

The Magi Case: Fragmented Bloodlines

Lore and Supplementary Information Booklet



The story of the Magi is a tragedy.

Scores born in service to the Glory, all dreaming to form the ideal world.

Inheritors of dreams that will never take shape, locked in an eternal struggle.

The abusers of Creation and traitors to Reason.

A bundle of faults and failures.

Chapter Index:

Chapter 001: The Aryan Race and The Cult of the Unknown	Page: 3
Chapter 002: The Foundation of Alpha Magus Ordo	Page: 6
Chapter 003: The Erla City Destruction Incident	Page: 11
Chapter 004: The Alpha Magus Ordo	Page: 13
Chapter 005: The College of Magi and Disciplines of Magic	Page: 30
Chapter 006: The World Governments and Magi Relationship	Page: 32
Chapter 007: The Magi Prison Establishment	Page: 34
Chapter 008: The Sealing Ceremony	Page: 37
Chapter 009: The Overview of Marriage and Magi Society	Page: 38
Chapter 010: The Classification of Monsters and Magical Anomalies	Page: 46
Chapter 011: The Contracting System and Familiars	Page: 52
Chapter 012: The Holy Relics of Magic	Page: 59
Chapter 013: The Cosmotonic University	Page: 61
Chapter 014: The Anti-Magi and Orders of Humanity	Page: 64
Chapter 015: The Origins of Humanity, Magic, and Monsters	Page: 69
Chapter 016: The Point of Origin and True Reason	Page: 70
Chapter 017: The True World and Possible Worlds	Page: 72

:: The Aryan Race and the Cult of the Unknown ::



Long ago, before the founding of the Magi Clans and the establishment of Alpha Magus Ordo. There existed the Aryans, a tribe originating from the Near East that inquired into the mysteries surrounding the world. They were first of Humanity to receive the knowledge of Magic by coming into contact and contracting with the Point of Origin, forging a covenant. Since the establishment of their Covenant, the Aryans made it their mission to worship Creation, to collect everything related to its Magic, and harness its power for themselves to wipe away the imperfections of the world.

In a grand quest, the Aryans sought to reconnect with the Point of Origin and spread themselves across the world, intruding upon the developing civilizations and practicing the mystical arts under branches of their Cult of the Unknown. The main branch of the Cult of the Unknown was the one that existed in the eastern lands of the Romans where they committed all sorts of rituals and failed sacrifices to recontact the Point of Origin. Things, however, changed when one conducted experiment invoked the Great Contracting, allowing the Point of Origin to re-establish contact with the Aryans and its influence over the natural state of the world to grow.



In reward for their service, the Point of Origin established a new covenant with all the members of the Cult of the Unknown and assorted members of Humanity. The Great Contracting created the Magi, but came with the peril of forming Magical Anomalies and Monsters as Creation's influence and power ran wild in the greater world.

Desperate to harness the power gifted to them and subjugate all things born from the Point of Origin. The Aryans and their followers developed Proto-Magic and began trials using Holy Relics of Magic upon their membership. The cult extensively made use of children and women in their experiments due to being cheap and expendable. And many of the non-Aryan members of the cult gladly offered their children and wives in hopes of acquiring favor with their masters to rise in the ranks of the organization.

The most important trials conducted using the Holy Relics of Magic were the attempts to infuse them inside of a person; to create living incarnations with the relic's power. The first successful subject was one infused with the first grimoire, "Liber Juratis". The young member of the cult utilized the power of their infused relic to establish the First Magic and then Magi Clan.



Following the establishment of the Magi Clans, the Cult of the Unknown retained immense influence over the affairs of Magic. But, overtime, as the Aryans that ran the cult began to disappear from their follower's sight, the control that the cult held over the Magi Clans waned, leading to the Great Schism of the Magi.

During the schism: The Clans of Drac, Nightingale, and Ostane separated themselves from the main branch of the cult. While the Atman and Meirin Clans absorbed their respective branches of the Cult of the Unknown and took hold of their membership and properties. The remaining membership of the main branch continued to seek power from the Point of Origin and reformed themselves into a Magi Clan known as Faber under the reign of the last Supreme Leader of the Cult, Ardibehesht.

:: The Foundation of Alpha Magus Ordo ::



The Formation of Alpha Magus Ordo:

The creation of Alpha Magus Ordo and the Magi exodus to the artificial land of Chaldea is a short story. Throughout the 17th, 18th, and 19th centuries, the Magi Clans and their members watched closely as the non-Magi began to centralize, forming nations through diplomacy, nationalism, war, and the machinations of the Orders of Humanity.

As the prominent non-Magi nations grew in power and expanded themselves by conquering and colonizing lands, the Magi Clans began to grow fearful of the non-Magi, believing they would try to subjugate them to the wills of their kingdoms and deprive them of their independence and freedom to study Magic.

Factions that desired a way to deal with the growing power of nations were formed in the Magi Clans, but none took to action until the arrival of a Magus known as Behlellmina Yggdrasill. In the interest of the Magi people, the Yggdrasill Magus became an Auctor of their own Magi Clan and orchestrated the first historic meeting of the Magi Clan Auctors in the former homeland of the Aryans.



In the meeting of the Auctors, the Yggdrassil Auctor made arguments addressing the fears of the Magi Clans and that the centralization of the non-Magi was a natural threat to their existence. The nations would eventually come to discover them, interfere with their activities, and attempt to force them under their banner simply because they shared the same lands. And if not that, then the Magi would come under the attack of an enemy that survived their destruction in the Thirty Years War.

It was in the opinion of the Yggdrassil Auctor that the Magi do not go for a direct intervention into the lives of the non-Magi, but instead that the Magi Clans should form a single union to represent their collective interests to protect them from the influence of the non-Magi, birthing the idea of Magi Unification. The Auctors at the end of the conference agreed with the Yggdrassil Auctor and made future arrangements for further talks involving the Archmaguses of their Clans along with officials, laying down the groundwork for Alpha Magus Ordo and the future of Magi Society.

The Formation of Chaldea:

In the later talks about the Unification of the Magi, there came discussions of what the Magi should do to unify without suffering the drawback of being too far from another. And where should they place the headquarters of their union. Some in the meeting of representatives claimed that the Magi should make the former homeland of the Aryans into their headquarters and home. Majority of the representatives at the talks, however, rejected the proposal of taking over the former homeland of the Aryans. Instead, they supported the action of removing the permanent residencies of the Magi Clans from the territory of the non-Magi and move them to a pure land meant only for the settlement of the Magi people to prosper on.

The Archmaguses came to agree with the idea of a pure land for the Magi and together they worked to form the artificial landscape of Chaldea, a place named after a distant land the Aryans once traversed through and settled upon with their magical practices before moving on to somewhere else. Following the establishment of Chaldea in 1886, the Magi Clans with their members began exodus for it in Five Great Waves that happened in 1886, 1890, 1894, 1898, and 1902.

The initial arrivals to Chaldea in 1886 were colonizers that worked to establish the locations for the Magi Clans city-states and transportation networks. The use of Magic and revolutionary technology led to the rapid creation, collection, and delivery of resources that sped up the development of the cities. By 1896, the cities were partially finished and livable, though they would not be complete and modernized until 1926.

Despite moving much of their membership and headquarters to Chaldea, the Magi Clans did keep hold of many of their properties outside the homeland that were occupied by their clan members. Even into the modern era, the Magi Clans have continued to expand their territory outside of Chaldea by purchasing and modernizing ghost and small towns to use as settlement, research, and vacation spots for their Magi Clan members to use.

The Magi City-States:

Formerly, the Magi Clans used to live spread out across the continents of the world. However, after the establishment of Alpha Magus Ordo and agreements made with the Orders of Humanity, the Magi Clans relocated themselves and their affairs away from the prying eyes of the non-Magi. This led to the formation of Chaldea using Magic and where the Magi Clans currently make their homes in their distinct city-states that match their personal aesthetics and history.

The Magi of the Magi Clans still have several villages, towns, and districts of cities outside of the artificial land under their control, but mainly operating bases for their occultic activities or settlements for their members. To provide free energy that powers the Magi Clans city-states, the Magi make use of the Grand Leyline. It is a specially designed Leyline that receive an unnumerable amount by use of a Holy Relic of Magic. The only effective way to tamper or disable the Grand Leyline is to steal the Holy Relic of Magic that serves as its core from the headquarters of Alpha Magus Ordo.

The people that attempt to tamper with the Grand Leyline or draw mana from it without using the Holy Relic of Magic that established it, will find an instant death awaiting them as their bodies are converted into mana to fuel the cities. For the Magi Clan city-states to harness the mana of the Grand Leyline, they make use of Mana Rods that have been attuned to the Grand Leyline and send the absorbed mana to Mana Converters made by the Ford Clan that converts the Mana into physical energy.

Protecting the landscape of Chaldea from harm is the Magi Clans of Aozdou, Lionheart, and Karrylicht. Under the employment of Alpha Magus Ordo, members of the Aozdou and Karrylicht Clan are responsible for the maintenance of the Silent Line - a powerful spell made with the combination of magical tools that removes the presence of Chaldea from the world. The Lionheart Clan to prevent illegal entry and exists from Chaldea and to protect it from environmental damage manage the Great Barrier. Only by making use of designated points of departures (Deliberate gaps in the barrier) or using powerful magic can one leave Chaldea. Alpha Magus Ordo organizes all transportation services to and from Chaldea through their Department of Continental Maintenance and Affairs. As a rule, non-Magi are not permitted to take a step on Chaldea as they are exclusively banned.

:: The Erla City Destruction Incident ::



In the years before Alpha Magus Ordo's establishment, there once existed Erla City. A once prosperous industrial hub, the city by the turn of the century had entered a state of economic decline. A group of Rogue Magi seeing its desperate state and seeking power took advantage of the chaos brought by the economic depression to seize control of its government to awaken and control a slumbering god and its offspring located in the mountains near the city.

Catching wind of the Rogue Magi group's plans, Alpha Magus Ordo drafted up a force of experienced Monster Hunters and other volunteer Magi to deal with them, creating an expedition to the city. Over the course five months the situation revolving around Erla City broke down as disappearances, riots, murders, and other incidents ensued with the arrival of the Magi. By the end, the expeditionary team sent had failed their objective to capture the Rogue Magi group and deal with the slumbering god and its offspring. The chaos spawned in the streets of Erla City and surrounding areas were later personally put down by the hands of an Archmagus to cover-up for the failure of the expedition, resulting in the destruction of the city.

The after reports and interviews of the city's destruction by the surviving Magi from the expedition team described the incident as a series of escalating events and failed cohesion among their membership. The civilian government and rural locals by influence and innocence were against the Magi Volunteers and hindered them at every step. The actions of expeditionary team to conduct a successful extermination became limited and they fractured into groups with one hunting the presence of wild magic without discrimination or regards for others, and another attempting to limit their damage to the growing outbreak and fighting against the other Magi.

The days following the Erla City Destruction Incident caused an uproar in the politics of the Orders of Humanity. It was first recorded time when the Magi did not hold themselves back and created hysteria about what they plan on doing. To calm the situation, the leadership of the Orders of Humanity arranged for its prominent members and those from its shadow governments to hold talks with Alpha Magus Ordo over the incident. The talks led to the Erla Agreements and promise of Alpha Magus Ordo and Magi Clans handling all magical affairs in the world in exchange for not becoming involved in the non-Magi affairs.

The Orders of Humanity and their nations in the agreements promised to handle their mundane affairs and to avoid interacting with anything magical or to personally involve the Magi Clans. The agreements also laid forth the foundation of the Bureau for the Investigation of Strange Anomalies as former guilt-ridden Magi from the Erla City Destruction Incident sought to correct their ways and prevent other Magi from repeating their failures.

Though the two parties have agreed to avoid one another, there have been a few groups and individuals that consider themselves above the contract. The people that attempt to override the agreements often meet their ends at the hands of the Order of Humanity or Alpha Magus Ordo. To keep the world in the dark of affairs far above the mundane, the Orders of Humanity does its best to deny the existence of the Magi and successfully run campaigns to discredit anyone in on the secret, portraying them as schizophrenic conspiracist and releasing channels of misinformation for the masses to accept.

:: The Alpha Magus Ordo ::



Since its inception; Alpha Magus Ordo has come to dominate the affairs of the Magi by serving as their “official” government world-wide. As an entity formed by the Unification of the Magi Clans, the organization pulls its funding from the donations of the Magi Clan for its upkeep.

As the Magi Clans have been around long before the founding of most nations, they have managed to amass a large amount of personal wealth through the collection of artifacts and personal businesses and lands from over the centuries along with the use of their Magic. It is also because of this massive wealth that the Magi Clans members can receive special income at the start of each month to use for a variety of causes. Though, the majority of Magi in the Magi Clans reject the special incomes due to having their own earned money.

As the duties that Alpha Magus Ordo performs is important, the organization has developed a large and complex bureaucracy to govern itself, the Magi Clans, the society of the Magi, and its relationship with the outside world. The organization of Alpha Magus Ordo is comprised of three government Houses, several Departments, and multiple committees.

The House of Lords:

- (1) The House of Lords is the main House of Alpha Magus Ordo tasked with the creation of laws that once approved applies to all of Magi Society. It is the main force to determine the budget used by the organization and key force for the appointment of judges.
- (2) The House of Lords as the first House to be established in Alpha Magus Ordo has its membership is handpicked by the Archmaguses of the Magi Clans. They appoint 5 members from the Head, Branch, or Upper Families to represent them in the legislature.
- (3) The House of Lords is comprised of a 105-membership committee that has 2 Departments and 3 Organizations under it.

The Department of Magi Clan Affairs:

- (1) The Department of Magi Clan Affairs is a department that serves as the de facto powerhouse of the organization and its activities. The Department is run by the current Archmaguses of the Magi Clans that use it as a platform to discuss the affairs of the Magi Clans and their co-operative activities.
- (2) In the “Establishment Charter of Alpha Magus Ordo” the Magi Clans are defined as independent entities from Alpha Magus Ordo and it is through them that the organization receives any power. The Department in the charter was formed to represent the collective interest of the Magi Clans and as a way for them to directly ensure the confederal government doesn’t grow too powerful.
- (3) The Department of Magi Clan Affairs serves as one of the three most important Departments in Alpha Magus Ordo and is treated with the utmost respect. It is officially the only Department that can issue a Sealing Ceremony to be done on a Rogue Magus and isn’t answerable to the House that it is under or even the leading Alpha Magus.
- (4) The Department of Magi Clan Affairs also serves as the main host for the elections of the next Alpha Magus. The Department of Magi Clan Affairs has the ability (Through a majority vote) to abolish or introduce any new law to the confederal government. Issue punishments to any organization in Alpha Magus Ordo, issue fines to Magi Clans for rule-breaking, remove or replace any department head including the Alpha Magus or repeal their executive orders, and to disband any of the current Houses of Alpha Magus Ordo.

The Department of Internal Affairs:

- (1) The Department of Internal Affairs is the department of Alpha Magus Ordo that handles the internal affairs of the organization. Its duties are to search for corruption within the other Houses and Departments and root them out to keep the organization afloat.
- (2) The people that serve in the department are known as Special Investigators that have the right to bring proper charges to anyone (Excluding: Archmagus, Auctors, and the Alpha Magus) working for Alpha Magus Ordo and defies its internal rules.
- (3) As the work that the Department of Internal Affairs performs for Alpha Magus Ordo is important, it is a small department with a well-connected staff. The Department is comprised of two main units that are led by a respective chief.

(3A) The Administration and Intelligence Unit:

The Administration and Intelligence Unit is the main brain of the Department of Internal Affairs that has the job of gathering information on the affairs of the various bodies of Alpha Magus Ordo and to filter out useless information when making security reports to the Alpha Magus and Department of Magi Clan Affairs.

The Administration and Intelligence Unit also works as the main holder of assigning cases to the Special Investigators of the Interior Investigation Unit, personally handling the recruitment and training of Special Investigators, and ensuring that the Department has a functioning chain-of-command.

(3B) The Interior Investigation Unit:

The Interior Investigation Unit is the main body of the Department of Internal Affairs that conducts and handles all investigations that are carried out by the Department. The field agents of the unit are known as Special Investigators who are often law enforcement veterans.

The Interior Investigation Unit is also tasked with counter-espionage operations to prevent Magi from leaking research knowledge and Alpha Magus Ordo's operations and projects to the outside world or to individual Magi and their private groups.

The Commission of World governments Affairs & Magi Protection:

- (1) The Commission of World Government Affairs & Magi Protection is a special commission designed to be the public relations office Alpha Magus Ordo has to communicate with the Orders of Humanity and their non-Magi governments. It is also the one charged with the security of the Magi living far-away from their respective Magi Clans and Chaldea.
- (2) The commission appoints Magi Advisors that act as liaison and diplomats for Alpha Magus Ordo. The main duty of these advisors is to offer advice and comfort to government officials in case of widespread magical activities and to deal with the fallout of failed operations by Alpha Magus Ordo.
- (3) Under the agreements made between Alpha Magus Ordo and the Orders of the Humanity, the Commission of World Governments Affairs & Magi Protections also has the right to classify Magi internationally as Rogue Magi and issue out wanted listings for them. Upon becoming Wanted under a declaration by the Commission, Rogue Magi are free-game to be captured or killed by wandering Magi and can be brought in for compensation.



Example: A pair of contemporary Magi Investigator beginning their hunt against a Monster in a remote forest located in Europe. By working at night, the pair reduces the chance of dragging civilians into their conflict and become freer to use their Magic.

The Bureau for the Investigation of Strange Anomalies:

- (1) The Bureau for the Investigation of Strange Anomalies (BISA) is the chief organization of Alpha Magus Ordo that handles the investigations into the affairs of Magi and Magic. The organization exists across the world with its spread-out Branch Offices that assists and directs its Investigators during their affairs. It is considered the second-most important organization of Alpha Magus Ordo as it handles a variety of investigations from the retrieval of Holy Relics of Magic to the Capture or Extermination of Monsters and Magical Anomalies.
- (2) The Magi Investigators of the Bureau for the Investigation of Strange Anomalies are feared because of their ruthlessness they take when completing a case. The Magi that do not pursue a normal life or a career studying Magic, often enlist into the Bureau for the Investigation of Strange Anomalies to work as one of their investigators.
- (3) The Bureau for the Investigation of Strange Anomalies is comprised of six units that their Magi Investigators work in as a career field:

The Office of General Management for the Bureau:

- (1) The Office of General Management for the Bureau is the head that controls and directs the affairs and operations of the Bureau and its branch offices. It is responsible for: Drafting the policies of the Bureau, making reports to Alpha Magus Ordo, managing the budget and logistics of the Bureau, recordkeeping of employees and cases, ordering and punishing Magi Investigators, and providing support for Magi Investigators in-and-out of the field.

- (2) As the head office for the Bureau for the Investigation of Strange Anomalies, the Office of General Management for the Bureau has the right to assign Magi Investigators to different branch offices, units, and define the limitations of their activities when conducting cases.

The General Homicide and Criminal Activities Unit:

- (1) The General Homicide and Criminal Activities Unit is the unit of the Bureau responsible for monitoring and responding to activities on the artificial land of Chaldea and assisting Magi Investigators on the continents of the world for field works. The General Homicide and Criminal Activities Unit is one of the largest units within the Bureau and where a lot of rookie Investigators tend to start their careers.

- (2) The main duties of the General Homicide and Criminal Activities Unit involves the investigation of crimes committed by or involving Magi from two (or more) Magi Clans. The crimes that the unit investigates includes: fraud, homicide, manslaughter, narcotics, rape, theft, and more.

The Magical Anomalies and Monster Activities Unit:

- (1) The Magical Anomalies and Monster Activities Unit is a unit of the Bureau responsible for the capture or termination of any Magical Anomaly or Monster that performs unwanted activities on Chaldea or anywhere else in the world.
- (2) Investigations performed by this unit often has Magi Investigators working in different and various parts of the world. Sometimes they travel to forgotten historical sites to rural communities and sprawling urban centers to deal with strange and otherworldly entities that lurk within them.
- (3) The Magical Anomalies and Monster Activities Unit exists as one of the biggest units for the Bureau. Often young Magi Investigators desire to be posted in this unit as it continues the old tradition of subjugating magical forces in the world. The unit is often featured in propaganda pieces of Alpha Magus Ordo when recruiting new Magi Investigators for the agency and it is not uncommon to hear the stories of heroism from the retired Magi Investigators of this unit.
- (4) The Magical Anomalies and Monster Activities Unit tends to have a high-number of turnovers and deaths as the dangers of unregulated magic and feral creatures can be horrific.

The Rogue and Criminal Magi Investigation Unit:

- (1) The Rogue and Criminal Magi Investigation Unit is the unit of the Bureau responsible for the capture, search, or termination of Magi that have decided to turn Rogue, use their magic for their personal benefit, have been disowned by their Magi Clan of origin, or have gone missing.
- (2) The Rogue and Criminal Magi Investigation Unit is a time-consuming unit in the Bureau that has their members rarely see direct-action until it is time for them to perform raids with the assistance of the Special Activities & Tactics Unit. The unit also has the added responsibility of dealing with magical artifacts and narcotics that were created, distributed, harvested, or sold illegally to other Magi and non-Magi.
- (3) Despite the work of the unit being slow in its investigations. The Rogue and Criminal Magi Investigation Unit has the highest success record in resolving cases with only a low-low-number of failures. The Magi Investigators working for this unit tend to be the best in intelligence gathering and making social connections.

The Crime Scene Forensics & Investigation Unit:

- (1) The Crime Scene Forensics & Investigation Unit is a special unit of BISA tasked with assisting the other units in their field duties. It is comprised of two sub-units with one that investigates crime scenes for Magi Investigators to gather and process evidence. Then the other that performs investigations into gathered evidence in specialized labs and keeps the evidence safely numbered and stored.
- (2) The two sub-units are specialized in the conventional methods of investigations done by their non-Magi counterparts and have extensive training to conduct investigations into magical effects on crime scenes and evidence to make reports. Because of their job in forensics, the unit employs cutting edge technology to perform their job and is always on the lookout for new members.
- (3) When compared to the other larger units of the Bureau, the Crime Scene & Forensic Investigation Unit is not advertised as something action-oriented, cool, or exciting. Despite its lack of popularity, the Crime Scene and Forensics Investigation Unit is comprised of trained Magi Investigators that help to form an important backbone for the Bureau and play a significant role in helping Magi Investigators solve their cases.

The Special Activities & Tactics Unit:

- (1) The Special Activities & Tactics Unit is a specialized unit filled with Magi Investigators that have received prolonged special training for dangerous field operations. The duties of those serving in the Special Activities & Tactics Unit ranges from large-scale raid operations to hostage rescue, assassinations, mob-up operations, and other missions assigned to them by the Bureau.
- (2) The investigators that serve in the Special Activities & Tactics Unit are hand-picked from the best performing field agents of BISA by the Bureau Director. Investigators serving in SAT keep their relations to it a secret and normally carry out regular duties until called up for SAT duties.
- (3) The reason behind SAT members doing normal investigator works is to keep an air of mystery to the unit and stop the formation of an elitist culture. Missions are conducted by SAT teams made by the Bureau Director and are disbanded upon the mission's completion and the submission of field reports to the Office of General Management of the Bureau.



Example: A pair of the original volunteers from the Erla City Incident. The first generation of Magi Investigators originate from the Volunteers (and survivors) of the Erla City Incident, a month-long expedition that devolved into a series of killings between the Volunteer parties. The incident showcased the divided mindset of the Magi and set the attitude of how expeditions were to be conducted in the future. As a form of self-punishment, the righteous volunteers dedicated the remainder of their lives to hunting the horrors born of magic and assisted in the establishment of the Bureau.

The Office of Prosecution:

- (1) The Office of Prosecution is the organization in Alpha Magus Ordo that handles confederal charges brought against Magi. The office exists under the direction of the Dux Prosequi (TL: Lead Prosecutor) selected by the House of Lords who has various attorneys and staff skilled in Magi and non-Magi Law under their command. To prevent conflicts of interests, Alpha Magus Ordo has established a law banning confederal judges and prosecutors from presiding over cases involving Magi from the same Magi Clan.
- (2) In the court system of Alpha Magus Ordo, the High Court of the Magi acts as the Supreme Court of the organization that makes final decisions on appeals or matters that reach their level. Though the court sounds powerful, its power stops at the confederal level as it has no bearing or power over individual Magi Clans or their laws unless they breach confederal agreements.
- (3) The membership of the High Court of Magi is comprised of 21 Judges. The Judges are selected by the Archmaguses of the Magi Clans to represent the Magi Clans interests in the court system and serve under the Archmaguses pleasures. Judges on the highest court can be replaced at any time by someone else their Archmagus likes, even during trials. The membership of the highest court is not democratic and does not need the approval of the Alpha Magus, House of Lords, or Alpha Magus Ordo as an organization.

The House of Soldiers:

- (1) The House of Soldiers is the second house of Alpha Magus Ordo charged with disciplining Magi that break the rules of the House of Lords. The Magi that sit on the House of Soldiers are those nominated by the Archmagus and come from the ranks of the Upper Families with only a minority being from the Lower Families.
- (2) The House of Soldiers is comprised of a 63-membership committee with each Magi Clan appointing 3 members on to the House. Overall, the House controls 4 Departments in Alpha Magus Ordo that each has a job in keeping the peace of the organization.

The Department of Magi Conduct & Resources:

- (1) The Department of Magi Conduct & Resources is the department responsible for ensuring that staff offices and other departments meet their work requirements in the organization. They are also the one to issue out new, updated, or old information on the policies approved by the Alpha Magus and the House of Lords.
- (2) The Department of Magi Conduct & Resources have the added job of providing training for office employees to Alpha Magus Ordo and to keep up with the records of employments, payment history, and assist in the management and allocation of resources.

The Department of Magical Combat & Magi Training:

- (1) The Department of Magical Combat & Magi Training is the chief department responsible for training agents of the Department of General Magi Security, Department of Magical Imprisonment, Department of Internal Affairs, and the Bureau for the Investigation of Strange Anomalies in their responsibilities of managing their facilities, detaining those who break the law, the conduct of their investigations, and how to handle combat against Magi, Monsters, and other individuals.
- (2) The Department of Magical Combat & Magi Training is divided into two different academies staffed by current and former staff from the law enforcement agencies of Alpha Magus Ordo. One of the two academies' trains members of the Department of General Magi Security and Magical Imprisonment, while the other trains members of the Bureau for the Investigation of Strange Anomalies and the Department of Internal Affairs. In general, it takes 20 Weeks (4.5 Months) for a Magus to complete the courses at the two academies.
- (3) The two academies and their staff are overseen by individuals titled the Provost of the Academy, who are appointed by the Department's head. The Head of the Department next to appointing the provosts for the academies is also responsible for laying down the laws and regulations set by Alpha Magus Ordo. They oversee the activities and the use of funding for the academies, resolve complaints brought to their attention by the Provost of the Academies or staff, and issue investigation requests to the Department of Internal Affairs when they believe major laws or policies have been broken at the academies.

The Department of Magical Imprisonment & Corrections:

- (1) The Department of Magical Imprisonment & Corrections is a specialized department that handles the imprisonments of criminal Magi for Alpha Magus Ordo and the Magi Clans. The prisons operated by Alpha Magus Ordo exist in environmentally dangerous and isolated locations to discourage escape.
- (2) The Department of Magical Imprisonment & Corrections was formed out of necessity as the Magi Clans needed a way to punish members from other Magi Clans without bias. And they found it cheaper to make one prison system instead of running several individual prison systems. Even though the confederal system exists, the Magi Clans do have their own jail systems for minor offenses.
- (3) The Department of Magical Imprisonment & Corrections is divided into two main forces. The first is Imprisonment Officers, who are responsible for the management of the confederal prisons and the prisoners inside of them. The second is the Parole Officers who manage the parole system for the Magi Clans.

The Department of General Magi Security:

- (1) The Department of General Magi Security is a department specialized in handling all security matters for Alpha Magus Ordo. The department is divided into two forces with the first managing the security of offices and officials of Alpha Magus Ordo. The second serves as customs enforcement and inspection to keep contraband and illegal entrants from the outside world from getting into the Magi's land.

- (2) The Department of General Magi Security is viewed as the sister-department of the Department of Internal Affairs due to their jobs of providing security to the organization. Originally, the organization existed as a small-time force and was merged with the Department of Magical Imprisonment & Corrections but was later separated for cost and responsibility reasons.

- (3) The Magi that join the Department of Magi Security will often find themselves stationed in one location for long periods before being cycled out to another location. The security staff who climbs the ranks will often find themselves working protection for specific individuals of Alpha Magus Ordo rather than working general security at different building complexes and offices.

The House of Commons:

- (1) The House of Commons is third and last House of Alpha Magus Ordo that is charged with overseeing the collective education and research done by Alpha Magus Ordo. The House of Commons is voted in by the Magi Families of a Magi Clan with its membership approved by the Clan's Archmagus. This makes it the most democratic aspect of Alpha Magus Ordo.
- (2) The House of Common is comprised of a 126-membershi committee made from some of the most prominent Magi in the research of Magic and the education of Magi. The House of Commons has under its control 5 Departments in Alpha Magus Ordo.

The Department of General Magi Education:

- (1) The Department of General Magi Education is the department charged with control over the College of Magi under Alpha Magus Ordo that instructs Magi on the higher educations of Magic. It is also responsible for assisting the staff of the colleges by forming rules and regulations that apply to the student body.
- (2) The head of the department next to overseeing the academies and their fundings has the job of serving as the Chairman of the Librium de Primus Magicae (TL: The Library of the First Magic). Overseeing the largest library filled with magical knowledge donated by the Magi Clans, individual Magic, and knowledge obtained by Alpha Magus Ordo to be used by the Magi public.
- (3) Most of the Magi that work under the Department of General Magi Education serve as teaching staff at the College of Magi. While the main administrative staff is small. Under the Department of General education there exists three main College of Magi founded and maintained by Alpha Magus Ordo:
 - (1) The Primus Iunctus Academia Ordo in modum Staudium de Magicis Scientia (TL: The First United Academic Order in the Study of Magical Knowledge) otherwise called the Prime Academy is the first united academy of the Magi and the most prominent academy of Alpha Magus Ordo. Out of all the academies, it is by far the most elite with its admissions as they require a minimum score of 90 or above on their entrance exams or a letter of recommendation from an Archmagus of a Magi Clan. Magi that graduate from the academy are highly sought after and tend to get cushy government jobs in Alpha Magus Ordo or their Magi Clans.

- (2) The Specialis Collegium de Magicis Ars et Uses (TL: The Special College of the Magical Arts and Applications) otherwise called the Magical Arts College is the second college owned by Alpha Magus Ordo. Compared to the other two academies, this one is more of a military school than a standard place of learning. Attending apprentices must meet physical requirements alongside the college personal requirements. Those who graduate from the university tend to take more action-oriented jobs working as Magi Investigators or joining the agencies of their Magi Clans.

- (3) The Universitas de Communia Cors de Magicus (TL: The University of the Common Core of the Magics) otherwise called the Common Core University is the most open college under Alpha Magus Ordo. It accepts around 20,000 apprentices that can pay for their tuition and keeps the grades required to stay enrolled. It is not uncommon to find many higher educated Magi attending this college and graduating with a degree for magical research.

The Department of Magic & Magical Anomaly Studies:

- (1) The Department of Magic & Magical Anomaly Studies is the department charged with the responsibility of studying the different forms of Proto-Magic, Magic and Magical Anomalies that exist for Alpha Magus Ordo. They also maintain the archives to produced research under them to use for educational purposes for all Magi Clans.

- (2) The department is well-funded department in Alpha Magus Ordo as their research produces wonderous results from the creation of new spells to new magical formulas and ways to counteract Magical Anomalies.

- (3) The staff of the Department of Magic & Magical Anomaly Studies come from different background of the Magi Clans, making them a diverse bunch that loves Magic. Before the formation of this department, its job used to be conducted by the Department of Research and Experimentations before they separated for funding and mission purposes.

The Department of Research & Experimentations:

- (1) The Department of Research & Experimentations is a department that holds the responsibility of researching objects and environments of magical origins. They also make use of Alchemy for the creation of magical objects and concoctions. With the assistance of the Ford Clan, they also mix technology and magic to form Magical Technology (Magitech).
- (2) Unlike the other departments, the Department of Research & Experimentations is the only department given permission to tamper with the Grand Leyline, establish private Leylines on the settlements on the territory of the Magi Clans, and with the direction of the Ford Clan create Mana Rods and Converters attuned to the Holy Relic of Magic powering the Grand Leyline.
- (3) The researchers of the department mainly come from the Ford and Ostone Clans who practically run the department in everything, but name. The Archmaguses of the two clans keep a close watch over their membership that joins to the Department to ensure clan secrets, research, and techniques are not leaked or falls into the hands of Alpha Magus Ordo.



The Department of Monster Research:

- (1) The Department of Monster Research is a specialized department of Alpha Magus Ordo that is co-led by the Magi Clans of Edo and Evoco. The department is charged with the duty of studying Monsters. Evaluating their weaknesses and strengths, classifying them, and sorting them by type and species, and performing experimentations on captured Monsters brought in by Magi Investigators.
- (2) The department also has the job of taking care of Monsters that have volunteered themselves to become Familiars by keeping track of them for Alpha Magus Ordo via the Evoco Clan. It is the only department that has the right to issue a Familiar properly to a Magi in Alpha Magus Ordo or the different Magi Clans and who has the right to inspect them for health-issues.
- (3) Assisting the researchers of this department are employed Familiars that have betrayed their kind completely for Magi and the prosperous life they brought for themselves. The Department of Monster Research also issues special licenses that permits non-Magi Investigators the right to legally hunt Monsters. Monster hunting for the Department is a way for freelance Magi to earn money as the department issues pay-outs for certain Monsters captured or slain and have their bodies brought to them.

The Department of Continental Maintenance and Affairs:

- (1) The Department of Continental Maintenance and Affairs is the department charged with the development and care of Chaldea and the growth of the Magi Clans territories. The department also serves as the main forces that handles the transportation of materials produced by the Magi Clans to the outside world for commerce purposes.
- (2) Most of the department's duties is to ensure that the environment of Chaldea continues to be able to host life and produce goods and materials via Magic to remove reliance on the non-Magi. The department owns and operates a lot of land on Chaldea from areas that grows crops to minerals to land designated to be sold to Magi Clans or individual Magi so they can build their properties on it.

:: The College of Magi and Disciplines of Magic ::



The College of Magi are a series of learning institutions established by Alpha Magus Ordo and the Magi Clans. While they are able to teach the regular studies of universities, the colleges are designed mostly for lessons focused on the Disciplines of Magic. The Disciplines of Magic are uniformed studies focused on specific topics and becoming a master in one of the Discipline is often how a Magus moves up in academic rankings. The Disciplines that are taught is listed below:

1. The Discipline of Alchemy – It is a discipline focused on the creation of magical materials and potions, the study of magical artifacts and their abilities, the crafting and management and studies of Leylines, and the creation of magical technology.
2. The Discipline of Anomalies – Is focused on the study of Magical Anomalies. It is focused on their appearances throughout the world, the classification of anomalies, the effects that the anomalies invoke when manifested, how to contain them, and includes the study of the stars and things that have not originated on the planet.
3. The Discipline of History – Is focused on the study of the history of the Magi Clans, Magic, and Magi Society. It also has focus on the organization and social issues that the Magi Clans face, the study of Magi Laws, government, and prison establishment.
4. The Discipline of Materials – Is a discipline focused on the study of magical environments, the study of Leyline composition and Mana origin, the effects that Magic has on the environment, the study of plants and materials produced in magical environments, and the general study of magical objects of unknown origins.

5. The Discipline of Medicine – Is focused on the general study of the human body, the art of medicine and surgeries, the creation of traditional medicine and magical medicine, and the effects that Magic has on the body.
6. The Discipline of Monsters – Is focused on the study of Monsters and their relations to history and mythology. It also includes the classification of monsters, the study of their natural abilities, and the examination of all magical organisms that happen to appear in the world.
7. The Discipline of Spellcrafting – It is a discipline focused on the crafting of magical spells used by the Magi Clans. The study behind the history of magical spells, their effects, and the different types of Magic and Proto-Magic that exists.

If a Magus decides not to attend a college ran by Alpha Magus Ordo, they can instead attend a college ran by their Magi Clan. Colleges that are ran by Magi Clans are reserved only for the Magi of their specific clans, but unlike the colleges of Alpha Magus Ordo the ones ran by a Magi Clan tend to focus only on the Magic the clan uses.



Example: A magus from the Ostane Clan enters into a herbologist's laboratory at the clan's renown university, Alchimia Vita. Workshops maintained with the materials, knowledge, and staff to run the areas are a common sight at the personal universities of the Magi Clans. And unlike the colleges hosted by Alpha Magus Ordo, private institutions feature special knowledge, materials, and tools that are limited only to the use of the Magi Clan members allowing them excel far better in certain studies than Magi from different clans.

:: The World Government and Magi Relations ::

The true government of the world knows about the existence of Alpha Magus Ordo, the Magi Clans, Magi, Magic, and Monsters. Alpha Magus Ordo and the Bureau for the Investigation of Strange Anomalies exist as supranational organizations that handle everything related to Magic, Magi, and Monsters. In-exchange for dealing with the magical aspects of the world, Alpha Magus Ordo and the Magi Clans have promised to stay out of the affairs of the Orders of Humanity and their world governments. Under the contracts signed between Alpha Magus Ordo and the Orders of Humanity, the Magi of the Magi Clans are capable of freely traveling between most nations and are exempt from obligations to the states (Ex: Military Service).

Magi Investigators that serve in the Bureau for the Investigation of Strange Anomalies because of the importance of their job are given certain immunities by governments during an active case. The immunity free's the Magi Investigators from certain criminal charges that they might incur and allows them to conduct their investigations in the most clandestine way possible. Though, even if they are free from most criminal charges. This does not mean the Magi Investigators are free from any punishments they might receive for the way that they carried out their cases in respect to the policies of the Bureau. Alpha Magus Ordo reviews the after-reports of submitted cases and will bring formal charges to any Magi Investigators who have broken rules of conduct or acted in ways not benefitting the organization.

The reason for the Magi Clans receiving these benefits from the nations of the world comes from the agreements made between Alpha Magus Ordo and the Orders of Humanity following the Erla City Destruction Incident. This is the same incident that gave rise to the legal classification of Rogue Magi in Magi Society who are hunted down by Magi Investigators.

Under the definition of Alpha Magus Ordo, a Rogue Magi is any Magus that has seceded from their Magi Clan or no longer wishes to follow its orders. Most of the Rogue Magi being dealt with are those that use Magic to engage in illegal activities for personal profit or other reasons without consent of their Magi Clan. It is best for a group not to associate with them as it would bring the wrath of Alpha Magus Ordo and the Orders of Humanity down upon them.

One is designated a Rogue Magi if one of the five following conditions are met:

1. A Magus has refused to live the life of a non-Magi and not use their Magic anymore in the territory of the non-Magi.
2. A Magus has refused to always be a member of their ancestors Bloodline Clan and answer to their authority and laws.
3. A Magus has used their Magic to assist themselves or others in criminal activities for profit or personal gain in the world of the non-Magi without consent of their Magi Clan.
4. A Magus has performed services (Ex.: Occupation in any government-state job, enlistment in a private militia or military, etc.) for states or other private clients without the consent of their Magic Clan or Alpha Magus Ordo.

Under the Erla Agreements between Alpha Magus Ordo and Orders of Humanity, there are Magi able to serve as assistants and diplomats. The diplomatic Magi are the ones who handles the immunity issues of Magi Investigators, fallouts of any cases by Magi Investigators that go public, and act as a liaison for Alpha Magus Ordo's foreign activities.

:: The Magi Prison Establishment ::



Before the Unification of the Magi and the formation of Alpha Magus Ordo, the actions of committing crimes in Magi society were dealt with by severe punishments. Offenders would often run away from their Magi Clans to avoid punishment or be caught and dragged before the reigning Archmagus to be judged. Depending on the nature of the crime, the punishment would range from the imposition of fines to hour arrest, imprisonment, light beatings, public beatings, mutilation, and in the most severe of cases, the death sentence.

As time went on, the Magi Clans began to change in the same way as the non-Magi as they developed better legal and prison systems. After the establishment of Alpha Magus Ordo, a unified system of laws for all Magi was crated and adopted by the Magi Clans. The law is known as the “Res a Magi Leges” (TL: The Laws Governing the Activities of the Magi) which are described next to the laws of the Magi Clans. Another thing to come out with the unified law system was the creation of a unified prison system that removed the independent Magi Clans prisons for criminals for a system that can host convicted Magi from all Magi Clans under a single administration. The administration that controls the various prisons owned by Alpha Magus Ordo is known as the Main Administration of Imprisonment and is under the control of the Department of Magical Imprisonment in the House of Soldiers in the united government.

In the prison system of Alpha Magus Ordo, the prisons and prisoners are broken down into three grades: A, B, and C. They each have different sentence times and treatments for those who are members of them.

Grade A

1. Grade A are criminals that have committed petty to light crimes such as: Assault, Prostitution, Possession or Use of an Illegal Substance (Magical or non-Magical), Possession of an Illegal Magical Artifact or Material, etc.
2. The people in Grade A are under orders of rehabilitation to correct their behavior, so they can peacefully rejoin Magi Society once released. Grade A's typically serve somewhere between 5 years minimum to 10 years maximum in prison before being released.
3. Just like with the other Graded criminals, Grade A's have tools that seal their Magic placed on them during the duration of their prison stay. The security officials in the Grade A prisons tend to be less violent in their methods to keep the Grade As in line.

Grade B

1. The people in Grade B are Magi that have committed higher offenses against other people and the Magi Clans such as: Murder, Rape, Organized Crime, Grand Magical Theft, Grand Theft, Creation or Selling of Illegal Substances (Magical or non-Magical), Kidnapping, Illegal Selling of Magical Artifacts and Materials, etc.
2. The people in Grade B are under orders of punishment to do physical labor or other odd jobs for no payment and to have their names flagged in records upon release. Criminals in Grade B typically serve a minimum of 15 to 20 Years, though it may be possible for some individuals to have Lifetime punishments.
3. Many of the Grade B criminals have their rights restricted and are under constant watch by the security of the prisons. They may be blindfolded, deafened, and have their limbs detained in a variety of methods during transportation to places and they have multiple tools to always seal their magic on them. The security officials dealing with those in Grade B prisoners have permission to use more physical force to keep the prisoners in line if it does not result in the abuse of power by excessive force or death.

Grade C

1. The people in Grade C are Magi that have committed the highest of offenses against the Magi and non-Magi Society but have managed to avoid the death penalty. Their actions include Insurrection against a Magi Clan, Insurrection against Alpha Magus Ordo, Acts of aggression against the peace of the non-Magi, Mass-Murder of Magi / non-Magi, etc.
2. The criminals in Grade C live in the lowest possible condition one could live in and have the bare minimum of care being provided to them by the staff of the prison by orders of Alpha Magus Ordo. Criminals that occupy Grade C are individuals that have received Sealing Ceremonies by Alpha Magus Ordo and thus are incapable of ever using any form of Magic and will imprisoned until the day they die.

The majority of Magi Prisoners are members of Grade A that makes up 86% of the prisoner population, Grade B is the second largest group and makes up 13% of the prisoner population, and Grade C makes up only 1% of the prison population. Out of the entire Magi population only a total of 0.4% are incarcerated.

:: The Overview of Magi Families, Marriages, and Society ::



The Organization and Use of Name:

In Magi society, names are an important symbol of status and can be broken down into three main uses to indicate important facts about a Magus.

1. First Name – The personal name of a Magus and what they are formally addressed by others.
2. Middle Name – The name of the Magi Family that a Magus belongs to in a clan and whether they are of a high status or low status.
3. Last Name – The name of the Magi Clan that a Magus belongs to and what indicates to other Magi the magic that the Magus can use.

The way names are organized can be traced to the time of the Aryans. Traditionally, when Magi of the same Clan marry, one of the partners is absorbed into one of the Magi Family and changes their middle name. Things, however are different when it comes to Magi of different Clans as neither party can join the other partner's family. Any children born from the union of two different Magi Clan members will be forced into the Magi Clan of the spouse whose Magic they use.



The Acts of Marriage and Divorce:

In the past, marriages for Magi Families were arranged in-exchange for things from honor to magical knowledge, profit, and more. The upper sections of Magi Clans (Head, Branch, Upper Families) still practice arranged marriages for exchanges to control the flow of their membership. While the Lower Families and select sections of the Upper Families are more open to free form marriages, allowing Magi members to often marry who they love.

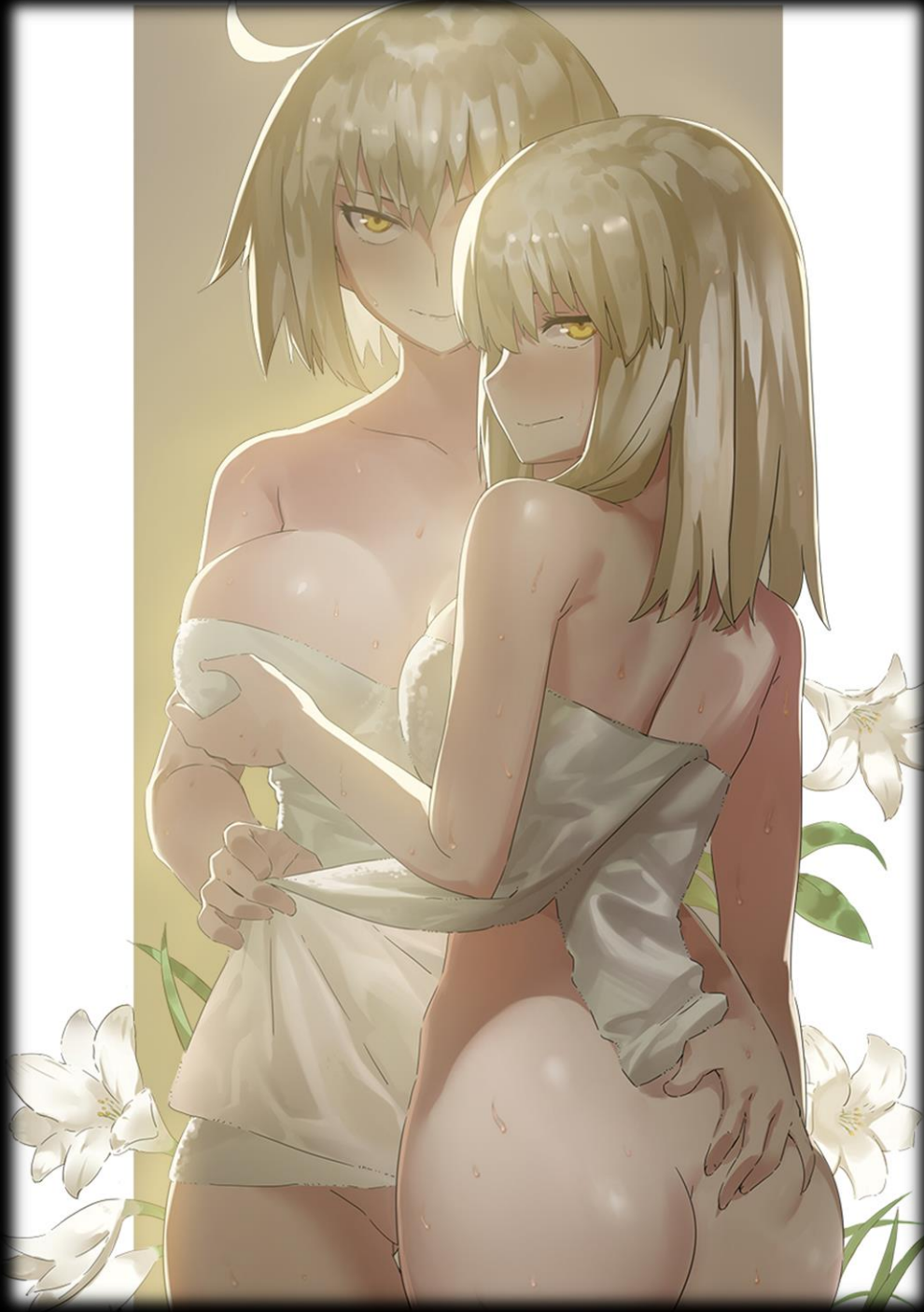
Arranged marriages can take on different forms in the Magi Clans being formal agreements on signed contracts. Or even a Patriarch holding an auction for one of their family members and selling them off into marriage for the highest bidder. Though, to have marriages considered legal in the eyes of a Clan there must be a certificated approved by the marrying party's Patriarchs and the Archmagus or Auctor of the Clan. Special exemptions can be made to Magi of the same Magi Clan if they pay a fine to circumvent one or both Patriarchs approval as long as they can be absorbed into a Magi Family or create a new one in the Magi Clan.

In the society of the Magi, the Archmaguses / Auctors are the only ones that can legally declare a divorce between a married couple. But only if a request is sent to them by a partner of the marriage or the Patriarch of the married couple's Magi Family. Although, the Archmaguses / Auctors are the only ones that can accept marriages/divorces, their constant work in other affairs keeps them away from it. Instead, the work surrounding marriage is shifted to magistrates of the Magi Clan that handles marriages/divorces and other law matters in their name.

Divorces for the Magi is one of “Status Quo Ante Matrimonium” (TL: The Status Before Marriage). A spouse that divorces their partner will not gain anything from the property of the other spouse and will legally revert to being a member of the Magi Family they were in from before the marriage. Someone from a Lower Family that marries into an Upper Family will return to the care of their original Lower Family upon divorce for example.

Next to the clauses of divorce is the “Res per Gensus” (TL: The Property of Family). Under this, any materials bought under the name or weight of the spouses in a Magi Family shall be kept by the dominant spouse and their Magi Family.





Example: In the face of a steep decline in birth and marriage rates. A few of the Magi Families have become receptive towards the use of mistresses and the idea of a multi-marriage system to shore up their numbers. While the act of having a lover beside one's spouse has not been banned in any Magi Clans. Some believe it may be necessary to make it an official and regulated policy to eliminate any negative social views that come with the idea of taking multiple lovers.



The Formation of a Magi Family:

Next to formally accepting marriages and divorces, it is the Archmagus/Auctor that has the sole authority to create Magi Families in the Magi Clan and declare what status that family is to occupy in the clan. If person forms their Magi Clan, then they gain the position of Patriarch which comes with more political and social benefits in the clans.

The requirements to be declared a Magi Family in a Magi Clan is to meet all three requirements below:

1. Successfully produce one offspring that is magically capable.
(Alternative 1) Successfully be married to another Magus.
(Alternative 2) The Magi applying has attained or surpassed the age of 35.
2. The applying Magus must be living independent of their current Magi Family and not rely on their resources or wealth.
3. The applying Magus must be willing to relinquish all claims (Now and Forever) to the Magi Family they are part of by formally cutting all ties and relations with one another. This causes the lost to all inheritance and rightful associations gained from being a member of the Magi Family.

After reviewing the sent registration form, the Archmagus / Auctor will accept or deny the formation of a new Magi Family.

4.



Example: A homosexual couple from the Evoco Clan. Social acceptability of homosexuals varies by the Magi Clans with some having legal punishments for it and others leaving it up to Magi Families to set limitations on their members participation in it to protect their public image and protect the good order of the Clan.

Homosexuality is a social issue that has never been properly addressed or progressed in many of the Magi Clans due to their cult nature, strong policies for not opening themselves up to changing attitudes, and homosexuals making up around 0.4% of the Magi populace. Homosexual marriages and civil unions do not exist and are not formally recognized by any of the Magi Clans.

:: The Classification of Monsters and Magical Anomalies ::



Monsters is a general term referring to a collection of entities that threaten the foundation of Reason with their existence. The group takes on many forms that can range from cartoonish and odd-looking creatures to mystical entities of legends and even terrifying abominations that can tower over buildings. Following the Great Contracting, Monsters have started to randomly spawn across the world due to the influence of the Point of Origin.

The races that the Monsters are created into is dependent on the region that they spawn in and its surrounding myths. Studies conducted by researchers in the Department of Monster Studies claim that Monsters in the intelligence-social department are divided into two types: Civilized and Feral.

1. Civilized Monsters are Monsters that possess intelligence and can use reasoning to assess their situations to make choices. While they are affected by the natural impulse to destroy Reason by their contract with the Point of Origin; the ability to understand allows them to ignore the impulse and even cooperate with other Monsters using social communication / interactions. The Monsters often made into Familiars often come from the civilized group as they can be domesticated into a Familiar position or even negotiated into the position.

2. Feral Monsters are Monsters that display no form of intelligence and instead act like animals in the wild as they give into their natural impulses. A good majority of Monsters according to the Department of Monster Studies are created as a feral, but some can develop intelligence overtime as they adapt to their environments. Often it is the feral group of Monsters that are caught, bred, and used in the production of materials by the Magi.

Throughout their battles, the Magi Clans have recorded sets of information detailing the Monsters they have encountered along with their natural abilities. The record sets were eventually compiled into a single encyclopedia and guide by the Edo Auctor with many of their classifications being used for today's research. Under the guidance of the Department of Monster Studies there are officially 4 General Classifications and 2 Specialized Classifications for Monsters. Under said classifications are also multiple families and species.

The Main Classifications:

1. The Artificials

The Artificial Monsters are a collection of species that are not naturally occurring and instead were created by the hands of Humanity and other beings of Reason. Artificials are the most recent classification to come into existence and used to serve the interest of the Magi as a slave class for them to control. Unique to this classification is that the Monsters are traditionally incapable of reproductions, independent of the Point of Origin for existence, and cannot fall into the natural impulse affecting other Monsters.

(Example of Artificials: Androids, Puppets, Homunculi)

2. The Beasts

The Beast Monsters are Monsters with animalistic qualities to their appearance abilities, often arising as entities from mythical tales or creatures that acquired powers far-beyond reasonable standards. The Beasts are the first classification to come about as they were the ones Magi often ran into trouble with due to mannerism being similar to humans when intelligent or wild animals looking to preserve their existence by reproduction and protecting their territories.

(Examples of Beasts: Dragons, Griffins, Kitsunes)

3. The Demons

The Demons are a classification of Monsters representing the incarnation of destruction, overindulgent pleasure or losses, and negative emotions and energies. They are beings of ruin and creatures shaped in the lines of man and his fears. Demons are generally the rarest among the Monsters to manifest and encounter, but with it they are also the most powerful and annoying to deal with. Impulsive creatures by design; they often use their magic for their own amusement to see the suffering of others or seek to become stronger to defend their territories and future actions.

(Examples of Demons are: Imp, Succubus, Onis)

4. The Spirits

The Spirits are Monsters representing a fragment of nature or serving as a manifestation of wishes born from individuals and the environment to act of their own accord and wills. Spirits are the second most encountered classification as they have natural ties with the environments where they arise from. Often, they serve as protectors, stewards, and restorers of areas damaged by Humanity or natural catastrophes.

(Examples of Spirits include: Dryads, Cyclops, Goblins.)



Example: A depiction of Monsters from the four different classifications; An automaton, a hippogriff, a fairy, and an unidentified demon. Take notice of their different physical characteristics thanks to the influence of Magic. Over a thousand species of Monsters exist in the world each with their own developments and mysteries. Monstrologists are the Magi skilled in the study of magical creatures and share connections with Zoologist and Biologist in terms of studies and methods..

The Special Classifications:

1. The Enigmas

The Enigmas are not Monsters, but are still grouped into a classification and treated like them by the various Magis that have encountered them. Enigmas exist outside the normal confines of the world and reasoning being sprawling masses of creation conceived by the Point of Origin and left to wander. Encounter an Engima can only be done by having contact one by gazing far beyond the planet's sphere of influence. By seeing them, the gazers create a temporary gate to the planet from the Enigmas realm of the Eldritch Truth for them to use and what will be closed upon their arrival.

Throughout the planet, there are remote enclaves for the Enigmas that contacted people long ago that they use as their homes and slumbering spots. The influence of the Enigmas has pulled animals and people that lack strong wills to the, turning them into cults dedicated to the begins. It is advised for people that lack sterilized eyes or do not possess an inhuman quality to them to avoid confronting an Engima. The influence that the entities exert will cause someone to lose their minds and wills, falling into insanity.

From what is known about the Enigmas by the Galileo Clan. They are beings of a “higher existence” that resides in the realm of the Eldritch Truth, a place suited for the development of their Kin after emerging from the Point of Origin. The Galileo Clan has made it their mission to study the Enigmas and to ascend all of humanity to their standards. If ever successful in summoning one, the Magi Clan encourages their members to try and devour them in the same manner as their Auctor did to gain access to the Engima's knowledge.

(Examples of the Enigmas include: “EyObs of the Beyond” and “AtPh the All-Mother of Rebirth”.)



2. The King of Monsters

The King of Monsters are a special classification of Monster that is too powerful and unique to fit into a traditional category. They are considered by Magi researchers to be perfected beings from the Point of Origin that “Lord” over all other Monsters acting as an apex species.

When the King of Monsters manifest, they often take on the distorted forms and beliefs about Humanity’s thoughts about certain beasts, deities, and heroes from mythology. Often, they have the habit of taking over the surrounding lands that they manifest in and become hostile to those that happen to encroach on their territory without some form of tribute.

As they present an extreme danger to the authority of Humanity and Magi in the greater area; King of Monsters are by default hunted down by groups of Magi masters and elders. Only a few linger in the world with some serving as the Auspices of the Evoco Clan



The Magical Anomalies:

Magical Anomalies are disruptions to the natural order of the world. They are distortions born from the pressure that Creation has influencing the world and forming things that should not be. Magical Anomalies can range from animate to inanimate objects and events that appear in an area and seizes dominance over it or can latch on to individuals.

Regardless of the form that Magical Anomalies take, it has always been the job of the Magi Clans to capture and study them to get a better understanding of the Point of Origin and the true power of Magic. Or to terminate them if capture is impossible. The first research into the Magical Anomalies started under the Drac Clan with the appearance of the Drac Auctor's apprentices; Asfalís, Aristarchus, Cleomedes, and Geminus.

As the fathers to Magical Anomaly studies, the group worked to classify the dangers of the first anomalies to appear after the Great Contracting in the territory of the Romans and how to devise ways for members of the Clans to overcome them. All anomalies are formed with a core that serves as its anchor to reality. When the anchor is destroyed or subdued, the anomaly ceases to function allowing for it to be destroyed or contained. The rating system to classify Magical Anomalies is derived from the name of the apprentices.

The Rating System:

1. Asfalís – The Asfalís Rating is for Magical Anomalies that have somewhat common appearance and manifestation of abilities in the world. They are for the most part safe as they pose no danger to the surrounding communities or environments and can be handled safely by a single individual.
2. Geminus – The Geminus Rating is for more dangerous Magical Anomalies. Rather than presenting that is not harmful, when the Geminus take appearance, they begin to disrupt the lifestyle of its surrounding territories. The effects from this rating can be long lasting and precautions are given to individuals moving in 'to deal with them.
3. Aristarchus – The Aristarchus Rating is a rating for Magical Anomalies that require great efforts by a team of trained Magi to work to contain or destroy the source that it originates from. The danger that comes from this rating is that the Magical Anomaly is often invasive with its interactions heavily affecting the world.
4. Cleomedes – The Cleomedes Rating is the last rating for Magical Anomalies, and they are special cases. They are anomalies that cannot be contained by traditional means as they manipulate concepts to disrupt the natural order. Auctors and other Magi that have transcended the normality of man are needed to terminate them. Due to their power, the Cleomedes are widespread catastrophes waiting to happen.

:: The Contracting System and Familiars ::



The Contracting System:

The Contracting System is the established method created by the Evoco Auctor to place Monsters under the subordination of the Magi. The Contracting System was inspired by the same contract the Magi have with the Point of Origin, though with some alterations. When a contract with a Magus is established, a Monster is no longer connected directly to the Point of Origin that served as its anchor to the world. Instead, the Magus becomes their anchor supplies them with the needed energy for their survival.

The Contracting System can be utilized by a Magus regardless of their Clan origin, but it requires preparation time. The method to be carried out to ensure familiarization of a Monster must be done in an environment that is controlled from outside dangers or with Monsters that are cooperative. The method has a Magus bind the Familiar to them and their “Receiving Line” by engraving upon the Familiar’s body and themselves, a mark that is akin to a Leyline. The mark serves as a connection between the parties allowing for the Familiar and Magus to draw from the same source, though with the Magus being the main host and distributor while the Familiar is a proxy. The contract frees the Monster from the Point of Origin by subverting its connection and making them dependent on the Magus whose will influences the flow of Mana that a Monster receives for its existence.

Another method that is similar to the Contracting System is put to use by the Auspices that rule over the Evoco Clan. This special version blurs the lines between Humans and Monsters, allowing the Monsters to control the body of a Magus while retaining their true forms by becoming a new being known as a Heteromorph. The way this method is carried out is not known to the public at large and has only been put to use a few times.

The Death of Monsters and the Familiars Contract:

When a Monster contracted to the Point of Origin is to perish, they return to the Point of Origin to be reformed into another Monster that will leak into existence. Under the effects of the Contract System, however, when a Familiar is to die, they will drain energy (Mana then Lifeforce) from their Master to reform themselves next to them.

If a Familiar's Master is to become too fatigued and their Familiar is to perish, then the Familiar will be unable to reform themselves in the world until their Master regains their energy. Over-contracting with too many Familiars can lead to a Magus dying from exhaustion. When the Magus that has made a contract with a Monster is to die, the contract between the two parties will come to an end. The existence of the contracted Monster then becomes endangered until it finds a new Master, or it renews the original contract that it had for manifestation with the Point of Origin. Under a contract with a Master, a Familiar is incapable of resisting orders given to it as they are absolute.

If a Monster is born to a mother that is under the effects of the Contract System, then the newly born Monster will automatically become the Familiar of the mother's Master. Though the use of the Contract System sounds good, the number of Monsters that are willing to enter a contract and live alongside humans are only a small portion of the Monster population. The rest of the Monster populace are hostile to Mankind and seek their extermination with True Reason.



Example: A Magus of the Evoco Clan hailing from the Lupus Family with their Familiar. Monsters can come in a variety of forms including common animals, allowing them to blend into certain environments. Masters and Familiars often make great pairs as they help to make-up for the talents and abilities the other party lacks. Employment for these specialists can range from pest extermination, wildlife management, and even tracking missing persons.

The Essence of the Monsters:

A common practice among the members of the Evoco Clan that have Familiars is the act of drinking Monster Essence, the life force of Monsters compressed into liquid form via a magical ceremony. Whenever the essence of Monsters is drunk by a Magus, it forces a permanent change on to their body as they manifest parts from the Monsters who essence they drunk.

When taken in a small quantity, it adds ears, tails, eyes, horns, and other minor parts of the Monster to the Magus appearance. If taken in large quantities, then it will completely change the humanoid appearance of the Magi into that of a humanoid-Monsters as it transforms their head, chest, arms, and legs. The drinking of Monster Essences by Magi Families in the Evoco Clan is done for various reasons. Some do it as a show of loyalty to a specific Auspice in the Magi Clan. While others do it for matching appearance to their family's name, crest, or the Familiars under their Magi Family's command.

The drinking of Monster Essences takes commitment and can only be done upon sending a request for specific essences to the Evoco Clan government. Any child born from a mother that has drunk Monster Essence will often have the essence passed down to their child, making the child develop the same Monster qualities the mother has. The most famous Monster Essence requested and drunk by the Evoco Clan come from the Beast Classification. The Spirits are second and for dead last are the Demons.



Example: A person that has drunk Monster Essence from the Beast Classification. The development of unnatural animal ears on the human body is a tell-tale sign of Monster Essence congestion. While visually appealing and offering benefits from increased senses; the drinking of monster essence can backfire with a person having the entirety of their body morphed into human-rendition of the creature they consumed, permanently disfiguring them.

The Relationship between Magi and Familiars:

While people have been advised against it, some Magi do not mind harassing a Magus that has taken a Monster on as their Familiar. Harassment incidents are taken seriously as they can turn into a fight if taken too far, leading to injury or death of the parties involved. Because these special incidents involve Monsters and Familiars, it is often up to the Bureau for the Investigation of Strange Anomalies to step in to determine who was in the wrong and bring one of the parties to justice. A certain number of Magi Clans have laws that bar Familiars from entering specific areas of their territories along with other control laws.

If a Monster desire it. It is possible for a Master to supply their Familiar with a human-like vessel using the empty body of a Homunculus. The vessel will give the Familiar the ability to walk around like a human and keep their true form hidden until they desire to come out or by their master's order. The price of acquiring a vessel for Familiars varies, but can expensive when they are custom ordered with specific design appearance and details. But for the people that wish to walk around freely with their Familiars hidden in plain sight, the price is worth it.

Research conducted by the Department of Monster Studies and the Magi Clans prove that Monsters of certain species can produce offspring with Humans. However, these demi-existences are notoriously rare to appear. A special school of veterinarian medicine dedicated to the physical health and study of Monsters has been crafted by the Evoco Clan to look after their Familiars and those belonging to other Magi. The care and maintenance of Familiars have also given rise to the occupation of Familiar Grooming in Magi Society, where people specialize in the cleaning and hygiene of Familiars for paying Masters.



Example: A party of Monsters (Kitsunes) inhabiting permanent vessels crafted by the Ostone Clan to interact with their Magus. The use of vessels allows Familiars to blend in with human surroundings and interact without causing conflict and relying on the natural abilities they are created with. The vessels used for them are made using hollowed Homunculi bodies that have been customized for the appearance of a Familiar and their Master.

:: The Holy Relics of Magic ::



Centuries before the rise of the Magi Clans, there appeared objects of immense power throughout random place in the world. The objects were deemed as naturally occurring compared to the artificial objects made by the Aryans and were given the name of Holy Relics of Magic.

The Holy Relics of Magic were first gathered by the Cult of the Unknown, but later the job was taken up by the Magi Clans that studied and used them to vanish the woes of the Clans. Overtime the number of Holy Relics of Magics being discovered dwindled and the Magi Clans started to stash them away as bloodline treasures for their Magi Clans and members to only use.

The Holy Relics of Magic come in many shapes and sizes as their forms can range from inanimate objects to locations. As sentient entities, all Holy Relics of Magics possess their own desires and wills, but a majority never act on it, thus becoming dormant until disturbed.

It is possible for a person to become the incarnation of a Holy Relic of Magi and gain exclusive access to their immense power along with other benefits, but to do so requires one to merge with the Holy Relic into one being. The act of merging with a Holy Relic of Magic is extremely dangerous as if merger fails to overcome the Holy Relic, they will be rejected by it and die.

The people that survive the merger with a Holy Relic of Magic will become its living incarnation able to: Dismiss and summon the Holy Relic of Magic to them at any time they please. Will have full access to their Holy Relic's knowledge and magical power. And as the incarnation, they will cease to age or acknowledge a reasonable death, becoming immortal.

If an Incarnation of a Holy Relic of Magic meets any physical harm, their wounds will be rapidly healed by the power of their Holy Relic. If the Incarnation meets death through any means, they will respawn into the world, unwounded and as if nothing has happened. If one successfully desires to kill an Incarnation of a Holy Relic Magic, that person must do it through by two different means:

1. Deliver enough power to overcome the strength of the Holy Relic of Magic until it breaks and returns to the Point of Origin along with its Incarnation. A feat deemed nearly impossible.
2. By successfully severing the Incarnation from the Holy Relic of Magic by special means or by forcing the Holy Relic of Magic to acknowledge Reason and the death of its Incarnation.

It should be noted that even when an Incarnation acts, eats, looks, and talks like a Human, they are for all intents and purposes not a Human. Once merged with a Holy Relic of Magic, a person has some to all their thoughts and viewpoints morphed to align with their Holy Relic of Magic. Though powerful, there are downsides for those merged with a Holy Relic of Magic as their bodies become imperfect for bearing offspring. This doesn't mean they cannot produce children; it simply means that they have an extremely low chance. (An estimated 0.7% chance.)

In the modern era, Holy Relics of Magic are seen as dangerous tools and weapons that Alpha Magus Ordo must keep a look out for whenever and wherever they might surface. If those inexperience in Magic, a rogue Magus, a group illegally studying Magic, or even a Monsters gets a holt of one, it can cause wide-scale panic and bring about untold destruction.

Most of the Holy Relics of Magic that are discovered are done so by accident and are usually in an inactive state until someone manages to awaken them and their powers. Only the best of the Magi Investigators receives the right to retrieve a Holy Relic of Magic when it appears and the use of unrestricted force and wanton destruction to obtain it is permitted by Alpha Magus Ordo.

:: Cosmotonic University ::



The Cosmotonic University is a private mysterious university of study for the Magi of the Galileo Clan. It is a university for the Magi Clan established by one of their late Archmaguses in the name of the Auctor and is in the town of Arkham, a place where “The stars are easy to gaze at even with defiled eyes.”.

A branch of the university was going to be established on Chaldea near the Galileo Clan’s city of Croftvale, but they rescinded construction and expanded the university by adapting part of the town into the university’s campus. The goal of the Cosmotonic University is to uncover the old truths of the larger cosmos via mystic ways and help humanity achieve enlightenment.

The Cosmotonic University is staffed only by members of the Galileo Clan that have managed to begin or complete the “sterilization” process of their eyes. The staff assists the students who come and go from the university in their research subjects of the Enigmas, stars, and the occult. At the academy students, are broken down into different Sects who have their unique rituals and motifs based on the ruling Enigmas in the realm of the Eldritch Truth, with the “Lord of the Wood” being the largest.

The Cosmotonic University, as a private institution, is very secretive about its affairs and what they discover while researching and contacting Enigmas. Often, they keep their records for themselves and their Archmagus of their Magi Clan. As the Town of Arkham and the Cosmotonic University are the private property of the Galileo Auctor, the members of the Bureau for the Investigation of Strange Anomalies do not have the right to investigate on-goings at the location without the Galileo Clan's permission.

An established policy for Magi investigators is to ignore any reports sent to them about the university and to consider them domestic affairs of the Galileo Clan. The town of Arkham isn't the only town purchased and owned by the Galileo Auctor that members of the Bureau for the Investigation of Strange Anomalies cannot involve themselves at. Other places include:

1. Dunwich – A special town founded not far from the Cosmotonic University made for the sole purpose of breeding and birthing people with powerful “sterilized eyes” over generations to lure in more Enigmas for personal study. Those of the upper echelon of the Magi Clan hope the residents of the town with the most powerful of eyes can bring down some Enigmas from the court of the “Eldritch Truth”.
2. Inns Mouth – A fishing town north of Arkham that has found new life as the students of the Cosmotonic University build over its decaying parts and deal with the strange disturbances at night near the coasts. Several caves and old posts spread throughout the town host drawings of an underwater city that intrigues the mind of the visiting Magi students.
3. Kingsport – A coastal town that is the Galileo Clan's most recent possession. The town is not far from the Cosmotonic University and was chosen to be an area where the different sects of the university can freely test rituals dedicated to their Enigmas and other ceremonies without endangering the campus. The town when not in use for the school season, also doubles as a vacation spot for spring and summer break students and is sometimes rented out to non-Magi.
4. Townshend – A town owned by the Galileo Clan and is far away from the Cosmotonic University. The areas owned and operated by the Magi Clan are restricted, and only those who are followers of the “Lord of the Wood” and have “sterilized eyes” may gain access to them. From confirmed reports, the town acts as a ritual ground dedicated to the “Lord of the Wood” and is a launching point for individuals who desire to journey the stars.

In the context of “sterilized eyes” and Enigmas, the Enigmas are sprawling masses of Creation that come from the Point of Origin and are hard to identify by Humans because of their complex and ever-changing nature and appearance. As the creations of True Reason, mankind has the unique ability to comprehend things they see and assign defined meanings to them to complete True Reason’s will.

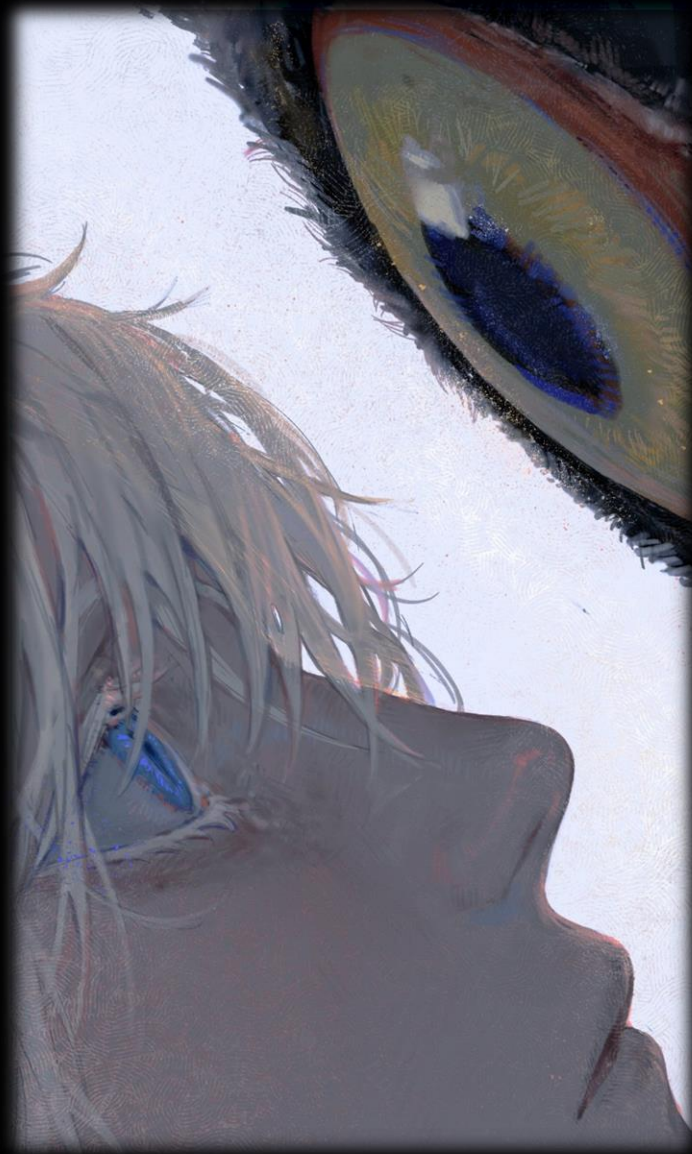
When a human is to encounter an Enigma (A sprawling mass of Creation), their ability to Reason “What the Enigma is” and “What can the Enigma do” becomes distorted and weakened, driving them into insanity as the Enigma’s influence breaks them.



Sterilized Eyes is a term for Humans that possess eyes and minds able to Reason something that is beyond normal. Any human can have or develop Sterilized Eyes, including the non-Magi, by safely exposing themselves to the phenomenon of the Enigmas and their unique properties derived from the Point of Origin over a set period. Monsters, Magical Anomalies, and other occultic things are capable of gazing at Enigmas without the requirement of having sterilized eyes and are not affected by the madness that they generate as they are not beings of Reason.

Any human that has become in-human through any various occultic means does not require Sterilized Eyes to gaze at Enigmas that appear before them. Because of this, any person who has: Completely replaced their organic body with machinery, became the incarnation of a Holy Relic of Magic, merged their existence with that of a Monster, or has become an incarnation of a Magical Anomaly can gaze at an Enigma without any problem.

The most popular non-Magi that have Sterilized Eyes are the Anti-Magi due to their connections with the True Reason to act as its agents. They are typically gifted Sterilized Eyes along with the power of Anti-Magic to define and completely due away with the unexplained creatures that come to the planet.



:: The Anti-Magi and Orders of Humanity ::



The Origin of the Anti-Magi:

In the current world order, there exists the Anti-Magi. They are humans that have managed to make contact with and form contracts of power with True Reason, to act as its agents to spread its rationality, connecting everything together, and returning all that has divided back into the One. For this reason, they remove inconsistencies brought about by the influence of the Point of Origin, Magic, and any other errors that manifest themselves. Compared to the hereditary power of the Magi, the power the Anti-Magi carry can only be obtained by those deemed worthy by True Reason and its incursion into the world.

The history of the Anti-Magi dates back to the time of the Aryans, just like the Magi. The founding members of their original order began as a sect of Aryans that rejected the lure of power offered by the Point of Origin and found themselves answering to True Reason, to follow its divine will. These defectors desired to lead the rest of their tribe back to mankind's true purpose as creation of Reason, but became viewed as heretics and were attacked and slaughtered by their own kin, leaving only a minority to escape into exile.

Working in secret, the exiled Aryans formed the "Path of the True Reason" where they worked in secret to rid of the world of faulty ideas, promoting the precursor of science with the ultimate goal of finding a way to connect all of existence to Reason so that it may devour it, overcome Creation, and return all their original form as the Absolute, the One, the Monad. Eventually, the Aryans that formed and led the Path of the True Reason like the Aryans of the Cult of the Unknown would disappear.

The Anti-Magi and the Thirty Years War:

Using their influence as merchants, nobles, researchers, scientists, and members of other important postings in non-Magi society in Europe, the Anti-Magi instigated a hidden crusade against the Magi with their most successful attempt that went public being the Witch Hunts that allowed them to kill Magi without worry.

During the Thirty Years War, the Anti-Magi managed to gather their first united military force to bear against the Magi, hunting and eliminating those unaffiliated with a Clan or that had left the safety of their Magi Clans. Although things were looking up for the Anti-Magi, they eventually faced a crushing defeat against the Magi as their hunts became less successful due to the formation of the Yaga Clan. And later, with their military leaders being defeated in a war against the Lionheart Clan that arose to protect those that they could and recruited defenseless and wandering Magi to their cause against being hunted.

The defeat of the Anti-Magi during the Thirty Years War led to their military force being disbanded and the Anti-Magi fracturing into independent factions that tried to retain as much influence and control over the political and educational postings of the non-Magi. This led to the growth of numerous secret society and clubs that spread throughout Europe and eventually into Asia. It wasn't until the beginning of the 18th Century that things for the Anti-Magi started to change. Humanity began to rapidly progress with the use of technology sponsored and funded by several of the Anti-Magi groups and the most prominent started to once more communicate with one another to centralize.



The Reunification of the Anti-Magi and the Establishment of the Orders of Humanity:

The official meeting between the divided groups of the Anti-Magi is officially known as the Council of Goodmen, held by an assortment of the most powerful and influential nobles and institutional figures at the times and had growing influence over the other parts of the world. One prominent figure to emerge in the Council of Goodmen was the only woman attendee by the name of Orlindce, she would arise from the meeting in good standing and would help to organize the establishment of the Orders of Humanity whose goal would be to control humanity's affairs.

Under the direction of Orlindce, the Order of Humanity focused on the development of technology and the growth of human civilization, declaring cultures and their people to be uncivilized and need of direction, to head towards a single unified order. Using political influence, the founding attendees of the Council of Goodmen took control of the affairs of the most prominent nations and the faux religions, working to direct them to commonly aligned goals though with deviations caused by uncontrolled incidents and the common populace.

Orlindce for her assistance in establishing the Orders of Humanity and working a mediator for the then still different factions became a matron-figure to the Anti-Magi and was given such beautiful names as "Providence", "The Immaculate", "Magia Adversarium", "Saint Orlindce", and most popularly "Holy Mother".

Though her appearance was good for the development of the Anti-Magi, it of course was not without its problems. For the ambition of centralization, Orlindce drove out many of the doubters to the group's goals causing them and their influence to flee to other minor Anti-Magi groups in less than reputable places. As time passed, Orlindce did not wither with age unlike her comrades and she became a messiah figure, building a cult of personality that was not originally among the group as they believed she would be the one to lead Humanity to reuniting with the Point of Origin.

A few of the Auctors, such as Ostone, curious about the nature surrounding the leader of the Anti-Magi set off on adventure to understand more about them. At the conclusion of their journey, the Ostone Auctor had but a single remark to their existence:

"I cannot call them misguided, if that is what they want to do. However, it is a waste of such an existence; where the lines of Reason and Truth are indistinguishable." – The Ostone Auctor



The Administration of the Anti-Magi:

As the Anti-Magi in the form of the Orders of Humanity continued to grow in power along with the most prominent nations, they sought to put the world under a single guiding path of development. To this end, they orchestrated and encourage conflicts among the states to capture land and promoted the expansion of colonialism, to civilize and remove Humanity too caught up in cultures based on myth or were viewed as progressing slowly and relying too much on underdeveloped ways that could not lead them to Reason.

The most destructive wars to emerge from the actions of the Orders of Humanity, were the First and Second World Wars, a pair of conflicts that would decide the future of the entire world. To the outside world of normal people, the events of the wars were played out in the name of geopolitics and the economic domination of Europe and later Asia and Africa. But for the Anti-Magi the wars were for different things.

The First World War was a breakdown in the orchestration of power established by the Orders of Humanity to control Europe and had to be course corrected throughout the conflict, weakening them for a period. The Second World War was a Civil War between the Anti-Magi in-general with the still surviving independent groups moving to oust the Orders of Humanity built by Orindce along with some defectors due to the First World War, regardless of the winner, both sides sought to craft a New World Order and it just happened to be the Orders of Humanity victory.

Since the events of the Second World War and even through the events of the Cold War and nuclear annihilation, the Orders of Humanity has been controlling the path and influence of humanity's development. For them in this new age of development, control became the form of information whether it would be education, the news, history books, and more. They sought to control it, deciding what transpires, when it transpires, who would come to learn from it, and painting the big picture and letting pawns make the small details to fill in the gap. A world of control where one just needs to look at the facts presented and accept them as they are, ignoring the outside box and finding those that lean into them to be filled with misinformation, lies, and conspiracies.

In the 21st Century, the Orders of Humanity controls the government of the world and serves as a secret society to upkeep the status quo with many branch organizations working under them. Throughout the ages, names of the group have changed and became misinformation and labels such as the Illuminati, the Majestic-12, Thule Society, and more. Attempts to expose them have been met with unfortunate deaths and lies and slander propagated by the media, labeling those truth-knowers as conspiracists and schizos in need of medication.

It is the Orders of Humanity that have established the current relationship with Alpha Magus Ordo and do not mind playing second fiddle to their whims (for now) as long as they continue to control the development of the non-Magi and isolate the influence of Magic upon the world. The Orders of Humanity is controlled by the Holy Mother and the Council of Goodmen that runs the affairs of the different continents and their governments. Though, the Orders of Humanity have left the magical problems of the world to the hands of Alpha Magus Ordo, they are not without their own fighting force to deal with outbreaks of magical origin. Under the control of the Orders of Humanity are a group of Anti-Magi trained to resolve Magical Anomalies and exterminate Magi and Monsters behind the back of Alpha Magus Ordo.

The fighting force of the Orders of Humanity are known as Crypto, a covert group that acts as the dirty handlers and agents of the Orders of Humanity to ensure that knowledge of magic does not exist in any true form to the public and that people will act in accordance to the goals of the order. They live in the world of conspiracies and secrets, hidden in plain sight, and live as the eyes and ears of the shadow government.

For the common Magi that does not know much surrounding the Anti-Magi, Crypto agents are extremely dangerous and hard to deal with. Crypto members have the innate ability to sense and track the most subtle type of magical spells to their source. Alongside this, they can invoke the power of Anti-Magic that redefines and restricts the ability, effect, and range of spells to eliminate or minimize them. Though powerful, the Anti-Magi have drawbacks as they must reuse the power for every new spell to enforce their own limits and reasons over it.

The Crypto units often hunt in a pack (6 Soldiers) when trying to eliminate a Magus. In preparation for their job, they often do research on their targets, locating their home and schedules and interactions with people, identifying their spellcasting method to counter it, their Magi Clan of Origin and what Magic they specialize in, and keep watch over them until the time is right. The easiest jobs are always the ones where they can sneak in and butcher the Magus while they are asleep or in a stupor state, beheading them and cleaning up the place as if no one was previously there. To assist them in their works Crypto utilizes items and tools of non-magical origin, advance technologies such as exoskeletons, artificial intelligence networks, nanomachines, and various weapons.



:: The Origins of Humanity, Magic, and Monster ::

Everything that exists is born from the clashing of the Point of Origin and True Reason. The forces known as Monsters are manifestations of Humanity's old (and false) logic when looking to answer and define the natural phenomenon of the world. The false logic was co-opted by the Point of Origin to manifest as tools to help prevent True Reason from obtaining victory.

Humanity itself is one of many creatures made by True Reason to be used as a way for it to impose its order over everything and to define "What is and isn't", "What is possible and impossible". The instinct to define and know is what causes Humanity and other beings of True Reason to build civilization and seek to codify abstract things into laws and theories, a science.

As what the True Reason seeks endangers the Point of Origin by limiting the abilities of its creations, humanity has become its enemy and a tool to help the power of the Point of Origin. After the covenant with the Aryans, the Point of Origin began to use the failed ideas of mankind's legends to manifest new creations. This allowed the Point of Origin to temporarily spread its influence across the world and drive the Aryans to seek more of its power, setting them on their path to form the Cult of the Unknown.

After the Great Contracting by the Aryans, more of the Point of Origin power leaked into the world, allowing for the formation of more magical items, Monsters, and Magical Anomalies. The chance of the Point of Origin achieving its goal is even if with the Aryans no longer useful has increased over the centuries by the actions of the Magi and their Clans. Since the Magi are connected to the Point of Origin, they bring in more of its influence into the world by drawing on its powers to create Magic and spells.



:: The Point of Origin and True Reason ::

The Origin:

Existing outside and within the confines of rationality and irrationality are the two primordial causes of the world, everything that will be and ever be and never be, the Point of Origin and True Reason. The two entities are officially a Dyad that originated from the "The Monad" before splintering off for reasons unknown in the time before existence. The pushing and pulling of these two forces helped to make the True World that keeps the balance and stops them from overpowering one another.

The True Reason, Point of Origin, and True World:

The True Reason sometimes called the "Defined End" or "Reason" is the force that creates the understanding of the world and the events that happen in it. It is the force that works around the clock to define the abilities and meaning of the things that the Point of Origin creates and purges those without a meaning and exist simply for the sake of it.

The goal of the True Reason is to observe everything, catalog it, and connect everything down to a single point where all knowledge and things that exist are one entity again. If this is to happen then the result will be the death of individuality as everything becomes connected to one another, inseparable, immeasurable, and unified.

The Point of Origin sometimes called "Creation" is the force that brings in the unexplained events in the world and generates all possibilities for creation. The Point of Origin works around the clock to create everything conceivable and inconceivable as to spread them throughout everything without end.

Due to the Point of Origins attempt at infinite creation, everything that it creates can exist without a reason. To prevent these things from overcrowding everything that exists, True Reason defines the things made by the Point of Origin and deletes those with no meaning, thus limiting the number of things produced by the Point of Origin.

If the Point of Origin is to ever complete its goal and over create things to the point that the True Reason can no longer define or keep up with them, then everything will become a bed of chaos. The understanding of anything will cease as all becomes too many and drowned in a sea of infinite and unknowable creations.

The World better known as “True World” or the “Universe” is the middle ground for everything and appeared around the same time as the Point of Origin and True Reason began to clash, becoming the in-between rationality and irrationality. It serves as the balance point between the two forces to preventing one from dominating the other and serves as the main template from which all other worlds (The Possible Worlds) spring from.

As it serves in the middle of the Point of Origin and True Reason, the True World is neither dominated by the forces or under their direct control. Though the two primordial forces have managed to spill parts of their essence into the True World to make up everything from the cosmos, planets, magic, and humans.

The Truth and the Eternal Struggle for Dominance:

As the Point of Origin and True Reason are locked in an eternal struggle with one another, they constantly seek ways to achieve victory. Overtaking the True World with infinite creation or having everything unify as one and connect to True Reason will result in one of the forces winning.

In attempts to see if their victory is possible, the Point of Origin and True Reason can strongly influence the Possible Worlds without much problem unlike the True World. They use these Possible Worlds as testing grounds for different strategies as to find a method that can give them victory in the True World to consume it and then devour the opposing side.

Between the two forces of the Point of Origin and the True Reason it is the Point of Origin that has come the closest to achieving victory. The Great Contracting that was orchestrated by the Aryans was done so by the Point of Origin to destroy the rift between it and the True World allowing it to dominate it with eternal creation. However, the Point of Origin was betrayed by the Aryans.

The Aryans since their first encounter with the Point of Origin and the reveal of the True Reason became disgusted with the two primordial powers. The Aryans sought the power of the Point of Origin to use it for their own whims to kill the concept of "God" as to rid mankind of its false existence and life as pawns.

The Aryans for being the first to see the truth of everything sought to become the shining example of mankind. They aimed become the ones who would forever guide and improve humanity as the rulers of the True World that kept the Point of Origin and True Reason in-line. The Point of Origin, however, saw the betrayal of the Aryans after the Great Contracting as an affront to its rightful authority and played a part in influencing the events that made the Aryans disappear from the True World, though a few stragglers remain.

:: The True World and the Possible Worlds ::

The conflict between the Point of Origin and True Reason has led to many things taking place in existence. One such thing is the formation of duplicate world (Possible Worlds) where the conceptual forces attempt to find methods, they can use to obtain victory over the other. The True World is the only real world that exists and serves as the starting point of all Possible Worlds that the conceptual forces control and manipulate for their strategies.

The formation of Possible Worlds can come from two things:

- A. The direct influence of the Point of Origin or True Reason upon a copy of the True World.
- B. The Possible World is born from the choices of the inhabitants of the True World.

Any option that is not taken in the True World creates a Possible World and will serve as the crux of that Possible World's existence. In the discussion of the True and Possible Worlds, there does exist shared traits among them. The Common Traits are:

1. There will never be a Possible World where Humans, Magic, and Monsters did not exist at some point.
2. The Point of Origin and True Reason can influence the Possible Worlds, but can only achieve victory in the True World.
3. Only actions in the True World can create Possible Worlds. The Possible Worlds cannot give rise to more Possible Worlds.
4. The people of the Possible Worlds cannot explore or reach the True World or other Possible Worlds. Only people from the True World can explore the Possible Worlds and return to the True World.



FIN.

Thanks for reading.