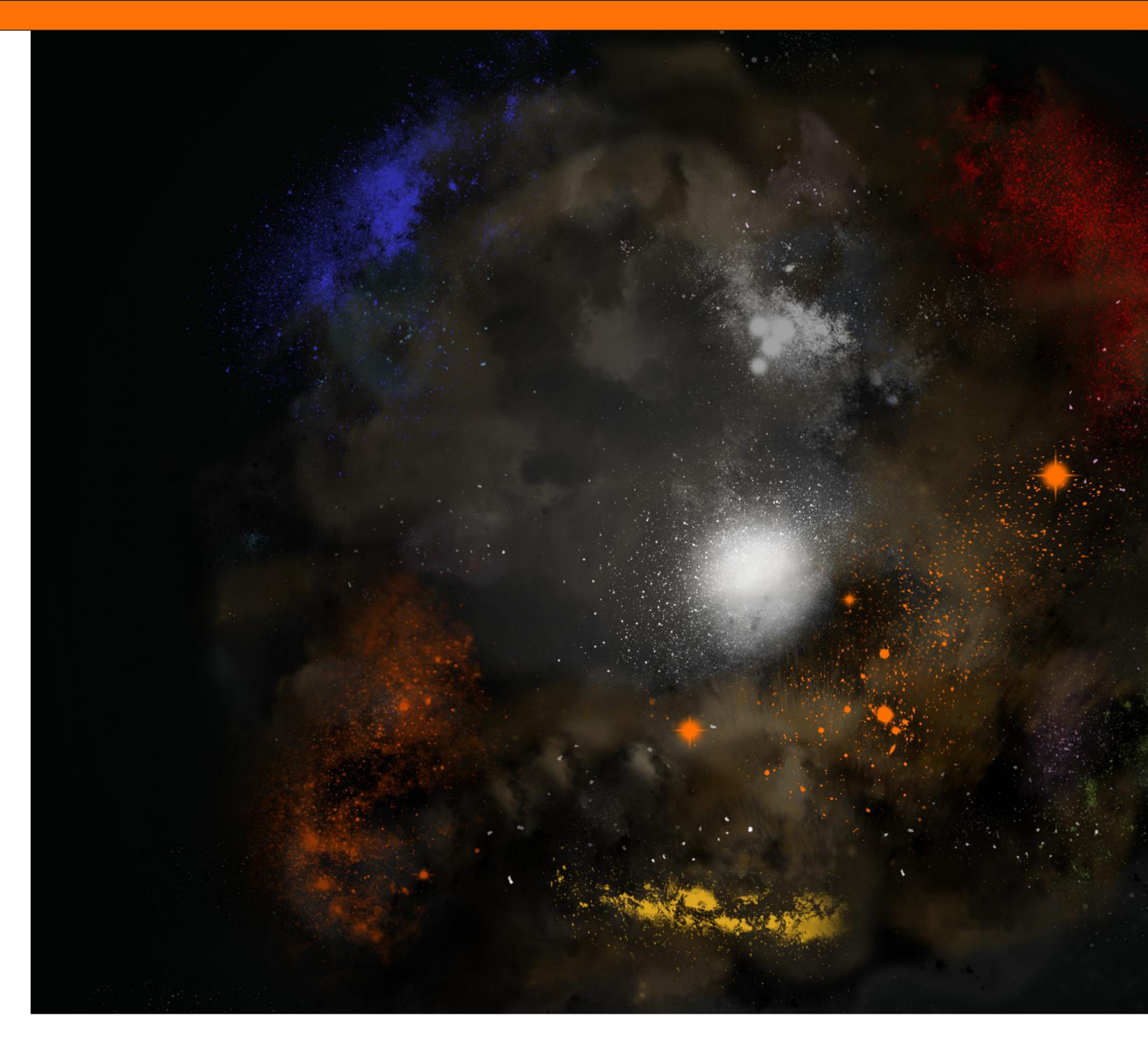
Terrain: Mountainous, Plains, Forest

As Ohr was one of the first star-planets to be astroengineered with manufactured continents, Hunziy (of Ohr) was one of the first continents to be manufactured. As such, it has suffered some weathering and erosion. The island that contains the capitol city of Hanukish was at one point connected to the rest of Hunziy; Heiani and Heiaga were at one point one city. Erosion and weathering have also broken the continent in the Hoyell Oyeluean, a mountain range that once was in one piece. Unlike the island containing Hunziy, this was a much slower process and was not immediately stabilized by engineers.

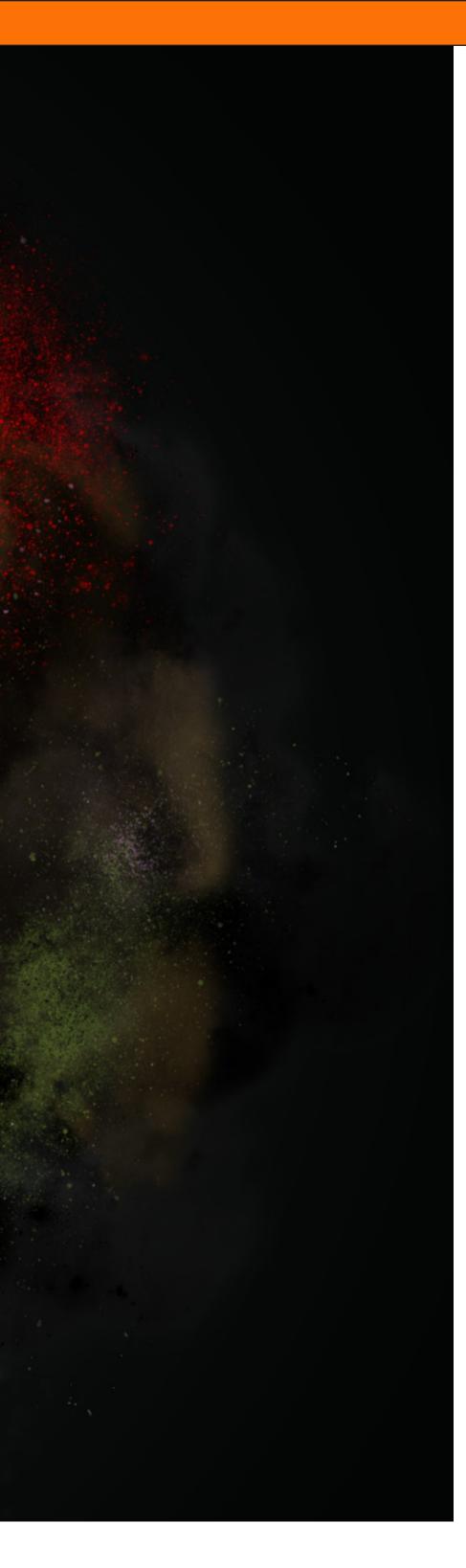
Hanukish is the city which houses the head of the system that Ohr resides in. As the capitol city of Hunziy, it also oversees the branches of Government of Ohr. These two separate branches of government reside in one building, modeled after the early architecture of Poria that all government buildings follow. When the land containing Hanukish and half of Hai broke off, Heiani and Heiaga were given their current names, and the cities have developed into two distinct-yet-similar cities over time.

The Hoyell Oyeluean is a mountain range that curves to the south-east from the northern region of Hunziy. A section of the land containing the mountain range broke off over time, with the remaining land having been stabilized by engineers. The river running from the sea by Nuihovie runes through these mountains to the west and at one point split south. This split dried up as the land crumbled and fell to the star-core underneath. The eastern-most branch of the river remains on the other side of the split, having formed a trench that fills with the runoff of higher land to the north.





LOCATION // OMNEUTTA



OMNEUTTA

(OHM-NOOH-SHAH)

"Omneuttian" is the term used to describe those that live within the lands of Omneutta. The term "Omneuttians" is a reference to what the eight Deities called themselves in their own language: Ontautt. The phrase "The Known Universe" is used with the implication that Omneuttians acknowledge there may be parts of Omneutta on the fringe that they have not yet discovered and/or mapped.

LOCATION // OMNEUTTA

Asterisms

Briefly discussed earlier, Asterisms are analogous to solar systems. At their center is a large mass that has enough gravitational pull to cause the rotation of objects around it. Some asterisms have more than one object contributing to this large mass. While not all Asterisms have a star-planet at their center, the majority of them do. Multiple celestial bodies at the center of an Asterism would orbit around the point equidistant between the two bodies.

Celestial Bodies

Briefly discussed earlier, Asterisms are analagous to solar systems. At their center is a large mass that has enough gravitational pull to cause the rotation of objects around it. Some asterisms have more than one object contributing to this large mass. While not all Asterisms have a star-planet at their center, the majority of them do. Multiple celestial bodies at the center of an Asterism would orbit around the point equidistant between the two bodies.

Star-Planets

Star-Planets take the functional place of stars in Omneutta, as they generate light far enough to be seen far across space, whether light or dark locally. The star-core inside Star-Planets is much larger and closer to the landmasses that orbit around the core. Becasue of this, Star-Planets are uninhabitable to mortals. Star-Plent's star-cores have a diameter of at least 55% of the Star-Planet itself.

Planet-Stars

The other major bodies of Omneutta, they can be found in orbit around larger bodies, whether extremely large Planet-Stars or Star-Planets of most sizes The star-cores of these are smaller and as a result the Sentient Species along with other Omneuttian flora and fauna have flourished. Some star-cores among Planet-Stars are larger or smaller than others, leading to differences in average temperatures between Planet-Stars. For mortal life to flourish, a star-core of a Planet-Star can be no more than 45% of the diameter of the Planet-Star itself.

Other Bodies

Not every celestial body in Omneutta fits into either a Planet-Star or Star-Planet categorization.

Planemos

Planet-Stars that are not in orbit around any clestial body are referred to as planemos; planets that do not orbit a larger object. Some planemos in Omneutta have developed binary or multiple orbits with other planemos.

Continemos

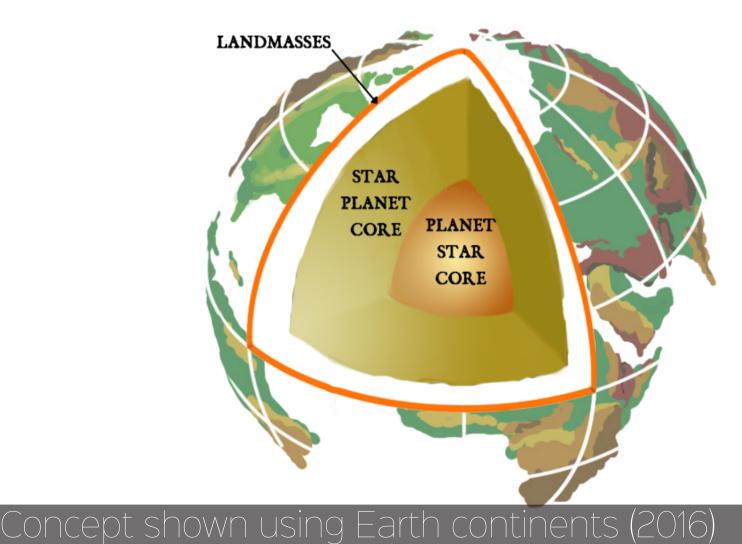
Continemos are continents or landmasses that do not orbit a star-core. Due to the lack of heat from a star-core, they usually feature cold and harsh locales. If formed from a dense enough material, the change in gravity from a Planet-Star's landmass may not be noticeable.

The Eight Spaces

There are eight main sections of space across Omneutta, controlled or comprising mainly of each Sentient Species. Beyond the furthest reaches of inhabited star-planets and planet-stars is the Unknown-Universe. There are also several sections of Omneutta that are unmapped and unexplored on a local level. Some maps have all celestial bodies in The Known Universe mapped for navigational purposes, without having terrain maps available, while other map products do not feature bodies without terrain maps. In addition to these sections, there are several large Dust Clouds scattered around Omneutta. Each space is further divided into regions and asterisms. Local Groups are also an important distinction and are made by either proximity or similarity in climate/geography. All Local Groups are also regions of a space, though not all regions are local groups.

Divine Forge

Astran-Space is mainly comprised almost entirely of the space directly around Astran. It is found in the central most portion of Omneutta and is easily identifiable on any map by the large glow of Astran itself. Due to the proximity of Astran, most planet-stars in this area are inhospitable for extended periods of time throughout the year. Little surface area has been mapped, though the reports that do exist vary on the surface conditions of many planet-stars. This variance may be due to wars between the Ontautt and the hasty reshaping of many celestial bodies. Some theorists suggest that this variance may be the cause of the rare minerals used to give Lott their value.

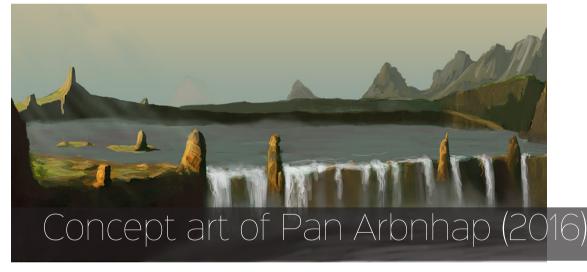






The Outcropping

Xiruen-Space is the furthest southwest known space. Extending south from both Astran and Turath-Space and west from Kettlah-Space, most of The Outcropping is cut off from other Sentient Species. The world of this space are arid and at times borderline inhospitable to mortals. The crescent shaped congregation of planet-stars and star-planets known as Pan Arbnhap is a Local Group in The Outcropping, and is home to most of the space's fertile land.



Pale Shores

Avotoc-Space is characterized by four large star-planets in roughly the middle. The climate of Pale Shores, like its inhabitants, is one of extremes; both white-sand beaches and glaciers can be found on the same continent. Large seas are abundant across Pale Shores and as such, the culture is largely sea and space faring. Pale Shores is perhaps most easily idntified on a map by the four star-planets mentioned earlier, which play religous significance to the



Avotoc, the main inhabitance of the space bearing their name. The space is dense throughout the center and to the northwest, but is quite sparce any other directions. The lack of density has allowed dust clouds to fill the space between Pale Shores and The Blade over time.

Vale Reef

Kettlah-Space appears to be the smallest space among the eight on any given map, but this is decieving. A fairly large number of planet-stars and star-planets have grouped together in dense clouds of (presumably) space dust. These clouds can be seen spreading from east to west with a slight curvature around Astran. Few star-planets and planet-stars exist outside of these clouds, and can seem as though they span enourmous distances when compared relative to those along the band.





Parallelium

A large and expansive stretch of star-planets and planet-stars between Astran- and Quarryn-Space, as well as between Sha'an- and Kettlah-Space. Two behemoth star-planets cap each end of Parallelium to the north and south and many other large star-planets fill the space in between. Unlike other spaces that have local groups, the three local groups in parallelium serve more as inidcations of population dispersment rather than any geological or cultureal significance between the areas. This method also led to other species adopting the idea of regions in their spaces as well. The three are Egur, Ehur, and Elon clusters from north to south respectively. The clusters are each

LOCATION // OMNEUTTA

based around the three largest star-planets in Poria-Space, Egur-Hlasarl, Ehur-Hlasarl, and Elon-Hlasarl, again from north to south.

Matriarch Grove

Quarryn-Space is called Matriarch Grove, in honour of the Deity Quarrnyl. According to the Ontiba, it was one of



the first places in Omneutta devoted to housing life. The dense section in the middle of Quarryn-Space is home to over half the Quarryn in Omneutta, with the rest of Matriarch Grove and The Known Universe containing the other half. Quarryn-Space has two Local Groups that have both cultural and geographic significance. Elder Greens can be found to the northeast of the main cluster and is home to the oldest tree homes in Omneutta as well as the oldest average Quarryn per planet-star, as the name suggests. The



A large and expansive stretch of star-planets and planet-stars between Astran- and Quarryn-Space, as well withered Woods is a small group of planet-stars stretching north to south in the southewest of Matriarch Grove, near



LOCATION // OMNEUTTA

Parallelium. Facing many of the same population problems as Elder Greens, Withered Woods were long ago razed by an advancing imperial army.



The Blade

Sha'an-Space is loosely populated, as power struggle continuously envelopes The Blade year in and year out. The Climate is temperate and similar to Turah-Space but its inhabitants do not prosper as the Turath do. Instead cities are built and left in shambles as power changes hands quickly. The Blade has the highest number of both planemos and continemos, implying that at some point a Sha'an Reign or Remnant may have had the power to destroy celestial bodies of their enemies. The local groups of Western Edge and Southern Ridge vary—Western Edge is a local group based on density, whereas the Southern Ridge features a high percentage of celestial bodies with mist flowing from one to the next.



The Hilt

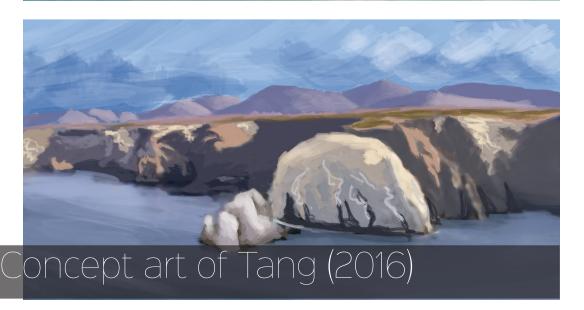
Taruthe originally conceived The Hilt to be a mini Omneutta, where Sentient Species would find home in the planet-stars at the center that would represent Astran. The surrounding space was created as an attempt to reflect the rest of Omneutta's diverse climate. However, Taruthe did not finish this undertaking before he was given his own Sentient Species, who found home in the center of The Hilt. Soon after, the Timekeeping Reset prevented him from accomplishing this feat entirely, as the Deities

retreated too Astran. There are four local groups in The Hilt, all pictured below, though not aall are preserved as Pommel. The center mas of celestial bodies houses the two half circles of Pommel, which is the home of most Turath. Wodagora, Duslady and Tang are micocosms of Pale Shores, The Outcropping, and Parallelium respectively, though still reminiscent of the mountainsous highlands of Pommel.









Uncharted Space

An umbrella term in Omneutta to describe anything from dust clouds, parts of Astran-Space that are missing mapping of celestial bodies themselves (surface maps not-withstanding), to the space to the furthest south of most maps. Poria schollars estimate that somewhere between 70 and 80% of all existing space are in the conventional eight spaces. This estimate includes dust clouds between spaces, but does not cover clouds south of Kettlah-Space, northwest of Turath-Space, etc.

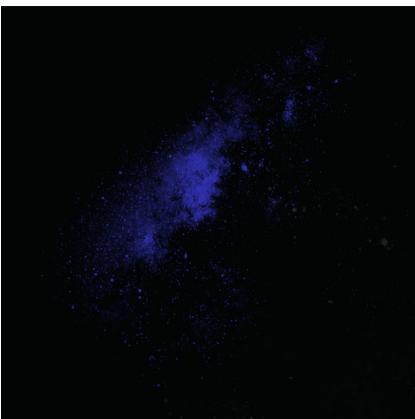


Dust Clouds

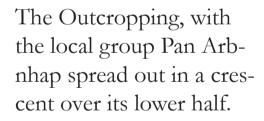
The dust clouds that are known and whose celestial bodies are mapped (for the most part) are coloured either light pink or light blue on most maps, depending on whether or not they seem to be moving. Light blue dust clouds have been observed as stationary, where light pink have been observed having movement, whether towards or away from Astran, in rotation around Astran or some other large gravitational force such as a dense group of nearby star-planets. It is theorized that some of the more secretive groups in Omneutta—O.L.A.H. and The Resistance—have established residence in these dustclouds as they provide relative anonymity and obscurity. The brown swaths shown on some maps are sections of interstellar debris: small rocks, chunks of ice far from any source of heat/light and material too small to be confused with planet-stars.

On the right page, colourized map of Omneutta, with each species' space extracted to isolate space. Each space not entirely to scale with other spaces.

LOCATION // OMNEUTTA

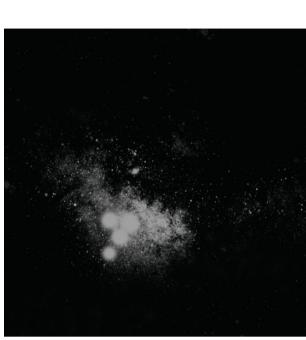


The Hilt, with Pommel shown as two half-circles around an empty space, just below center.





Pale Shores, also known as Avotoc-Space, seen to the right. Note the three extremely large star-planets and the one large star planet left of center.

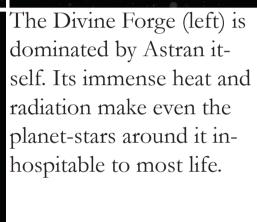


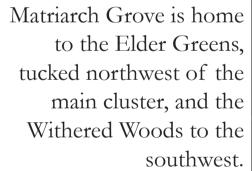
The Blade is fairly evenly dispersed amongst the top right corner of Omneutta, with the Southern Ridge along the southern (bottom) edge, and the Western Edge to the west (left) as their names indicate.

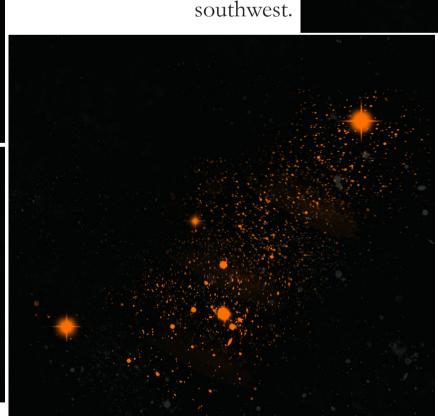


Vale Reef is the most interesting looking space, as

Vale Reef is the most interesting looking space, as much of the area is home to a dusty mist that eminates from celestial bodies of the area.

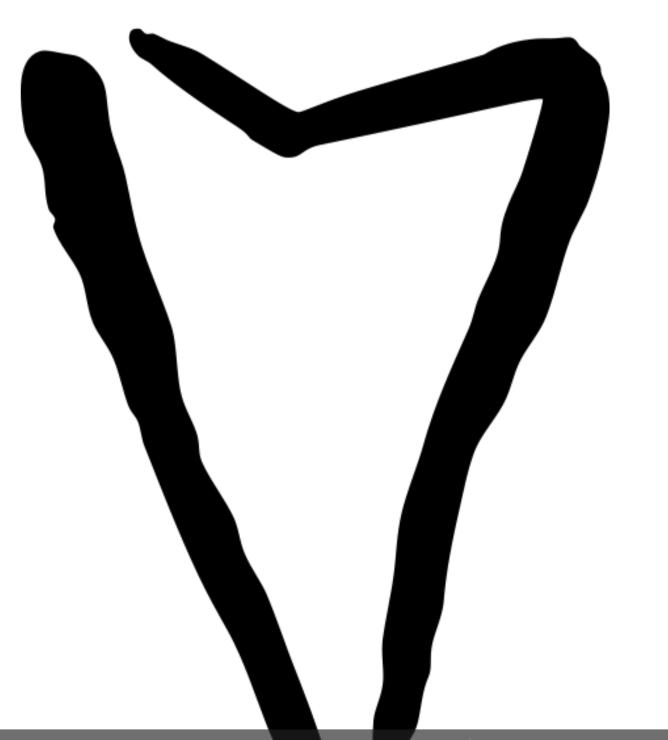


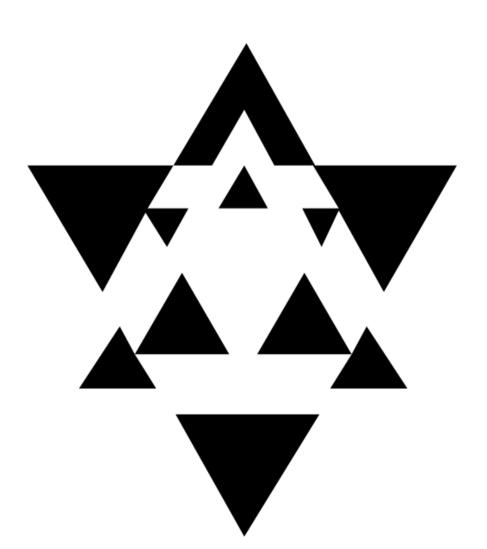




Parallelium is dispersed between two large star-planets on either end with one large star-planet in the middle.

ORGANIZATION // O.L.A.H.





Primary logo for the Omni-Lata Ad-Hocracy (ohm-nE-lah-tah ahd-hawhk-rah-cE), secondary logo seen right

Omni-Lata Ad-Hocracy

Organization Type: Ad-Hocracy

Goals: "In the best interest of Omneuttians"

Established: ~200 A.T.

Head of State: The Council

Legislature: Division of Authority

Judicial System: Division of Abidance

Military: Division of Adherance

Capitol/Headquarters: Unknown

Currency: Lott

Religous Affiliation(s): Uatti

Notable Members: Unknown

Allies: Enforcers (Lyenn/Lyennfich)

Enemies: The Resistance

The Omni-Lata Ad-Hocracy (often shortened to O.L.A.H. or OLAH) is the main governing body of Omneutta in After Time. As their name states, they are an Ad-Hoc form of government, meaning that the organization formed out of necessity rather than a strict constitution or formal occasion. A detailed record of the founding of the Ad-Hocracy was not kept, and as such details of the event and organization have been lost to the general public for some time.

The Council of Elders was originally the Head of State for OLAH, and were comprised of seven members. Each member was a representative of their Sentient Species, and it was left up to each Sentient Species to establish conditions under which they chose their representative. The Council of Elders for many years were the only members

of the Ad-Hocracy and the sole purpose of the government was to resolve conflicts that superseded any form of local authority.

In time, OLAH began adding to itself in the form of branches, leaving the Council of Elders as the final vote for all decisions. These branches were to govern by creating sets of laws, deciding punishments for broken laws, and attempts to make sure laws were not broken in the first place. Over time, the Council of Elders was renamed several times, and is currently referred to as The Council, since not all members are elders of their respective species. Along the way, Lott was made the official currency of Omneutta as it was produced, and the Enforcers were sought out to police space, though the latter is far more recent. No one outside of OLAH is sure of either date.

ORGANIZATION // O.L.A.H.

Branches

There are currently three branches of government, which comprise the Legislature, Judicial System, and Military respectively. Members of each division are called Representatives and serve for life, not leaving the compound. Representatives are aided by Delegates who are allowed to leave OLAH's headquarters, and meet with the general populace of Omneutta from time to time. Though called an Ad-Hocracy, the branches function closer to a Beuracracy—largely inefficient.

Representatives in the Division of Authority meet regularly to define and review the laws that govern Omneutta. These can range from regulating trade to determining the ethecal treatment of non-sentient species.

Representatives in the Division of Authority convene when a case is brought before them by Delegates. There is no prosecution or defense like many modern legal systems, but only a single or small team of Delegates who present a case to the Division.

The Division of Adherence once sent out Representatives to make sure that Omneuttians followed the laws set forth by the Division of Authority and bring them to the Division of Abidance. The policy changed at some point in time and now OLAH sends out Enforcers to patrol and spot infractions of laws.



DATE: (2/8 - 12/10/17

Seen at left, the concepts are split between Turath and Kettlah figures, (to scale). The concepts are Delegate, Three Representatives, and two Council Members (2017).





SENTIENT SPECIES // ONTAUTT

ONTAUTT

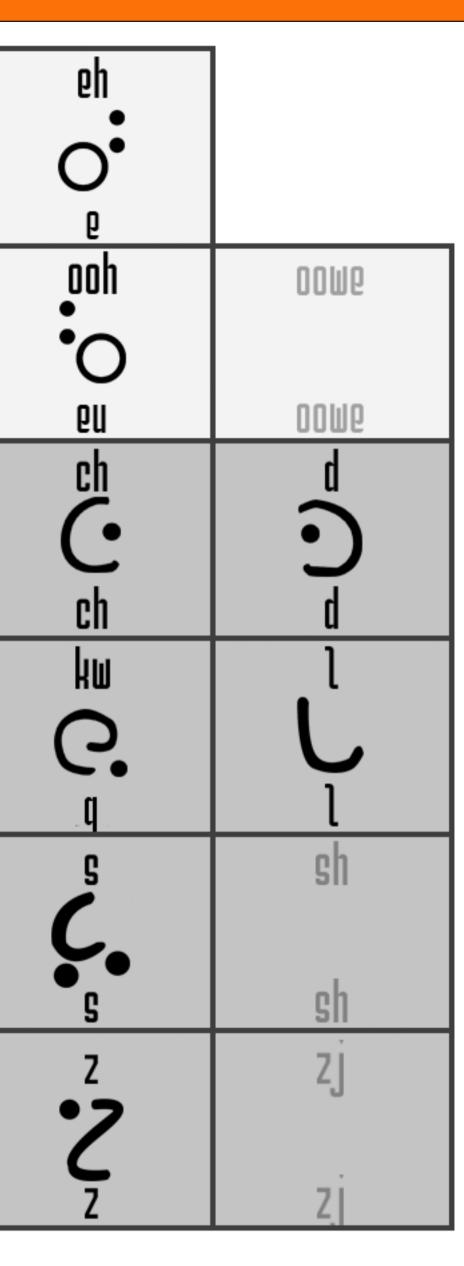
(ON-TAH-U)



The Ontautt are also known as the Eight, or the Deities. They take many shapes and sizes, and are the founders of The Known Universe. The Ontautt usually appear in their most pure form, the incarnate, from which the Sentient Species' appearance were derived. However, there are many other forms that a Deity can appear in, including forms that look exactly like Sentient Species, as well as a shared form between all Eight. They are collectively the creators (and often destroyers) of The Known Universe, or Omneutta.

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Ontrett

Not much is known about the development of the language. It has been around for all of recorded history, since the initial recording of history through the Ontiba was written in Ontrett. According to the Ontiba, the records and experiment notes in Porrair's library on Astran are written in Ontrett, which would make them the origination of the language. The split of scripts is thought to have happened some time before the completion of the Ontiba, due to some wall carvings and murals that predate the events of the Ontiba having since been found.

There are two versions of Ontrett that are written out depending on the medium being used. When being written on parchment or other script based materials that are to be distributed (such as the Ontiba), the Full Script is used. The Full Script is the generic characters themselves, filled with a solid colour, with the text as thin as legible. Lined Script is seen on the cover of books and murals. Edges of the text are solid and thicker, but the interior of each character is divided between segments of solid colour and multi-directional lines. Lines Script is used on mediums where less ink bleed or wear over time is anticipated since this variant takes much more time to write out.

Biology

Average Height: varies

Average Weight: varies

Average Lifespan: Immortal

Distinctions: varies

Skin Colour: Generally White, varies

Eye Colour: varies

The Ontautt's biology is difficult to describe in general terms, since each Deity can take on several different forms. Not much is known on how the powers of the Deities function, for example: do Aster's powers come from within the singularity and use his body as a vessel, or does he store power within the singularity and use it at will? Because each Deity takes on multiple shapes and soizes, what works for one Ontautt may not work for another.

Shared Form

The shared form of the Deities is a derivation of the main or pure form of Aster. The shared form stands at 3 meters (around 10 feet), including the floating head. The body is

SENTIENT SPECIES // ONTAUTT

tall, thin and lanky. The arms and legs are disproportonately long as compared to the torso length and head size. At each elbow, a cluster of material grows, representing each deity in their shared form. Each hand has three fingers and two thumbs, with the fingers much longer than the thumbs.

The floating head resembles the universe itself, with tiny stars appearing to float inside a black cloud. Two white eyes stand out from the rest of the stars, and the colour does not change between deities. The shape and colour of the material that makes up the two "eye socket" halves (one below and one above) change to reflect the deity. Each Ontautt has minor changes in their shared form to help differentiate between them when their Deity Cloak is not worn.

History

The history of the Ontautt can be found chiefly in the first section of the *Ontiba*. The book is split into eight sections, one for each Ontautt. The fist section covers etiological myths; the creation of both Aster and the Universe in its first chapter, and the second chapter delves into Aster's creation of the other seven Deities.

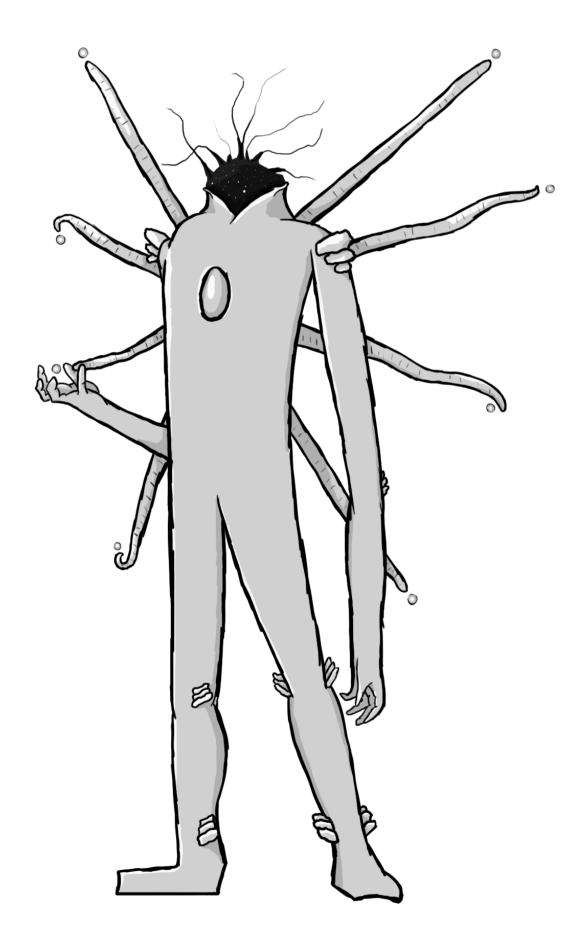
Of note is the event called the Timekeeping Reset. Additionally called the Deity Withdrawl, this event is the end of the Ontiba, the Holy Text of Omneuttians. After the Deities created the other seven Sentient Species in their image, and the Poria and Avotoc interacted—thus marking the first instance of inter-species civilization—the Deities concluded that this would begin a new era in Omneutta. This era would be marked by the dominance of the other seven Sentient Species over the Known Universe, rather than the Ontautt, who would remain on Astran.

Before the Timekeeping Reset, time had not been kept well



SENTIENT SPECIES // ONTAUTT

by the Deities, only a loose track of time had been kept through records of Porrair's experiments as well as anecdotal accounts by the other Deities, mainly Aster. Some time after the Deity Withdrawl the Omni-Lata Ad-Hocracy became the official mortal government and declared a new system of time. In this system, all events and years after the Timekeeping Reset are designated as A.T. or "After Time" and B.T., or "Before Time" for events concerning the rule of the Ontautt. More on this can be found in the *Time* article.





Aster (as-teur)

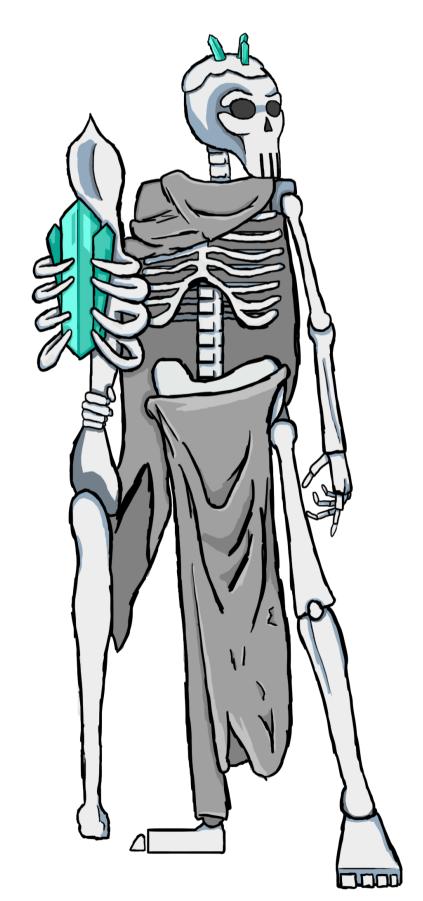
Aster's main power is creation. Inside Aster resides the point of singularity—the point from which everything in the Known Universe was created. It is unclear whether Aster uses the singularity in order to creat things, or whether he allows the energy of the singularity to flow through him and create things of his own accord.

Aster's view of Sentient Species is usually positive, and he is regarded as one of the most favorable deities to the Sentient Species. Because of this, worship that includes multiple deities almost always involves him as well, with some denominations even going so far as to worship only Aster. His involvement with the Sentient Species is mostly one of laissez faire, allowing things to happen without intervention. He is aware that the other seven deities are rumored to intervene, but tries to keep himself impartial in the affairs of the mortal world.

Extiru (ehks-tei-rooh)

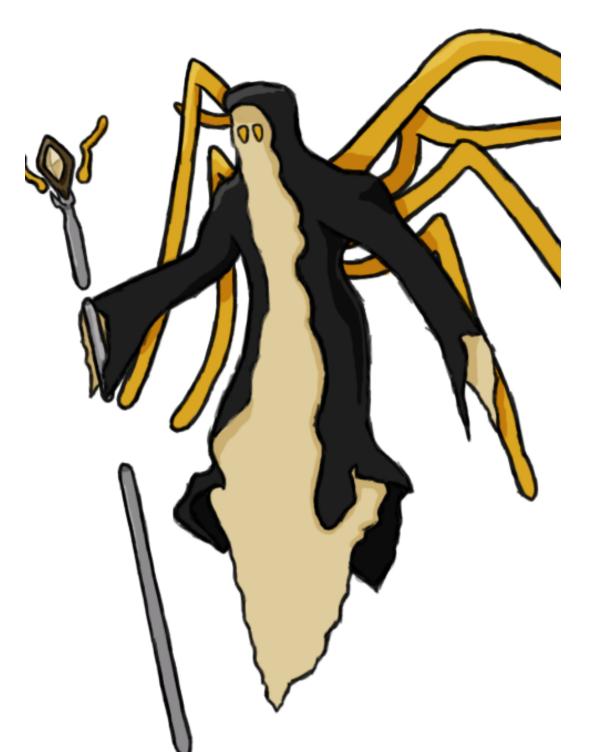
Aster created Extiru so that the former Deity would not have to learn how to clean up his mistakes and mould them, but instead destroy them. There is nothing too large for Extiru to destroy. Extiru has destroyed everything from the smallest creature to the largest star-planet (including Astran, if the Rux is to be believed). He is also regarded as presiding over strength in battles, whether physical confrontation or long military campaigns. Though he is often thought of as the least intelligent and sensible of the Eight, he is usually attributed prowess in conducting large-scale and long-tarm military operations.

His views on the Sentient Species are borne from his own self loathing and jealousy of the other Deities who had Sentient Species. Originally, Extiru attempted to use the Sentient Species—more than just the Xiruen—as means to his own ends in reshaping Omneutta as he saw fit. By the Timekeeping Reset these practices became outlawed.



SENTIENT SPECIES // ONTAUTT // DEITIES

Haket (hah-keht)



Davoto (dah-vO-tO)

Davoto was created by Aster to help the later Deity handle the responsibility of death in Omneutta. Davoto is able to kill any creature in Omneutta at any point in time, regardless of his location. He also has control over water, and through that, ice. Davoto's ice, as seen on his staff and crown is a special green-blue colour. He can manipulate his powers telekinetically, like the other Deities, but prefers to use his staff. The ice most often gows in crystalized prisms, with clusters of these prisms sometime soccurring. Davoto was the first Deity to be granted a Sentient Species, which allowed the Avotoc to develop over a longer period of time before the Timekeeping Reset. Davoto is one of the more benevolent Deities towards the species in general, though he at times has little patience for his own. Davoto sees the species as more than tools to further the Deities' goals, but is not as willing as Aster to give them free reign.

Haket was created by Aster at the request of the previous Deity Davoto. Upon realizing that the beings alive had no knowledge of death's imminence, and that the departed's lessons were not passed on, Davoto requested another. Haket has domain over departed souls, the responsibility of transmitting knowledge from the departed to the living, and conveying wishes of the living to the departed. He also has control over light itself, and creatures of flight. Haket's view of Sentient Species is similar to Aster's in the ends, but quite different in the means. While Aster and Haket both view the Sentient Species as positive overall, Haket is less favourable to the Sentient Species' agency as a whole. The Kettlah's lack of flight ability is due to Haket's frustration with their sense of duty to him or lack thereof. There are numerous rumors of statues in his likeness appearing in city-centres across Omneutta and disappearing, presumably being Haket in disguise.





Porrair (pohr-air)

Porrair was created by Aster from the consensus of the four preceding Deities. Her purpose is to catalogue all of their discoveries, and then use those to make new ones. Porrair is a master of organization and efficiency, and the first practitioner of Omneuttian Scientific Method. She wields fire at will, in addition to being able to manipulate the temperature of the molten material coursing through her body. Using intense heat, she purified elements into their most simple state. In battle, she can use her flames offensively and defensively as well as hardening her skin into armour.

Porrair holds fairly restrictive views of the Sentient Species, but does little to influence them. She sees free will of mortals as a hinderance to the Deities' overall goal of keeping Omneutta balanced. She holds the Poria as an example of civility and order, despite her private qualms with them, and wishes the other six Sentient Species could be more like them.

SENTIENT SPECIES // ONTAUTT // DEITIES

Quarrnyl (kwahr-nihl)

Quarrnyl was created to help clean up after Porrair. Her power extends over most of the natural aspects of Omneutta. She works with Aster to create animals and new plants, though she can usually create subspecies of both on her own. She can accelerate the grown of an entire forest for example, and turned charred soil into habitable land. Her appearance is a reflection of this—nature grows from her very body.

Quarrnyl is the most benevolent of all Deities. Her role as the overseer of life is reflected in her favourable views of Sentient Species. She believes they should be left largely alone, without any, or ate worst minimal interference from the Deities, and it is up to the mortals to fix their own problems. Quarrnyl firmly believes that the Deities left Omneutta to the Sentient Species at the Timekeeping Reset, and what happens to it after that is up to the mortals.





Sham'ayn (shah-mahn)

Sham'ayn was inadvertently created by Aster when he felt that one more Deity was needed. She is the curator of all loose magiks in Omneutta. During her early years as an Ontautt, she was somehow able to access these powers, which were then restricted by Aster such that she is unable to lift any curse she places.

Over time Sham'ayn developed a bit of an appreciation for the Sentient Species and unlike some of the other Deities, believes that they should have full control over their own lives. However she resents that the Sha'an have become a continual dysfunctional society whose power is constantly changing hands. She harbours this resentment not against any other deity or Sentient Species, simply the fact that they cannot coalesce into a society like every other Sentient Species has done.

Taruthe (tah-rooth)

Taruthe was made with Sham'ayn, on accident. He was granted small portions of the other seven Deities' powers, with the caveat that he would never be able to fully weild a single power to its full extent. Thus, Taruthe over time came to represent balance. In cultures that have laws, particularly his own Sentient Species, he is viewed as a patron of Justice, which often takes many forms.

Taruthe never asked for a Sentient Species, and thus his views on them are odd. Taruthe is presumably a stickler for tradition and the "natural order", as it pertains to balance. It is theorized that to much technological advancement could anger Taruthe, who could destroy mortal beings in the name of preserving the natural order. Other Omneuttians propwe he would be more benevolent, adapting to the nature of the Sentient Species themselves.

Background

The Ontiba is the holy text for the known universe of Omneutta. The book is split into eight sections, with each section covering the legends of a specific deity. The first section describes the creation of the universe and Aster, while each subsequent section covers another deity and their sentient species' beginnings.

History

Compiled from known history through oral tradition sometime shortly after (within 100 years) the Timekeeping Reset by the first multi-Sentient Species societies.

Citation

To reference stories or passages from the Ontiba, one must quote the section, then the chapter, and finally the line number or numbers you wis to reference. Citation of the Ontiba can be at times stricky, due to the disputes over which chapters of the later sections should be included. For the sections after section one, replacing the chapter number with the name is sometimes preferable.

Section One

The first section of the Ontiba is broken up into two chapters, and does not have any formal nomenclature. To cite from either of the first two chapters, you can either use the moniker "Aster" or reference the "Ontiba" as a whole. Unlike the other seven sections, the first contains only two chapters and focuses mainly on a single narrative. The first chapter tells the birth of Aster and Omneutta with him, while the second chronicles Aster's life shortly after and the creation of the other seven Ontautt.

Sections 2-8

The remaining seven sections are comprised of several chapters, the first of each book being a retelling of recorded history from the seven deities to the Timekeeping Reset (771 A.T. - 0 A.T./B.T.) from the point of view of the section's Deity. the remaining chapters are stories of the first members of each Sentient Species, most of whom are later regarded as immortals. Some of these contradict events and times found in other points of the Ontiba.

Contents

Section One "Aster/Ontiba"

Chapter 1–114 Lines

Chapter 2–319 Lines

Section Two "Ext"

Chapter 1-Suugch

Chapter 2–Bauz

Section One "Dav"

Chapter 1–Ce

Chapter 2–Ja

Chapter 3–Le

Chapter 4–Lo

Chapter 5–Lu

Chapter 6–Mis

Chapter 7–Sca

Section One "Kel"

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Chapter 5–Key

Section One "Rair"

Chapter 1–Zisloomall

Chapter 2–Zisagall

Chapter 3–Agaellzis

Section One "Quary"

Chapter 1-Eetaalam

Chapter 2–Eefandii

Chapter 3–Eefaneet

Section One "Am'n"

Chapter 1-Strohfi

Chapter 2–Powo

Chapter 3–Eiat

Chapter 4—Tihmar

Section One "Rath"

Chapter 1–Sworz

Chapter 2–Nizysc

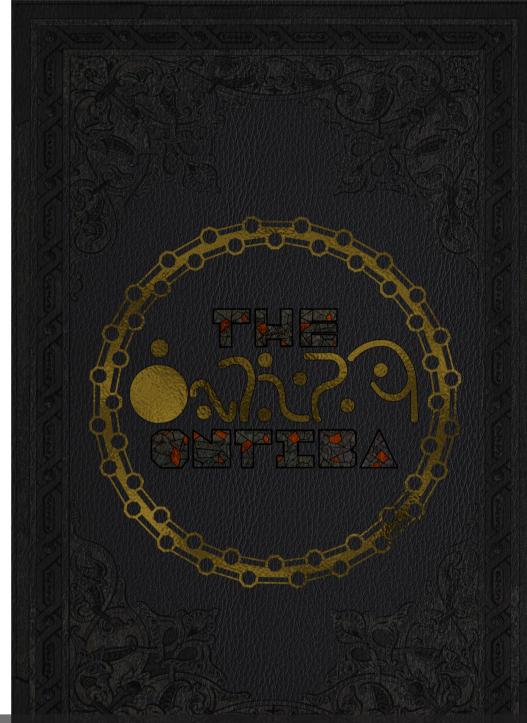
Chapter 3-Woidar

Chapter 4-Latekki

Chapter 5-Ogien

Chapter 6–Nateura

Chapter 7–Przeosin



The Front Cover of the Ontiba (2015)

Item

Wight: \sim 5 kg.

Size: 0.1 m. x 0.2 m.

Value: Variable depending on age

Origin: Early Civilization

Effect: Relays early history of Omnautta





SENTIENT SPECIES // PORIA

PORIA

(poor-E-ah) (poor-yah)



By far the most intelligent Sentient Species in Omneutta on average, the Poria can usually be found working on some new discovery or making current technologies better. Their "parent" Deity, Porrair, was brought about to help catalog the discoveries of her fellow Deities, and the Poria follow in her footsteps. Most of the technological advancements in Omneutta come from the Poria.

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J: Lh... Pronunciation Guide

sound •••. letters

OOM6 OOM6

Jibhaga

Jibhaga was reportedly created by early Poria scholars dissatisfied with Porrair's lengthy and non-descriptive Ontrett script. By any analysis however, Jibhaga is much more detailed and less conciese language than Ontrett, so what the original Poria intended with the language has become unclear over time. The language is comprised of dots and lines, representing vowels and consonants respectively.

Biology

Average Height: 1.8 m. | 5' 10" Range Height: \pm 0.2 m. | \pm 8" Average Weight: 91 kg. | 198 lbs. Range Weight: \pm 15 kg. | \pm 33 lbs.

Overweight: 118+ kg. | 260+ lbs. Average Lifespan: 80 yrs.

Distinctions: Lava-Skin, Moving Plates, Sparking Hair

Skin Colour: Dark Gray, Red-Orange

Eye Colour: Red-Orange Hair Colour: Yellow, Orange, Red Races: Ylargi, Yleia, Yluiar

Distinctly lava-based, the moving currents of their own blood underneath their skin form and move the cooled sections around as hardened plates. These gray plates are relatively thick and tough, shielding not only the Poria from any experiments gone awry, but also keeping the outside world relatively safe from the Poria. Those who aren't careful with their hands can easily set flammable objects ablaze. The holes over their eyes are actually unnecessary as their skin has sense capabilities anywhere it is not covered, enabling Poria to see all of their surroundings. Thus, the eye holes are said to be for display in order to not be off-putting to the other Sentient Species.



Ylargi

Pronunciation: yul-ahr-gih

Avg. Height: 1.8 m. | 5' 10"

Avg. Weight: 91 kg. | 198 lbs.

Distinctions: Orange Molten Body,

Basalt/Gray Rock Plates

SENTIENT SPECIES // PORIA

Ylargi are the most well-recognized of the Poria races, due to the abundance of the mineral composition that produces this race. The plates don't naturally form with only jaged edges or bulbous spots—they are generally more smooth than either lumpy or sharp. The plates resemble the mineral basalt, producing medium-gray rock plates.



Yleia

Pronunciation: yul-ei-ah

Avg. Height: 1.8 m. | 5' 10"

Avg. Weight: 91 kg. | 198 lbs.

Distinctions: Red Molten Body, Rhyolite/Pink-Gray Rock Plates

Yleia are the reddish race of Poria, having been borne from parents who consumed high amounts of the reddish lava that produces Rhyolite when cooled. These plates are a lighter gray, with a tint of pink and are usually fairly lumpy.



Yluiar

Pronunciation: yul-uh-ih-ar

Avg. Height: 1.8 m. | 5' 10"

Avg. Weight: 91 kg. | 198 lbs.

Distinctions: Yellow Molten Body, Ob-

sidian/Black Rock Plates

Yluiar are by a good margin the rarest of the three Poria races. Their bodies are yellow and produce obsidian-like dark gray/black plates. These plates have jagged edges, but are not usually sharp enough to puncture clothing.

SENTIENT SPECIES // PORIA // CULTURE

Culture

Plural: Poria

Origin: Parallelium

Capitol: Hunziy

Currency: Lott

Language(s): Omnel, Jibhaga

Notable Members: Hoyu

Poria as a culture value function over form in nearly all aspects of their lives. They have no real family structure, and most power in government comes from the citizenry. Despite all Poria valuing the scientific process above most other ways of life, Poria scientists are not actually viewed as citizens of a higher class. Cultureally, they seem steeped in tradition because they are uniformly willing to abandon any tenet of their society if they find a better, more efficient way to do anything. This creates the illusion that they have been operating any particular way for long periods of time.

History

According to the Ontiba, Poria were created to aid Porrair in cataloguging of her experiments, and to conduct experiments that she could not perform herself. As such, the Poria value scientific progress over almost other aspects of life.

Family

As stated earlier, there is no real family structure in Poria culture. Poria are produced when two Poria exchange magma from inside their bodies. This can be done by one Poria sticking their hand inside another and pulling out lava which then mixes with their own, or by Poria offering each other bits of lava, or a number of other ways. This lava then cools and hardens into a shell. Once in this state, it is left on the ground for trackers to find. Upon being



found, the eggs are collected and cared for as by a group of Poria who take care of it until birth, and then another group as it ages.

Government

The Poria run their government as a Constitutional Monarchy that functions as a Constitutional Monarchy. Ay law created has to ratified by every level of government beneath, including the citizenry. With this model, the citizens have the highest political power as a collective, but the Hanullzis—the acting monarch—has the most political power of any individual.

Music

Early Poria music was composed largely for religious ceremonies to honour Porrair and other Deities before they shifted as a culture away from open worship. Presently, Poria musicians are funded and employed by the government for single-purpose music. Each piece is composed to either increase worker productivity, or induce higher quality sleep more quickly. The music is then pumped into work and residential environments at appropriate times of the day.

Food

Being made from molten material, Poria do not eat similarly to other forms of life. Poria use lava ported across cities and countrysides much in the same way that electrical cable and transformers power homes on Earth. In this way they also use this lava as sustenance, a more literal refilling of their bodies' lava supply.

Architecture

The zoning concepts (seen right) represent the four stages of a city block. Initially, most of a block is residential. As Poria consolidate into buildings and/or move out of the block, the community zone (square open space in center) is reduced. Poria blocks also have monorail that serves as public transit on perpendicular outer paths for each block. The buildings themselves are fairly blocky. Zoning values square footprints, so Poria buildings tend to have them, whether the buildings themselves are square or not.

Transport

To get around their own communities, Poria employ a rail system. The rail cars are held up by a series of plasma thrusters built into the rails themselves, which also supply the particles needed for fission—used to stop and start the rail system—in a stream collected on the underside of the cars. The cars move by drawing in and expelling ai, powered by low-scale fission. This system achieves smoother acceleration and deceleration than previous systems.

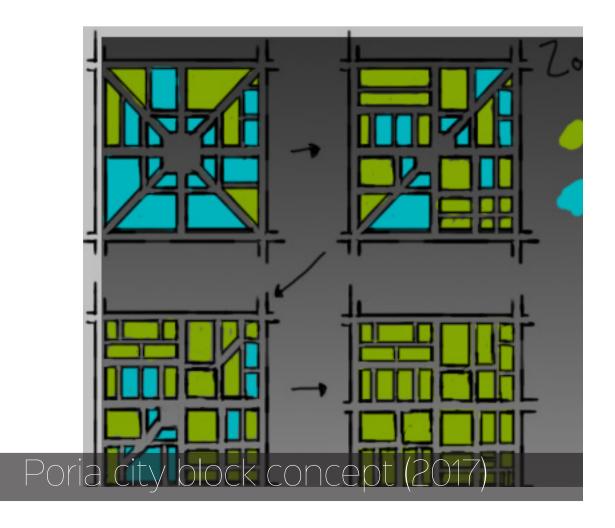
Space travel works on the same principles, but scaled up immensely. Before the advent of the rail system, Poria did not travel as often in mass transit, and as a result their ships were smaller and bore no resemblance to the monoral style ships currently used. Concepts of early and current Poria ships can be seen on the facing page.

Religion

Poria do believe in the Deities as an overal species view of religion, but do not see any benefit to worship. They believe the Deities when they claimed at the Timekeeping Reset that they would no longer meddle in mortal affairs, and as such do not find worship a productive use of their time. The logic is thus: If the Deities were already going to do what you ask of them, there is no point to worship; if the Deities were not, they have promised not to change things on the behalf of mortals anyway.

Immortal Poria

Poria do not worship their demi-gods either, the first three



SENTIENT SPECIES // PORIA // CULTURE

Poria who were directly given powers from Porrair and Aster. Instead they are seen as avatars of Porrair's abilities, a way for her knowledge and skills to pass down amongst the Poria so that they may be used throughout time.

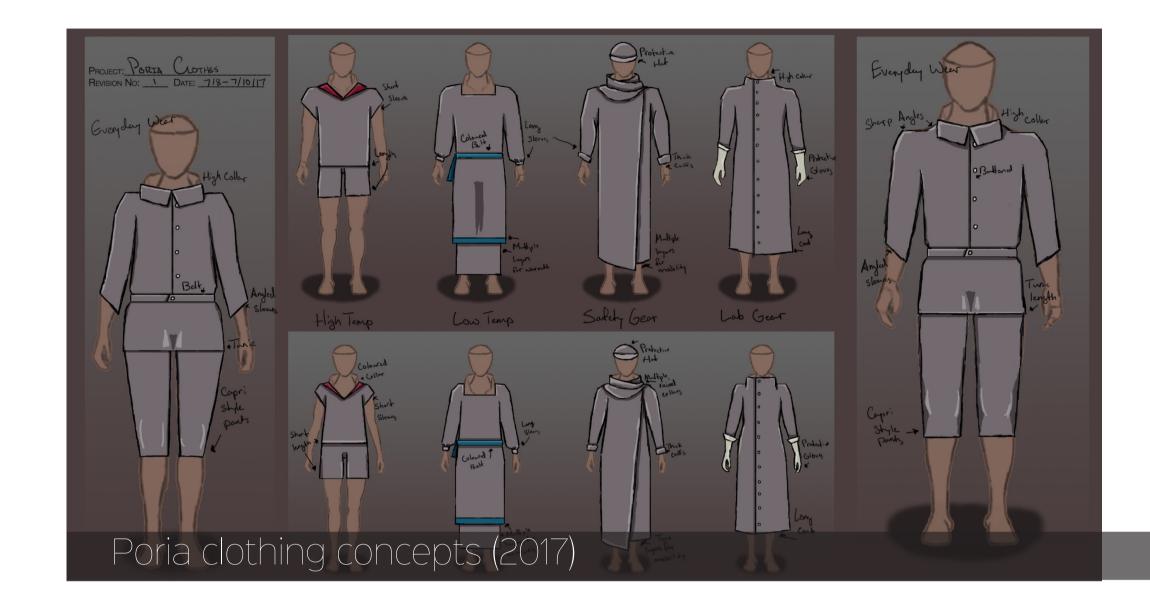
Zisloomall- The Captain of Tasks, Zisloomall was the first Poria created by Porrair and Aster to keep track of all the tasks to do in Omneutta.

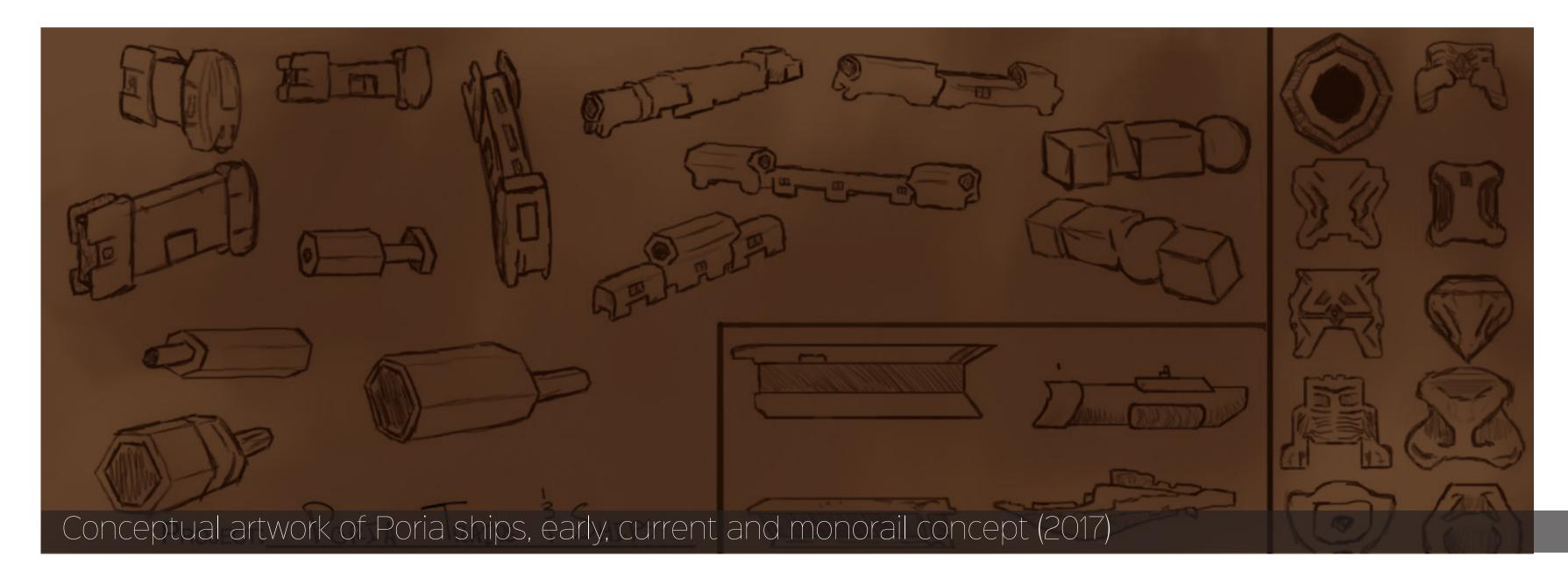
Agaellzis- Tamer of Metal was the second Poria to exist and was given Porrair's knowledge of metalworking.

Zisagall- The Master of Flames, Zisagall was seen as a headstrong and impatient Poria, and all traits seen as negative by Poria society are said to be inherited from Zisagall. Zisagall was able to use fire in any way and was used as a weapon by Zisloomall in the founding of the first Poria empire.

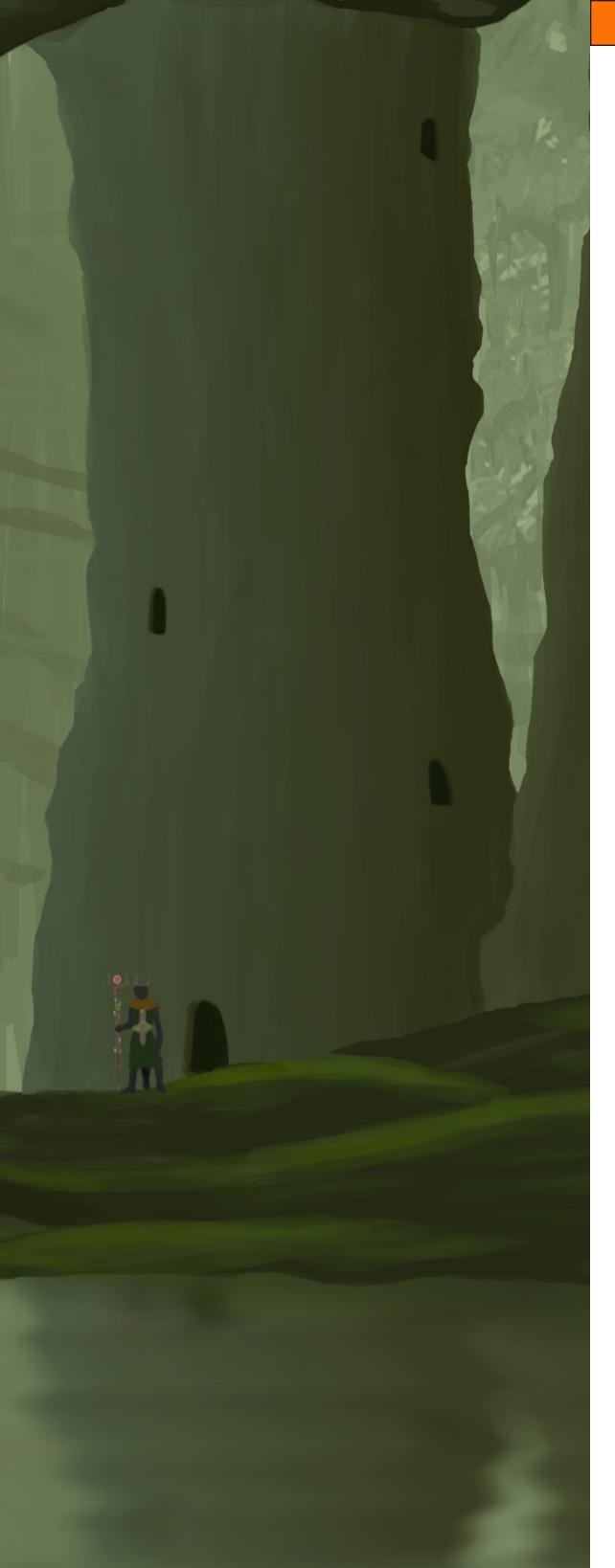
Clothing

There is no sense of fashion among the Poria, as it directly contradicts their value of function over form. The first and last outfits (see right) are for general use by elected officials and a majority of the citizenry. The second and third outfits are for hot and could environments, respectively. The third outfit is for environments where Poria safety is easily comprimised such as working with lava flows, and the final outfit is for most scientists and their lab work.









SENTIENT SPECIES // QUARRYN

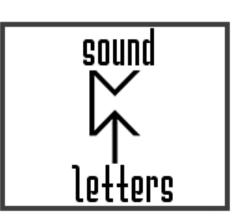
QUARRYN

(kwar-ihn)



Quarryn are the most unique Sentient Species in Omneutta. They could be called blind, but really they lack eyes. Because of this lack, their other senses have heightened over time. Being a triped also sets them apart in the same way that Xiruen have four arms.

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Taenglaa

Taenglaa used to be a much more elegant language with fewer characters before the Quarryn lost their eyes. Over time, the characters of the language were simplfied into straight lines that the Quarryn could feel, while simultatneously adding new characters to represent the inflections used to convey what facial expressions and body language no longer could.

Biology

Average Height: 1.6 m. | 5' 3"

Range Height: \pm 0.1 m. | \pm 4"

Average Weight: 66 kg. | 145 lbs.

Range Weight: \pm 7 kg. | \pm 15 lbs.

Overweight: 80+ kg. | 180+ lbs.

Average Lifespan: 60 yrs.

Distinctions: Three Legs, Branch Veins

Skin Colour: Dark Green, Blue-Green

Races: Goilee, Uiiseg, Craob

Despite not having eyes, Quarryn are well of their surroundings—as long as they stand on natural ground. Like many creatures who lack eyesight, their other sense are heightened, specifically touch. The bottom of each of their three feet contain highly sensitive nerves so that they can determine where things are by their vibrations through the ground. A sensitive pair of ears also aids in determining their surroundings. The root-like growths on their chests vary on the individual but ultimately wrap around from the chest to the back. Some Quarryn may have these going up their backs, onto their arms, or even down their legs.



Goilee

Pronunciation: goi-lE

Avg. Height: 1.6 m. | 5'3"

Avg. Weight: 91 kg. | 198 lbs.

Distinctions: Olive-Green Skin, Tree-

Vein Pointer Finger

SENTIENT SPECIES // QUARRYN

Goilee are the most recongnizable Quarryn, as they are more versatile when it comes to living arrangements. Quarryn do not need to exist in any specific environment, as long as the ground is natural. Their branch-veins are the most visible among Quarryn races, and take the place of their third/pointer finger and is much longer.



Uiiseg

Pronunciation: U-I-sehg

Avg. Height: 1.57 m. | 5' 2"

Avg. Weight: 64 kg. | 141 lbs.

Distinctions: Blue-Green Skin, Three

Fingers

Uiiseg are fairly amphibious Quarryn. In addition to their mouths, they have small gills on their necks and their branch-veins are made from a more sponge-like material that can extract oxygen from water as they swim. As such, Uiiseg residences are more akin to dams built by beavers on Earth. They have three fingers on each hand, with a webbing between each to aid in swimming.



Craob

Pronunciation: crawhb

Avg. Height: 1.5 m. | 5'1"

Avg. Weight: 65 kg. | 143 lbs.

Distinctions: Dark-Green Skin, Seg-

mented Tree-Veins

Craob are the most reclusive of the three Quarryn races, as they prefer to grow their trees to that branches make both the furniture and walls of their living quarters. This means that Craob have to climb up trees to their places of residence—a process aided by their long three fingers and pointed feet.

SENTIENT SPECIES // QUARRYN // CULTURE

Culture

Plural: Quarryns
Origin: *Undetermined*Capitol: *Undetermined*

Currency: Lott

Language(s): Omnel, Taenglaa

Notable Members: N/A

The spread of the Quarryn across Matriarch Grove would make most assume that the Quarryn have cultural differences from one side to the other. Apart from the actual groups and individuals that exist within each region, little difference exists in the separate cultures of Quarryn, creating the appearance of one culture across the entirety of Matriarch Grove.

History

According to the Ontiba, Quarryn were created by Quarryn to help repopoulate The Known Universe with flora and fauna once peace had again spread through the stars. Also mentioned in the Ontiba was Aster's concern that the Quarryn were spread too far across the universe upon

their creation, illustrating what many non-Quarryn have come to question: how the species functions cohesively despite the lack of physical unity.

Family

The familial structure is unique due to the overwhelming majority of Quarryn being female. Quarryn females usually reproduce asexually via one or two eggs per birth. This process however only produces female Quarryn. The only way to give birth to a male Quarryn is through heterosexual mating, though those offspring are not always male. A result of this is an interesting dynamic between the two sexes as entire communities of Quarryn can go generations without seeing a male of their Sentient Species.

Government

Not much is known about how the Quarryn govern themselves. It is known that some form of overarching government exists over the whole Sentient Species, but it is unknown currently whether each community has its own form of governance.



Music

Quarryn do not produce their own music, but have been known to sculpt tree homes so that consistent places of condensation drip into hollowed or sectional pieces of wood that produce certain pitches, as well as crafting "chimes" made out of different plant material.

Architecture

Quarryn architecture is build from—or rather grown from—trees. Depending on the location of the tree within the community, Quarryn will determine and plan out what kind of tree it needs to be. Business and houses share similar structureal shapes and grown in size depending on what the need of the owner is. Over time the tree is grown into the right shapes and the business owner(s) or family(s) can move in. There arew a few special, distinguishable types of structures. Most notably, there are ships to "catch" the Quarryn's spherical ships as they land and take off. The largest structure (below, left) is grown over non-Quarryn communities so that they may build whatever buildings they feel comfortable in, but under the blessing and watch of Quarrnyl.

Transport

Quarryn ships are spherical and strikingly different from the travel methods of other Sentient Species. They propel themselves into space with thrusters on the bottom. Underneath the exteriors of the ship lie at least three and up to eight disk sections that are the levels of the ship. Their ships can also be vibrant and bright as opposed to much of their culture. Seen on facing page, not much of their function and distinction between ships is known by non-Quarryn.

Religion

Quarryn, as do the other Sentient Species, accept the first section of the Ontiba without question. Quarrnyl is worshiped on the same level as the other deities overall, though some Quarryn view her as a mother-nature, patron-saint kind of figure. As such, Quarryn do not typically build temples or other edifices to worship Quarryn or the three sisters. Another subset of Quarryn still view Quarrnyl somewhere in between, as a benefactor of powers to be bestowed upon them. These Quarryn are some of the healers that are

SENTIENT SPECIES // QUARRYN // CULTURE

trained in traditional ways and are somewhat more of a druid-esque force.

Immortal Quarryn

The original three Quarryn were born from Quarrnyl's first egg, which is believed to be her only one. These sisters were fraternal twins, having been born from the same egg. The first Quarryn, and many after them did not look the way they do now and instead looked more like Quarrnyl herself with eyes, ears, and a nose plate. The three sisters are reflected in multiple ways across Quarryn culture, most notably in the Eefiga which have become the triumvirate ruling Matriarch Grove. The three are worshiped in various ways including crafting specific formations of rocks, plants, or animals. Their worship or invokation is more frequent than that of Quarrnyl herself, as they are believed to be more active in rewarding their followers.

Eetaalam- Sister to the Ore, shrines in her honour are usually formations of rocks. Different formations are said to confer different blessings.

Eefandii- Said to be able to grow trees from seeds, Sister to the Roots epitomizes Quarrnyl's control of the flora in the triad of nature.

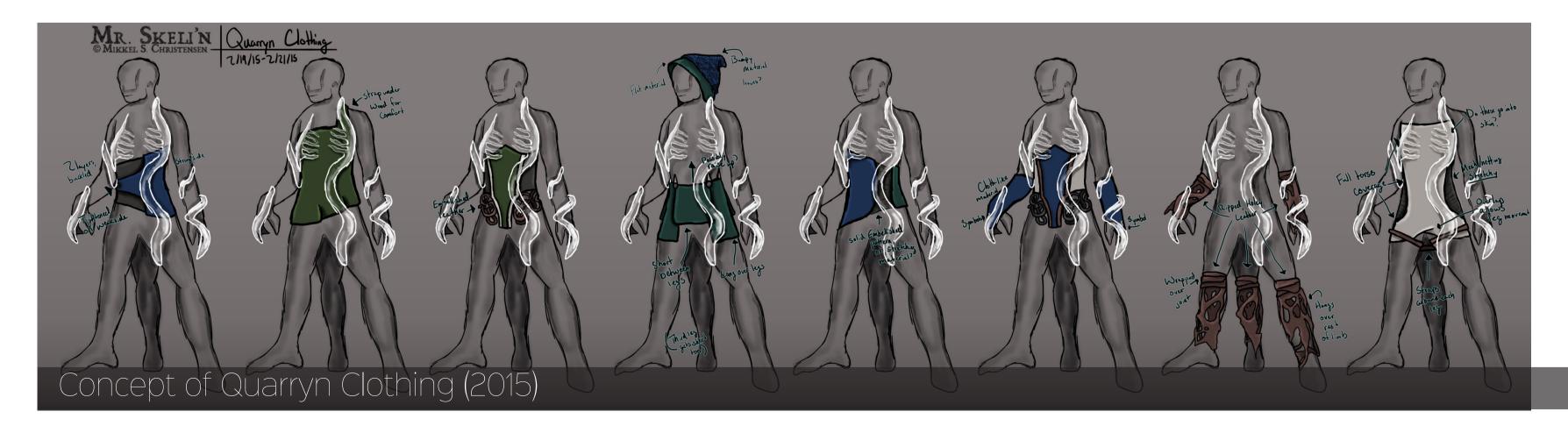
Eefaneet- Known as the Sister to the Breat, Eefaneet is a curator of all non-sentient living creatures. Invokations in her name vary by the creatures assembled and their position, which can require intersting gatherings of animals.

Clothing

Most Quarryn, being female wear a piece of clothing sim-

ilar to a corset, though there are some design variations. Most colours on their clothing are darker shades of blue and green, though there are some black and white designs as well. Leather is often incorporated in Quarryn clothing and while it can be dyed it is usually left showing its natural colour.





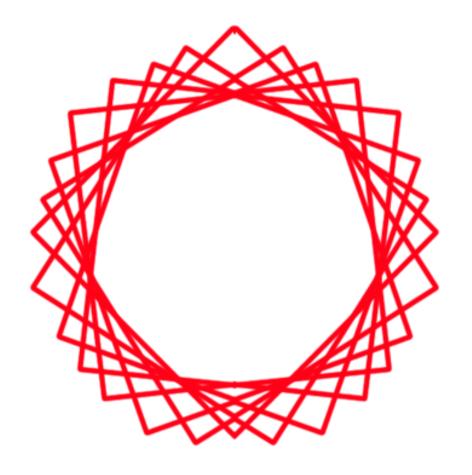




SENTIENT SPECIES // SHA'AN

SHA'AN

(SHAH-AHN)



The Sha'an exist in largely on an individual basis. They do possess some control of magical abilities innately, but without any cultural focus, it is easy for the magic to become corrupt or faulty. Those who can control their magic largely dominate whatever region or section of Sha'an they reside in.

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SENTIENT SPECIES // SHA'AN

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Jazt'a

Jazt'a's symbols are similar to Jistlek's on a basic level, and as the pronunciation chart shows, many consonants and vowels are distributed the same between the two languages, as if Jazt'a is a watered-down version of Jistlek. Jazt'a borrows many pronunciations from Jistlek, with a few exceptions. The letter 'e' is a consonant in Jazt'a, for example, as is an 'i' followed by an 's'. While Jistlek's letters are dependent on what comes before or after – sometimes both – Jazt'a is more for short letter combinations that follow the prefix-root-suffix formula to express ideas very quickly and concisely.

Biology

Average Height: 1.85 m. | 6' 1"

Range Height: \pm 0.12 m. | \pm 5"

Average Weight: 86 kg. | 190 lbs.

Range Weight: \pm 11 kg. | \pm 25 lbs.

Overweight: 105+ kg. | 230+ lbs.

Average Lifespan: 65 yrs.

Distinctions: Pointed Ears, Thick Short Tail

Skin Colour: Black Hair Colour: Dark Red

Tan Colour. Dark Red

Eye Colour: Black, Crimson

Just under 2 meters, the Sha'an are slightly shorter on average than the Turath, with shorter bushy tails as well. Their appearance is generally canine, though part of their magical abilities that some Sha'an can harness is shape-shifting into other living beings. This is not limited to the Sentient Species, but the change is aesthetic. A Sha'an that takes on the Appearance of a Quarryn for example will not be able to manipulate any geology or plant life, nor would a Sha'an appearing as a Poria be able to manipulate fire.



Culture

Plural: Shani

Origin: Unknown

Capitol: N/A

Currency: Lott

Language(s): Omnel, Jazt'a

Many aspects of Sha'an culture have disappeared over time due to the dystopia that has swept across The Blade in After Time. Every couple of decades on average, there is some semblance of unity when a Reign attempts to unite the species. This rarely lasts for more than a couple years. Very few Shani live in groups larger than a couple hundred.

History

In the Seventh Book of the Ontiba, Sham'ayn and Aster created the Sha'an in an effort to placate the Deity of Trickery. Unlike all other Sentient Species, there was no species-wide purpose for the Sha'an, and they were left to their own devices. This led to many centuries of instability almost immediately after their creation. Throughout The Blade, Sha'an divided themselves up into groups called Reigns rather than unify. Over time these Reigns clashed constantly over land, political and religious methodology, and their leaders' connection to Sham'ayn. The losing Reigns in these fights became Remnants, who lose both land and Sha'an in the process.

Family

While the Sha'an do not ignore family dynamics, little exist due to necessity. Due to the lack of community, many 'families' die out after two or three generations, unable to find non-related mates. Sha'an females can have litters of two or three between the ages of 15 and 35, capable of reproduction in roughly the first half of their lifespan. These mothers raise their young for as long as they can, or until the children leave to seek better lives elsewhere.

Government

Each Sha'an exists in one of two kinds of governing bod-

SENTIENT SPECIES // SHA'AN // CULTURE

ies—a Reign or a Remnant. Remnants are the most prevalent, as most Remnants are fighting with each other to be Reigns. Reigns control larger sections of The Blade, almost always multiple planet-stars. Remnants do not usually control multiple planet-stars, but it does happen. Both Remants and Reigns are ruled by a Sha'an known as an Achran, who functions much like a king or queen in each group.

Music

Shani also do not produce their own music, but have music that represents them. This music is a combination of unrelenting high frequencies balanced with basslines and percussion that conveys dystopian military strife.

Food

Shani by and large are hunter-gatherers, with most of a Remant scattering throughout their lands over different parts of the day–partially for safety. Reigns who are able to control larger sections of The Blade are able to take advantage of shipping lanes and cross-Omneutia travel, or are able to purchase or barter food from a Remnant the Reign may have some sort of symbiosis with.

Architecture

There is no universal layout for Sha'an cities. Rather, cities are constructed haphazardly, just like their structures.

Structures are built when the local group of Shani is a Reign, and slowly crumble as the group becomes a Remant. Seen below (left), Shani build upwards, with four pillars around a spire, building one floor after another in order to have high ground. Unable to survive the conditions on the mountains that would provide natural high ground, these towers become valuable points to defend from natural predators including other Sha'an.

Religion

All Shani believe in the power of not only Sham'ayn, but believe that the other Deities have cursed them as well, ironically despite the domain of curses and trickery being held by their parent deity. There is an ancient tradition said to bring luck to a Sha'an that makes a tribute to Sham'ayn. In Sha'an communities across the blade that have access to a temple to Sham'ayn, this is still common cultural practice for all young Sha'an to do before making a mask.

Immortal Sha'an

Strohfi- Usually hailed as Sham'ayn's favourite, Strohfi is known as the High Priest of Plots. Those who come to power in Reigns or Remnants usually invoke on their rise up and continue to do so to prevent those below or around them from plotting against them.

<u>Powo-</u> The Spirit of the Night is known by many names including Baroness of Shadows. Powo was never confirmed dead at any point, and rumors persist of her shadow being seen across The Blade.

Eiat- The Sigh of Silence was the best murderer Omneutta has ever seen. Not willing to join any Reign or Rem-

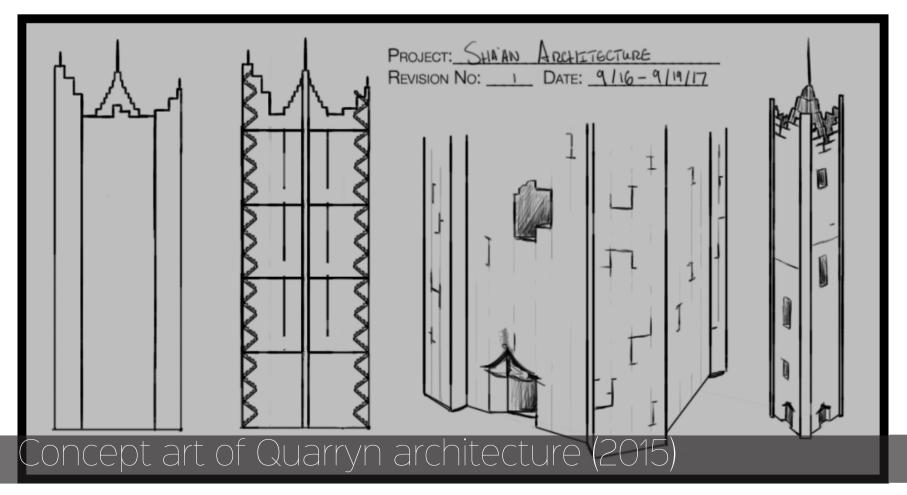


nant, Eiat became the first and best hired mercenary in the Known Universe. Her skill and prowess are invoked by both hunters and criminals alike.

Tihmar- The Chief of the Lowest presides over theft. Not just theft of property, but anything that does not belong to the thief, including ideas, potential property, the seat of a Reign or Remnant, etc. Tihmar is also warded off in some parts of The Blade by marking buildings or other items with fragrances, blood of certain animals, certain graphics, and other apotropaic magik.

Clothing

The only homogeneous fashion identity between all Shani is that save for Achrans, their clothing is made from scavenged materials. Very few Shani are able to have the emblems of their Remnant or Reign embroidered on their clothing, unless they find some previously made cloth. Each Sha'an also wears a mask that has some aspect of their personal identity and conveys any sense of individuality, though Achran's masks resemble the animal their Remnant or Reign is named for.





Shields

Shields protect the user from as much damage as possible. They come in various types, but only require one arm. Shields are made with the wearer in mind and offer variable sizes per type as well of weight and thickness to acommodate the various sizes of Omneuttians.

Upgrades

Shields are made in many varieties that offer differences in both durability and protection. The weakest shield on are made entirely of wood. The next strongest shields are made from one metal, and the different types of metals have variable protection and durability ratings, with some being better than others. Any shield can be plated with any kind of metal (including the same type if a metal shield). This increases ratings for the shield. Forged shields are a step above plating, and can be done with one or multiple metals, and can only be done with metal shields. Forged shields are made from scratch and are not modifications to plated or other metal shields. Forged shields are also the only shields that can be Cursed, Blessed, or made Holy.

Types

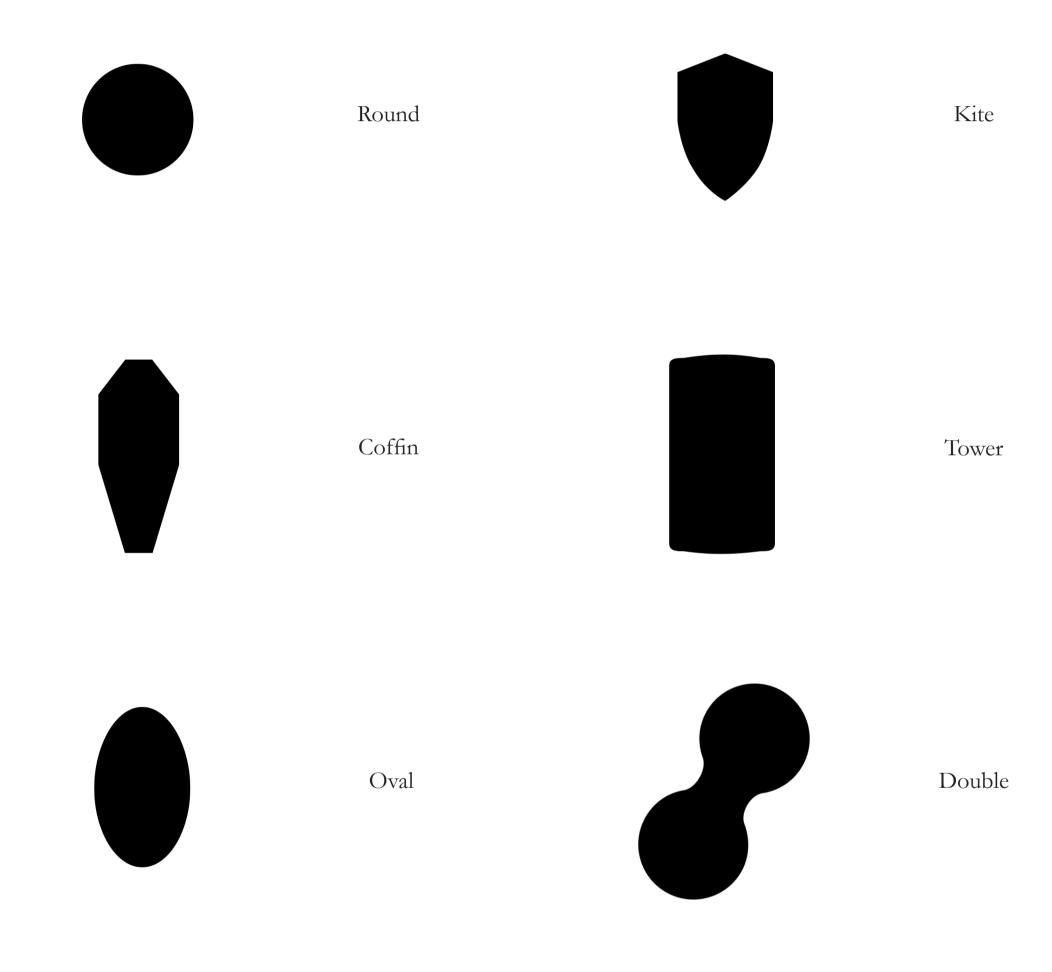
Round- The most common and weakest of all shields, round shields offer little protection due to sheer lack of area covered. A common plating is to surround the edge of the shield with metal whether the original shield is wood or metal.

<u>Coffin-</u> A long shield, worn vertically to protect the body while standing, or along the arm to cover diagonal sections of the body. Some wear the coffin shield upside down to protect their head over providing leg/feet coverage.

<u>Oval-</u> Usually as tall as coffin shields, ovals generally have more area covered on both the top and bottom in comparison, and are slightly less maneuverable as a result.

<u>Kite-</u> The standard sheild for sword and shield warriors, the kite easily covers the chest, and if squatted behind usually covers upper legs and some of the head. Some kites also come to a point in the shield itself, lending the shield some offensive capability

Tower- A shield to hide behind, towers are large and unweildy, tending to be used by fighters covering for long-range attackers behind them. Tower shields cover the most area of a defender on average. Some towers can be made



more square if the user has the required strength. **Double-** Not the largest square area covered, double shields have almost all the protection of the tower, while still having some room to maneuver weapons by the user for a balance of offense and defensive capabilities.

INFORMATION // TIME

Time Comparisons

Value	Earth Time	In Extremis Time
Minute	60 Seconds	100 Seconds
Hour	60 Minutes	100 InEx Minutes
Hour (sec)	3,600 Seconds	10,000 Seconds
Day	24 Hours	8 Hours
Day (sec)	86,000 Seconds	80,000 Seconds
Year	365.25 (Earth) Days	393.2 (InEx) Days
Year (sec)	315,576,000 Seconds	314,560,000 Seconds

Compared to Earth time, once you break it all down, the In Extremis year is only a few Earth days shorter than an Earth year. The length of a second is the highest measure of time that does not change, but all measurements of time higher than a second are adjusted to fit the fact that 100 seconds is a minute in the In Extremis universe.

Unlike Earth time, where 60 seconds is a minute, 60 minutes is an hour, In Extremis makes wide use of the metric system, even in time- where 100 seconds is a minute and 100 minutes is an hour.

Calendar Year

Month (Abv.)	Days In Month	Running Totals
Pwuvas (Pwu.)	42	5 weeks, 2 days left over
Ououvas (Ouo.)	51	6 weeks, 3 days (11 w, 5 d total)
Toscuvas (Tos.)	45	5 weeks, 5 days (17 w, 2 d total)
Apuvas (Apu.)	27	3 weeks, 3 days (20 w, 5 d total)
Evtuvas (Evt.)	43	5 weeks, 3 days, (26 w total)
Esiuvas (Esi.)	43	5 weeks, 3 days (31 w, 3 d total)
Tauvas (Tau.)	48	6 weeks (37 w, 3 d total)
Ontauvas (Ont.)	17	2 weeks, 1 day (39 w, 4 d total)
Veauvas (Vea.)	33	4 weeks, 1 day (43 w, 5 d total)
Bosuvas (Bos.)	44/45	4 weeks, 4/5 days (48 w, 1/2 d total)

The calendar year is based off of prefixes and suffixes of the language of the Deities. -uvas is the suffix for month, and each month has a different prefix based on what the month is named after. The calendar was created sometime in 3 A.T., by the early OLAH when creating a governing body. Evtuvas and Esiuvas are known as the twin months due to their identical length, and also when the original OLAH headquarters experienced the longest nights out of the year, as it was in winter. Ontauvas was originally 17 straight days of celebrating the Deities, though the celebration fell out of fashion around the 300s A.T. Bosuvas is known as fear month, because at the time of the calendar's creation, the end of the year always seemed to incite fear in most species, not knowing whether or not the Deities would allow them another year, a fear that lingered from the "Time Restart". Every 5 years, Bosuvas gets another day to account for the .2 days that go by each year

Days of the Week

Astepa Ruepa Dauepa Keuepa Porepa Qurepa Taruepa Hauepa

The days of the week are named after the Deities, since there are eight days in a week. Astepa was named after Aster and is considered a day of rest by all sentient species- most businesses are closed for the day. Ruepa is named after Extiru, Dauepa is named after Davoto, Keuepa is named after Haket, Porepa is named after Porrair, Qurepa is named after Quarrnyl, Taruepa is named after Taruthe and Hauepa is named after Sham'ayn.



INFORMATION // TIME

980 A.T.

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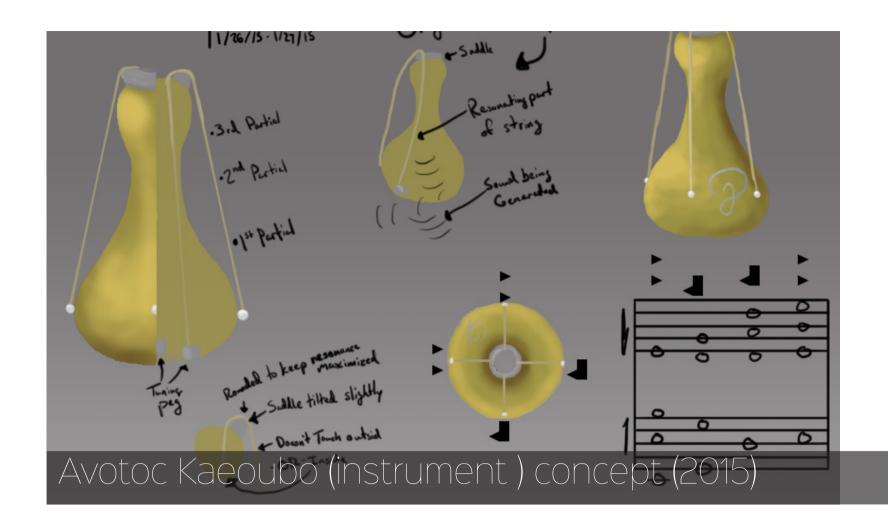
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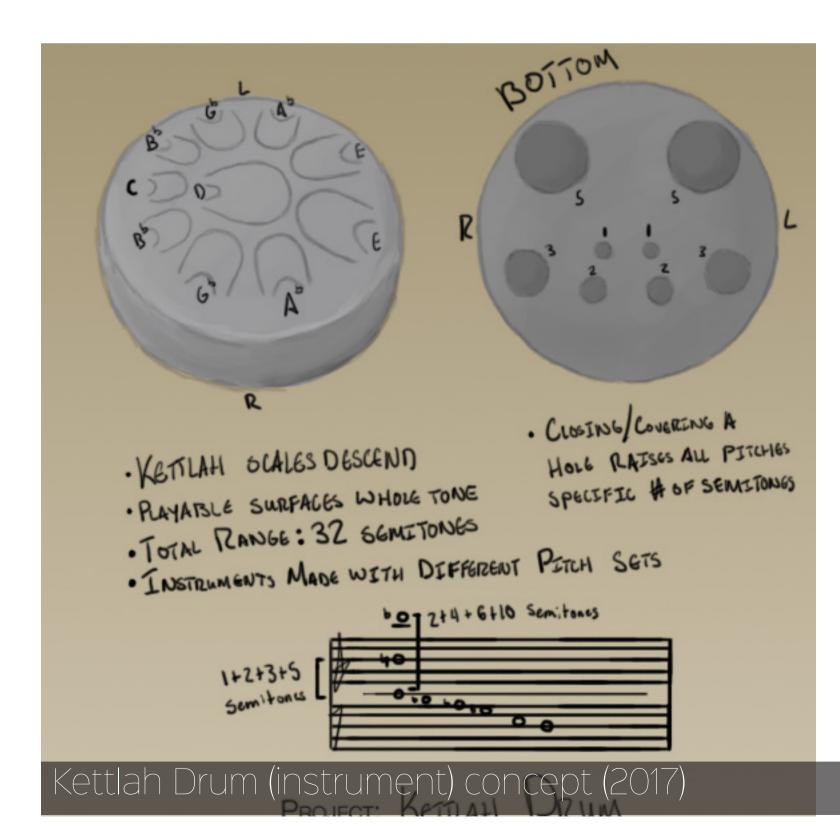
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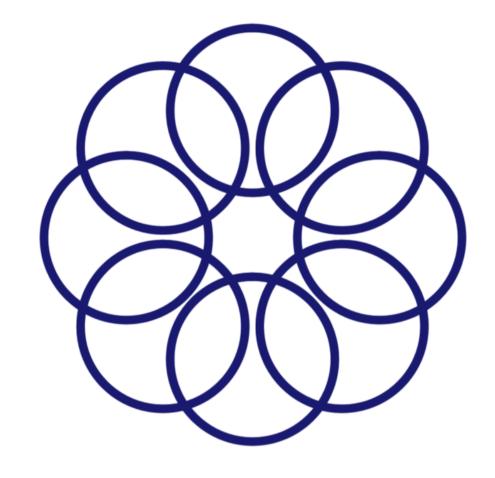




SENTIENT SPECIES // TURATH

TURATH

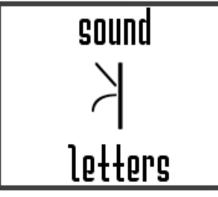
(TUR-ATH)



Despite being born with all black or bluish-black fur, the Turath as they age can become the most colourful Sentient Species in the Known Universe. Like their 'parent' deity Taruthe, the Turath are able to learn some of the specialized skills of the other Sentient Species.

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Jistlek Jistlek is a visually simple language

OOM6

06

Jistlek is a visually simple language to represent all of the available sounds of Omneuttians. The vowels and consonants have become visually distinctive due to the mid-lines of the characters becoming much thicker. Jistlek is made up mainly of horizontal and vertical lines, with diagonal lines, curves, and dots to set apart similar characters. The characters of Jistlek are similar to Jazt'a, but represent letters rather than morphemes. Letters can vary in usage and pronunciation depending on whether they begin, end, or are in the middle of the word. See the letters connected to '-'s in the pronunciation guide for specifics.

Biology

Average Height: 1.9 m. | 6' 3"

Range Height: ± 0.15 m. | ± 6"

Average Weight: 95 kg. | 210 lbs.

Range Weight: ± 18 kg. | ± 45 lbs.

Overweight: 123+ kg. | 270+ lbs.

Average Lifespan: 70 yrs.

Distinctions: Thin Long Tail, Mane, Patches of Colour

Skin Colour: Black, Dark Blue Hair Colour: Dark Blue, Varies Eye Colour: Blue, Varies

Just under 2 meters, the Turath are fairly tall among Omneuttians. One of two species that have tails, the Turath's tails are longer and thinner than the Sha'an's tails. They also have a very distinctive mane, which thickens with age until it begins to thin out during older age. Turath also have the ability to learn other Sentient Species' skills, which are reflected in the markings all over their bodies. The first skill they learn in depth adorns them with markings on and around their heads, followed by their chests and arms and ultimately their tail and legs. Highly advanced Turath can split these markings into other specializations, after several years of study.

SENTIENT SPECIES // TURATH

Culture

Plural: Turths

Origin: The Hilt

Capitol: N/A

Currency: Lott

Language(s): Omnel, Jistlek

Turath culture is very vibrant and robust, perhaps the most overall advanced culture in the Known Universe. Their buildings are made with both form and function in mind, and the most advanced cities have tall skyscrapers that have a sophisticated, futuristic appearance, rather than the blocky tall skyscrapers the Poria build. They are very welcoming to other Sentient Species, and welcoming of the other Turath communities. Because of their ability to learn other Sentient Species' traits, they stress education on their young. Every Turath goes through a mandatory education that is balanced between the teachings of the other Sentient Species, and can continue on voluntarily with any teachings they choose.

History

According to the Ontiba, Turath were created soley by Aster as the last Sentient Species after he realized that Taruthe had not yet requested a Sentient Species made in his image, though Aster felt that Taruthe was one of the more deserving Deities to have a species. Turths were the last Sentient Species, and despite having the least amount of time to develop as a species, are among the most advanced and refined in both culture and technology.

Family

Turath family life is more diverse than almost all other Sentient Species, second only possibly to the Avotoc. Most families are three generations per household, and some households contain multiple families. Monogamous families are the most common, but other familial structures exist and are welcomed by most. Because all Turths are required to attend the same amount of basic curriculum, all generations can help aid the distribution of knowledge to the young, and trades are often 'passed down' through families.

SENTIENT SPECIES // TURATH // CULTURE

Government

Turath government is a mixture somewhere between bureaucracy, a republic, and a meritocracy. All youth must attend compulsory education to become well rounded Turath citizens, at which point they can seek out trade jobs, become elected officials, non-trade jobs, religious figures, or continue their education. Heads of any organization are eligible to become a city or local leader- Priests, Heads of local Kolegi (continued education), and Trade-Union heads. Elected officials are not allowed to run for another office while holding one, so they must vacate the office for a term before running for any office (including reelection).

Music

Turath music is based on symmetric scales of several kinds, and incorporates rhythmic and harmonic elements from other Sentient Species. Despite their technological advancements, many of their instruments are metallophones with a few chordophones. Some of their worship music also involves the use of singing in addition to instruments. Their music is also very regional in terms of rhythm and formal structure, with different local groups sounding closer to the Sentient Species the land is based on rather than a homogenous "Turath" sound. Different regions are known to also use different extended techniques or ranges of instruments to achieve timbres unique to their region.

Food

As part of a multicultural society, their food selection is very diverse. Long past the days of hunter-gatherer and agrarian societies, Turths grow food of all kinds, whether fruit, vegetables, grains, or meat.

Architecture

Initially in concepts, Turath architecture was very futuristic, with linear and modular buildings that towered over the natural hills they were built around. However, Turath building concepts have cemented now being more round and smooth, avoiding straight lines. Instead, the buildings favour natural-ness and the blue glass-like material in addition to carrying a more post-modern influence. This compliments their views of nature- they can build a mine right into the mountain so that the outside appears unaffected, and once they have dug out worthwhile minerals—they can craft residential, commercial, or business space inside, for example.

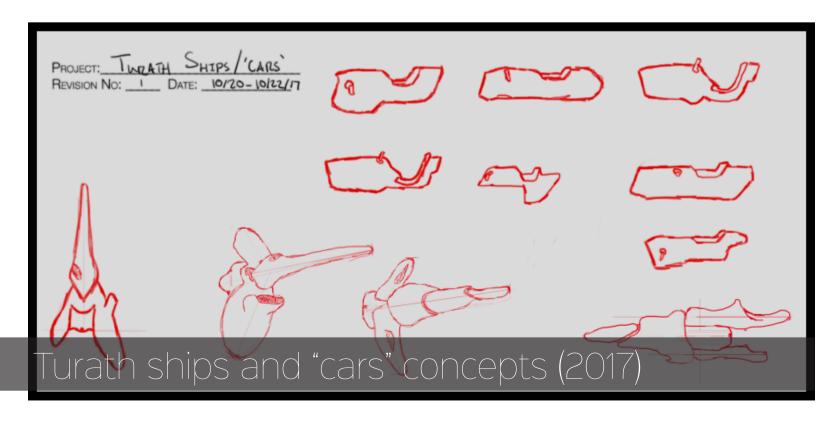
Transportation

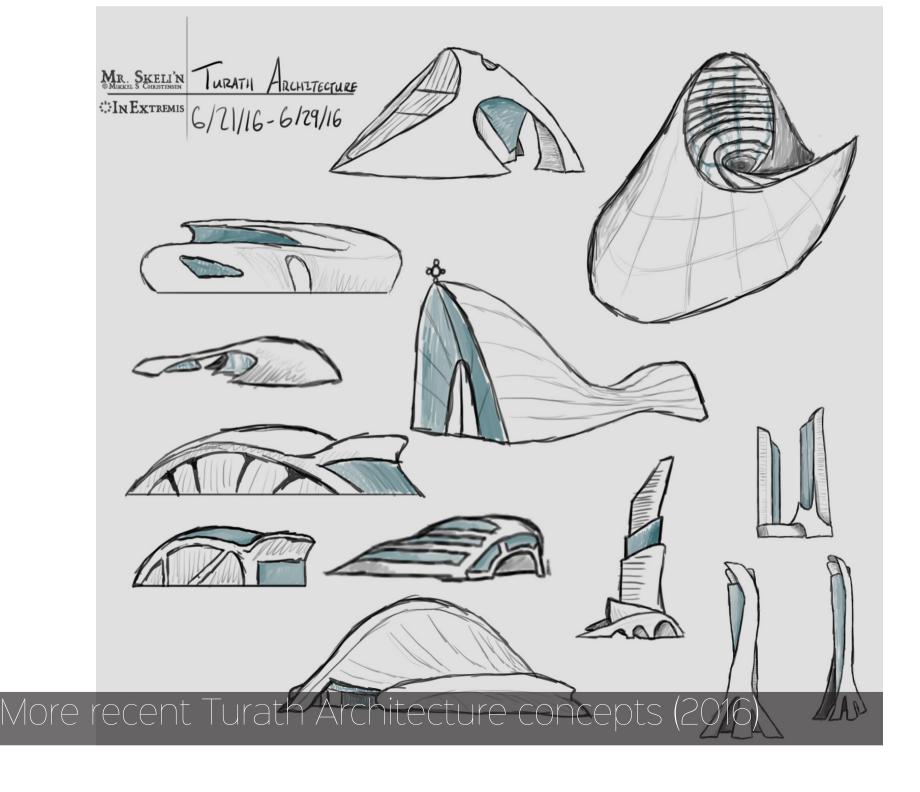
Turath transport is mostly modular, with room for personal affects on singular transports. Larger craft are used for cross-continent and space travel, and as such are sealed during travel. What makes these larger craft distinctly

Turath is the way they fold and unfold for travel and landing, with scoops on unfolding 'wings' to aid aerodynamics of both liftoff and landing. Smaller craft, created due to the spread and sheer size of Turath cities, and the land between, are personal craft largely for one occupant, rarely up to four.

Religion

Religion for the Turath is less about worship and more about philosophy. They have more of a philanthropic and practical approach to their view of the deities. It is definitely not a refusal of the Deities' existence—but their involvement at the very least in modern times. For them, it makes no sense to believe that a Deity would choose to allow a young Turth born into a poor family to suffer at lack of food, water, shelter — what are seen as basic necessities — since the young one had done nothing wrong, other than be born and the young do not choose to be born. Instead, they see that those who suffer in the mortal life are relished and celebrated in the afterlife, for having to suffer through circumstances largely out of their control. A simple doctrine that guides most denominations is this:





SENTIENT SPECIES // TURATH // CULTURE

"Blessed are not the able, the pious. Blessed are the weak, the suffering."

Immortal Turath

The first Turath were created by Aster for Taruthe, as mentioned in History, and were seven in number. Each of the seven had the power of a different Ontautt, with the exception of Taruthe, as his balance was represented by the seven Turath themselves. These seven are not worshiped as much as they are seen as ancient teachers in modern times. The powers given to them and their investigation into how to harness them is the source of all magical learning for all Turath and any new discoveries will bild on these original teachings.

Sworz- The White Mage, original teacher of creation magics.

Nizysc- The Black Mage, seen in direct oposition to Sworz, taught the magic of destruction. Nizysc is not seen as negatively as Przeosin.

<u>Wiodar-</u> The Blue Mage, all knowledge of water and ice manipulation comes from Wiodar.

<u>Latekki-</u> The Yellow Mage, first teacher of light manipulation and small feats of flight. Invoked by engineers who build air-bound transports as well.

Ogien- Red Mage, offensive use of fire wielding and initial knowledge of metalurgy was passed down from Ogien.

<u>Nateura</u>- As the name suggests, Nateura is the Green Mage responsible for teaching all future Turath how to grow food of all kinds, and treat nature hospitably.

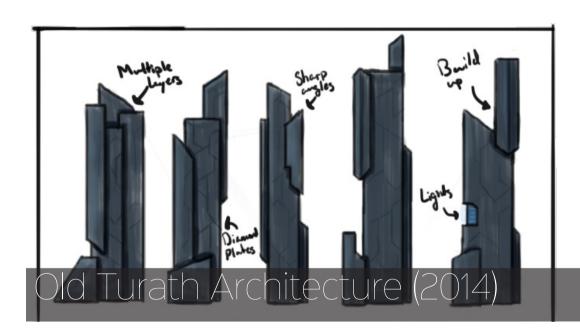
Przeosin- The Lesser Mage, Prezeosin was despised by

the other six. She was never let too far out of their sight, as they knew she had been given Sham'ayn's magiks. Originally known as the Silver Mage due to her cloak, the prejudice towards her changed her name in records over time and is reflected in the study of magiks today.

Clothing

Turath wear clothing reminiscent of the Renaissance, with some modern human styles mixed in to produce a relatively unique style. Since the Turath are similar to humans in a lot of regards, their sense of fashion is not dictated by either fashion or function, but a mixture of both where a sense of fashion is slightly more important than the function of the clothes. Males largely wear tunics and clasped garments over undershirts that typically extend down to their knees. Because their waists are not as defined, males usually wear belts, or have garments that pull tight around the waist. They can wear skirt-ish garments that cover the waist to the ankles though it is more prevalent in religious attire than daily wear. The clothing doesn't really differ between the two sexes. The largest difference would be the higher tendencies for females to not cover full arms/ shoulders and have slightly more loose clothing. Females also wear dresses (one garment from shoulder to knees/ feet) but males also have leg covering garments that begin at the hip. A garment that is distinctly female is the corset-vest which tightly covers the area between shoulders and legs.







INFORMATION // ITEM // WEAPONS

Weapons

Weapons come in three forms: melee, ranged, and magic. These weapon classifications serve as more of a guideline to what exists in the In Extremis universe. For example, a character might have a greatsword with the hilt of a shortsword so that it is a onehanded weapon if they are particularly strong. Different blacksmiths and weapons merchants across Omneutta also have their own preferences and customizations. The 'Three+' designation of a weapon refers to a weapon that either has the size or weight to require the strength of three arms to wield. Some characters or sentient species can achieve this strength with only two arms.

Upgrades

The upgrade system for melee weapons is reminiscent of many rpg games of yesteryear and is fairly linear.

Wooden weapons are the weakest.

Base Metal weapons are stronger than wooden, and vary depending on the metal.

Base Metal weapons can then be **Hardened**, and **Re-Forged** – a process of covering the metal with another layer that can be the same metal or a different one. Some smiths skip one of these two steps or switch the order.

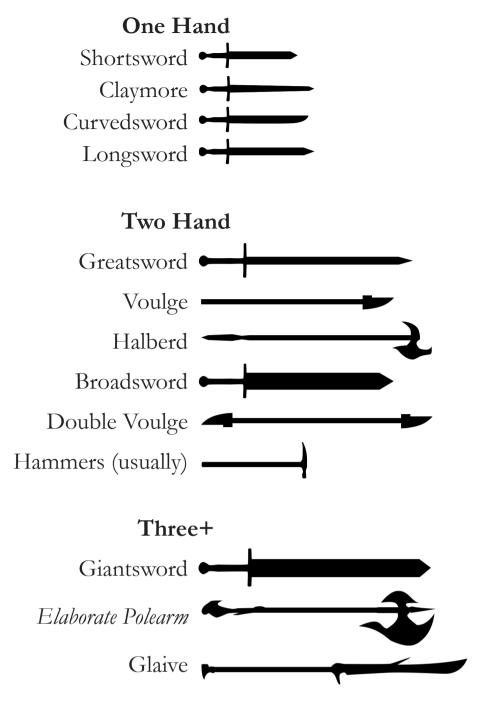
Tempered weapons are the strongest melee weapons available without divine intervention.

Blessed and **Cursed** weapons are impure but usually stronger than Tempered. Blessed weapons have some sort of beneficial magical element that is not powerful, while cursed weapons have a magical element of the same strength that usually requires some sacrifice of the wielder per use.

Holy weapons are the strongest melee weapons in In Extremis and the process to obtain or create one is difficult. A Holy weapon must be made from entirely pure metals that have been tempered and given to a religious leader in good standing with the deity(ies) of whom they ask the blessing.

Melee Weapons

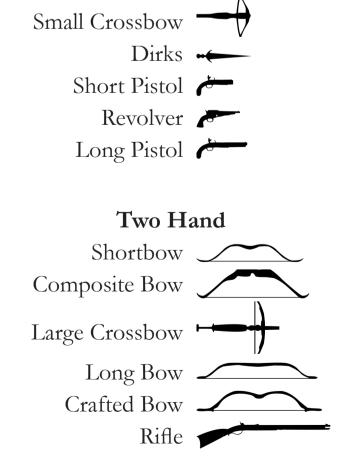
Melee weapons are weapons that deal damage upon physical contact with something else. Melee weapons are mostly composed of swords of various lengths and widths, hammers, and pole-mounted weapons of varying type.



Ranged Weapons

Ranged weapons deal damage by firing a projectile of some sort to inflict damage. They consist of bows of various types and sizes and musket/ball based firearms.

One Hand





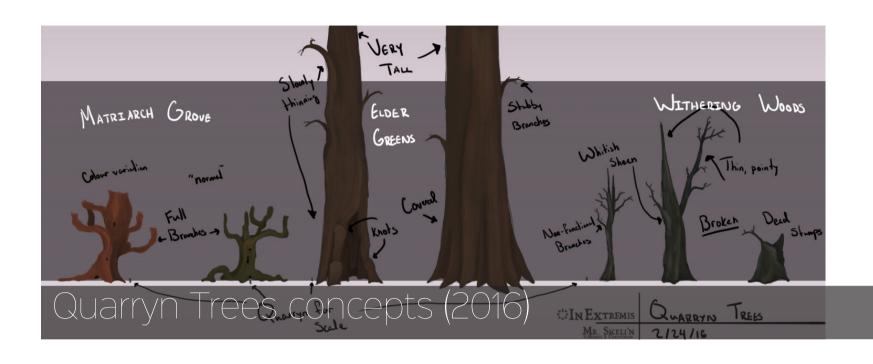
Magic Weapons

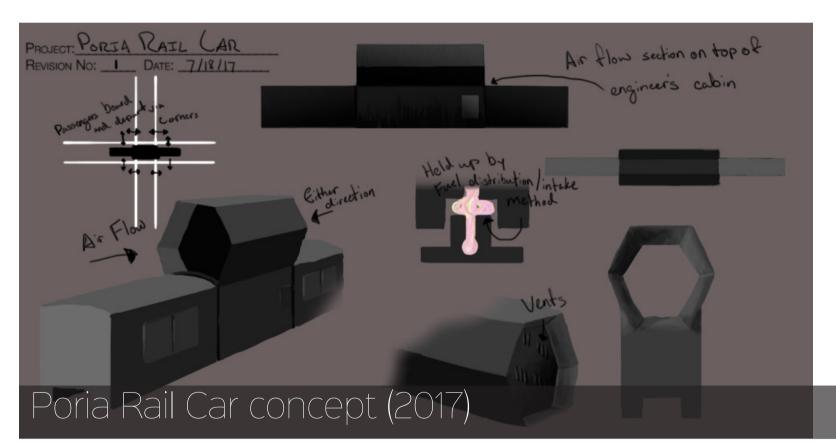
Magic weapons are a more diverse group of weapons since they neither do the damage themselves or fire a tangible projectile. Some staves or spells of other sorts generate projectiles made out of other materials than bullets.

SPARE PAGE

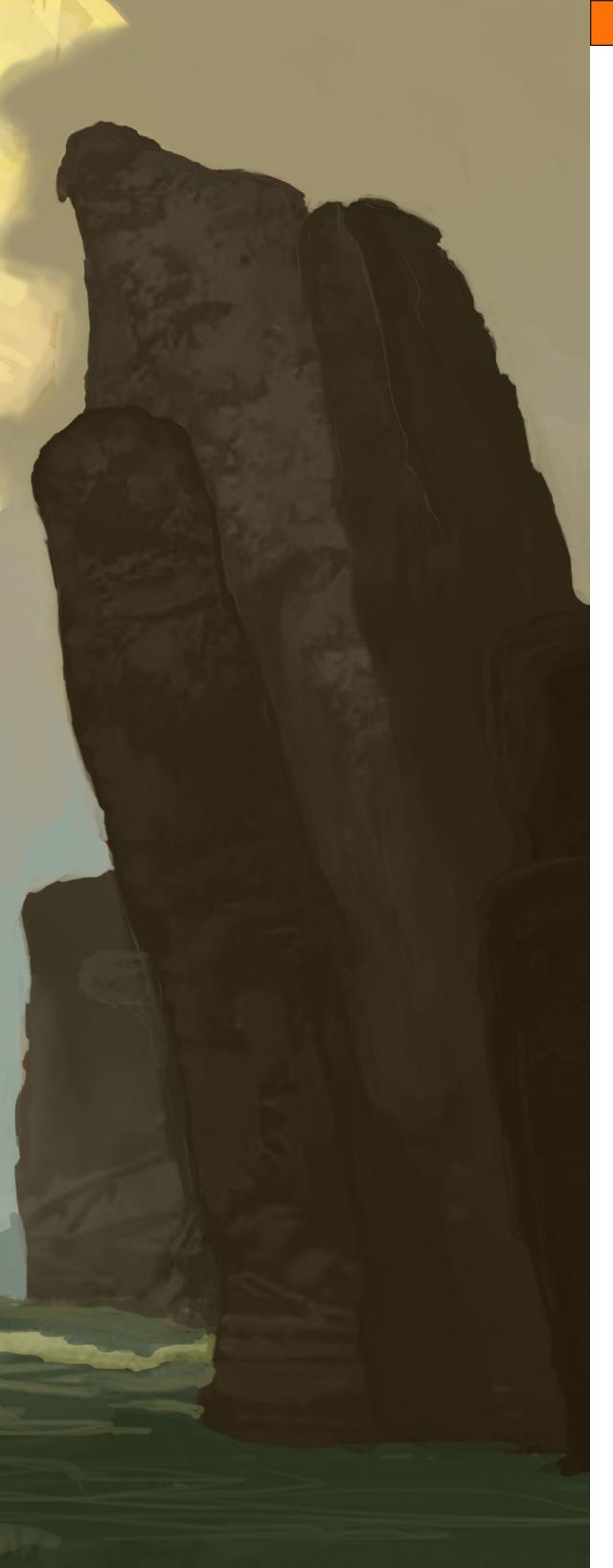








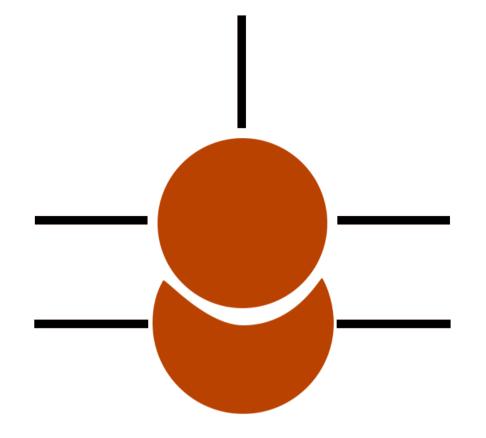




SENTIENT SPECIES // XIRUEN

XIRUEN

(sI-roo-ehn)

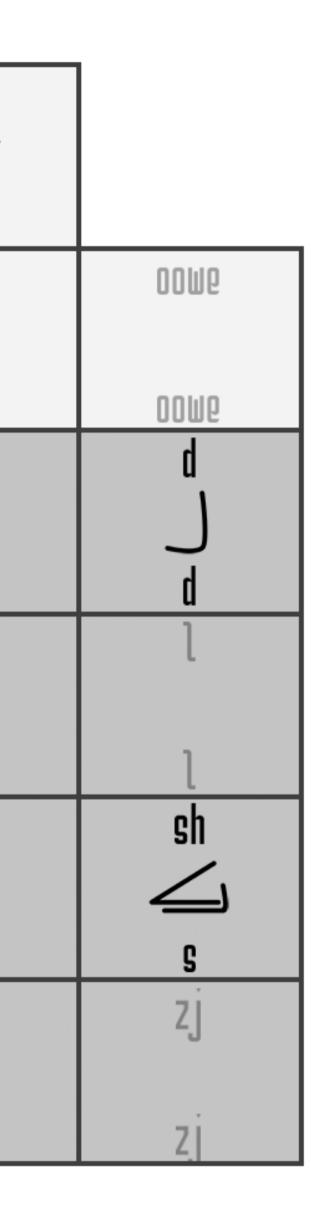


Xiruen are towering behemoths, usually preferring to live separate from the other Sentient Species. They are distinguishable not only by their height (over 2.4m, 8'), but by their four arms. The upper pair are usually smaller than the lower pair. Their bones are also quite hard and can be used to punch through most rocks.

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(1) PRONUNCIATION GUIDE

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Barzacc

Barzacc has evolved over time to incorporate variations from multiple realms. The language has never been rigidly defined in width, height, or spacing between letters and words, just general shapes that make up each letter. As a result, there are several scripts that exist of the language. Barzacc has no preference towards lines, sharp edges, round corners, circles, or squares. What has been prioritized is efficiency in writing so the characters are very generalize-able.

Biology

Average Height: 2.4 m. | 8' 4"

Range Height: \pm 0.17 m. | \pm 7"

Average Weight: 165 kg. | 363 lbs.

Range Weight: \pm 24 kg. | \pm 53 lbs.

Overweight: 192+ kg. | 423+ lbs.

Average Lifespan: 95 yrs.

Distinctions: Four Arms, Horn on Head, Small Eyes

Skin Colour: Brown-Orange, Mahogany, Brown

Races: Xeviin, Xemgen, Xegoir

The Xiruen are most easily recognized by their large stature and four arms. In stature and physical prowess, no sentient beings are their equal. It is of note that their upper arms are smaller than the lower ones, for the most part preventing Xiruen from lifting things above their heads. This is because their upper pair of arms have no upper arm, instead the shoulder connects directly to the forearm. They have two 'toes' on each foot for lack of a better term, a smaller squarish toe and the rest of the toe area connected. They are known to use their hands to carve out their rocky dwellings, so their bones must be very strong, at least in their hands.

Xeviin
Pronunciation: saeh-vihn

Avg. Height: 2.4 m. | 8' 4" Avg. Weight: 165 kg. | 363 lbs.

Distinctions: Rounded Head, Large Eyes, Straight Neck



SENTIENT SPECIES // QUARRYN

Xeviin are the most abundant race of Xiruen. Their most obvious distinction is the large eyes in their rounded heads. Their eyes have grown over generations due to their tendency to liver further inside rocks than other races of Xiruen. Xeviin are also the only race with a straight neck.

Xemgen

Pronunciation: saehm-gaehn

Avg. Height: 2.4 m. | 8' 5"

Avg. Weight: 168 kg. | 370 lbs.

Distinctions: Conical Head, Small Eyes, Flat Nose, Longer Up-

per-Arms



While they still only have one bone between shoulder and wrist on their upper arms, it is much longer. Xemgen prefer to carve their homes in the sides of cliff faces, requiring Xiruen to climb to their homes — and they evolved naturally longer upper arms as a result. Their chins also have a small protrusion at the base.

Xegoir

Pronunciation: saeh-goyr

Avg. Height: 2.4 m. | 8' 4" Avg. Weight: 170 kg. | 375 lbs.

Sized Eyes, Angled Neck,

Small Chin

Distinctions: Round Head, Medium



Xegoir are more of a mix between the other two races, in many aspects. They tend to build into rock and then down, as opposed to building floors up or climbing structures to begin with. Their horns are notably shorter and thinner.

SENTIENT SPECIES // XIRUEN // CULTURE

Culture

Plural: Xiruens

Origin: Undetermined

Capitol: Undetermined

Currency: Lott

Language(s): Omnel, Barzacc

Notable Members: N/A

Xiruen can have two or three names, depending on their standing with various groups, their Realm or lack thereof. There is no current central government, as a single government with Realms as branches has splintered into each Realm being its own local government.

History

According to the Ontiba, Xiruen were created when Extiru felt he had been slighted by not having a Sentient Species created in his image. Culturally, they have harboured this resentment for eons. Much like the Sha'an, they have isolated themselves over time from the rest of Omneuttian society.

Family

Family dynamics are long-gone from Xiruen culture, though they did exist at one point. This is mainly visible via given names, and the continued existence of monogamous relationships for most Xiruen. Names are given to newborn Xiruen by their parents and are frequently one parent or the other's name. If a child has the same given name as a parent and is the same gender, modifications are made to the name to reflect such.

Xiruen do sexually reproduce, with the mothers carrying

the fetus for fifty-eight (58) weeks. In Xiruen communities without easy access to technological advancements of other Sentient Species, childbirth is still an often painful and life-threatening procedure.

Government

Xiruen are organized into Realms. Each Realm is ruled by a Rex. The structure below a Rex is messy to make applicable to all realms, but accomplished Xiruen – whether in trade or battle – often have higher status than 'normal' citizens. Below normal citizens are those who have left the society of Realms for academia. Below scholars are those who have been spared by the Rex in solo combat, and finally those Xiruen who have broken the laws of the Realm, which are usually few but all-encompassing.

Food

Xiruen are strictly carnivorous, and usually feed on domesticated reptiles. These reptiles are captured and cared for each by specialized Xiruen. After generations of breeding, some Xiruen have created reptiles that have far more meat, leading to higher profits and reduced costs.

Architecture

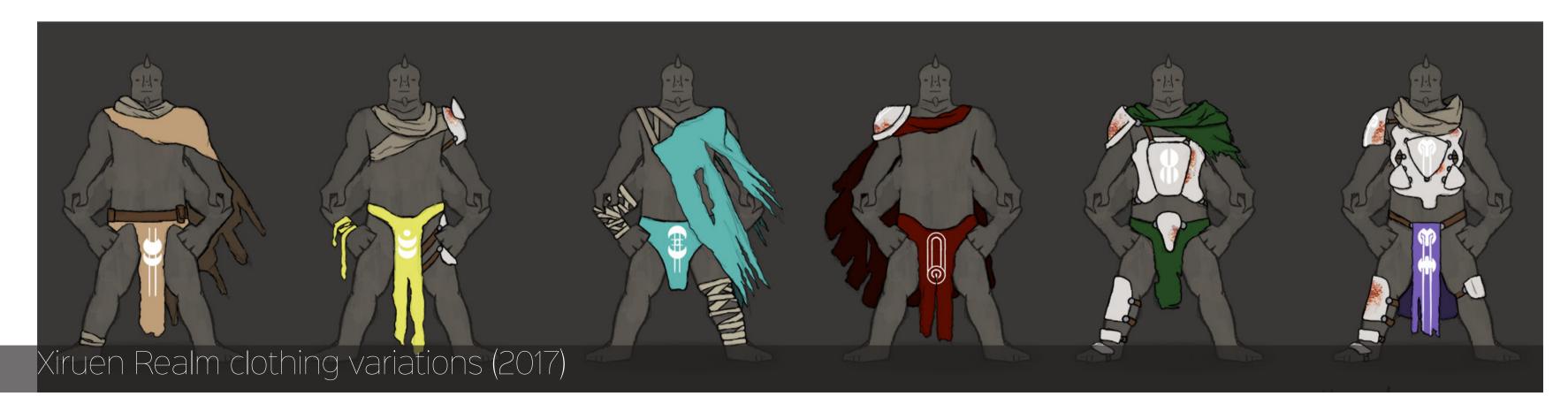
Xiruen's ability to build out of the natural environment rivals only that of the Quarryn – the Sentient Species that grows trees into buildings. Most "rock" that dominates the worlds of The Outcropping is actually hardened vegetative material, a special kind of plant family that grows slowly overtime towards prolonged sources of light. While Xiruen can punch and kick through actual rock, this vege-



tative material is much easier to work with and 'carve' with their hands.

Transport

Xiruen ships are modular, as they don't believe a ship should be drastically different when carrying you 100 or 10,000 kilometers. The base ship (far left) can handle space travel, but not for extended periods of time. The space-faring version, (top right) adds an extra layer of metal protection to the ship, in addition to ensuring the ship is at 12 thrusters. Additionally, the walkway extends with hydraulic lifts lowering stone weights to anchor the ship. Additional pods can be placed atop the ship higher and higher, rotating 90



SENTIENT SPECIES // XIRUEN // CULTURE

degrees at each level to accommodate more passengers or cargo. Concept artwork of their ships can be seen below.

Religion

Xiruen are ritualistic more than spiritual, putting their stock in superstitious actions that have produced favourable or at least non-negative results in the past several times over. One of these is their death tradition of Ukhlin Thuim, where the dead are placed on a pyre and pushed off the edge of a continent towards the star-core. Glorious deaths for powerful Xiruen go through the same process, but down a waterfall towards the star-core.

Immortal Xiruen

The two Xiruen thought to have ascended to immortality are often referred to as two sides of the same blade. As previously mentioned Xiruen are more ritualistic than spiritual, and

Suugch- Known as Punisher of Oath Breakers, Suugch is the edge of the blade, the power and might required to punish those who are not truthful and loyal.

Bauz- The Crusader, Bauz is the champion of righteous causes, whose authority is desired when Realms go to war, especially against each other.



