

Project Deus

Narrative Design Document

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Executive Summary

Project Deus

Logline: In a world where science has been replaced by magic and magic acts like science, there have been two known mages of extraordinary power known as Equilibriums. A young boy who will become the third sets out on a quest to find his missing mentor and learn more about the world's secrets, only to stumble upon a war over humanity's lost history.

Tagline: Armageddon began when we replaced science with magic. We just didn't realize it.

Genre: Science Fantasy + Action-Adventure

Synopsis: Ever since Ben Franklin discovered magic instead of electricity in 1752, the world has never been the same. By 2518, magic has become the new science, magical particles called mana are common to the environment, monsters are roaming the earth and advanced technology incorporates spellcasting for its functions. Pangea has been recreated, each nation has adapted to the new environment, and excavation efforts are discovering vaults and ruins linked to a history previously unknown to us. As the most powerful among the nations, Academia maintains global order through military superiority. But behind this visage of stability lies shadows scheming in the background. When a mage named Anima Caelum (14), his mentor "Johan Goethe" (?), and his best friend Seika Sutori (14) visit the Tower of Babel to begin the last phase of Anima's mage training, the tower comes under attack by an unknown group of magi. During the crisis, Anima battles the leader of the assailants and is knocked unconscious. He later awakens in Academia alongside Seika. When the vice headmaster, Gilgamesh Rex Lucem, drafts them into Academia's school, he informs them that Goethe has gone missing. The two young magi resolve to find him, but little do they know their search will lead to them discovering secrets about the world and its lost history, pulling them into a war with the group who attacked Babel. The further they go down the rabbit hole, the more they discover how deep it actually is.

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Introduction

This story bible is intended as a guide to the *Project Deus* franchise as it is currently developed. This document is designed to provide a useful reference and resource material for the future possible development of this intellectual property (IP) as a transmedia experience that flows across multiple entertainment platforms.

Much of this IP could work well in a single medium – particularly a serialized medium such as books, comics or television – but this IP is specifically designed to lend itself to creation and distribution as a transmedia story. The later parts of this document describe one possible transmedia development strategy. This document is designed to assist creative partners working together on such distributed creation and development in creating a total franchise experience that is greater than the sum of its parts.

Note 1: there are fiction elements in this story bible unintended for inclusion in the initial *Project Deus* story, but are instead meant to be revealed across multiple elements of the franchise over multiple years.

Note 2: this document includes multiple illustrations, but these are not meant to indicate any final artwork. The imagery and photography included here are only done so as gestural references, pointing towards possible directions of development or the general intended tone.

1. Overview

1.1. High-Level Concept and Franchise Positioning

Genre X+Ys

Genre X: Science Fantasy

Genre Y: Dramedy

Genre Z: Alt-History.

Uniqueness: This world's supernatural elements are mixed between magic, magitech, ancient history and entities born from the new environment in the world. The story's central deviation from reality is if the previously-hidden magical elements, such as the existence of mana, were revealed and industrialized at the time of the American Revolution. In this new history, Earth's continents, and its civilizations will be united by reforming Pangea, letting multiple cultures and people mix in the process. The new environment also has Earth's inhabitants evolve in different ways due to the higher exposure to mana. A dominant world superpower in the form of a country known as Academia exists.

Magic is treated as something akin to a science in this world. The tone itself will also feature varying ranges of seriousness depending on the point in the story, with multiple themes accompanying each different point or story arc.

Closest Competitors

Final Fantasy XV

Genre X: High Fantasy

Genre Y: Character Drama

Genre Z: Travel

Uniqueness: *Final Fantasy XV* successfully mixes elements of character relationship development with an overarching epic quest with roots in militaristic/political drama. Its high focus on a set group of characters turns it into an amazing brotherhood experience. The world is vast and amazing to explore, letting players develop a sense of wanderlust. Despite its faults, its chaotic combat mirrors the chaos of combat in real life. People can

easily get sidetracked by exploring the world and doing sidequests rather than following the main quest.

Final Fantasy XV also has a brand of Chosen One story mixed in with it's main protagonist.

In comparison, *Project Deus* has its own sense of wonder in the world the player can explore, but it also provides excitement in seeing aspects of our own world reimagined as a result of the storyworld's central deviations. While *Final Fantasy XV* has its own world history, *Project Deus* makes use of our world's but with some major twists and alterations, especially in the ancient past. The character relationships focus more generally on family and friendship than brotherhood with comradery mixed in.

Xenoblade Chronicles

Genre X: Science Fantasy

Genre Y: Action-Adventure

Uniqueness: *Xenoblade Chronicles* features a world much different from ours with its own lore, concepts and alien characters (humanoid or otherwise). In this world, the science fantasy elements are the norm, the fallout from a calamity in our world. The story is one of war, humanity, and revenge, following the protagonist and his allies fighting in a war against a mechanical scourge while unraveling mysteries surrounding the game's titular sword. As the story goes on, the stakes continue to rise as more and more discoveries are made, challenging the beliefs of the protagonists and introducing new philosophical aspects to the mix.

A major difference between the two franchises is that *Project Deus* takes place in an altered history of our world while the story of *Xenoblade Chronicles* takes place in another world entirely, albeit created by the fallout of a world like ours but further into the future. There is also a lack of a cornerstone sword in *Project Deus*. The culture in *Xenoblade Chronicles* also isn't dependent on the science fantasy aspects of their world- you could take one of their cities and pop it into medieval times and it would fit almost perfectly. *Xenoblade Chronicles'* fantasy elements are less well-defined, making it more nebulous and vague. *Project Deus'* also leans heavily into the fantasy aspects of its genre since the mere existence of magic altered the entire structure of society.

Nier and Nier Automata

Genre X: Science Fantasy

Genre Y: Philosophical

Uniqueness: This world is an alternate history of ours with an apocalypse occurring in it. The first title takes place during this apocalypse, following a group heavily involved in a personal adventure which has resounding

consequences for the rest of the world. The second title takes place millennia after the first and utilizes an android and robot cast instead since humanity is long gone by that time. Both feature a unique battle system which incorporates action RPG and bullet hell elements. The two titles also have heavy elements of philosophy, nihilism, and humanity in particular, and are based in a post-apocalyptic world. Twisted aspects of humanity and reality are highlighted as well, usually in the protagonists. In fact, many elements of the game are designed to compel people to reflect on the themes presented. The tone can range from somber to hopeful to tragic in varying degrees, the last being quite prominent.

Nier and *Nier Automata*'s philosophical elements veer more towards the darker end of the spectrum while *Project Deus* falls more between the lighter end and the gray portion in the middle. *Project Deus*' world is also not post-apocalyptic and has more elements of living in the altered society within it. The world of *Nier* ended because of the introduction of a fantasy element while *Project Deus*' world prospered in multiple ways.

Tales of Xillia

Genre X: Science Fantasy

Genre Y: Political Drama

Genre Z: Romance

Uniqueness: *Tales of Xillia* extensively describes how their system of magic affected their world, featuring this concept as a core component of its story. It features two protagonists with a highly interconnected path, alternating between each character. The system for developing characters also features the ability to choose paths of power and ability progression for each member of the player's party in a manner akin to connecting portions of a spider's web.

Like *Project Deus*, *Tales of Xillia*'s world features heavily on how the fantasy element affected the world and the societies within it, but *Project Deus* features more emphasis on exploration. Character relationships will also feature less romantic aspects and focus more on general friendship and family. *Project Deus*' battle system will be more action-oriented than *Tales of Xillia*'s and take place in real-time rather than a personal battlefield being entered for every enemy encounter.

1.2. Theme

Division and Recombination, but what cannot be changed? What is the core central part of a person or concept which absolutely refuses to be changed?

Project Deus explores ideas of how people and concepts alike can be altered by separating components of their being whether it be a tangible aspect or not and what could happen if the divided part was returned. Would a person be better? Would they be worse? Or could an entirely different result occur? There are many possibilities, yet the idea of the undying human spirit survives in the portions which remain the same despite the changes.

The backgrounds and development of the playable characters relate to this as all of them face some form of division and are left dealing with the effects of the recombination. These "divisions" and "recombinations" range from shifts in their lives like facing a world they were separated from and how they react (Anima) to literally separating parts of a person's soul. The effects of these developments and how people affected by them react are explored throughout the story. Everyone, the villains included, have stories to tell which uses this theme to characterize them as people and analyze what makes them who they are. The entire world even faces a form of division and recombination in a conflict where an enemy from humanity's past returns to the present world, leaving an unfamiliar human race to deal with the consequences. How it copes and the way it develops will be explored, especially how humanity continues to uphold the undying human spirit in its actions.

A potential secondary theme is also: "We are not our predecessors".

There are those who come before us and the generation we reside in, but it does not mean we are the same. Even if there are similarities present, no two people are the same nor are two generations ever the same. To explore this, the story has many people who can be considered comparable predecessors to characters in the present. Humanity of the past and humanity of the present are also featured in comparisons made in a conflict from the former's era which the latter has to deal with.

1.3. Target Audience

- (1) Mythologist
- (2) Playgrounder
- (3) Romantics

1.4. Storyworld Aesthetic

Moodboard (Modern Civilization Example-Sky Cities):



Moodboard (Tribal Civilization Example-Naturae Tribes):



Moodboard (Wildlands Example):



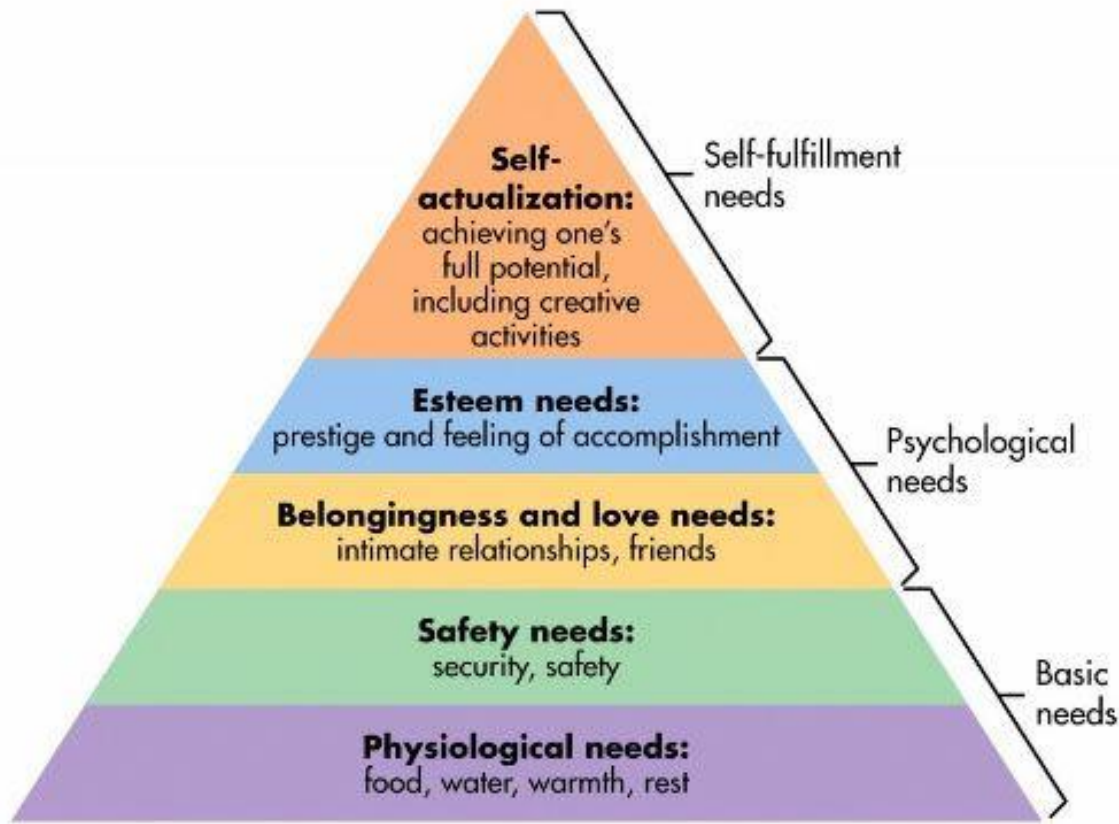
2. Storyworld

Central “What if?”: What Ben Franklin discovered magic instead of electricity in 1752?

In *Project Deus*, Ben Franklin’s famous kite experiment resulted in the discovery of mana, the source of magic, instead of electricity. Soon afterward, Ben Franklin was befriended by someone he learned was a hermetic mage. With their guidance, Franklin’s discovery became the re-emergence of the world's supernatural elements. The American Revolution was definitively won when Franklin stormed the Battle of Bunker Hill with blasting wands shooting lightning he made himself. Magic soon became industrialized in America, leading to a magical American empire as word and knowledge of magic spread. The more common magic became, the more mana saturated the environment and altered the world as well as the people in it.

By the time Arc 1 of *Project Deus* begins in 2518, the world has developed into a realm of science fantasy with all the continents fused into Pangea once again. An onslaught caused by a powerful mage named Nox that culled much of the world’s population combined with cultural mixing over the years has influenced the creation of new nations and territories. The highest authority among them is Academia, the territory originally known as America. Now the world has to deal with the issues caused by their new environment even as more secrets of the past begin to resurface and affect the world once more.

Much of how this world differs from our own can be seen through Maslow’s Hierarchy of Needs, as outlined below.



Basic Needs: Physiological

Food

Procuring food is less of an issue due to the presence of magi or magitech which affects plant growth, produces specific weather and environmental conditions, or creates resources to affect food production. Food is basically a non-issue as long as there are magi who can cast spells which aid in acquiring it or magitech that produces the desired effects like mana-powered rain machines and devices programmed to cast specific spells. The real issue is maintaining the territory to make food and keeping it away from magical beasts prowling the earth.

Water

The existence of magitech, water magi and others who can purify water through means of boiling and other methods reduce the dangers of running out of drinking water. Water magi, magitech engineers and runecrafters are also capable of producing it themselves.

Transport

The presence of magitech allows for new means of transportation such as mana-powered cars or ships fueled by

mana. The presence of magi with different powersets allows for development in alternative fields of energy whether it be wind-based, solar, geothermal or electric, resulting in vehicles running on those energies. There are also spells meant for travel and relocation, something Rift magi or those with a Rift secondary specialize in. Teleportation is also a subject of focused research. but the field is still in development due to the relative scarcity of Rift mana and inherent risks like making a black hole by accident.

Reproduction

Eugenics is given more of a focus and is a more common aspect of life. Factors such as mana pools and elements are accounted for since they tie into genetics. Reproduction is also seen as a way to create stronger magi or breed specific traits. This is a point of inquiry for science since it could result in healthier, stronger children with a longer lifespan.

Basic Needs: Safety

Shelter

The means of creating and acquiring shelter are liable to increase due to magic and magitech introducing new outlets for development. Levels of safety both increase and decrease due to magic providing new ways of protecting a home or harming one. Homes are much easier to acquire since the most it would take is a generous Earth mage taking the time to raise some earth and hollow it out.

Clothing

Clothing is similar to the modern day but with the inclusion of new, magical materials with functions like channeling mana through them. Clothes are more plentiful because magic can be used to produce more materials that compose them.

Offense

Magi possess varying amounts of firepower and destructive capability. Magitech engineers are also able to create magic-based weaponry reminiscent of a science fiction setting ranging from robots to rifles with elemental bullet cartridges.

Military matters regarding attacks and offense are more focused on creatures mutated by the environment since people have more reason to fight them rather than each other.

Defense

Magic can be used for defense as well as offense. For every energy blast, there is a barrier waiting to meet it. For every Bone Magi that give themselves bone claws, another can form protective layers over their skin. And so on, and so forth.

However, defense is more emphasized among people due to the threat of magical beasts in the world, some capable of destroying entire cities.

Psychological Needs: Belongingness and Love

Religion/Beliefs

Religion and belief systems worldwide clash with the rise of magic as many see it as the mark of evil or thrall of a demon. However, some adapt and see it as something new, potentially a gift from the gods. Opinions will be divided, but more people in the present day see it as a positive.

Community

These populations can find themselves reliant on magical and technological elements or see them as a part of daily life. It would not be uncommon to see a small child playing with a mana construct nor would it be uncommon to see people using magic for trivial reasons like heating up a cup of coffee. Although, the usage of magic would be kept under a set of security to make sure the level of power doesn't go beyond a certain threshold. However, those who do not have magic will either rely on technology or regular methods known in the modern world. There can be tensions between magi and non-magi in a community due to the capabilities of the former.

It is not uncommon to see entities such as mechanical beings, magical constructs called golems or homunculi and tamed beasts walking about. The way they are treated depends on if the individual creature is seen as sentient. If they are not classified as such, they are little more than automata and emotionless machines except for magical beasts who are treated as highly-intelligent animals. Sentience can be granted to an artificial being upon creation, but it can also be developed if the entity exists long enough.

Family

The presence of magic and the biological factors related to it raise all sorts of new issues like a magi child's inherited traits, the development of rivalries or kinships based on magic, and how to teach the next generation magic. Families may be divided based on who is and isn't a mage, creating situations where people feel like

they may or may not belong due to the possession or lack of magic. Families may even have expectations about whether or not their children are magi and if those kids will continue the chain. They are also able to establish clans based on magical traits in their lineage.

Government

The government is radically changed to include policies and laws related to magi. Politics are more likely to heat up considering magical sabotage and subterfuge is now a possibility, especially with Illusion magic. Magi and non-magi agendas are involved in the political field and there are disputes between the two parts of society. However, the greatest authority in government is the magi organization with the most power in an area in a series of chains of command, like a region's magi academy or military force.

Many individual nations or countries develop their own system of governing rather than sharing a united one, like Academia, the version of the US in this world, sticking to Democratic principles while embrace a Meritocracy or Oligarchy.

Psychological Needs: Esteem

Social Classes

Magi are a class of society with various stipulations coming with it. Specific types of magi will be given designations such as Blood Magi, Illusionist Magi, Gravity Magi, etc. Magitech users bridge the gap between “regular” humans and superhuman magi. There is widespread discrimination based on whether or not one is a mage.

Another slice of society is the Alterededs, people who have been the subject of experimentation of augmenting humans and magi with animal traits and abilities. Between them, there are Alterededs who have been made and those who are born. Though some discrimination does exist, it is minor since Alterededs are seen as peers by the rest of the world. Anti-discrimination laws have been made to keep others from harassing them.

The situation with artificial beings like golems, droids and homunculi are more complicated than the Alterededs'. Unless they are confirmed to be sentient, they are treated more as property and robotic workers. Should they be deemed sentient, they are seen as people by the law and society. As a result, more laws have been developed to maintain their rights. But the conflict between whether or not golems and homunculi should be considered people has led to numerous disputes and discrimination.

Economics

The economy includes new trades based on the sales, development, and application of magitech. Various magi sell their services for a price such as Blood Magi using their skills for surgical operations Bio Magi regrowing hearts and Breath Magi acting as the equivalent of anesthesia.

There are also magical military groups as well as hireable mercenaries.

Numerous jobs are affected by the capabilities magi introduce like Fire Magi substituting as a forge for metalworking. Other jobs are specifically made for magi in society such as Enchanters who either flood an object with mana, basically imbuing it with more mana than is already in the air, or inscribe something with runes to give it specific effects.

Money is mostly seen as something to afford luxuries with or purchase special services since the inclusion of magic into society eliminates physiological necessities like food and water due to a lack of scarcity.

Government

At the top will be the world's greatest authority on the magi population as a sort of shadow king behind the regular government. Governments have officials in seats related to magi and non-magi matters at equal stances. Otherwise, it mirrors the current government of the U.S.A.

The top power in the world is Academia who holds the most military might and the strongest magi. Academia doesn't directly control the other countries, but it essentially serves as an overlooking figure ready to step in if things escalate to dangerous levels. It's like a country that keeps everyone in check by having a finger on a nuke launch button at all times. At the top of Academia's hierarchy of command is the headmaster, Faust, who acts as the equivalent of a president. The next in the chain of command is the vice headmaster, Gilgamesh Rex Lucem, followed by Academia's department heads.

The second highest power is Sanctum who has comparable military might to Academia and the capability to bombard the countries below it. It is governed as an oligarchy with Aquillion Gale controlling the nation's largest and most powerful corporation.

Fire Country's government functions as a meritocracy. Those who prove themselves as the most powerful and capable lead the nation.

The Water Cities' are a monarchy with an emperor as the highest authority.

Self-Fulfillment Needs: Arts + Cultures

Visual Arts

The visual arts are further developed to include magical applications such as earth magic being used for sculpting or water magic to manipulate paint. Non-magi or those who are not proficient with magitech see such things as unfair advantages. This doesn't include the potential for new technology to be incorporated into the field, such as video games with virtual reality through Illusion Magic or holographic paintings.

Language and Literature

Translation technology is being developed and the recreation of Pangea has resulted in cultural mixing. Stories featuring people wielding the mystical may still be fiction, but are not considered fantasy. Various genres of comic book characters, let alone specific characters themselves, may not even exist or have the same backstory.

Music

Sound Magi easily become composers. Magitech is involved with the production of instruments, sound composition and synthesizing machines, and more of the technology related to music.

Gameplay

Magitech, video games are on a new level compared to the modern world. Illusion Magi or Illusion magitech recreate virtual reality, making people feel like they are in a game themselves. *Sword Art Online* would be more of a real possibility.

Self-Fulfillment Needs: Self-Actualization

Mastery

It may be harder to achieve such a state due to the heavier number of layers to cope with in this society. But if one does manage to do so, they will find themselves becoming a new person with higher levels of understanding, of themselves, others and the world.

In this world, a scholar is effectively the pinnacle of what you can achieve because almost everything has been explored or is being explored. Now, the only question left is “Why?”. The seeking of knowledge, the creation of more powerful and efficient spells, and use of theoretical magic are all seen as the highest tier of what one can achieve.

Even non-magical people are capable of working on magic because magical theory still exists alongside

magical engineering and rune usage.

However, people can still strive towards whatever goal they may intend to reach within the world.

Dominance

Given the presence of power struggles and how "might makes right" may apply to situations in this world, one may either feel lacking in this field or be oversaturated in it. Academia has a need to maintain its dominance over the rest of the civilizations for the sake of keeping conflicts amongst each other from potentially enveloping the entire world. This is one reason why the world's nations are less likely to seek dominance over one another, instead asserting a form of dominance within their own territories to avoid drawing the attention of Academia. Everyone also shares the issue of having to deal with the populations of magical beasts running about in the world, so they see them as a more immediate problem.

The presence of Academia as a bulwark to world war maintains a status quo and can also be something people seek to join to feel powerful. Though Academia makes it a point for people to acknowledge that power comes with responsibilities. They are essentially an authority that reminds people they have accountability for their actions. Not even Academia is exempt from this as its Headmaster and highest authorities enforce this ideal on the country and organization itself. It is for this reason the headmaster is selective in who assumes his role and make efforts to train his own successors.

There is no completely dominant philosophy in this world. The mixture of various cultures in different territories means individual areas has different beliefs being prominent.

2.1. Rules

1. When using magic, mages can only produce an effect equivalent to the amount of mana used for the casting. This limit of what various magi are capable of forces people to find workarounds to achieve their desired objectives. It is also a show of a mage's magical power or potential, as more mana storage and channeling capability means a higher range of magical power.
2. People only have one Primary and Secondary element, or rather, one set per "soul". This determines the capabilities a mage has when he/she is born. They only have this set and it cannot be changed without some form of drastic alteration. It also affects a magi's power development since those will greatly influence the growth rate.

3. For example, magi with Fire or Lightning as a primary could wield plasma after decades of training. In contrast, magi with a combination that yields Plasma, like Fire (primary) and Lightning (secondary) can progress in that field with significantly less time and effort.
4. A person's mana pool can only "filter" mana with the wavelengths of their primary element. Any others would be the equivalent of introducing the wrong blood type into a person's body which may lead to disastrous results like a person's body corroding or weakening. Mana pools can also be trained to store more mana or allow it to flow more efficiently.
5. The elements people can be born with are Thermal, Water, Earth, Wind, Sound, Lightning Nature, Rift, Illusion, Life, Atomic, Light, and Shadow. However, Light and Shadow mana cannot mix and have a destructive backlash upon contact with one another. This means no one with a Light or Shadow Primary can have the other as a secondary element. Equilibriums are the only exception to the rule about Light and Shadow mana being unable to mesh in any way shape or form.
6. Casting spells, or runecrafting, is similar to programming. In runecrafting, a circle is made to act as the "frame" and medium to hold mana which serves as the "processing power" to produce the effects of the spell. The runes work as "programming" which tells the channeled energy what to do. Spells can be amplified by feeding the rune more mana than is necessary. However, this risks overloading the magic circle and making it explode, harming both the caster and an enemy. The stronger the rune, the stronger the explosion and backlash.
7. Magic exists as a type of unique particle with metaphysical components and is connected to a vessel dubbed the "soul" which is linked to one's mana pool. Souls radiate a unique wavelength which acts like a form of energy-based DNA specific to every person. These "souls" also share a connection to a person's psyche.
8. The way magic is cast follows the Square Cube Law. For magic, the surface area would be the intended or inscribed (on the rune) effect, while the mana powering the rune would be the volume.

Technology

Technology in this world is more advanced and varied than in the modern world. Magitech is almost everywhere in some fashion, resulting in numerous fields of energy being adapted into society. Thanks to the scarcity of resources, humanity focused more on technological advancements. Examples of these innovations include robots, airships, golems, prototype teleportation pads, automated systems, and AI. Many forms of magitech are highly modular to the point of absurdity. This is because the magic-related components can be easily swapped out while functions can be changed just by using different runes. For

instance, a simple pulse rifle, one of the most basic magitech weapons, is essentially a stick of metal with a handle and a trigger mechanism on the underside of the “gun” with a chosen enchantment containing rechargeable mana batteries.

However, the presence of various cultures means the presence and aesthetic of the new technology varies based on the location. In places like Sanctum, Lightning Country or Academia, technology can be seen all over the area while areas like the Nomadic Earth Territories have much less. And wildlands have basically none.

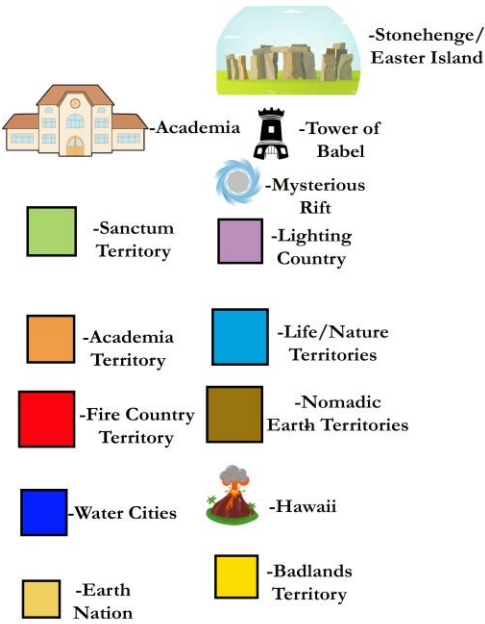
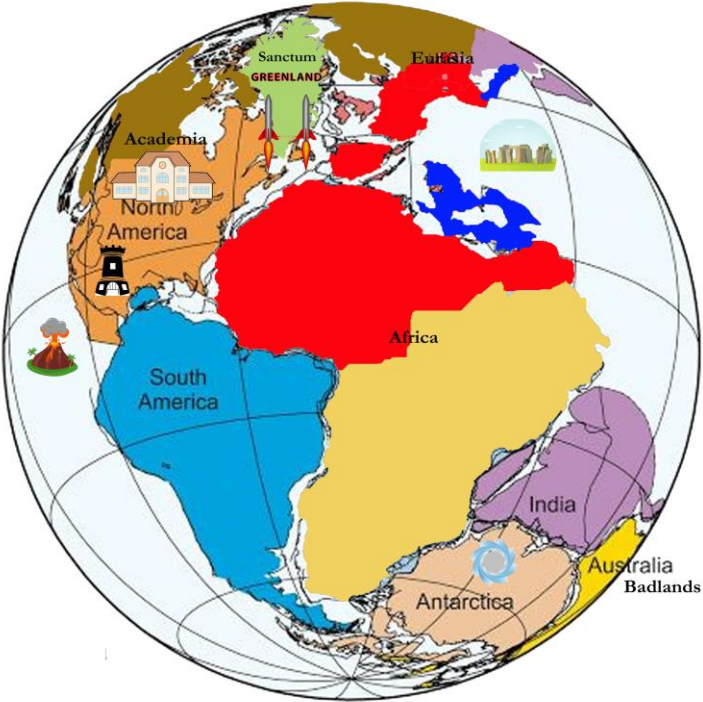
2.2. Map

Earth: Year-1780

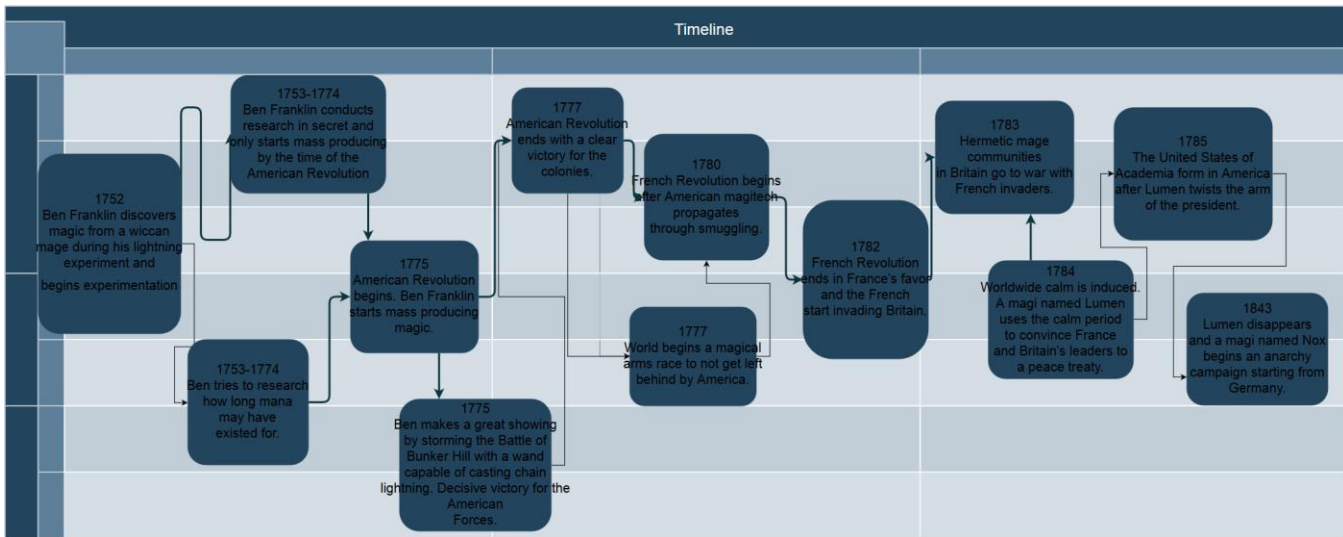


Pangea Earth: Year-2518

PANGAEA



2.3. Timeline



Timeline Events From Beginning to End (In Development):

-???: The Forgotten create humanity as test subjects.

-???: Humanity develops beyond the expectations of The Forgotten and sees them as something to eliminate. A war between the two races ensues.

-The era of Ancient Babylonia (2150-1400 B.C): The original Gilgamesh seals away The Forgotten and the act burns out almost all of the world's mana, heavily altering the Earth's environment. Numerous species born from the mana-saturated environment are sealed in dungeons to keep the mana generation low. Stonehenge is built by Gilgamesh's people to show where the lock for the seal is.

Faust and Enkidu begin wandering the Earth.

-1400 B.C-1 A.D: As the population as a whole becomes less familiar with magic due to the scarcity, the remaining magic population who does have magic and still know of it form hermetic societies of their own.

-2.A.D-1751: As the world moves on, many hermetic magi either leave their reclusive communities to join the rest of the world or keep their knowledge hidden. While there are still enough to carry on the knowledge of ritual magic and some lore, a good deal of ancient history has been lost to time. Hermetic magi are small as a group, but strong even when alone.

-1752: Ben Franklin discovers magic from a hermetic mage he befriended (It isn't Lumen) who aids him during his famous lightning experiment. He begins experimentation with lightning and the particle known as mana.

- 1753-1774: Ben Franklin conducts research in secret and starts mass-producing magitech and spreading magic en masse at the start of the American Revolution.
- 1775: American Revolution begins. Ben Franklin starts industrializing magic. He makes a great showing by storming the Battle of Bunker Hill with blasting wands capable of shooting lightning. The battle ends in a decisive victory for America.
- 1777: American Revolution ends with a clear victory for the colonies.
- 1779: World begins a magical arms race to not get left behind by America after information has time to circulate.
- 1782: French Revolution begins after America's industrialized magic propagates through smuggling.
- 1784: French Revolution ends in favor of the lower classes and the French begin to invade Britain. The different circumstances and lack of the Diamond Necklace Affair result in more members of the royal family surviving.
- 1787: Hermetic mage communities in Britain start going to war with the invading French when the threat of being forced from their homes is raised.
- 1788: Worldwide calm is induced by an Equilibrium named Lumen who uses the calm period to convince the French, British and American leaders to sign a peace treaty. Lumen also takes the opportunity to rope the rest of the world into this while everyone is still under a state of uncompromised calm which is in a state similar to being on weed and makes world leaders talk it out. She introduces the idea of recreating Pangea as a means of endorsing unity among a single species and so people can better connect with each other thanks to the physical barriers separating them being reduced.
- 1789: Lumen forces America's president to create Academia and assumes the role of a global peacekeeper with a Sword of Damocles in the form of her magical power over everyone else's head.
- 1790: The first official magic academy is created in America.
- 1798: A metaphysical component of the body located in the brain area is dubbed "the soul" and the concept starts to take root in society.
- 1803: Magical generators are invented.
- 1828: Pangea is recreated at the behest of Lumen who suggests it as a project to promote worldwide unity by removing physical barriers. The project is enacted through gradual terraforming of the continents with Earth

magic. Global trade, immigration, and emigration in various countries intensify due to the incredibly reduced costs for travel.

-1854: World cultures begin to interact more thanks to the reduced physical barriers.

-1957: Lumen conducts a ritual to glimpse into the future and uses the soul-splitting spell passed down in hermetic mage communities to provide the mana necessary with the assistance of Faust. She rids herself of her Shadow soul in the process. Another Equilibrium by the name of Nox manifests from the discarded half of herself and starts going on a rampage, slaughtering entire populations en masse.

-1958: Nox begins waging war with the rest of the world and starts gaining followers.

-1961: Nox crushes the united military of the world and his rampage continues. He proceeds to slaughter 50% of the world's population. Faust stands against him and works to save as many people as he can and waits for him to expire from the cost of overusing Shadow magic.

-1964: Nox is suddenly found dead. The world's population begins to recover from his rampage.

-1970: Academia is rebuilt and Faust assumes the role of headmaster.

-2000: The first magical beast is discovered and recorded.

-2010: Sky ships are developed in the territory of Sanctum which covers the area of Greenland.

-2015: Sanctum begins mass-producing sky ships.

-2020: Island countries begin developing technology and ways to inhabit the sea floor.

-2050: A series of Atlantean cities are made and populated.

-2057: Sanctum uses its flight-technology to rip the area of Greenland off the ground and into the air, creating a series of flying cities in the sky to reduce their issues with the magical beast population.

-2072: Excavation efforts from archeologists across the world uncover ruins from the ancient era of humanity.

-2100: Faust begins construction of the Tower of Babel to store historical records, magitech schematics and magical artifacts.

-2105: The Tower of Babel is completed.

-2307: Enkidu creates the Cult of The Forgotten after an unsealed vault brings up memories of the past.

-2504: The Third Equilibrium, Anima Caelum, is born in Fire Country.

-2509: Faust takes Anima with him to train outside of civilization.

-2518: Anima, Faust and Seika visit The Tower of Babel. The facility is then attacked by the cultists of The Forgotten.

-2519: The Cult of the Forgotten is crushed by a team of magi from Academia and Headmaster Faust. The seal keeping The Forgotten away begins to crack.

-June 2522: The Forgotten are released from their imprisonment and begin waging war on the rest of the world. Their leader, Adam, splits Pangea into separate continents again.

-September 2522: Anima and his team kill Adam's generals. Adam retaliates by destroying Academia and unleashing magically-created clones of gods on humanity.

-2523: Anima and his team confront Adam at Stonehenge and have a duel which ends the war. The rest of the world starts recovering and sorting out what to do with the remaining Forgotten.

Mysteries: How long has mana existed for and where did it come from?

With the existence of magic, what was actually real in history and mythology?

If The Forgotten created humanity, where did The Forgotten come from?

Who created the Rift?

2.4. Lore

Properties of Mana

Mana is an integral part of the universe. It is the name of both a particle as well as a type of energy.

Mana as a form of Energy

Mana, also known as Thaumic Waves, is generated by anything that either stores or generates mana. These waves can be measured in a variety of ways, although most require specialized equipment. Thaumic Waves are similar to X-Rays as they can penetrate most materials. However, unlike X-rays, they are not harmful to life. Much like electricity, mana can be stored in certain materials such as copper or lithium.

Resonance

If two Thaumic wavelengths attempt to overlap, there are two possible outcomes. The first is a phenomenon known as Resonance. This occurs when mana types coincide with each other. In rarer cases, differing mana

types have been known to resonate. In-universe, the cause of this is theorized to spring from the mind adjusting to the relationships between casters and how close they are, often being friends and acquaintances.

Interference

The second phenomenon is Interference, which occurs whenever two wavelengths are not of the same type. In this scenario, the two waves clash and disrupt any spell attempting to be cast. Usage of these techniques in sanctioned matches has been prohibited due to the possible effects. Though this does not mean people are unable to attempt to use these techniques.

Mana as a Particle

Despite being a particle, mana does have an atomic weight to it. While it certainly has mass, no study into the makeup of mana has detected atoms of any kind, making it a unique particle. Owing to this, mana has several odd features. To start, mana can “infect” other materials, changing their qualities. This ordinarily makes the “infected” materials more effective in some manner. Steel infused with mana becomes tremendously more durable while cloth infused with mana improves how soft the material is. This has given rise to a type of occupation called Enchanter which does the job of reinforcing objects and materials with mana.

States of Existence for Mana:

The second notable feature of mana is that it has four states of existence, like most other types of matter.

Gaseous:

The first of these is its gaseous state. This is mana’s most common state of existence, being mixed in with common air. Like most gases, aerosolized mana is invisible to the naked eye. Inhaled mana is not harmful in small quantities, such as when breathing normal air. However, breathing pure gaseous mana is highly toxic, leading to symptoms similar to Mana Backlash.

Liquid:

The second most common form of mana is its liquid state. This state occurs when a sufficient amount of mana is condensed into an area. While these pools do occur naturally, they are exceedingly rare. The color, viscosity, and temperature of the liquid depend on the mana type, but it is generally like water. That said, if one touches liquid mana that does not conform to the type of mana they possess, it is highly toxic and can cause the equivalent of 4th-degree burns, often called Mana Burns. If two pools of differing mana types touch, the mana vaporizes violently, often resulting in explosions.

Solid:

The third state of mana is, of course, it's solid state. Mana in this state almost always takes the form of crystals. This state occurs either when a sufficient amount of liquid mana is compressed, or when raw mana is being channeled for a long period of time. In the second case, the crystals form on or around the caster, although they can usually be broken off quite easily. These crystals are extremely durable, capable of outperforming diamonds in sheer hardness. While touching the crystals is perfectly safe, if a crystal is grown on a surface, it will slowly convert the surface into mana through a form of matter conversion. This will continue until it reaches some sort of metal. As a result, all storehouses and bunkers containing relics have a small sheet of metal running underneath them in a 50-mile radius from the site holding the relics in case they detonate. The only exception to this is Academia's primary relic storage facility, commonly known as "The Tower of Babel". Due to the power of the relics housed within it, a 150-mile radius has been protected against mana crystal growth.

Plasmic:

The final state of mana is similar to plasma and was only discovered recently. This type of mana is manmade and is produced by subjecting mana crystals to extreme pressure and heat. It then begins to expand on its own until it cools down sufficiently to become crystal once again. Mana in this form is now being used in reactors to produce a seemingly infinite amount of energy. While a similar amount of energy was available previously, it required several mages to channel mana into a reactor in order to produce it. With this plasma-like mana, automation of the energy industry is now possible in the world.

Consequences of Magic: Mana Backlash:

The most common side effect of spell usage is Mana Backlash. This can manifest in a variety of ways, the most common being a small headache. Mana Backlash has two distinct causes. The first and most common is having a construct broke. And the construct can be any type, including runic circles for other spells. This backlash is caused by the mana used to create a construct flowing back towards the caster in a sudden flux. However, since the spell has already been cast, it can no longer be stored, causing an overflow in the mage's mana pool. This overflow is damaging to the nervous system and results in a small headache. A larger overflow equals a larger headache.

The second type of Mana Backlash is when one tries to cast a spell without having enough mana to cast it. This is more dangerous since the body tries to compensate by transmuting part of the caster's soul into mana to complete the spell. Though this can cause a headache, there are other, much more harmful effects. Depending on the strength of the spell, the caster can experience various symptoms like loss of motor function, temporary amnesia, catatonia or even self-combustion in severe cases.

Ritual Magic

Aside from commonly known and industrialized magic, there exists a branch known mainly to magi from hermetic communities who have passed down the knowledge since the ancient era of humanity. This magic is referred to as Ritual Magic. It can be used to produce more unconventional effects such as looking into the future or splitting one's soul and turning that portion into another entity. However, depending on the effect, they can be incredibly mana intensive and potentially require the gradual storing of weeks' to years' worth of mana.

Tiers of Magic

In the system of magic, there exist three tiers which each have further classifications, two of the tiers being mostly theoretical to present humans.

Tier 1: Human

This is the lowest of the tiers with four classifications within them. The order from highest to lowest being:

High Magic>Mid Magic> Low Magic> Common Magic

Common Magic: This is the magic which is mainly used for utility purposes. It is not powerful enough to be used in combat but can be used for facets of daily life like kindling fire to cook with, shaping clay into things and so on. Clever enough people can use these spells to set up traps, but beyond that, they are generally not suited for combat.

Low Magic: These spells are tailored for training purposes and are much more powerful than Common Magic. They are typically more effective against unarmored and unenchanted foes as long as the spells are directly targeting them. As stated before, clever people can use these spells for traps through means such as overloading a rune and detonating it or setting up a timed detonation. These spells are also made with the purpose of training mana flow efficiency, mana storage, and overall stamina. Extreme training with low-level spells can also help combat the effects of Mana Backlash, a phenomenon that occurs either when a construct is broken, or when one tries to cast without enough stored mana.

Mid Magic: This is the second highest classification in the Human tier of magic. These are the most commonly used types in combat, balancing mana cost with destructive power. They can be used such purposes as landmines, forming projectiles or creating constructs. While stronger than the two classes below it, this class consumes more mana. Children and apprentices are typically unable to cast more than two of these on any given day due to the mana cost. After training, mana costs for spells can be mitigated as the caster learns how to better control and direct their mana.

High Magic: As the last and highest class in the tier of Human magic, it is also the most mana intensive. As a result, many mages don't even get to cast spells of this caliber. As for what falls under the range of High Magic, clear examples are the creation of tornadoes, firestorms, and earthquakes. However, the runes for these spells are also quite expansive, potentially to the point they could cover a building.

Given how much time is usually required for people to cast these spells as well as the skill and patience required to develop them, it is near impossible for most humans. As of the present, only three people who weren't Equilibriums were able to cast such spells.

Tier 2: Demi-God

The next tier of magic is referred to as the Demi-God Magic. For present humans, it is mainly known as a hypothetical phenomenon outside some individuals, a few of these being Equilibriums. Magic of this level simply costs too much mana for any single normal human to be able to cast it on their own. However, similar feats can be achieved by multiple magi working together. This tier is separated into two classes: Grand and Apocalyptic.

Grand: As of now, this is the only class of magic in this tier which is possible for humans to replicate. This magic has the capability to affect entire terrains instead of just cities or towns. Disasters and phenomena which can be referred to as the wrath of God such as gigantic pillars of lava, tornadoes which rend the earth itself and massive floods fall under the scope of this magic. Actually casting this magic can require entire weeks, or even months, to pull off due to the immense amount of mana involved. The strain is enough to warrant preparations

such as meditation areas being made, energy-dense food like bread and honey being eaten, and sleeping for extended periods of time. Upon the spell's casting, the magi involved must take a break and not cast magic for a few weeks in order to avoid a fatal magic backlash. And while the type of backlash can vary depending on the magic being cast, the most common form is spontaneous combustion or suddenly bursting into flames. This backlash has been hypothesized to be the result of the magic casting converting one's life force, or "soul," into mana and expanding it in the intensified channeling process.

Apocalyptic: As the name implies, any and all spells in this category are capable of wiping out all life on the planet. This tier itself is purely hypothetical and based off the records found of the ancient era of magic since the world's present population doesn't have enough mana to remotely cast one of these spells. However, the potential effects can still be thought of and speculated.

For example, a Life spell of this scale is hypothesized to be capable of resurrecting all of the dead on the planet, regardless of the level of decay, forming a "zombie apocalypse". If an Earth spell of this level were to be cast, there is a very strong possibility that it could crack the planet in half, leaving the populace to drift on dead hunks of rock. Any attempts to cast such spells would be harshly punished by almost every authority or government in the world, especially Academia. Even the study of such a subject is prohibited to all except the most learned and qualified mages since even the accidental casting of such spells can lead to the end of humanity.

Tier 3: Divine

The final tier of magic is Divine. It is purely theoretical to mankind and is considered only available to gods. Unlike Apocalyptic magic, the study of this category is open because there is no way for a human to cast a spell of this magnitude regardless of the resources employed. This tier is divided based on effect rather than magnitude, the two categories being Infernal and Celestial. In this tier, the thirteen elements are divided in half. Light, Electricity, Water, Life, Wind, and Sound are all commonly considered to be Celestial elements, while Shadow, Earth, Illusion, Atomic, Nature, and Thermal are all considered Infernal elements. The only element

that exists as both an Infernal spell as well as a Celestial spell is Rift magic due to its chaotic nature. The magnitude of such spells can shake the very foundations of reality, possibly affecting the universe as a whole. It is entirely unknown whether or not a spell of this power has ever been cast in the lifetime of the universe, as the sheer amount of mana required is unfathomable.

Magical Disorders

As human bodies adapted to the presence of mana in the environment and saturated with it, the various types have influenced the likelihood of numerous disorders which often correlate to the mana type.

Connective-Tissue Disorders are related to Wind mana usage. The correlation isn't one-to-one, but enough to make a correlation between them.

Territory and Continent Correlation

- Academia is where America/The United States would be and has also incorporated Central America.
- The Badlands is where Australia would be and can basically be considered a massive dungeon with several sub-dungeons. It is one of the most dangerous places on the planet.
- Fire Country consists of the territory of Northern Africa (a couple of territories close to the Sahara and Egypt), the Middle East and Southern Europe.
- Earth Nation is Southern Africa. It also includes Madagascar.
- Greenland got pulled up to create Sanctum.
- The Nomadic Territories of tribal magi are formed by the fusion of Russia and Canada.
- The Water Nations are in the Philippines and Japan.
- Sound Cities are in Northern Europe.
- Nature/Life Territories are in South America due to the high presence of Rainforests.
- Lightning Country consists of China and all of India as a correlation to the presence of the Himalayas.

- The rest of the little islands scattered around the planet are dungeons. This includes Hawaii and New Zealand.

3. Simple-Story, Super-Story, and Side-Stories

3.1. Transmedia Architecture

- *Project Deus*' first adventure is the Simple Story and first game in a trilogy. This game introduces the main party, the initial cast, and the world. It sets up The Forgotten as a threat and shows the events which sparks the main conflict in the next arcs. The first adventure is as much a story about heroes coming together as it is an adventure with unfolding mysteries against a mysterious force. It escalates from Anima (the main hero) and his allies searching for his missing mentor to fighting for their lives as they uncover mysteries of the past and present. As these mysteries unfold, the world's past recombines itself with the present. By the end of the first story, the next conflict is already set in stone.
- The Super Story spans from the beginning of this world's history to the present as humanity's creators force it to fight for their survival in the past and present. The two games following the Simple Story present humanity's current champions finishing what their predecessors started when The Forgotten return and wage war on humanity. Overall, it is a story of mysteries and legacies long-forgotten becoming relevant as a new generation of mankind faces the ghosts of its past.
- The Side Stories are DLC, manga and novellas featuring tales which expand on the world and characters. They show various characters at different points in their lives and major events which helped them become who they are, lore connected to the plot, and new aspects of the storyworld.

Each consecutive entry in the franchise builds upon the overarching lore surrounding the world and makes it feel more alive. The stories existing in the storyworld aren't just continued or given more context, the perspectives of the audience are altered the more they are engaged.

3.2. Simple-Story

Project Deus takes place in an alternate history of our world where the industrialization of magic has transformed it into a science fantasy realm. With the continuing advancement of magic, mankind continues to discover remnants of an ancient past it never knew of. The continents have been magically reformed into

Pangea as the result of a project to promote global unity, and each country has become a new territory correlating to its most prevalent element of magic. At the top of the world is Academia, Project Deus' counterpart to America which acts as a bulwark to global war through military dominance.

Project Deus begins in 2518 as the young, sheltered mage Anima Caelum journeys to the Tower of Babel, a famous facility known to hold some of the most valuable historical records, magical knowledge, and artifacts in the world. Anima is the third known Equilibrium in history, a special type of magi who holds both of the two conflicting primary elements of Light and Shadow, and a sheltered student of magic who seeks to expand his horizons and complete his training.

Accompanying Anima are his mentor, Johan Goethe, and Anima's amnesiac best friend, Seika Sutori. Once they arrive at Babel, Faust will finally tell Anima about the history of his predecessors through the records being kept in the tower.

However, this plan is cut short when a robed mage in a mask leads an attack on the tower. Caught off-guard with his mentor and friend floors away from him, Anima fights for his life against the tower's assailants as they steal precious artifacts, capture magi and take them away for unknown purposes during the chaos. Later faced with the mysterious group's leader, Anima battles him but is outmatched. As the young mage is on the cusp of defeat, Anima attempts to cast an experimental spell. An overwhelming sudden surge of power courses through his body, and Anima blacks out.

Anima awakens in the medical bay of Academia, the world's most powerful magi organization, and most renowned magi academy. Seeing he is awake, the staff bring him to the office of the vice headmaster, Gilgamesh Rex Lucem, where the boy sees Seika already present. After a brief reunion, the two are interrogated about the events of Babel and their identities. Upon answering his questions, Anima and Seika are informed of some heavy truths. "Johan Goethe" is in reality Academia's headmaster Johan Faust, and he has been missing since the attack. Anima learns about the history behind his predecessors, learning what an Equilibrium is for the first time. Gilgamesh finishes the meeting by stating Anima and Seika are now enrolled in Academia as students. With new knowledge in hand, Anima and Seika resolve to track down their missing mentor at every opportunity they could use to be outside the school.

Over the next year, Anima encounters many challenges, discovers new mysteries and has many adventures as he searches for his missing mentor in a world alien to him. Along the way, he and Seika meet the other playable characters who join their search: Gaia Peritus, a stoic weapon master with a connection to Faust; Raiden Arekuruimasu, a mentally unhinged brawler with a distorted perception of reality; Zephyr Volitans, a

mischievous thief with a kleptomania streak a mile wide; Serah Volitans, a tomboyish dragoon with a heart of gold; and Alice Steir, a mild-mannered everygirl way over her head. During these adventures, the party discovers the existence of a secret cult who seeks to turn Anima into a mana battery to power a catastrophic spell. The more they investigate the cult and Faust's whereabouts, the more they uncover knowledge of ancient history lost to time known to both Faust and the cult. They learn of a race referred to as The Forgotten who created mankind, a war between the two, and the cult's desire to bring humanity's attempted destroyers back. Armed with this new knowledge, the party resolves to stop the cult's plans and track down their base of operations.

When they finally track down the cult's main base, the party convinces Gilgamesh R.L. to launch an attack on it and send them to participate in the fight. Upon arrival, the party is met by Faust who reveals he had been investigating the cult in secret after being made aware of their existence at Babel. Faust joins the party and he proceeds to answer their questions as they progress. The party learns about the sacrifice made by the original Gilgamesh of Babylonia to seal The Forgotten away and that Faust is an immortal partial Phantasm, an entity comprised of mana born from a split portion of someone's soul. Faust theorizes that the cult's leader is a Phantasm from that time period.

The party finally confront the cult's mysterious leader at the room where the ritual has been drawn. He introduces himself as Enkidu, the Phantasm born from the original Gilgamesh's soul. Anima recognizes Enkidu as the man who fought him at Babel a year ago. Enkidu proceeds to explain that the cult's true objective is the annihilation of The Forgotten and to finish the job his best friend started millennia ago. But in order to do this, he must use the ritual to find the seal the original Gilgamesh used to banish The Forgotten to an alternate dimension and destroy it. Faust and the party argue against this, declaring that there is no need to subject humanity to another apocalyptic war. Enkidu refuses to listen. Summoning the remaining members of his cult, Enkidu clashes with Faust and the party in a final battle for the future.

As he and Enkidu fight once again, Anima briefly awakens to an Equilibrium's full potential when his previously failed spell successfully activates and allows him to fully access his immense reserves of mana. The two clash, trading blow after blow until the Phantasm cannot go on any longer, fading away after over-exerting his mana pool. In the process, Anima's awakening fuels the ritual and allows it to partially activate before he destroys the rune casting the spell.

While Academia's forces round up the cultists and secure the base, the party returns to Academia with Faust. Unknown to them all, The Forgotten continue to break through the seal imprisoning them. Thanks to the battle between Enkidu and the party, especially Anima's awakening, the seal has also been weakened. From behind

the seal, Adam, the king of The Forgotten, declares that they will be free in three years' time. Meanwhile, the party goes about their lives with the rest of the world, ignorant of the apocalypse to come.

3.3. Side-Stories

1. Records of War: The Accounts of Gilgamesh Mul Duranki

Before Anima and Faust, there was one man who led the charge against The Forgotten and came out victorious. That man was Gilgamesh Mul Duranki, the original king of ancient Babylonia. Opposing his race's creators, he battles them for the human race's right to live.

Records of War is a novella featuring the first war with The Forgotten through the original Gilgamesh of Babylon's eyes. This story also shows Enkidu's creation and expands on Gilgamesh Mul Duranki's character and his relationship with Adam.

2. Faust's Journeys: How to Handle a Mantle of Power

Faust isn't exactly your average magi. He's old, incredibly old. And he has done a great many things in his millennia of life. He has traveled the world, seen civilizations rise and fall, gone insane, grew out of insanity and inspired numerous myths and legends. Now, he is a professor of Academia, the first magi academy he's seen in a long time.

But when the headmaster, Lumen, disappears and a destructive mage named Nox starts wreaking havoc, Faust has to fill in for her. Saving the world is apparently in the job description. Suffice to say, being the leader is a new novelty he is willing to undertake...provided he doesn't have to do it forever.

This is a novella detailing the events of how Faust became Academia's headmaster and his actions during Nox's historical rampage.

3. Lumen's Story: The Great Calm and Formation of Academia

Lumen's Story is a novella featuring Lumen's rise to power as Academia's first headmaster and her actions at Stonehenge during France's invasion of Britain. This story gives the audience more insight on the character of Lumen and a look at integral events in the world's past.

4. Days of the Deputy

A set of side stories in the form of a manga from the perspective of Gilgamesh Rex Lucem. They show the issues which come with being an administrator to one of the largest magical academies in the world. They also

provide another perspective on what Academia is like from outside the eyes of the playable cast and expands on a major supporting character.

5. Tales from Academia

This is a collection of manga stories taking place in the years between the first game and the second game. These stories focus on the everyday lives of the characters at Academia and tell stories of incidents taking place in those three years. They show how the characters grow in power and skill while fleshing out lore.

6. Children of the Storm: Reunions

Unable to take the lifestyle and dictations of her father any longer, Serah Gale decides to leave her life at Sanctum behind. To do this, she hires the Blackbeard Pirates to break into her home and help her escape it. Unbeknownst to her, one of their members is her long-lost brother, Zephyr.

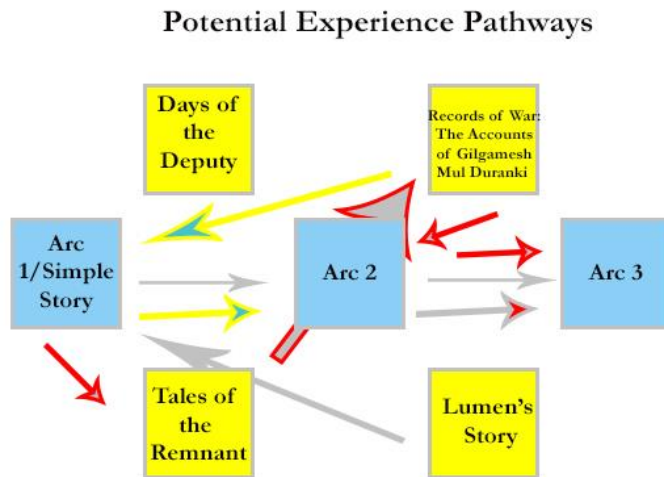
This is a manga chapter and DLC mission showing Serah and Zephyr's reunion before coming to Academia. It showcases more of Zephyr and Serah's characters while introducing Blackbeard and his crew outside of references.

7. Tale of the Remnant: An Eternity of Rage

This is a manga about Enkidu's years of living from the war with The Forgotten to the formation of the cult he leads. It details events from his perspective and gives people a more in-depth look at his character.

Each side story unveils more of the world's history, provides perspectives from other characters or expands on featured characters and events. They add context to events referenced in the main story. Altogether, they are meant to help the audience gain new perspectives on the world and the main story while supplementing what is already there. All of them raise new questions and mysteries for the fans to speculate over while foreshadowing what happens in the larger story. They avoid frustrating the audience by not being necessary to understand the main plot or the world.

3.4. Experience Pathways



Path 1 (Gray): Lumen's Story->Arc 1->Arc 2->Arc 3.

Path 2 (Yellow/Blue): Records of War->Arc 1->Arc 2-> Arc 3.

Path 3 (Gray/Red): Arc 1->Tales of the Remnant->Records of War->Arc 2->Arc 3.

Project Deus is made to incorporate different experience pathways.

- The first experience path is to experience the games which form the main story's three arcs chronologically. It guides players on a large plot which introduces more of the world's lore as they play through the games. Questions are raised and answered as new details produce interest. While they are all highly connected, each individual game stands on their own and provide sufficient data on the events of each title. This path provides a satisfying experience but may leave players curious about more intricate details. This will prompt them to purchase the other materials.
- Reading *Tales of the Remnant* and *Records of War* after the first arc will add more context to the next games and make them feel more personal, increasing audience immersion. Players will gain a more personal understanding of what the war's end truly means. Everyone who fought Enkidu will never look at his boss fight the same way ever again.
- Experiencing *Records of War* first before going through the main story arcs creates a feeling of chronological progression as players go through the super story from the historical beginning to end.

Regardless of the experience pathway, fans are given a good jumping-on point to the storyworld.

3.5. Super-Story

The super story features a long-standing conflict between humanity and their creators, The Forgotten, spanning millennia. After being sealed away in the ancient past, The Forgotten's influence continues to affect the world with remnants of their war with mankind. Eventually, The Forgotten return to continue the fight and eliminate humanity, but mankind still refuses to lay down and die. The new generation resolves to end the war for good.

- At the beginning of mankind's history, a race of beings preceding humanity, simply known as The Forgotten, created the human race (Genesis style) as test subjects for magical experiments.
- Humanity develops far beyond what The Forgotten could manage, and the king, Adam, saw them as a potential threat to exterminate before they could turn against his people. This became a self-fulfilling prophecy as mankind warred with their creators and defeated them.
- As a side effect of Gilgamesh's sealing ritual, the world's quantity of mana is severely reduced and its influence on the environment removed to power the seal. The process kills him. Gilgamesh's phantasm, Enkidu, is left behind to wander Earth for many years. Unknown to anyone, The Forgotten are trying to undo the seal from the inside and gradually unravel it.
- Millennia pass by and the world follows our history while scarce magical elements exist in the shadows or become legends. Eventually, the world returns to an environment like the past after Ben Franklin rediscovers and industrializes magic.
- Enkidu later gathers followers to finish what ancient humanity started and kill The Forgotten, whether the present world wants to or not. To do this, he and his cult create a ritual to bring back The Forgotten and work to gather the mana needed to fuel the spell.
- After a raid on the Tower of Babel, Enkidu finds a potent mana battery in the form of the third Equilibrium, Anima Caelum, and plans to capture him. Unaware of the danger targeting him, Anima only seeks to find his missing mentor after awakening in Academia.

The first game begins here.

- Anima is drafted into Academia and uses every field trip and mission outside it to search for Faust. He slowly gathers allies and gradually uncovers the cult Enkidu kept hidden as he deals with its forces during his search. As this happens, Faust investigates Enkidu's cult and tracks down the location of the ritual.

- With Anima and Faust's operations converging at Enkidu's main base, the two confront the phantasm as a massive battle ensues. During this battle, the mana being thrown around partially activates the ritual before being destroyed. As a result, the world is unaware of The Forgotten's impending return.
- Years later, The Forgotten finally surface and are released from the lock which had sealed them away.

The second game begins here.

- Shortly after Anima and his friends finish their graduation ceremony, The Forgotten resurface and attack almost every civilization on the planet. During the "first strike", Anima and his friends are confronted by the leader of The Forgotten, Adam. Adam proceeds to handily defeat the entire playable cast. He then splits apart Pangea with a sword swing, dividing the world and Anima's party.
- Each member of the party undergoes their own set of separate adventures which gradually converge as they and the rest of the world battles The Forgotten. In the process, they rally the various nations against their common enemy, traitors to humanity and Adam's generals.
- The party reunites and enact an operation to finish off Adam's generals. They succeed, but Adam retaliates by destroying Academia's main building, a foundation of strength for humanity.
- Adam unleashes clones of Phantasms that were recorded in human history as gods after gathering their magical residue.

The third game begins here.

- The war continues as the world faces The Forgotten and the cloned gods.
- Anima's party searches for more lost history to help them fight and defeat the cloned gods. They learn more details about the first war with The Forgotten in the process.
- The party travels to the dimension The Forgotten were sealed in and see the citizens personally during a search for Adam. They all recognize the citizens as similar to humans and consider convincing Adam to stop the war after recalling past experiences with the Forgotten's generals. Meeting him again has the party realize he doesn't want to stop until humanity is exterminated and will keep the war going to make it happen. A battle ensues and both sides scatter but arrange a final battle at Stonehenge.
- Eventually, the war ends with Anima and his allies killing Adam. The world is in a state of ruin, yet still salvageable. The remnants of humanity wonder what to do about the remaining members of The Forgotten. Anima's group and their allies begin efforts to help the remaining Forgotten coexist with mankind. With its past combined with the present, the world continues to move forward.

4. Heroes

4.1. Protagonist-Anima Caelum

Arc 1 Age: 14 (15 by the end)

Arc 2 Age: 17

Arc 3 Age: 18

Physical Appearance



Placeholder: Young Xehanort from Kingdom Hearts III (Deviantart Image)
https://pre00.deviantart.net/ec23/th/pre/i/2016/348/e/2/_request_young_xehanort_by_wingblade48-d9c8hai.png

Whitish hair, tanned skin from years of traveling, and heterochromia with red and amber eyes. Anima wears a contact lens over his red eye to hide the heterochromia. He has an athletic build and typically wears monochromatic colors. He has a preference for hooded tops.

Background

Born as an Equilibrium, his parents feared the reaction of the populace if it found out about his existence and hid him from the world. He grew up in isolation at a cottage in the forests of Fire Country until he was four. At this age, Anima's parents introduced him to Faust (under the alias of Johan Goethe) who was a family friend. The old man offered to teach Anima magic while traveling the world with him. Wanting to see more of the world beyond his home, Anima accepted.

For several years, Anima traveled with Faust and learned under him. Throughout their journeys, the two stayed out of civilization as much as possible to preserve the secrecy of Anima's existence. Because of the world's dangerous nature, Faust taught Anima how to fight. He tested his protégé by having him battle magical beasts and sparring with him on a daily basis as part of his training.

During their years of travel, the two come across an amnesiac Life mage named Seika Sutori when Anima's training moved to the Badlands. After she explained her story, they decided to take her with them and offered to help the girl recover her lost memories.

The group's travels continued for a few more years until they approached the final phase of Anima's training. This phase started with visiting a storage facility for knowledge of magic, historical records and magical artifacts known as the Tower of Babel. Faust also promised to explain more about the history behind Equilibriums with the records in the facility since the most Anima knew was that they were uncommon and had a stigma attached to them.

Unfortunately, a mysterious cult of magi attacked the facility before Faust could explain anything. Because he was looking through books in a section a few floors away from the others, Anima was left to survive the chaos on his own.

During a moment of high stress, Anima blacks out as a feeling of power washes over him. He is then left unaware of the cult's leader, Enkidu, plotting to use him as a mana battery for his own purposes. The next time he wakes up he is in the medical bay of a facility in Academia. After the staff finds out he's awake and performs a check-up, Anima is taken to the office of Academia's vice headmaster, Gilgamesh Rex Lucem. He also sees Seika there and in good health. After a brief reunion, the two are told what happened at Babel and that

the tower itself is gone. They are also informed that “Johan Goethe” has gone missing and that the two are unregistered magi. As a result of the latter, both are drafted into Academia’s military branch as students.

Gilgamesh proceeds to discuss Anima’s nature as an Equilibrium and the ramifications it has. Thanks to Academia’s privacy policy on personally selected students, Gilgamesh is able to keep Anima’s identity as an Equilibrium from being leaked outside of the school’s walls through magically-binding contracts.

After the meeting ends, Anima and Seika are sent to a secure room as their dorm rooms are prepared. As the two wonder what the future holds in store, Anima begins formulating plans to find his missing mentor, unaware of the cult’s plans for him.

Personality

He is a straightforward and honest young man, but perhaps too honest. Years of seldom interacting with other people caused him to lack a filter between his mind and mouth, discomforting others with his bluntness. Despite the harsh impression his brutal honesty may imply, he is a kindhearted person at his core who strongly follows his sense of right and wrong regardless of the consequences.

His isolated upbringing also caused him to develop a need to put any friends he makes above himself. The degree to which he does this can be harmful because he feels it is better to be hurt than to be alone. So if befriends someone, he will be extremely loyal to them.

Growing up with an eccentric grandfather figure and fighting magical beasts on a daily basis has skewed his sense of normalcy to the point it often clashes with others. It has also left him relatively desensitized to danger and violence towards himself. If threatened, he is more likely to react with sarcasm and deadpan remarks. His mentor’s tendency to make wisecracks and compel Anima to banter with him has influenced this attitude.

He has a sense of curiosity and an exploratory nature strengthened by his years of segregation from the world and society. He seeks to expand his personal world by interacting with others and learning more about the world. It has reached the point he often has to reign himself in before he starts asking too many questions and bothering whoever he is talking to.

Due to books being one of his primary sources of learning and a constant in his life, he has become a bibliophile with a liking for old stories and myths.

Alignment

Teeters between Neutral and Chaotic Good.

Desires

For much of his life, there were always "walls" dividing Anima from something. As a byproduct of this, he has a strong desire for the acquisition of knowledge and a need to expand his personal world. He strongly believes the latter can be achieved by interacting with others and learning from their perspectives.

One of the things he desires the most is companionship due to his sheltered upbringing.

Abilities

Primary Element 1: Light. Secondary Element 1: Life.

Primary Element 2: Shadow. Secondary Element 2: Rift.

Playstyle: Jack of All Trades

Magical:

- Light Magic Mastery
- Shadow Magic Mastery
- Shadow Portal Creation
- Mana Construct Creation
- Golem Creation and Control
- Rune Knowledge
- Extremely High Mana Generation
- Limited Healing Capability

Physical:

- Varied Martial Arts
- Archery
- Swordsmanship
- Superhuman Strength and Speed
- Survival Skills and Hunting
- Weapon of Choice: Bowblade

Weaknesses

Due to growing up in relative isolation from most of society, Anima is not well-versed in interaction with other people and is likely to miss social cues. This may result in him reacting poorly to stressful situations, retreating to biting remarks, sarcasm, and snark as a coping mechanism. His ignorance of the world and curious nature also tends to land him in trouble because he ends up meddling in others' affairs.

He has an overreliance on magic when in a fight due to growing up with it and not having finished his physical training with his mentor.

When going outside Academia, Anima has to maintain a cover as a Shadow mage and avoid letting the outside world know he is an Equilibrium. He has to limit himself and follow this restriction otherwise he faces a disastrous end result.

5. Villains

5.1. Antagonist 1-Enkidu

Age: Millennia old.

Physical Appearance

He has long, dark brown hair in a short ponytail, gray eyes, a muscular build and a short beard. On his chest is a large scar which continues to the other side of his body. His hands are calloused with gloves covering them. He wears a traveler's cloak over a suit, an undershirt, and dark gray pants. His appearance is meant to be as unassuming as possible to maintain a cover as a traveling merchant and artifact collector.

Background

He is Phantasm born from the original Gilgamesh's soul. The king's bloodlust and rage was used as a core component of his existence. After developing beyond his baser instincts, he became close friends with his originator and shared many adventures with him. He even joined the king in his war with The Forgotten.

In the final phases of the war with The Forgotten, Enkidu was critically injured and put in a coma, causing him to be left out of the last battle between Adam, and Gilgamesh. After Gilgamesh sealed away Adam and the rest of his race at Stonehenge, Enkidu was left to wander the earth when the sealing killed his originator.

He wandered Earth for many millennia and acted as an observer, occasionally unleashing havoc upon those unfortunate enough to disturb him in his travels. However, he also felt a lingering regret at the fate of his originator and not being able to truly defeat his enemies, the feeling festering within him as the years went on.

When the world started reintroducing more magical elements, he decided to take a more active approach in civilization's advancement. He relished the idea of there being more entities to do battle with and take out his battle lust on.

One day, he came across a magically-sealed vault with records of Ancient Babylonia and the war with The Forgotten. Upon being given such a powerful reminder of his perceived failure, Enkidu sought to finish what Gilgamesh started, regardless of the cost. Eventually, he exposed more people to the knowledge of The Forgotten and formed an organization dedicated to bringing them back so they can eliminate them once and for all.

More time passed as him and the cult's plans progressed. One day, they embark on a mission to raid and pillage the Tower of Babel for useful artifacts, information, and power sources, resulting in its destruction. During the crisis, he comes across a young boy with an unfathomable amount of mana in his body and watches an uncontrolled spell destroy the tower. Seeing this as an opportunity to acquire a powerful mana battery unlike any other, he begins scheming to get the boy in the hands of the cult.

Personality

While he appears to be a regular, mild-mannered and polite merchant on the outside, it masks the sociopath within him. This side of himself is rather apathetic, having a cold attitude towards most things as a result of a long-lived existence. His standards are also quite amoral due to how long he has been alive and witnessing human ethics change over the millennia. But one thing which remains the same is his exhilaration at the thought of a good fight.

The kindness he displays to others is not a complete fabrication and he genuinely cares about his subordinates. He is actually very empathetic and understands the human mind quite well. However, he has no qualms about using those traits to manipulate others for his own purposes.

Because a core component of his being is Gilgamesh's bloodlust and rage, Wrath is a particularly strong emotion he feels, unleashing it when his more primal aspects surface and if he loses control of himself.

Alignment

Chaotic Neutral

Desires

He wants to see The Forgotten rise again and finish what his old friend started. He also desires to feel alive and experience the thrill of actual battle where he can recognize the sensation of his heart pounding in his ears.

Abilities

Primary Element: Atomic. Secondary Element: Rift.

Magical:

- Atomic Magic Mastery
- Use of weak atomic forces
- Use of strong atomic forces
- Gravity Alteration
- Immense amounts of mana
- Polarity Manipulation

Physical:

- Martial Arts and Weapon Master
- Superhuman strength, speed and durability
- A great actor
- Thousands of years of combat experience.
- Master Manipulator
- Knowledgeable in many fields

Weaknesses

He is mentally unhinged. With rage and bloodlust as a core component of his being, going berserk can make him fight sloppily and prompt him to make mistakes as his lust for blood and combat overrides his ability to think.

5.2. Antagonist 2-Aquillion Gale

The man at the head of Sanctum and ruthless leader of its most powerful corporation. He is also the biological father of Serah Gale and Zephyr Volitans.

Arc 1 Age: 38

Arc 2 Age: 41

Arc 3 Age: 42

Physical Appearance

The man is blonde with blue-green eyes behind a pair of glasses and has a clean-shaven face set in a dispassionate scowl. He is rather slender in physique. The man normally wears an Armani suit and gray tie with pants that match. There is a belt around his waist carrying a butterfly knife and a holstered magitech revolver.

Background

Aquillion is a man born in the lower districts of Sanctum who eventually rose to power as the head of his own corporation due to a desire not to feel weak and helpless in the world he lived in. He wanted to be remembered and not swept away by history.

During his rise to power, he met a young mage and ship pilot named Aurora Volitans whom he frequently did business with, later marrying her and starting a family. As the years went on, his obsession with power and dislike of weakness began to grow, driving a wedge between him and his family when it started to consume him. This resulted in a divorce between him and his wife when he started to see her and his son, whom he saw as “weaker” than his sister, as baggage weighing him down. With his former wife and his son cut off from his life, he began refocusing on the development of his corporal empire and molding his daughter into his ideal successor, his mentality and outlook on life darkening.

After his long-standing enemy, Blackbeard, took his daughter from his manor, Aquillion started a war with Nassau, his foe’s home in the skies.

Alignment:

Neutral Evil

Personality

Aquillion is a stoic and calculating man who always weighs the potential pros and cons of his actions, focusing on what benefits him more. As a result of his years dealing with Sanctum’s cutthroat business culture and dark side, he has lost a great deal of empathy for others as he hyper-focused on results. He cares little for whatever “butterflies” he has to crush under his heel as long as his goals are met. This has resulted in him developing a

sense of pragmatism which he uses as a basis for his actions. The man is incredibly driven and willing to work in order to obtain what he desires.

He has an obsession with strength and a hatred of weakness, never wanting to feel the latter because he believes the world will swallow people whole if a mere sign of it is shown.

He keeps himself coolheaded and makes sure his emotions are in check, choosing to follow logic rather than emotion. Though he can be quite a vindictive person if crossed.

Desires

He wants to purge weakness from himself and maintain his hold on the empire he created. He also seeks to mold a worthy successor who will carry on his beliefs.

Abilities

Primary Element: Lightning. Secondary: Wind

Magical:

- Mastery of Lightning Magic
- Knowledge of runes and enchanting
- Storm Generation
- Ozone manipulation

Physical:

- Superhuman strength, speed and durability
- Highly cunning and intelligent
- Proficiency with knives and firearms

Weaknesses

He has a tendency to underestimate his foes due to a self-image of superiority, causing him to potentially miss important details. He is vulnerable to psychological warfare when his Darwinist ideology is attacked.

5.3. Antagonist 3-Adam

Physical Appearance



Placeholder: Hastur, the King in Yellow

Outside of his power armor, Adam generally goes around garbed in a mask, robes, and crown. His true face is usually unseen and there have been no records of what it looked like even in The Forgotten's oldest records. But from what can be seen of his hands, his skin is ashen and the nails are akin to claws.

Background

Adam is the leader of The Forgotten and the most powerful immortal to have walked the Earth, ruling over it and his people for countless millennia. He came up with the idea of creating test subjects for magical research when he felt development was starting to wane. Those test subjects became humanity. Through years of overseeing the progression of humanity, he initially saw them as a booming success.

After more years of progress, humanity's rate of advancement began to startle him as they developed faster than he and his scientists could cope with. Soon enough, he saw the human race as something that could potentially topple his people. He then tried to have them eliminated out of a desire to protect his people from what he viewed as a genetically-grown superweapon.

Unfortunately, his actions became a self-fulfilling prophecy as a centuries-long war ensued between his people and ancient humanity. The end of the war saw he and his race being sealed into a pocket dimension by the original Gilgamesh of Babylonia.

Despite his loss and the millennia that have gone by, Adam persists in his desire to wipe out the human race, continuously assuring himself that his decisions were correct and becoming unable to move on. For years, he and his people worked at undoing the seal from their side of it, weakening the lock as the years went on. After a disturbance from the other side weakened the seal, he accelerated the breakdown rate. When the seal was finally undone, Adam rallied his army and wasted no time in continuing what he sought to resolve a mistake of his own making.

Personality

As a king, he has a natural charisma which he takes advantage of to manipulate others. He is authoritative and prideful but willing to admit his own mistakes. Adam genuinely cares for his people but believes he knows what is best for them and others, his pride influencing the thought. He can be quite obsessive, especially if it involves something he deems a personal failure since he is his own worst and largest critic.

Alignment:

True Neutral

Desires

Adam seeks to clean up what he deems a “mess of his own making” and return his people to their “rightful place” in the world. After centuries of war with humanity and literal millennia being sealed away in a pocket dimension with his people, he seeks to pay mankind back for the imprisonment. However, he also seeks to redeem himself for his past failures because he sees the debacle with humanity as his fault and something which led to his race suffering.

The prosperity of his people and to further acquire power for the sake of defending them.

Abilities

Magical:

- Thirteen entirely separate Pure souls which allow him to access every basic elemental magic in existence
- An amount of mana equivalent to the energy generated from solar fusion
- Augmentations to all his physical and magical capabilities due to his power armor

Physical:

- Mastery of martial arts and weaponry
- Strong enough to split Pangea into multiple continents with one sword swing
- Highly intelligent and innovative
- A deep knowledge of psychology

Weaknesses

The man is arrogant, often holding himself to a seat of (understandable) superiority due to his station as a king. He is prone to lashing out at those who question his authority and his choices where humanity is concerned. Adam will see his goals through even if he must pay a detrimental cost to himself.

Out of everything, his pride is both his greatest weakness and greatest strength. This manifests in his attempts to predict the future and the belief he is right, which led to his race going to war with humanity in the first place. But his pride greatly motivates him and helps him see his endeavors through.

6. Allies

6.1. Johan “Goethe” Faust, Headmaster of Academia

Physical Appearance



Placeholder: Kischur Zelretch Schweinorg [Tsukihime] <https://i.pinimg.com/originals/90/d7/a4/90d7a4a1ab5bc456622f716cb93f331f.jpg>

His face can be described as timeless-neither too young or too old. He has grayish hair and a beard suggesting he is old, past his fifties at most. Small, barely noticeable wrinkles can be seen on his face. His eyes are a shade of yellow-orange with a blue tint around the pupils. He typically wears a dark brown overcoat over a gray undershirt, black trousers, a belt holding a sheathed blade, leather bracers, boots, and a pair of spectacles on the bridge of his nose.

Background

Faust is a man from the ancient era of magic. Due to a deal with a Phantasm named Mephistopheles, he was turned into a partial-Phantasm and able to wander the Earth for , unable to be killed by the passage of time.

During his years of roaming the planet, he underwent periods of insanity and snapping out of it, inspiring numerous legends along the way, including some variants of Merlin's stories.

When Lumen began to develop Academia, Faust heard word of it and joined as a professor. He was even present for Lumen's soul-splitting ritual and witnessed the creation of Nox. During the Phantasm's rampage, Faust was responsible for saving the lives of many people on the Earth and leading Academia when Lumen died.

Years after Nox's rampage, he continued acting as Academia's headmaster. He eventually split half of his soul to continue his search for Mephistopheles, curious about what happened to him after Gilgamesh's sealing. While his Phantasm searched for Mephistopheles, he ran Academia for several more decades. Upon being asked by Anima's parents to teach their son and help protect him, Faust drops everything and leaves the administration of Academia to Gilgamesh. This is partially to test the new system he developed and to train Anima as a potential successor.

After years of teaching and traveling, he, his protégé and the boy's new friend arrive at Babel. When the tower is attacked by a mysterious cult, he meets with Gilgamesh Rex Lucem and arranges for his alias to be announced as MIA so he can investigate in secret. He also asks his vice headmaster to keep it secret from his protégé, suspecting the cult has links to the ancient past in a dangerous way.

Personality

While he may act like a wise old man on the outside, he is actually a playful trickster comparable to Merlin and Loki on the inside. His sense of logic and sanity can be quite skewed due to his time alive. While he is far from unintelligent, he is not above acting like a fool if it helps him get ahead.

Generally, he tends to act like a "fun grandparent" sort of man who is not above making cracks about his age and loves to make wisecracks at people.

When he is serious, the man loses all traces of goofiness and is more like the commanding officer his position would require. But like Lumen before him, he is a kind soul even when he's serious.

Alignment:

Chaotic Good

Desires

Aside from enjoying his eternity and having fun, Faust seeks to make Academia self-sufficient enough to survive without his administration. After centuries of running it, he wants to finally retire.

He also seeks to preserve the relative global peace since he doesn't want to see the world burn.

One mystery he seeks to answer is what happened to Mephistopheles and why the world reverted to the state it did in the past.

Abilities

Primary Element: Rift. Secondary Element: Rift.

Magical:

- Mastery of Rift Magic
- Mastery of Psionic Magic
- Pure Mage
- Immense mana reserves comparable to an Equilibrium
- Portal Spawning and Teleportation
- Dimensional Barrier creation
- Black hole creation
- Heightened spatial awareness and magic sensing

Physical:

- Superhuman strength, speed and durability
- Mastery of martial arts
- Master of every weapon known to man
- Highly intelligent and cunning

Weaknesses

Due to his position, he is unable to move around freely without making any large waves or alerting people with his presence alone. Knowledge of his presence is also a required thing for the world's peace because his absence almost started a war when paranoia nearly started a chain of conflicts all over the world.

His penchant for mischief and doing things on a whim are also a point of conflict which can also stir up chaos. This can also lead to him making mistakes, missing details or not thinking things through on occasion.

His ability to create black holes can be countered by proficient enough Atomic magi like any other Rift magi.

6.2. Gilgamesh Rex Lucem

Arc 1 Age: 26

Arc 2 Age: 29

Arc 3 Age: 30

The vice headmaster of Academia and Faust's second-in-command. He is the main professor Anima and his team members report to regarding missions and consulting on their situations.

Physical Appearance

He is tall and tends to dress formally, often wearing a suit everywhere he goes. The man has an athletic build, gray eyes and slicked-back blonde hair. His features can be described as aristocratic.

Background

One of Academia's greatest alumni and someone Faust personally groomed to serve as his right hand. He has worked in the administration of the organization for many years and served as an anchor which helps keep it running.

He was one of the main reasons Academia functioned after Faust disappeared, running it in his stead. By the time Anima came around, he elected himself to be the main supervisor to the boy and the irregular cases within the academy.

Personality

He is a strict but reasonable man, showing politeness and respect but also expecting it in turn. While he tends to be stern and authoritative, he has a calm and casual side he shows to those he considers friends when off work.

The man is an analytical and calculating sort who seeks to maximize efficiency in his endeavors even at personal cost to himself. He genuinely likes his position as an overseer of education and feels his image as "the responsible one" compared to the headmaster, Faust, is needed. Though he is not above stifling a laugh when the man pulls a trick on people he feels are deserving of it on occasion.

Alignment:

Neutral Good

Desires

Gilgamesh is a scholar at heart and always willing to learn something new to teach others. Seeing knowledge as something to be shared and hating ignorance, he seeks to erase the latter from the world as much as he can and learn more about the world's mysteries.

He is a pragmatic peacekeeper who sees the necessity of Academia and seeks to keep the world from entering a state akin to the Dark Age of its history, Nox's rampage. To keep the peace, he is willing to make difficult choices if he feels it is necessary.

Abilities

Primary Element: Light. Secondary Element: Rift.

Magical:

- Mastery of Light Magic
- Mana Construct Creation
- Teleportation of others, objects and himself if an area has a sufficient amount of light
- Large mana pool
- Extension of senses through particles of light in an area

Physical:

- Weapon Master
- Superhuman strength, speed and durability
- Highly intelligent

Weaknesses

His main weakness is that his position does not allow him much room to do what he wants or move freely. He has a responsibility to uphold as vice headmaster of Academia and one of its top administrators. His status and position carry weight which would immediately make any of his movements cause for alarm because there are always eyes on him.

His light-based warping ability is limited to where light is present in high enough quantities. So, he is unable to teleport underground, into dark rooms, or anywhere there is not a large source of light. By extension, he is unable to warp others to such places as well.

6.3. Seika Sutori

Arc 1 Age: 14 (15 by the end)

Arc 2 Age: 17

Arc 3 Age: 18

Physical Appearance



Placeholder: Ara Haan (Zerochan Image)

<https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjimPCK6oziAhXNo54KHZbNC5QQjRx6BAGBEAU&url=https%3A%2F%2Fwww.zerochan.net%2F1551899&psig=AOvVaw2cNKzQvifPU9WcPFPldl-B&ust=1557435289124794>

Seika has long, black hair styled in a side plait and green eyes. She is rather thin and looks to be a mix of Asian and European in looks. Her clothes are usually a mix of green and monochromatic.

Background

Born to a clan experimenting on synergizing the powers of the Rift and Life element, a single girl was the only one to remain after the experiments killed the rest. She was promptly placed into military care and moved from facility to facility for much of her early life as her ability was tested. One day, the facility she stayed at was raided by members of the Cult of The Forgotten. During the attack, the girl was captured by one of the members who split her and collected the mana produced from the act. As this happened, she activated her String of Fate ability and killed the cultist. Unfortunately, this did not stop the ritual from taking effect. However, the girl's interference caused the split to not occur properly and left the Phantasm sharing her body.

And the girl was the one dying. As the girl perished, the newly born Phantasm was left as the dominant soul of the body.

This Phantasm would then go on to become Seika Sutori.

Because Seika and the girl were both alive at the point of her creation, Seika was able to receive the girl's last memories despite being unconscious at the time. As a result, she attributed her lack of memories to trauma and stimulatory overload caused by String of Fate. She would then be ignorant of her true nature and why she lacked memories for years to come.

Upon awakening, Seika was found by a mercenary named Setanta Sutori who was sent to investigate the attack on the facility. Seeing as Seika had nowhere to go nor even a name to recall, the man decided to bring the girl with him on his travels in hopes of recovering her lost memories. Setanta later gave Seika the name she would take as her own. As they traveled, Setanta gave her the means to defend herself and taught her to use magic.

The two traveled across the land for some time, eventually going to the Badlands for a mission Setanta accepted. During the venture, Setanta disappeared in the night without a trace. When Seika woke up the next morning, she found no sign of him or any tracks. After a few months of searching, she eventually gave up and began wandering the region until she encountered an odd young boy with mismatched eyes and a mischievous old man who decided to bring her with them. She would proceed to journey with him and arrive at the Tower of Babel, beginning a new chapter in her life altogether. And the coming events would lead to her facing the shocking truth of her existence and the ones responsible for it.

Personality

She is a soft-spoken, polite and cautious sort who always tries to think things through. She is quite uncomfortable with large crowds and people she does not know. As shy as she may seem, Seika is actually

quite friendly and casual with those she has become used to. With her naturally empathetic nature, she works well as a mediator and is logical enough to be a voice of reason.

Seika is pacifistic and one of the last people someone would see starting a fight or opting for violence. Though she is still willing to fight if the need arises.

Due to spending most of her time after the loss of her memories either alone or around her new friends, she has developed a high tolerance and exasperation of anything that would count as general tomfoolery or chaos.

Alignment:

Neutral Good

Desires

If she cannot regain her presumably lost memories, Seika wants to learn about the life she had before meeting Setanta. It stems from a subconscious desire to feel complete and develop a true sense of identity.

She seeks to find a more permanent home she will not lose nor be forced to leave due to living most of her existence on the move and the lack of a place to return to. If anything threatens what Seika perceives as home, she will fight for it. And so far, the closest things she sees as home are Anima, Faust, and Setanta.

Seika has a natural inclination to help people, feeling her Primary element gives her a form of responsibility. Because of it, she is thinking of becoming a combat medic so she can treat people and still assist her friends in missions.

Abilities

Primary Element: Life. Secondary Element: Nature.

Playstyle: Combat Medic and Support

Magical:

- Mastery of Life Magic
- Able to regrow lost limbs
- Psionic Magic Proficiency
- Siphoning mana off places with some form of nature
- Able to sense whenever something is alive

- String of Fate (The ability to kill someone or reduce their lifespan if she severs the metaphysical strings she can perceive)
- Death magic

Physical:

- Superhuman strength, speed and durability
- Mastery of polearm combat
- Proficiency with rifles
- Knowledge of pressure points and anatomy
- Nimble and acrobatic

Weaknesses

Her main element is extremely non-combative and she has to make do with her martial skills and psionics. While she can use the death components of Life magic, she is extremely reluctant to do so.

She is extremely afraid to use her “Strings of Fate” ability since she experiences the sensation of death felt by any victim killed by it. Stronger opponents also have more strings to cut and ones which are harder to sever relative to their strength and hers. This ability also only applies to living beings. Machines and automata are exempt from it.

As a pacifist, her general unwillingness to start a fight can be taken advantage of by her enemies.

6.4. Zephyr Volitans (Gale)

Arc 1 Age: 14 (15 by the end)

Arc 2 Age: 17

Arc 3 Age: 18

Physical Appearance



Placeholder: Zephyr from End of Eternity/Resonance of Fate (Zerochan Image)

<https://static.zerochan.net/Zephyr.full.453072.jpg>

He is blonde with blue-green eyes and quite lanky. Zephyr typically wears a pair of goggles everywhere and tends to use a green aviator jacket.

Background

Before his mother and father's divorce, he lived in a manor at Sanctum with his sister and the rest of their family. After the divorce, he moved to a town in Lightning Country with his mother for a year until she eventually passed away to disease. Not wanting to return to Sanctum, he lived on the streets for half a year to avoid child services, stealing to survive. He eventually joined Blackbeard's crew after he stowed away in his ship while hiding from authorities.

After Blackbeard took him in, Zephyr learned from the crew and trained as both a marksman and magi. Over the years, he had taken part in Blackbeard's war with Sanctum happily due to an agreement with his intentions and a hatred of his father, whom he calls his "sperm donor". Eventually, one of the crew's operations reunited him with his sister. With some prodding from Blackbeard, he joins Serah at Academia to ensure her safety. This soon escalates to battling the cult of The Forgotten when the members integrated in Sanctum's underworld come after her.

Personality

Zephyr is almost always relaxed and easygoing. He is a thrill-seeker loves the feeling of an adrenaline rush. As an energetic and cheerful sort, he livens up any room he's in. He is also quite fond of cracking jokes and teasing people, a natural joker. His time on the streets and with Blackbeard has also made him a kleptomaniac.

Under his playful demeanor lies a highly intelligent and cunning rogue who can be quite ruthless.

Alignment:

Chaotic Good

Desires

He is the type who seeks to simply get the most enjoyment out of life he can and find enjoyable thrills. Though he also wants to meet and fight his biological father for not only divorcing his mother while she was near her deathbed, but for refusing to pay for his mother's treatment and being a major cause behind her death.

Abilities

Primary Element: Wind. Secondary Element: Lightning.

Playstyle: Long to Mid-Range DPS, Dodge Tank and Support.

Magical:

- Wind Magic
- Flight
- Speed Acceleration
- Electrically Charged Winds
- Gathering electrical charge through friction

Physical:

- Superhuman Speed and Strength
- Brawling and Kick-Based Martial Arts
- Proficient Marksman
- Skilled Thief and Contortionist
- Acrobatic
- Extremely Quick Reflexes

Weaknesses

The boy is also afflicted with the condition known as Ehlers-Danlos Syndrome (<https://www.ehlers-danlos.com/what-is-eds/>), the hypermobility subtype to be specific, as a partial influence of his mana type. It makes him more fragile as his skin and muscles are easier to tear while bruises accumulate more. He is also slower to recover from wounds he may receive.

Zephyr is rather reckless and tends to think more in the moment rather than plan.

6.5. Serah Volitans (Gale)

Arc 1 Age: 14 (15 by the end)

Arc 2 Age: 17

Arc 3 Age: 18

Physical Appearance



Placeholder: Reberta from Final Fantasy Brave Exvius (Image from Pinterest)
<https://i.pinimg.com/originals/57/4a/d9/574ad90e58246e80a02df8a8dbfb4646.jpg>

Has long, sandy blonde hair and blue-green eyes. In combat, she usually wears a form of armor akin to a body suit. Outside of a fight, she generally wears a cat-eared hoodie, shorts, and sneakers. An accessory she always has is a set of dragon wing hairclips.

Background

Born as one of the two children of Aquillion Gale, she lived in Sanctum with her family in ignorant bliss of the sky nation's true nature for much of her early childhood. Eventually, her parents divorced after her mother became terminally ill, Aquillion seeing it as an unacceptable sign of weakness. Her father decided to take custody of her while cutting the girl's brother and mother out of their life. Afterward, Aquillion began molding her into his prime successor, attempting to indoctrinate her to his Darwinist views. As Serah grew up, she received training from a Dragoon instructor she would soon call "Uncle Abel".

Soon enough, Serah began to find more than one person out for her life due to being the heir to Sanctum's unofficial king. The more she was exposed to Sanctum's cutthroat and criminal elements, the more she felt compelled to escape. Eventually, she arranged for it through the use of Sanctum's enemies, encountering her long-lost brother in the process.

Seeing Academia as a form of sanctuary her father could not touch, she applies to it as a student to gain its protections. But neither Sanctum nor her father are finished with her yet. A party unknown to her has set its eyes on the girl after prior investigations on Sanctum's underworld causes her to come across some sensitive information. Enkidu's cult has now added her to its list of targets. This soon led to her joining forces with Anima, a fellow target of the cult.

Personality

Polite, stern and well-mannered on the outside, Serah possesses a childish side she tries to avoid showing in public. She is quite a tomboy at heart, but tries to reign in those tendencies as much as she can. Though under her more cheerful persona, Serah has an innate distrust of others and a cynical perspective on the world due to her upbringing. On the inside, she wants to connect with people but is afraid of getting too close to others for fear they will betray or exploit her.

After escaping to Academia, she relished her sense of freedom and has gotten attached to it, making her dislike of feeling caged even more intense.

Alignment:

Neutral Good

Desires

As a metaphorical bird who escaped her cage, she relishes her new freedom and seeks to keep it. But Serah also has an altruistic desire to help others born from a sense of noblesse oblige she developed at a young age out of her mother's influence.

Abilities

Primary Element: Lightning. Secondary Element: Wind.

Playstyle: Combo Specialist and Aerial Combatant.

Magical:

- Lightning Magic
- Ability to make her spear return to her hands through a Rift rune on it.
- Manipulation of lightning and electric energy.
- Transforming herself into lightning.
- Creation of storm clouds she can ride like Son Goku

Physical:

- Proficiency in spearmanship and use of polearms.
- Proficiency in kickboxing.
- Legs conditioned to making high jumps most magi would be hard pressed to make without the assistance of magic.
- Superhuman strength, speed and durability.

Weaknesses

Due to having a specialty in aerial combat and high maneuverability, she is less effective at fighting while grounded and when her movement is restricted. Her natural distrust of others makes it harder for her to freely cooperate with people.

6.6. Gaia Peritus (Birth Name: Imoto Yawai)

Arc 1 Age: 15 (16 by the end)

Arc 2 Age: 18

Arc 3 Age: 19

Physical Appearance



Placeholder: Shiki Ryougi from Type-Moon (Image is from Amino Apps)
https://pm1.narvii.com/6839/801479fd137526073319ebfa5f1d1880f5ecf22cv2_hq.jpg

Gaia is thin, has long, dark brown hair tied in a ponytail, has hazel eyes and wears robes. She always has a sheathed blade at her side. Her face is usually set in a disinterested expression.

Background

A girl originally born in the Village of Heroes at the outskirts of Fire Country. At birth, she had an incredibly small mana pool which did not see much development in the years following her infancy. As a result, her family cast her away and abandoned the girl in a forest, seeing the child as too weak to be among them.

She wandered for a bit and would have perished had she not come across a strange six-armed man who introduced himself as an Altered named Asura. Seeing he was wounded, the girl asked if she could help him. He accepted her aid and gave her instructions to gather various ingredients from the forest around them, so he could concoct a remedy for himself. Gaia listened and fulfilled the request.

After receiving treatment, Asura, curious about the girl's presence in the forest, asked what she was doing there. Upon hearing her origins, Asura offered to teach her how to fight and survive. The girl accepted and was later renamed Gaia Peritus.

Because her incredibly small mana pool meant she had little capability for magic, Asura decided to focus on physical training and martial arts to compensate for the lack of magical power with skill. Gaia and Asura spent

several years training together in the forest and territories surrounding it. Eventually, Asura had to leave and bid the girl farewell as he gave her a map of the world and a recommendation of where to continue her training.

Following her mentor's advice, she traveled to an area called the Tower of Babel, hearing it was a place of interest many skilled magi visited. Once there, she set up camp at a bridge on the way to the tower. Whenever magi of high skill or power came by, she challenged them to a non-fatal duel with the condition of receiving their weapon should she win.

After the first match and victory, she acquired a weapon for herself and started wagering any and all weapons she won against any challenger should they defeat her. As time went by, she eventually completed 99 duels in a row, never losing once and obtaining quite a haul. Along the way, she encountered many odd and unique travelers such as a strange boy with mismatched eyes and a scruffy old man who seemed to be his grandfather. Both appeared to have recently gone through a nasty fight and still had strands of their hair on fire when she saw them. Alongside the two was a girl of similar age to the boy. But Gaia did not pay her as much mind. She challenged them but was met with refusal. Though the two said they would come back later after sorting out their affairs at the Tower of Babel. Gaia accepted this and kept them in mind. But the group of three never came back, something she assumed had to do with the pillar of light and the earthquake which came later that same day.

A few days later, an eccentric-looking old man in a suit challenged Gaia. They fought, but the girl lost handily. Accepting her loss, Gaia gave the man his winnings. Much to her confusion, numerous men and women appeared and began transporting the assorted weapons themselves while the man watched. He then introduced himself as Academia's Headmaster, Faust, and offered her a place in his school, promising she would grow stronger under the tutelage of his staff. Seeing little reason to refuse, she accepted.

Afterward, Gaia adjusted to her new life as a student of Academia. Much to her surprise, she came across the same boy she encountered at the bridge days ago...and he was using martial arts taught to her by Asura.

Seeking to have her questions answered, she approached the boy personally, later getting entangled in his search for his mentor figure, finding similarity between his and hers'. The further she went down the rabbit hole with Anima, the more questions she gained and sought to find answers to.

Personality

Gaia is the epitome of the stoic warrior. Stony-faced, and always focused on her next objective, her resolve is nigh unbreakable. She usually treats humans with extreme disdain, due to her early life, although she forms fast

connections with animals of all kinds. Because of this, she often implements a “might makes right” policy when people disagree with her.

Due to her training, she also has an ever-present desire to defeat those more powerful than her, and take trophies from them, often in the form of their weapons.

She also has a fondness for fluffy things.

Alignment:

Lawful Good

Relationships:

- **Anima:** To Gaia, he is her foil, an inverted mirror of herself she uses as a benchmark. While he has a mastery in magic, she possesses astounding martial skill. Anima is a walking reservoir of magical energy compared to her who has little magical power of her own. She prefers solitude and often says little, he actively seeks out others and is hard pressed to stop his thoughts from leaving his mind.

Desires

She wants to get stronger and defeat the powerful to become the strongest warrior she can be. New challenges and trophies are things she is drawn to.

Abilities

Primary Element: Sound. Secondary Element: Earth.

Playstyle: Defensive and Counterattack Specialist (Highly Skill-Oriented)

Magical:

- Low Sound Magic Capability
- Sonic Grenade Creation
- Muting Sound
- Vibration of materials to turn weapons into high-frequency blades
- Attacking with sound waves

Physical:

- Weapon Master
- Highly athletic (by this world’s standards)

- Mastery in hand-to-hand martial arts with emphasis on counters and redirection
- Higher Attunement to Senses

Weaknesses

Given her small mana pool, she has very minor magical capability and can only use what little she has quite sparingly. It also means she has not developed in physical power as much as many other magi. As a result, she is much less durable than many of her peers and has a high reliance on weaponry, the mana absorption blade especially.

Gaia tends to also be standoffish and prefers to work alone even if it proves detrimental. Her upbringing has also left her with a general mistrust of others.

6.7. Raiden Arekuruimasu

Arc 1 Age: 17 (18 by the end)

Arc 2 Age: 20

Arc 3 Age: 21

Physical Appearance



Placeholder: Rider from Fate/Zero

<https://vignette.wikia.nocookie.net/typemoon/images/a/a5/Ridernomantle.jpg/revision/latest?cb=20121115221026>

Raiden is tall, muscular, burly and built like a professional wrestler while still looking agile. He has black hair, gold eyes and can always be seen wearing gauntlets on his arms to be ready for a fight.

Background

A victim of Fire Country's eugenics-related practices, Raiden was born in one of its villages and raised for the purpose of developing magi more powerful than the previous generation. For most of his life, he endured an extremely Spartan routine of training which went into the territory of abuse. One day, he eventually snapped and turned on the entire settlement itself, slaughtering every man and woman. As this happened, his Schizophrenia evolved to the degree he perceives reality in different states of existence. After the massacre, Academia's military forces took notice and mobilized to contain him. Raiden willingly went with them and was placed under monitored arrest within Academia's walls after the details behind the massacre were discovered.

To this day, he remains a probationary student under the watch of Academia's head staff with multiple seals restricting his abilities. He later encounters Anima who is in search of a training partner for physical sparring and accepts. After a grueling training session and spar, Raiden develops a liking to Anima, seeing him as one of the only people willing to give him the time of day. Eventually, Raiden decides to follow him after facing an ordeal with Enkidu's cultists because he imagines life will be more "exciting" around the young Equilibrium.

Personality

Raiden, at his core, is a broken child. He is usually remarkably upbeat and finds joy in most things, however simple they may be. However, most of it is an act. He does not believe the world around him is real, instead seeing the world as the medium in which its story is presented. This is partially due to his Schizophrenia being augmented by his nature as a Rift mage, allowing his perception of reality and fantasy to reach new dimensions. He is an actor, playing a role, and doesn't truly believe that anything matters, because he is one of the good guys, and they always win.

His personality in battle, however, is drastically different. He is cold, and calculating, mercilessly exploiting weaknesses, and only ever using just enough strength to make the fight somewhat challenging for him. If he loses a fight, he doesn't care about it very much, however, because he knows the world will either reset to a previous state, or it will have some form of meaning later in his story. The point to which he simply does not care is almost undefinable, purely by the nature of knowing he is in a story.

That is not, however, to say that he doesn't care about those around him. Those similar to him in power, he considers rivals and friends and will protect them fiercely. To those weaker than him, with no interest in fighting, he treats them as targets of protection from collateral damage, but little more. However, he is constantly striving to be stronger.

Alignment:

True Neutral

Desires

To continue growing in strength and find enjoyable fights. He also seeks to find opponents who can challenge him and thrilling adventures that would make his life more interesting.

Abilities

Primary Element: Rift. Secondary Element: Lightning.

Playstyle: Tank and DPS.

Magical:

- Mastery of Rift magic
- Heightened spatial awareness.
- Teleportation through the use of portals.
- An absolutely large mana pool.
- The ability to break the fourth wall thanks to the combined influence of Schizophrenia and Rift mana.

Physical:

- Monstrous strength to the point he can lift small hills without much issue.
- Master levels of hand-to-hand martial arts prowess.
- High knowledge of Anatomy

Weaknesses

As a result of the seals placed on him by Academia's personnel, he is unable to access his full strength without serious risk. His body adapting to the seals has also left him unable to fully utilize his full strength without it also destroying his body in the process, only being able to last moments before the act kills him.

He also limits himself in a fight just for the sake of enjoying it better and his general attitude can lead to people exploiting his love of combat alongside his lack of care.

6.8. Alice Steir

Arc 1 Age: 14 (15 by the end)

Arc 2 Age: 17

Arc 3 Age: 18

Physical Appearance



Placeholder: Alice Character Design II by Rini-Tan (Source: Pinterest)
<https://i.pinimg.com/originals/0d/b2/5d/0db25db38c15cc1319748d9c48fe48c4.png>

Alice is a slender, long-haired albino who often goes around in Academia's female student uniform. She stands at average height.

Background

Born in the cities within Lightning Country, Alice grew up in a family of Enchanters, runecraft specialists who enhance materials with inscribed runes. She grew up with a normal childhood and learned magic from her parents and regular schooling. However, she was the only one in her family to be born with the primary element of Illusion. This combined with the element's lack of effectiveness in Enchanting caused her to feel insecure about her magic and out of place within her family. She later questions what she wants in her life and what she could be if not an Enchanter.

Seeing her dilemma, Alice's family recommended she apply for Academia and learn from the instructors there. With thoughts of Academia's massive library being accessible and the courses the school offered, Alice

immediately began preparing herself for the entrance exam. As part of her preparations, Alice moved from just exercising to taking combat classes at her city's training centers.

When the day of the exam finally came, Alice was put through the wringer as her magic skills, knowledge and combat ability were tested extensively. Much to her joy, she passed the exam and entered Academia's curriculum with others of her age group. Alice's magical education began and many days were spent either studying for her classes or combing through the books in the library with glee. Though she noticed the gradually growing group forming around the Third Equilibrium, Anima Caelum, and found her curiosity piqued by the mysterious group of misfits and irregulars.

During the last third of her first semester, she along with her entire class was assigned a research project on ancient magi. After seeing Anima Caelum prove his knowledge of history and mythology in the classroom throughout the semester, she asks for his aid in researching the original Gilgamesh of Babylonia. Anima accepts, and Alice is subsequently introduced to his group of friends.

While the research project goes on, Anima uses it to look for more information about the cult after a recent altercation showed clues in the direction of Babylonian mythology. Meanwhile, Alice is unaware of the situation and befriends the Equilibrium alongside his other friends. All of them, Anima included, even help her in her magical studies and slowly get the Illusion mage out of her shell.

During a supervised excursion to the Nomadic Earth Territories, she is finally made aware of the cult of The Forgotten's intentions for Anima and some of his friends when they interrupt a cultist operation. While the situation escalates, Alice follows her first instinct and attempts to escape the crisis. However, she found herself unable to leave her new friends to face the danger alone. Instead of walking away, she goes back to the firefight and joins the battle concealed under an illusory shroud.

When the situation dies down, Alice is told everything about the ordeal with the cult of The Forgotten and the search for Faust. Already intent on not walking away, she officially joins Anima and his friends' search for Faust and conflict with the cult.

Personality

Alice is reserved and introverted. While she may appear calm when interacting with others, she is incredibly socially awkward and inwardly thinks of ways to avoid making a fool of herself in front of others. She finds dealing with people exhausting enough to prefer focusing on books and stories more than people have any reasonable right to. Though this is also because she is a geek at heart who loves to immerse herself in things she

enjoys. When faced with games, novels and subjects she is a fan of, Alice's attitude makes a complete turnaround as she will energetically talk at a rapid pace.

One of her strongest qualities is her determination when she sets her mind to something. If Alice sets a goal for herself, she will do everything in her power to achieve it and refuses to quit when faced with difficulty.

Desires

Aside from being a knowledge seeker, Alice wants to find her place in the world and feel like she belongs somewhere.

Abilities

Primary Element: Illusion. Secondary Element: Sound.

Playstyle: Assassin and Support.

Magical:

- Proficiency in Illusion Magic
- Muting the sound she makes
- Enchanting ability at the level of a professional
- Runecrafting Expert

Physical:

- Superhuman strength, speed and durability.
- Basic knowledge of hand-to-hand combat
- Proficiency with small blades and knives
- Basic marksmanship
- Proficiency in stealth maneuvers

Weaknesses

She is not a direct combatant, often relying on tricks, magitech weapons and stealth to make up her lack of offensive capability. Her main specialty with Illusion magic is to keep herself hidden, not to confound others.

Due to growing up with a normal childhood, she is more prone to reacting badly to dangerous and life-threatening situations like a regular person. She also lacks combat experience and has less training than her party members.

7. Organizations

Alteredes

“Alteredes” are people who have been biologically modified to have animal traits and characteristics for the purpose of both scientific research and the development of potential military assets. The process for creating Alteredes is also to aid people with physical disabilities, such as giving blind people the sonar of a bat or echolocation of a dolphin. Alteredes tend to be physically superior to normal people and even most magi due to the augmentations coming with their transformations. These people are scattered about the world in populations of varying size. Some are even be traveling alone.

Alteredes can also be magi and have their ability to utilize magic affected by their alteration, allowing them to apply it in ways a human can't. They can either take up roles in society related to militaristic matters, act as magi if they are capable of it, or adopt jobs people would see in modern society with the possible aid of their animal features.

However, as part of the alterations, an Altered's hormones have also been affected and shifted to align a bit more closely with the animal they've been fused with. Aside from the instincts, the human body's nutritional needs and way of thinking are changed.

Academia

This the world's top magi association and highest authority, with the reclusive headmaster sitting at the top and acknowledged as the official world's strongest mage. Academia is one of the only things keeping every nation from attacking each other or going to war. This is because they possess some of the most powerful magi in the world, access to technology which can shut down a magi's magic and are opportunistic in recruiting those with power and potential. The general infrastructure of this organization is populated with people from all walks of life whether they be regular people, magi, magitech engineers or Alteredes.

Academia is also its own country.

Magi

These are the 30% of the people in the population who can use magic as the result of being born with a mana pool, the physical component in the brain which can allow magi to channel and store magic.

Magi are everywhere in the world and are divided into multiple different classifications based on the Primary and Secondary elements they are born with. Primaries work as a more general classification while Secondaries are used to create a specific class unique to the paired elements. Examples of the second include the existence of Bone Magi who have both Nature and Earth while Sound and Earth is the pairing for Gravity magi.

Magi cast spells by shaping the motes produced from casting into runes and are able to manipulate their own elements to varying degrees.

While magi are usually constrained to their elements, a branch of magic known as Psionics can be done by anyone as it focuses on manipulating non-elemental mana outside the own body. However, this branch of magic is known to be incredibly difficult to master let alone utilize and will require much training for even the smallest applications.

Among the magi population, there are certain types which are rarer. Most of these are the esoteric elements of Nature, Life, Sound, Atomic, Rift, Light and Shadow, the latter three being among the rarest. But Light and Shadow as elements are esoteric in the sense they follow the elemental concept of the terms rather than the physical product. These elements hold properties which bolster the vitality, health, and longevity of a mage holding them, which can allow said mage to live longer. Unlike Light which can increase lifespan based on usage of the magic, Shadow works by siphoning the life off creatures killed with it.

There is a name for magi who have an aligning primary and secondary element. This classification is "Pure Magi" as they have a matching primary and secondary element. Pure Magi lack the augmentations granted by a secondary, but the effect of their magic increases in power dramatically, the cost of spells they use are heavily reduced, and spells be cast much quicker than normal.

Magi tend to fall under some general categories related to their roles in society.

Medical Magi

These magi train themselves to heal others or perform surgeries with the aid of magic. They take the role of doctors, nurses, apothecaries, therapists and more. Many Medical Magi include Bone magi, Blood magi, and Bio magi who are very useful in surgical procedures and prolonging a patient's life. Qualification for this classification mean a magi's abilities are applied more towards medical purposes, such as how Breath magi can

create anesthesia or Lightning magi can jumpstart a patient's heart. While Medical Magi are not known to be combative, they are still capable of being powerful combatants.

Military Magi

Military Magi train their magic in combative ways specifically. They vary from actual members of a country's military to bounty hunters and combat trainers. The usages of their magic range from being offensive to serving tactical purposes such as creating traps, debilitating enemies or strengthening allies.

Artisan Magi

In society, magic's use has spread to the art fields and in various jobs. Despite the name, Artisan Magi do not focus solely on art. Artisan Magi specialize in using their magic for creative or constructive purposes. They are able to take part in constructive works and product creation, often being responsible for architecture, terraforming environments, inventing things or transmuting materials. As an example of the latter, there are skilled enough Earth magi who can produce metal alloys by transmuting separate materials.

Equilibrium

This is an extremely unique classification of magi and there have only been three in the world's history. They are seen as walking anomalies and unnatural even by the standards of this world because they have two conflicting primary elements with their own secondaries. They are known to be the ONLY exceptions to the rule of Light and Shadow mana never being able to coexist with one another in a non-destructive way. They are also theorized to be a later step in human evolution in-universe.

Further analysis through the examination of Anima Caelum reveals that the mana pool in his brain has two "souls" connected to it which are constantly clashing against one another at a perfect stalemate. As a side effect, the mana pool an Equilibrium has is akin to a nuclear reactor in terms of energy production. The amount of mana an Equilibrium has in their body is large enough to let them cast mid to high-level spells with little effort should the subject be matured enough even if he or she isn't trained.

One of the only Equilibriums to be recorded, Nox, is infamous to the world's history because of a bloody rampage which resulted in about 50% of the world's population being eliminated in a war between him and the rest of the planet.

Sanctum

This is the nation of city-states floating above the clouds by using mana-powered propulsion technology to carry each city on a floating platform. The magi in this sky nation have Wind and Lightning as common primary elements. Because they dwell in the skies, Sanctum has authority over flight-based travel and regulates the airways of the world.

Sanctum's government oligarchic as big business and corporations, especially airship manufacturers, stand as the highest authorities. The politics of this nation tend to be quite cutthroat as there are power struggles everywhere, both in public and behind the scenes. It would not be unheard of for people in positions of power to find themselves dead at the hands of an assassin, forcefully coerced into meeting the demands of their competition or "disappearing."

Leader: Aquilion Gale

The military forces specialize in air-based combat and train to make descents from high altitudes by emphasizing leg strength and develop magic-based enhancement techniques for the act. They also have magitech meant to allow others to achieve the same feats. The Shock Troops, a division of Sanctum's special forces, are known for using magitech to accomplish this while the Dragoon Corps do the same with magical prowess. Members of the Dragoon Corps have a focus on combat alongside tamed or domesticated members of draconian species.

Cult of the Forgotten

These are the followers of Enkidu who have joined his crusade to wipe The Forgotten from existence and ensure they are not a threat to humanity by any means necessary. For the past few centuries, the cult has been gathering more mana batteries to fuel it, drawing up the runes acting as the spell's programming, and recruiting more people to their cause. One of their normal operations is kidnapping people to split their "souls" for the mana generated from the process and wiping the memory of the victims.

However, this is their private face. On the outside, they are people from all walks of life. They range from people in positions of power to seemingly average joes. This group utilizes a public mask which paints their organization as one for charity and altruism filled with good Samaritans, giving them the perfect cover to carry out their deeds while they cover their tracks.

Magical Beasts

As the planet and people acclimated to the new mana-rich environments over the course of history, so did the animals inhabiting them. This caused all sorts of magical creatures like bipedal wolves that could cast magic (kobolds), literal thunderbirds, and even dragons to appear. Applications of magic on biological research have also contributed to the population when people created new lifeforms that spread out into the world.

Whether they came to be naturally or by artificial means, the planet is now teeming with magical beasts who don't see humanity as something out of their league. These creatures are why the environment is one of the world's biggest issues.

Magitech Engineers

These are the folks who specialize in working with magic-based technology in the world. They are the sort who work on staples of daily life such as mana-powered energy generators to developing dynamic products such as rune jets, magical weaponry, robots, teleportation field inducers or gravity alteration devices.

This is an occupation anyone can assume regardless of whether or not they are a mage. If a magitech engineer is a combatant, then they will use or construct all manners of devices, weaponry, and armor to fight. Many are even being able to outperform magi with sufficient technology and proficiency with it. A single magitech engineer in a strong enough power suit alone is worth an entire squad of normal magi.

A subclassification of magitech engineer is Enchanter. These are the people who have knowledge of how to utilize and inscribe runes even without possessing a mana pool. They enhance various objects with magical effects.

The Forgotten

They are a race of beings that look similar to humanity but are far from it. The Forgotten created the human race for the purpose of conducting magical experimentation. This is because their mana pools remained static and could not develop the way a human's could. However, they compensated for this through their ability to produce advanced magitech far surpassing anything humanity currently holds. They are even able to boost their mana storage and channeling capabilities on percentage-based increases while humanity is currently unable to. Their technology includes magitech tanks and the capability to enchant bullets, something thought by humanity to be impossible because the explosion propelling a bullet usually sets off an enchantment.

Much of their army consists of mechanized soldiers they refer to as the Clockwork Army, each foot soldier being the equivalent of the average magi. The Forgotten can produce them en masse without much issue. These clockwork soldiers can always be detected based on the ticking sound they generate from the movement of their parts when all of them are in sync, the sound being as loud as a church bell.

Initially, The Forgotten saw humanity as test subjects that had become a rousing success, advancing further than they expected. However, humanity's unexpected rate of advancement caused their king, Adam, to try eliminating them before they could overthrow his people. The following war ended with them being sealed in an alternate dimension at Stonehenge. To this day, they still seek to break free from their imprisonment, many wanting to finish the job of destroying humanity.

Phantasms

These are beings which form when a soul is split into different portions. However, the more a soul is split, the more unstable these beings can become. They can vary in form based on the designs of the creator or by natural instinct from the parts of the mind used most strongly in their creation. Many Phantasms actually adopt looks similar to or mirroring their originators.

Phantasms are partially comprised of mana and do not have a fully biological form. This allows them to live indefinitely unless someone destroys them. They can even outlive the people whose souls they were a part of. As beings partially composed of mana, they are able to cast magic.

However, the process of creating a Phantasm can kill the subject or the Phantasm if it is done forcibly. Though the odds of this can be mitigated based on the skill of the one performing the ritual. If the split is improperly made, both the Phantasm and the originator would share the same body, mana pool and everything that comes with them. But one of the two is guaranteed to die in the process. For the brief time they are both alive, they share memories. The situation is comparable to split personalities existing.

8. Places

Academia



Placeholder: Balamb Garden (FF VIII)

Academia is the world's leading power and home to its largest magic academy run by some of the most exceptional magi on the planet. The place is a gathering point for some of the strongest magi in the world and has a reputation for producing them. It is also a bulwark that keeps the other nations in line through maintaining dominance in military might and provision of relief against magical beasts and outlaws. It would not be inaccurate to say Academia is one of the only things standing in the way of a world war.

Academia also has incidents occurring within it ranging from accidental collateral damage in spars gone awry to testing equipment and spells having chaotic results on a daily basis. Because of this, seeing administrators like

Vice Headmaster, Gilgamesh Rex Lucem, warping from place to place to “put out fires” is not an uncommon sight.

Aside from military purposes, Academia places a lot of emphasis on technological and magical development. There are plenty of labs focused on creating new technology or developing new spells for improving daily life. A more combative division of these labs is responsible for creating new innovations to aid in dealing with magical beasts and rogue magi.

Academia's territory contains numerous cities, towns, and wilderness inside its perimeter. The main campus can even be considered its own city. Its appearance is akin to a metropolis being turned into a college campus and feels that way. A large portion of the territory actually consists of the main academy building since the school hosts billions of students. The architecture is futuristic but not without its natural components. There are reserves set aside from parks and other areas featuring nature.

Academia as a whole has an aura of strength, dominance, and authority which is partially supported by the security systems in each area, both magical and technological. There are also officers, constructs and bots patrolling the perimeter.

Due to how multicultural the world has become and how Academia is a gathering place for magi from all over the world, it has a mixed cultural aesthetic.

Academia is a place where the personnel and even students accept missions from all over, the act being incorporated into the schooling. Students, registered magi and Academia staff alike, take up combative and relief-related roles between class sessions.

Sanctum



Placeholder: Futuristic City Image

Sanctum is the nation of city-states flying above the clouds. It used to be Greenland before the entire landmass was brought into the sky as a result of terraforming from Earth magi and mana-powered thrusters lifting it there. Sanctum is one of the most technologically advanced places in the world to the point it can rival Academia for technological supremacy.

While there are some landmasses containing traces of nature scattered about, they pale in comparison to the number of corporate-run cities. Though many cities do incorporate nature preserves and parks to avoid getting too industrial, mechanization of the cities and architecture is prevalent. While there is a sense of wonderment and freedom in the views of the skies, the city areas are similar to New York City in how bustling and busy they are.

Sanctum is one of the places where members of the dragon family are not uncommon due to the military's Dragoon Corps incorporating them.

Sanctum is feuding with a separate sky nation known as Nassau which is led by an outlaw by the name of Blackbeard.

Within Sanctum, the corporations are always competing against one another for more power and influence. Business are incredibly cutthroat from behind the scenes and it is not unexpected for hitmen or saboteurs to brought into the equation, especially if the assassins are magi. Various incidents in the city's newspaper are the end results of conflict between two or more organizations within the territory.

The undisputed head of Sanctum is Aquillion Gale who has more than a few people aiming for his seat of power in Sanctum's invisible infrastructure of business politics and actual politics.

Badlands



Placeholder: Badlands (Warhammer Fantasy)

Formerly known as Australia, this location has become one of the most dangerous places on Earth. Wildlife is prevalent whether it be flora or fauna. Almost every non-arctic biome can be found in this location and all of them are filled with magical beasts that can wipe out entire cities on their own. Quite a bit of the flora and soil is actually poisonous to people, magi included, due to the extreme mana saturation in the area.

As amazing as the Badlands can be to behold, they also exude feelings of danger and anticipation as a result of the dangerous environment. Despite the hazards, this place is also well-known for containing precious materials if one searches for them hard enough. It is also seen as a frontier for exploration and adventure provided the adventurers can survive.

Fire Country



Placeholder: Mistral from RWBY

https://vignette.wikia.nocookie.net/rwby/images/e/ee/V4_12_00050.png/revision/latest?cb=20170205160158



Fire Country resides in the regions of Northern Africa, the Middle East and Southern Europe. The presence of technology and nature is split in half. Its prevailing cultures are Greco-Roman and Asian in nature, reflecting in the architecture of the cities within the territory.

Fire Country's government is a meritocracy. Only the most capable and powerful people in the populace, magi or non-magi, are in seats of power. Everyone in those positions are thoroughly tested for whether or not they have an appropriate level of power and competence for them. The nation also prides itself on strength and puts a high emphasis on developing one's power. Eugenics is a common practice in this region.

One of the most famous things Fire Country is known for is the presence of colosseums everywhere which show matches and competitions between people on a daily basis. A person's records in the colosseums can also influence their social and political standing.

Nomadic Earth Territory



Placeholder: Fort Vigilance from Mourning Fog

<https://vignette.wikia.nocookie.net/mfog/images/d/dd/8284d3856c054fa5127518d871fcc6f2.jpg/revision/latest?cb=20170508001127>

The Nomadic Earth Territory consists of Russia and Canada. They are one of the least technological places in the world and have the most nature in its environment. Wildlife, magical beasts included, is prominent and always running about.

Communities in this territory are in the form of scattered tribes with individual systems of governing which vary based on the tribe. The buildings in these communities range from basic tents and teepees to cabins made with natural materials or through magic. All of these tribes are migratory and never stay in the same place for the whole year, often moving based on the change of seasons and status of the flora and fauna.

The territory gives off a serene and peaceful feeling, but this can easily switch when nature's more dangerous elements take the stage. In a way, it is reminiscent of nature's duality as a spiritually-enlightening symbol and a representation of the world's primal nature.

Water Cities



Placeholder: Teruak!

<https://viralnesia.org/wp-content/uploads/2018/07/Terkuak-Negeri-Emas-Indonesia-Bukanlah-di-Papua-Tetapi-di-Barat-Nusantara.jpg>

The Water Cities used to be the Philippines and Japan. They are among the islands which couldn't be moved with Earth magic due to being located over magical leylines and containing a higher level of mana saturation. They have a naturally mana-rich environment due to dwelling over the world's magical leylines. These cities have two connected components, the cities on the land and the counterparts under the seas. Both are highly technological and have mana-collecting machines which draw from the environment as fuel. The technology is oriented to suit island life and the underwater conditions of cities below the water's surface. These cities are run on a monarchy with a singular reigning emperor and a royal family. They are slightly isolationist but still maintain contact with the rest of the world.

Lightning Country



Placeholder: Midgar from Final Fantasy VII

http://pre05.deviantart.net/e2c1/th/pre/f/2009/205/c/3/midgar_high_quality_wallpaper_by_wingsofwar.jpg

The territory of Lightning Country consists of China, India and the Himalayas. Most of the region is filled with overly-industrialized cities and has a general steampunk aesthetic. Business is booming and there are enchanted screens almost everywhere showing a wide variety of products around every corner, similar to Akihabara Japan. As an oligarchy, Lightning Country benefits from this aspect. But business competition is tamer and less cutthroat compared to Sanctum.

Mechanization is high and androids can be seen almost everywhere you look. The presence of nature is scarce even compared to Sanctum. However, this is mainly the case within Lightning Country's cities. Nature thrives everywhere else they are not.

The weather around Lightning Country is known to have more frequent cloudy days and lightning storms, a phenomenon the citizens take advantage of as another power source. Cities are also built into mountains to take advantage of the natural formations for architecture and defense. These properties help Lightning Country defend itself against the magical beasts in the area and those lying within the excavated ruins nearby. Among the potential threats Lightning Country faces, the largest is the massive "Dungeon" (unsealed magical vault) filled with all manners of ancient magical beasts at the border of where South Korea once was.

Crystal Wonderland



Placeholder: Crystal World by Stockton Barry

https://media.mutualart.com/Images/2016_03/21/08/081611550/28640751-fdcb-45f0-894d-0008ba0b3790_570.jpeg

This place used to be the Tower of Babel and its surrounding territory. The outrageous amount of mana bursting out of Anima's misfired spell during the attack of Enkidu's cult resulted in the entire area mutating and becoming encased in crystal. Even the flora and fauna have been affected by the rapid influx of mana.

After the fall of Babel, Academia's forces sealed the area away and restricted entry to it. The transformation of the area turned it into a massive reservoir of Light and Shadow mana crystals. Academia's administrative heads are keep it secret from the world and guard it with heavy security in fear of what others could do with such a large source of mana crystals.

As beautiful and wonderous as the world is, the Crystal Wonderland gives off the feeling of an alien world people are now entering because there is literally no other place like it in the world.

Stonehenge



Placeholder: Stonehenge Art by Sharon Cummings

Stonehenge is among the few islands which have not been terraformed into Pangea during Lumen's project from centuries ago. While it may look the same as our world's counterpart, it is actually the convergence point of all the world's magical leylines. Magi feel a great deal of pressure just by going near the area because the sheer mana content in its environment can cause a mage's spells to go out of control or overcharge to absurd degrees. The latter has actually been used by some magi, Lumen especially, to carry out great feats. With Lumen's example, a spell cast here can affect the entire world. It is for this reason that all hermetic mages in the world guard its secrets and do everything they can to discourage exploration of the area.

This location also holds another secret as it is the lock used by the original Gilgamesh to seal The Forgotten away in an alternate dimension. With his death and the passage of time, there is no human alive who knows this, not even Enkidu, the original Gilgamesh's best friend.

9. Artifacts

9.1. Notable Weapons

Mana Absorption “Blade” (Prototype)

A member of Academia’s magitech research division has been working on producing a new, versatile weapon which is meant to serve as a multi-tool for all combatants in the field. The result of this person’s research is the Mana Absorption Blade. Though a sword is just the default form. The finished product is meant to assume a form based on any designs programmed into it. Since this is a prototype, it only has one form per mana type.

For testing purposes, this blade has been granted to a young student who has shown proficiency with multiple types of weaponry. The weapon itself is meant to be in the hands of a weapon master.

The current forms it can attain are: Claws (with Rift mana), Set of Floating Lances (Wind mana), Chain Scythe (Lightning), Greatsword (Shadow mana), Crusader’s Longsword and Shield (Light mana), Naginata (Fire mana), Bo-staff (Water mana), Wires (Illusion mana), Hammer/Axe (Earth mana), Scythe (Life mana), Floating Blades (Atomic mana), Katana (Sound mana), and Laser Blade (Psionic mana).

Basic Pulse Rifle

These are one of the simplest and most modular magitech weapons. It consists of a handle, a long rod component serving as the gun, a replaceable mana battery, and interchangeable parts for easy customization. The rifle uses a rune mechanism which creates projectiles when the trigger is pulled.

Rift Shields

Extremely power-consumptive and dangerous to use, these shields are known to be among the most effective armaments in the world. The type of shield is inconsequential. The shield can be as small as a buckler or as large as a tower shield as the only thing that will matter is whether or not the gear’s battery is charged and if it has a component fitted with a properly-made Rift rune for transportation. When activated or fed an appropriate amount of mana, the surface of the shield becomes a portal that transports any attack sent into it to another location. These locations can be programmed and may even include other dimensions or planes of existence. Their ability to be programmed also provides incentive for users to bring a second shield so they can redirect attacks back at enemies. People may even use Rift

Shields as blunt weapons or as the equivalent of dimensional saws by closing portals while something is still inside them.

However, if the runes for these shields are interfered with or improperly made, the end result can be just as disastrous as creating a black hole. One of the least dangerous outcomes is the user ending up in another dimension outright. The black hole risk is enough to warrant strong Atomic magi to be near Rift Shields to cancel out any potential black holes.

9.2. Notable Wearables

Sanctum Shock Troop Armor

These are the standard regulated combat uniforms given to Sanctum's Shock Troops. The suits cover the entire body and are specifically tailored to deal with high velocity and friction since the troops usually leave terminal velocity before they land. Sanctum's sigil is marked on the chest-plate of this armor. Instead of being bulky, they are actually quite sleek and aerodynamic even at the visors.

The troops wearing this armor are an elite division who help manage Sanctum's ground and air defenses alongside the Dragoon Corps. These troops are usually deployed in squads. There is a notable difference between the armor of a squadron leader and the squad members, namely that the leader's armor is of higher grade and have wing-like adornments on the helms.

Adam's Power Armor

This is Adam's personal suit of magitech armor which he uses to bolster his magical and physical power to levels greater than what he is normally capable of. It functions through an entire system of interconnected runes and enchantments running at the same time. The calculations it follows to produce the effect it has is currently well outside humanity's range of understanding.

Mana Toxicity Suit

Some forms of mana in the environment like liquid mana are harmful to be exposed to and various areas in the world have mana saturation levels too high for a person's mana pool to filter quickly enough without killing him. Mana Toxicity Suits are carbon-fiber suits with a set of runes on the chest and back meant to serve as buffers against these conditions and ensure a person can survive for a prolonged amount of time. However, the runes can only store so much mana before overwhelming the runes and

causing them to either detonate or cease to function. In design, they are similar to a bodysuit with a helmet, gloves, and air tank attached to it.

9.3. Items

Mana Jammers

These are a personal invention of Academia's headmaster, Faust. The devices look like generators planted into the earth and contain highly volatile mana batteries within them to power the machine's functions. Nobody except he and the highest-ranking members of Academia's board knows how they work. But they function by deploying rift-based micro-spells which interrupt any and all spellcasting as soon as the machine's detectors find the level of mana in an area exceeds a certain amount.

These machines are one of the reasons Faust and Academia are the highest authority in the world. Faust developed them as a way to reinforce Academia's authority and keep the other countries from going into a world war.

Mana Batteries

They are batteries composed of mana-conductive materials like iron which store mana for fuel purposes such as powering machinery. The material they can be made from are typical metals used for electrical batteries like copper and lithium.

Anima's Travelogues

These are the handwritten logs of Anima's travels starting from the beginning of his training with Faust to the beginning of the main story and beyond. It contains detailed records of his journey, encounters, sketches, documentations of significant locations and creatures, notes and theories on mysteries he comes across. His friends have also added their own write-ins to the logs.

9.4. Vehicles

Rune Jet

It is an aerodynamic magitech vehicle functioning on an inter-linked system of miniaturized runes to create flight and jet propulsion.

Submariner Cruiser

These are form-shifting boats who can switch between being an armored battle ship and a submarine. All of these ships come with mana-resistant coatings for traveling through areas with high enough levels of mana saturation. The cruisers are meant to be exploratory vehicles equipped for armaments to deal with hostile magical beasts. They are often seen going to islands or traveling in unmarked waters.

10. Bestiary

10.1 Type: Magical Beasts

Magical Beasts

With the passage of time and saturation of mana in the world's environment, numerous creatures populating it mutated and evolved. Meanwhile, the development of magic resulted in many magi and scientists conducting experiments on the world's flora and fauna, creating new entities to inhabit the world. Magical beasts are the results of those experiments and adaptations.

Excavation efforts over the years have uncovered ruins people refer to as "Dungeons" which many magical beasts have been found in.

Magical beasts incorporate mutated versions of all the fauna known to man whether they be avian, crustacean, reptilian, lupine etc.

Fenrir Class: This classification of monster is characterized by its ability to change in size and weight through a form of magical transmutation. All creatures in this class are extremely dangerous and tend to be fought by experienced magi.

Behemoth Class: This classification of creature is often mistaken for Fenrir class creatures, as both are usually rather large when found. The key difference between the two is that Behemoth class creatures cannot change size or weight. Therefore, they are just an oversized version of a non-magic creature.

Djinn Class: While they are often physically frail, they have survived and thrived by developing a form of natural spell casting. Despite these spells being primitive and inefficient compared to a human magi's, their spells can be immensely powerful. Veteran bounty hunters and magi are usually the ones sent after them.

Fafnir Class: The Fafnir class is similar to the Fenrir class in that they alter their body through the use of subconscious magic. Where they differ is that, while the Fenrir class gains size, the Fafnir class gains armor. Put simply, they alter their body, converting what is usually simple flesh and fur into a hard carapace, making them

substantially more durable and harder to put down. While technically no more dangerous than average wildlife, hunters are recommended to fight them in teams of at least two.

Arion Class: The Arion class is, seemingly, an offshoot of the Fafnir classification. Instead of evolving with more defense, the creature evolved with speed instead. This is theorized in-universe to be a result of the high concentrations of Wind or Lightning mana in a specific area. While hard to pin down, they aren't particularly hardy, and a single clean hit will often cripple them.

Daemon Class: The Daemon classification is applied to creatures that fall within at least three of the above classes, usually Fenrir, Fafnir, and Djinn. The result is a magical juggernaut that often requires entire platoons to defeat.

Valkyrie Class: Creatures under this class underwent a radical evolutionary step compared to their non-magic counterparts. These creatures have developed one of two results: one, grown wings when they should not have and are able to use them for aerial combat, or two, have more wings than normal, allowing for a higher degree of finesse in the air. They are often found in areas with high concentrations of Wind mana.

Brynhildr Class: This is a subclassification of the Valkyrie class. While much rarer, this type of creature forms where both Wind and Thermal mana are highly concentrated. On top of having wings, these creatures are capable of using Thermal magic along with manipulating updrafts to fly higher. This class is observed to be the only one of its kind as the creatures seem to rapidly die when exposed to Wind mana and mana of a different element with the sole exception of Thermal.

Nidhogg Class: This is a subclassification of the Daemon class. In addition to its abilities as a Daemon class, a Nidhogg also possesses a fearsome regenerative ability, not unlike the use of stem cells, but increased in pace a hundredfold. However, it is also frighteningly intelligent and capable of casting spells on the same level as normal magi. Their danger level is high enough to be warned to avoid approaching unless one has permission from the headmaster.

11. Franchise Plan

11.1. Media Mix

Primary Media: Action RPG + Anime Adaptation

Project Deus' world is designed to be experienced in different fashions such as playing through the world, watching events on a screen or reading in comic panels. The game is made to be played on PCs and consoles like the PS4, Nintendo Switch and Xbox 1. Cutscenes are animated in a fashion similar to games like *Kingdom Hearts 3*, *Final Fantasy XV* and *Tales of Berseria*. Each cutscene is meant to serve cinematic purposes and signal narrative key points. For less major dialogue sections, the game takes pages from the *Persona* series with text windows accompanied by dialogue. The game also features a choice-based mechanic reminiscent of *Mass Effect* which impacts the story.

The combat of the game is designed to use the Action RPG style of gameplay, *Kingdom Hearts*' example to be specific, while the game contains aspects of a JRPG. Battles happen in real time and make players feel immersed in an animated fantasy battle. The normal aesthetic even matches the cutscenes. Like *Final Fantasy XV*, the game incorporates dialogue between playable characters during combat and exploration to feel more alive.

The anime runs in seasons based on major story arcs of each title in the game series. The episodes go through events as if certain choices from the game were made and fleshed out. This leaves the audience on edge about which path could happen next or if they see something that wasn't in the game. The animation style is inspired by Ufotable's rendering of *Fate/Zero* and *Fate/Stay Night Unlimited Blade Works*. It shows the events people have played through but takes away the controls and shows the characters acting like themselves, further defining relevant happenings from the game.

Transmedia Extensions: Manga and Novellas

Aside from the primary products, the experience of *Project Deus* is also delivered in the form of manga and novellas featuring the main story alongside side stories in the same world. The strength of these mediums allows the audience to have a more in-depth look into the minds of the characters and gain a better understanding of them.

Novellas work well in dissecting a character's mind and seeing their perspective. Multiple situations are cast in different lights based on who the narrator is. *Tales of the Remnant* gives readers a firsthand look into Enkidu's

point of view and how he changes through his years of eternity. This leads to readers developing more sympathy for him and forming a stronger connection to his character. Readers and players will know just how mentally damaged he is and how his nature as a Phantasm affects him. It guarantees that no one can go into his boss battle feeling the same way ever again.

Like a novella, the manga does a better job of getting into a character's mind than video games or anime would. The difference is the visuals provided by the manga. It entertains and draws people in as they get a better picture of the events playing out. This works especially well for combat scenes because the panel format helps bring the events to life. Interaction scenes are made better through showing the expressions and actions of each character. It also helps in setting a tone for scenes. For example, *Tales from Academia* shows the main party and numerous supporting characters in day-to-day life with feelings being better conveyed thanks to seeing their expressions.

Transmedia Extension: Anima's Travelogue and Bestiary (Printed Handbook)

This is akin to the *Gravity Falls* Journal 3 handbook made by Alex Hirsch and his collaborators. It features a book a major character which will let people have a more hands-on experience the storyworld. It would be filled with encyclopedia-like information on beasts and locations in the world, notes, and sketches written mainly from Anima's perspective. The handbook also features notes and writings from other characters who have added to it, further establishing relationships and character traits even outside the game, anime adaptation and written works.

Additional Transmedia Extension: Project Deus Tabletop Role-Playing Game

Taking after DnD and many other tabletop games like it, this game will allow players to roleplay using the world of *Project Deus* as the setting. A character creation guide and set of rules for the system will help players and dungeon masters set up games. Each set will also come with standard missions and quests people could use to help build up experience for custom quests. These will be meant to allow consumers and playgrounders to immerse further immerse themselves in the world and increase the scope of their play. As an addition, the tabletop games can also include additions to lore and hidden foreshadowing for later entries in the franchise.

Unconventional Media Extension: Virtual Reality Mission as an Academia Recruit

Taking advantage of the power of virtual reality, players will be subjected to a simulation of a mission in the *Project Deus* world with various members of the playable cast guiding them. It begins with players sitting in an airship in the place of an Academia recruit on a mission with the team. After a brief introduction period, chaos ensues as the ship is subjected to a magical beast attack they get caught up in. Later on, the players will fall out

of the ship and go through a fast-paced adventure after falling through a portal made by Rift magic. The situation only escalates from there until it ends with a climactic battle against a high class monster and the player on a ride back to Academia with the rest of the playable cast.

11.2. Distribution Timeline

In the beginning, the game will be advertised through a subscription service like Patreon. People who donate will receive special bonuses for when the game finally releases. Those bonuses include exclusive content, novellas and access to special editions. Players will also have access to pre-release merchandise to help build up hype for the game.

When the game reaches a far enough stage of production, it will be advertised at an event like E3 or a game convention at least a year before the official release. Trailers will be made during this period to further advertise the game. During this period or years before, my collaborators and I will try to get a manga version of the story started and released at the first game's launch. After the manga reaches the official end of the story's Arc 1, a special side story featuring Enkidu, the first game's final boss, will be released and provide lore relevant to Arc 2. After the first game's release, there will be at least three years before the second one comes out to make sure the game is received well. The wait time is also to allow for the game to settle and for the manga to pick up the pace. However, there will also be DLC released in intervals which have content ranging from events within side stories to new content and events from the time between Arc 1 and Arc 2. Side content and products which expand or better explain the lore will also be produced during this time.

11.3. Target Fan Profile Strategies

Project Deus is designed to appeal to multiple types of fans, especially fans of the RPG genre.

- (4) Mythologist:** *Project Deus* draws in Mythologists because it is filled to the brim with alt-history details and lore, plus many science fantasy aspects. Unraveling more mysteries about the world and exploring it are key components of the main experience, something Mythologists will greatly appreciate. As these fans uncover more mysteries and confirm speculations made, more questions will be raised which will maintain their interest. The wide range of key playable and supporting characters will also appeal to Mythologists. Mythologists will also enjoy the narrative build-up to the epic battles, plus the story

details behind them. How the relationships between characters affect the world and story will also be a point of interest for them.

(5) Playgrounder: As an action RPG, *Project Deus* offers much for Playgrounders to enjoy in gameplay while the world's lore can be used for live-action roleplaying. Multiple types of magi with different capabilities in the world allow for varied and entertaining play. The clear rules for the world's magic system, showcased through gameplay, adds to the amount of potential imaginative play. Many of the boss fights will create a cinematic feel which increases immersion and entertainment value. These not only feel like high points of gameplay but may also double as important moments for the story.

Playgrounders will also enjoy using merchandise such as models of weapons to roleplay in real life.

(6) Romantics: Like Mythologists, the story's large cast and the interactions between them are a point of interest for Romantics. As players go through the game, they will enjoy the development of relationships between numerous characters in and out of the playable cast while learning more about them. While many of these interactions are not inherently romantic, they are capable of planting seeds in the minds of fans which will increase their investment in the franchise through the connections between characters. Fans of character interactions will enjoy witnessing them bond and play off each other. One of the features in the game is similar to the social links from *Persona*, where players can personally interact with characters of their choosing while gaining benefits from the action.

(7) Socialites: Co-op play means Socialites can enjoy their gameplay experiences with others and even get help in difficult in-game missions. This enjoyment is also helped by the playable characters having different gameplay styles which can suit different people. Socialites may also enjoy discussing the lore or debating over philosophies with others.

(8) Philosophers: The story's exploring of multiple philosophical themes is something which will result in more debate and speculation while appealing to fans who enjoy philosophy.

(9) Collectionists: As the game builds up revenue, products such as models of in-game weapons, figurines of characters and creatures, guides to magical runes and more will be released, appealing to fans motivated primarily by collection.

11.4. Fan Participation Strategies

Project Deus contains an expansive alternative history filled with potential for events which are seldom touched upon. Fans are capable of speculating and coming up with theories for why certain situations exist and possibly create stories based on them. They may potentially be added to the world's lore provided they do not contradict canon. The way this can be done could be in the form of a contest or scouting the internet.

The nations and territories:

- Why did Sanctum choose to lift the territory of Greenland it stands upon into the air?
- Why is Fire Country meritocratic?
- Why did the Water Cities take to the islands or go beneath the waves?
- What kind of things could Lumen and Faust do to maintain Academia's power in the world?
- Australia's development into the Badlands and how the other nations reacted to it. This may even include the actions of the population that used to reside in it.

Situations in the Present:

- How did Aquillion Gale rise to the top of Sanctum's power structure?
- How well did Gilgamesh Rex Lucem and Academia's administrative staff handle Faust's years of disappearance?
- The formation and development of Enkidu's cult and the horrific acts committed for its cause in the centuries it existed for.
- Many of the playable characters have colorful pasts which can be filled with all sorts of stories whether it be Anima and Faust's travels in the wilderness, Zephyr's escapades as a member of Blackbeard's crew and Serah's upbringing in Sanctum.

The existence of characters who have lived through much of Earth's ancient history and are in the world's present provide many subjects of speculation. This includes both characters shown in the story to those existing

in our own mythologies and history. Fans may even theorize who else is in the world and could show up in entries coming later.

Examples:

- Faust status as an incredibly long-lived wanderer before becoming Academia's headmaster leaves fans with much to speculate on and write stories about in his history. His admittance to using aliases also creates the potential for people to begin linking him to other mythological figures such as Merlin and speculating on what legends from our world he was involved in. He may even be used as an explanation for mysteries within history and myth such as the fall of Rome.
- Enkidu is also among the immortal wanderers and has interacted with the world. Fans could create stories about what impact he may have had like Faust.
- Fans may speculate on who is an immortal in this world by using already-existing legends and stories in our world. Ex: Paracelsus, Nicholas Flamel, Hernan de Cortes.

Magic being stated to exist in the background of the world and its mythologies can also cause fans to apply the rules behind the magic system, lore, and phantasms to those stories.

- People creating stories about characters in various mythologies and what kind of magi they are or if they are actually Phantasms.

The presence of magitech in the world and fantastical hybrid weapons are also able to allow fans to try coming up with imagining of their own. Original creations may even be featured in franchise entries within reason and as long as they adhere to the world's rules.

- Fans creating and sending original weapon ideas. But the designs must also have appearance being connected to functionality and look like they could work as described.
- Fans developing ideas for machines and magitech.

As the holder of the world's largest magical academy with students ranging from the age of middle schoolers to college students, Academia is filled with potential for stories. Fans could write about daily life in Academia and the shenanigans that ensue within it. These may even be added to the *Tales from Academia* side story after discussing with the writer or forming a site for such stories to be submitted on.

- Stories about the experiments being conducted in it by various departments and the students.
- Fans creating ideas for matchups between different types of magi in the daily sparring matches.
- The daily "fires" the vice headmaster, staff and volunteers have to put out on a daily basis.

- The reactions of the more normal students or less-focused on characters to the eccentricities of the playable characters.

Because the magic system holds creative potential for fans to design their own magi with specific powersets, fans could be capable of designing original characters for various purposes. Certain designs may even have the potential to show up in the franchise's media.

12. Sample Reference Materials

The materials mentioned below are all works which have influenced the development of this storyworld. If in need of inspiration, look them up.

12.1. Games

- ***Final Fantasy XV* (Square Enix, 2016)**-Final Fantasy XV's science fantasy elements are something *Project Deus* should be inspired by. The feelings provided by open world exploration with party members who continuously share conversations with each other is something *Project Deus* is intended to have.
- ***Kingdom Hearts 3* (Square Enix, 2019)**-It is still in development at this time, but the action RPG combat captures the realtime feel of what is intended for *Project Deus*.
- ***Mass Effect 1 and Mass Effect 2* (Bioware, 2007-2010)**-Mass Effect 2 has a player choice system similar to what is intended for *Project Deus*.
- ***Persona 3, 4 and 5* (Atlus, 2006-2016)**-*Project Deus* is intended to have voiced dialogue outside of cutscenes and combat handled like these games. Social Links are a system for character interaction and bonding with benefits *Project Deus* follows as well.
- ***Xenoblade Chronicles* (Monolith Soft, 2010)**-The game's mechanical enemies are similar to what is intended for *Project Deus*.
- ***Tales of Berseria* (Bandai Namco Entertainment, 2016)**-*Project Deus* takes after the fluid cutscene and character animations.
- ***Devil May Cry 3* (Capcom, 2005)**-Mainly for the combat style and action adventure gameplay.
- ***Dark Cloud 2* (Level 5, 2002)**-Mainly for the evolving weapon mechanics.

12.2. Television

- ***Gravity Falls* (Disney, 2012-2016)**-This animated series by Alex Hirsch does well in presenting a story focusing on unraveling mysteries which continue to affect one's understanding of the world. It is much more lighthearted than *Project Deus* is, but still something the storyworld is meant to emulate when handling mysteries and revelations. The printed handbook should also be a source of inspiration for creating lore books.
- ***Fate/Zero and Fate/Stay Night Unlimited Blade Works* (Type-Moon, 2011-2015)**-Ufotable's work on the animation and fight scene choreography are things *Project Deus* is meant to emulate. The ideological and philosophical conflicts are another element the storyworld takes from *Fate/Zero* and *Fate/Stay Night Unlimited Blade Works*.
- ***Hunter x Hunter* (Shounen Jump, 2011-2014)**-The mechanics behind the power system is applied to the magic system in the form of primary and secondary element influences for magic.

12.3. Books

- ***Harry Potter* (J.K Rowling, 1997-2007)**-The concept of kids getting into all sorts of dangerous adventures in a magical school is something *Project Deus* adopts. However, *Project Deus* is going to feature the world outside the school much more than *Harry Potter*.
- ***A Practical Guide to Evil* (Wordpress, 2015-Present)**-Mainly for the presentation of morally ambiguous characters and gray morals. The theme of Order vs Chaos is also something meant to be adopted.
- ***HP Lovecraft***-His cosmic horror works inspire some of the designs, including the boss monsters.
- **Greco-Roman Mythology, Norse Mythology, Egyptian Mythology, Celtic Mythology, Shinto Mythology, etc.**-Sources of inspiration and potential elements to adapt into *Project Deus*' world. Since the world of *Project Deus* is an alternative history to ours, all the mythologies exist and can be played with to fit the history.

12.4. Music

- ***Two Steps From Hell***-The group's neoclassical music captures intense feelings which are perfect for dramatic scenes, especially for battlefields in an all-out war.

12.5. Other

- ***RWBY* (Rooster Teeth, 2013-Present)**-The main take from this series is teenagers in a monster hunting college and the dynamic, form-shifting weapons.

About the Author



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Marvin Estrada (www.marvindestrada.com) is a game designer and storyteller who seeks to create worlds in the vein of Masahiro Sakurai, Tetsuya Nomura, and Monty Oum. Graduating from John Burroughs High School, Marvin became a student of Woodbury University to pursue his goal of becoming a game designer and creating storyworlds for people to enjoy like he did growing up.