**The Guardians - Appendixes**

**World History**

The story is set in the near future, a few years after the modern age. The world history of the world of the Guardians is identical to that of our own world, with a few slight differences. Namely, super humans have been around since 10,000BC and have always been feared, respected and powerful. Up until 2012, the world history of this universe is identical to that of our universe, say for a few differences, such as Vampires taking over Southern France.

**Planes of Existence**

***Extract from ‘The Planes: Mortals, Demons and Gods’ by Joseph A. Harrison.***

‘There are three planes of existence: the mortal world, the underworld and the realm of the Gods. All three live next to one another, separated by an invisible barrier that is stronger and older than the worlds themselves. The mortal world is the weakest, filled with life and suffering. The underworld is a barren wasteland, only inhabited by the most evil of beings. The realm of the Gods, the strongest of all three planes, is engulfed in a never ending war. Greek Gods fought Egyptian Gods. Satan and the Christian God fought one another. There is never a single God left out of the war.

‘Contact between the three planes is impossible, or, at least, it once was. Then it happened; a God died. However, his death was not as everyone expected. Rather than leaving the universe completely, he was transformed. Transformed into a single piece of armour that landed in the flesh of a mortal. The mortal and God had no idea what had happened, but then they began to piece it together. That they were from different worlds and that their powers were greatly different. Though, the mortal soon learned something more interesting; he had that God’s powers.

‘Enraged, the God took the mortal’s body as his own, destroying the mortal’s soul and allowing the God to inhabit another body for that mortal’s life span. The God quickly took over a vast kingdom, brutally ruling his citizens until they rose up and overthrew him. When the host was killed, the armour still existed. The God’s soul had been destroyed, but the armour remained. The rumours spread like wildfire through all three planes. Magic might have been a thing in the world of the mortals, but the power of a God was something that no one had expected.

‘Eventually, more Gods died and more armours appeared in the mortal world. Soon, there were dozens of armours; some filled with the souls of Gods, others empty shells. The war still raged and no one in the realm of the Gods benefitted; the mortal world, however, became stronger, much stronger. Some even say that the realm of the mortals has become the strongest of all three planes.

‘To this day, the war in the realm of the Gods rages as more and more Gods appear and more and more Gods die. Truly, the realm of the Gods only exists to fight and to strengthen the realm of the mortals.’

**Concepts**

**Creatures of the World**

In this universe, there are many different fantastical species that inhabited the Earth beside humans and all the other animals. Things that are considered myth and legend by us, like Minotaurs, Dragons, Unicorns and Fairies, exist in this world. Although, they only began to appear in 1000BC, for reasons unknown. Ever since, humanity has tried to study, understand and negotiate with these species, some more successfully than others. Things like Dragon Hunting became common place in the Middle Ages, but many humans and fantastical species were able to negotiate and communicate.

In the modern age, Dragons are considered to be a protected species and the hunting of them is illegal. All fantastical creatures are to be left to live how they want and in peace, unless a situation arises for a human to defend themselves against an attack by one of these species. However, some of the ‘Corrupted Human’ species, such as Vampires and Werewolves, are viewed by humanity with hatred. Because of this hatred, many vampires remove their own teeth, thus stopping them from being vampires and they are accepted into society. Werewolves have been exiled to all woodland areas, unless they agree to be tagged and monitored as they live in human towns and cities. 300 years before the modern age though, an army of Vampires joined together to conquer southern France and they created their own country, which is recognised and protected by the UN on the condition that normal humans are still allowed to go back and forth between southern France and other places.

**Dragon Users**

Dragon Users are people who have been born into the world with two souls: their own and one belonging to that of a deceased dragon. Once a Dragon User begins to use their powers, at first, the dragon’s desire affect their minds, causing them to behave like savage monsters when using their powers. However, when mastered, users can fully control the dragon soul and use its powers to their own means.

Dragon souls have magical powers that fall under the six elemental schools of magic: Earth, Air, Fire, Water, Light and Death. Users are able to perform various magical feats with their dragon powers, such as summoning spirit versions of the dragon, deploying dragon wings and, if they become powerful enough, Drakhan Armour. Drakhan Armour is the final form of a dragon soul that is, in effect, a suit of armour made out of dragon scales that grants the user superior strength, endurance and magical ability, like God Armours. However, unlike God Armours, Drakhan Armours do not evolve and, once unlocked, that user has reached their powers’ peak; there is no new power for them to unlock.

**God Armours**

God Armours are the physical relics that are created in the mortal realm when a God dies. The moment that the God perishes, their body, essence and powers are converted into a single piece of armour that resides in a human’s left arm, granting the user awesome power. The user not only gains a suit of armour, boosting their strength, stamina and endurance, but it also gives them the same powers that the God possessed during life.

When a God passes from their realm into the mortal realm, their soul is infused with the armour as well, allowing them a second chance at life. That being said, once the God takes over the host’s body, it is a permanent change that only allows the God to live a mortal life, not an eternal, un-ageing life like they had before they were killed. Gods can live forever as a form of mist that resides in the God Armour, but few choose this option.

When a God dies, their influence over the mortal realm decreases and they pass from being worshipped into nothing more than myth and legend. As Gods keep appearing and disappearing from the realm of the Gods, in theory, there is no limit to the number of God Armour numbers that could appear; as of present, around two to three hundred God Armours are thought to reside within the mortal realm. However, this figure is only the registered number; the actual number remains a mystery.

**The 10 Strongest God Armours**

|  |  |  |
| --- | --- | --- |
| **God Armour** | **God Weapon** | **Rank** |
| Diablo | Staff of Oblivion - Can cut through and neutralise any and all Divine armours and weapons | 1st \* |
| Arch Angel | Claymore of Grace - Unleashes Holy Fire which instantly kills demons | 1st \* |
| Ares - The Reincarnation of Mars (Ares transformed into Mars, then died) | Horns of War - Powerful weapons capable of levelling cities  Rebirth - When the user is killed, they are brought back to life in perfect condition (Once per month) | 1st \* |
|  |  | 4th |
|  |  | 5th |
| The Waste Walker | Daemon’s Axe - The more damage its user takes, the stronger they become | 6th |
| Nox - The Reincarnation of Nyx | Unknown | 7th |
| Hecate | Gate - Unleashes powerful monsters from Erebus | 8th |
|  |  | 9th |
|  |  | 10th |

\*1st place is debated as these armours have never been in battle with one another

**The Arcane Arts and the Six Schools of Magic**

|  |  |  |
| --- | --- | --- |
| **Six Schools of Magic** | **Difficulty to Master** | **Power** |
| Earth | 3rd | 4th |
| Air | 5th | 5th |
| Fire | 6th | 3rd |
| Water | 4th | 6th |
| Light | 2nd | 2nd |
| Death | 1st | 1st |

**Earth**

Earth Magic, or Geomancy as it is often referred to, is the ability to manipulate the element of Earth to the user’s desire. Typical uses include: lifting boulders, forming golems out of stones, cracking the ground apart, levitating rocks and stones off of the ground, and other similar activities. It is considered to be the 3rd hardest element to master to control of, due to the amount of focus that it requires. There are estimated to be around 8000-10,000 Geomancers in the world as not many people choose to learn it due to its difficultly level. The strongest Geomancer is Shamir Morfran, who is an eighty nine year old man and considered to be the sixth strongest person in the world.

**Air**

Air Magic is the magical ability to manipulate and create air currents, such as winds and tornados, to perform actions that a user wants. For example, the user can manipulate the air around them to make themselves fly, conjure vicious storms, or they can create strong currents of wind like tornados to use as offensive attacks. Air magic is the 2nd easiest magic school to master, because it is not very complicated to learn. However, it is also one of the weakest because only the strongest of air magicians can do lasting damage to their opponents. Thus, a lot of Air Magicians learn other fighting skills, such as marksmanship with guns and bows and arrows. There are over 30,000 air magicians worldwide. The strongest air magician is Vyan Pawan, a twenty eight year old man who is thought to be the tenth strongest person in the world.

**Fire**

Fire Magic, or Pyromancy as it is sometimes called, is the ability to create and manipulate flames and other fire based things, such as lava. Fire magic is one of the most popular magical schools practiced throughout the world, because it is not too difficult to learn and it is good for both offensive and defensive magic. However, fire magic also has many major weaknesses as other schools of magic can defeat it with relative ease. For example, water and air magic can extinguish the flames before they become a threat. There are around 35,000-40,000 Pyromancers worldwide. The strongest Pyromancer is Shila Jinx, a fourteen year old girl who is considered to be the fifth strongest person in the world.

**Water**

Water Magic is the ability to create and manipulate currents of water to the user’s desire, such as creating rain or tsunamis, or draining fluid from objects and adding fluid to other objects, and they are able to breathe underwater, provided that they are at a certain mastery of the element. If a person becomes skilled enough in Water Magic, then they are able to survive at even the deepest parts of the ocean, unable to be crushed by the pressure or suffocate from a lack of oxygen. Water Magic also allows the user to manipulate water based wildlife to their advantage as well, allowing them to essentially control all parts of a body of water. Water Magic is not the most popular nor the most powerful Magic, despite it being one of the most difficult to master. There are 10,000 Water Magicians in the world. The strongest Water Magician is Kahdi Ormand, a forty eight year old man who is considered to be the ninth strongest person in the world.

**Light**

Light Magic is the only school of magic that is solely focused upon defence, and it is the only school of magic that has healing magic. Light Magic is extremely popular because of its healing abilities, and thus many people across the world study it. In modern society, most hospitals have one or more healers working for them to save people who they cannot save with their medical expertise. Light Magic, however, is the most difficult of all the schools to learn and master, because it is such a burden to the user to learn and use practically. There are thought to be 120,000 Light Magicians in the world and, because it has no offensive capabilities, there is no one who is thought to be the strongest.

**Death**

Death Magic, or Necromancy as it is more commonly referred to as, is the manipulation of dark magic to use to summon spirits, undead creatures and conjure powerful offensive spells. Death Magicians can absorb a dead creature’s spirit and then use it later on to summon powerful spirits made of Death Energy and to possess dead corpses; the more souls a Necromancer collects, the more powerful they are considered to be. Death Magic is considered to be the most powerful of all the Schools of Magic and it is rather difficult to learn, let alone master. Despite its difficulty to learn, there are around 20,000 Death Magicians worldwide, the strongest of which is Lich; a Necromancer who has mastered Death Magic to a level where death itself cannot claim him. He is considered to be the strongest person in the world.

**The Elemental Stones**

The Elemental Stones are magical stones that are able to grant its user a complete mastery over the school of magic that it is associated with. For example, those who would use the Fire Stone would become a master Pyromancer just by simply picking up the stone. Because of their immense power, many, including Lich, have tried to find ways of safely securing the stones or disposing of them in ways that they will never be able to be found. The Death Stone, for instance, is kept under tight lock and key, whereas the Water Stone sits at the deepest part of the sea.

**Tattoos**

Tattoos, also referred to as ‘Birth Art’, are markings that appear on a person at birth which provide that person with special powers, so long as the tattoos are exposed to the air. It is an extremely rare condition and it typically appears on those who possess no magical potential. The images that are depicted usually associate themselves with nature, including images of: animals, plants, mythical beasts, landscapes and more. However, once in a very few cases, which given how rare tattoos are in the first place, some depict other images. The powers provided by these tattoos vary dramatically from one another. Elthia’s, for example, provide healing powers, whereas Fayre’s provide a dozen extendable, and deadly, whips.

**The 10 Most Powerful People in the World**

**1st** - Lich (The Undead Necromancer)

**2nd** - The Achlys Twins

**3rd** - The Diablo Armour/The Arch Angel Michael Armour/ Great General Ares

**4th** - Nu’man Ahaan (The Vampire Prince)

**5th** - Shila Jinx (Fire Mage)

**6th** - Shamir Morfran (The Ancient Sage)

**7th** - Iris Lyn (Rainbow Magician)

**8th** - Kasmine (Head Mistress)

**9th** - Kahdi Ormand (Water Mage)

**10th** - Vyan Pawan (Air Mage)

**Organisations**

**The Guardians**

The Guardians is a defensive military force created by the United Nations in order to be able to combat any and all threats around the globe when their military power was not enough. The Guardians are considered to be the strongest fighting force on the planet and they work out of their own training school, Ferris Academy. With over 30,000 members, some with superhuman abilities and others without, the Guardians has protected and served the world many times.

Ever since Head Mistress Kasmine was appointed and Ares was designated as the Great General, the Guardians have become more and more successful. Because of their success however, many rival factions such as the Phantom Organisation, have risen up to overthrow the Guardians and see them destroyed for good.

**Phantom**

The Phantom Organisation is a group of terrorists that includes both regular humans and those with superhuman capabilities. They are a large military force that is said to be able to rival that of any nation’s army, coming only in close second to the Guardians. It is unknown as to how many people are members of the organisation, but it is estimated that, due to the fact that they are a global organisation, there could be over 20,000 members.

Formed by a man calling himself The Arch Angel 12 years ago, Phantom’s rise to power has been dramatic and thus caught many nations and organisations off guard. For the past 6 years, Phantom has enacted acts of mass terror and destruction around the world and they have repeatedly skirmished with the Guardians. Armed with high tech weaponry and equipment, the Phantom organisation is considered to be one of the most dangerous threats that humankind has faced in the last century.

**Angel Tech**

Angel Tech is a business that is both owned and run by Michael Angelson, former trainee at Ferris academy and wielder of the Arch Angel armour which is thought to be one of the strongest in the world. From home ware to weaponry, to high tech computers and mobile devices, Angel Tech is one of the largest and most influential digital technology businesses in the world. In terms of net worth, Angel Tech is in 3rd place, falling behind Microsoft and Apple. Angel Tech was a business that was started many years ago during the time when the digital age was still in its infancy. It is considered to be one of the most popular, well known and most valuable companies in the world.

**Characters**

**Head Mistress Kasmine**

An ancient blood vampire, the head mistress of Ferris academy, the leader of the Guardians, and the only person in the world who possess ‘Purple Magic’, Kasmine has always known that she would have a difficult time in the world. During her time at Ferris, she was in a team with some of the strongest people in the world, including Lich and Michael Angelson, whom she was good friends with. After they left Ferris, they all went their own very separate ways.

Kasmine cares very deeply for her friends and her students, taking every single death that happens in the Guardians personally as if she has failed. Not only is she popular with the students and the Guardians themselves, she is also extremely well known and liked by the general public.

**Spike**

The 8th most powerful necromancer in the world and Lich’s most loyal servant, Spike grew up in a very rough neighbourhood when he was young. Living in a rundown house in Chicago and being forced to mug people never sat well with Spike, yet he did it in order to survive. He had no other choice after all. After his powers awakened, Spike joined Ferris and in the first year at school, he had already earned the title of 98th most powerful necromancer in the world.

By the end of his third year, he was the 10th most powerful and, when he left Ferris, he became the 8th most powerful necromancer in the world. He, along with the other ten strongest necromancers, joined Lich’s ‘Cult of Necromancy’ and they have earned themselves a reputation as one of the most powerful magical organisations in the world.

**Lich**

The most powerful Necromancer and person in the world, Lich is considered to be the most dangerous yet valuable ally the Guardians have. Wielding unmatched and immense power, as well as an army of spirits and skeletons, Lich has walked the Earth for thousands of years, stirring up trouble whenever he got bored. Most recently, seven years ago, Lich started a war in the Middle East that took the lives of just under a hundred thousand people.

Lich has been attacked by many different people during his long, everlasting life yet no one has come close to defeating him. Lich earned his reputation after becoming the first Necromancer in recorded history to become a Lich, a Necromancer so powerful and so intimate with Death Magic that Death itself could not claim them. Thus, in order to keep his boredom down, Lich searches the world for interesting fights and powerful opponents, craving for the next thing that will satisfy his unbreakable boredom.

**The Cavalier**

Commonly known as the Black Rose Killer, the Cavalier is one of the most feared and infamous serial killers in the world. Mainly because no one has survived after being given a black rose. How the Cavalier decides his victims remains a mystery to this day, but everyone knows that once you receive a black rose, your fate has already been sealed.

Twelve hours after receiving a black rose, the Cavalier appears and fires a single shot from a flintlock pistol. One shot to the heart and a hole the size of a crater is left. Despite dozens of police, freelancer and Guardian investigations, no new clues on how the Cavalier kills or why has been uncovered. In recorded history, there hasn’t been a single person who has survived a confrontation with the Cavalier.

**Bunny**

One of the most wanted and hated people in the world, Bunny’s true motives and origins are unknown. In fact, the only thing that anyone knows about her is that she is a mass murderer who has the ability to bring back her dead victims as puppets that obey her will. Despite the laws of necromancy stating that corpses can only be resurrected 400 years after the deceased died, Bunny is able to revive corpses instantly.

The few facts that people know about her are quite simple: she’s female, she wears a rabbit mask, she is incredibly agile and strong, and she is skilled in knife combat. Apart from that, no one knows anything about her. What she wants or why she does what she does and how her powers work, no one knows. Even if they asked her, she wouldn’t tell. The only words that Bunny has ever said are said through her puppets: ‘Bunny just wants to play’.

**The Merchant**

Not a lot is known about the Merchant, not even by those who he spent his time with at Ferris. All that people know is that he is an information broker with a vast spy network, a master assassin and a skilled thief. The Merchant has made his fortune by simply selling secrets or by taking what is not his. Despite his unethical and unlawful actions, he is still trusted by many high ranking officials to do their dirty work as he always succeeds with his mission, no matter what it is.

**Locations**

**Imperial, England**

The largest and most populated city in England, Imperial is a city that was created along the coast of Britain. Ferris Academy was established off the city shore and, within a few years, Imperial became commonly known as the capital of the world, due to its immense wealth, its beautiful landscapes and its happy citizens. Many large organisations and businesses then moved into the city and some even moved their head offices there. Imperial has been recognised by the United Nations and the European Union as the greatest city in Europe.

**Ferris Academy, England**

Headquarters of the Guardians, and also the school where they are trained, Ferris sits off the coast of Imperial on a manmade island that houses a great amount of nature and architecture as well. There are only a handful of ways to access Ferris, the ways from the mainland are a train that is exclusively for students and a bridge that is for very important people only. Established shortly after the creation of the Guardians, Ferris has served as the home of the Guardians for quite some time. It has been deemed as one of the greatest schools in the world and as one of the most protected places on the planet.

**Lamia, Formerly Southern France**

Lamia is the name that the Vampire Prince Nu’man Ahaan decided to name his hard fought kingdom after his successful invasion into southern France. With an army of 300,000 Vampires, Nu’man struck fast and hard at southern France, quickly establishing borders and he then lead his people to victory in the war against the French and their allies. After a year of bloody fighting, the UN and France called for a truce and thus Lamia was formed.

Lamia was then separated into twenty six provinces which were ruled by the most powerful of the noble families, while the country itself was ruled by a king. However, after the victory in France and establishment of Lamia, Nu’man and his most trusted men disappeared, leaving a regent in control who still to this day rules fairly and justly. After Lamia was established and its national policy of defending the rights of fantastical creatures was made public, large numbers of said beings made their way to Lamia. In fact, many humans still reside there as well, as the only tax that they have to pay is half a litre of blood once a month, a much better sum than their little amount of money.