



CHRONICLES

OF THE PHOENIX GALAXY

BOOK ONE:

INVASION

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Developing New Worlds

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Story Premise

Deep within the Phoenix galaxy reside the Nine Races. The Dwehaerveen have overcome adversity, plague, and natural disasters throughout the ages. In recent history, they have discovered technology and created a modern civilization.

Now, however, an event which none could have foreseen. From beyond the skies drop massive cities, and great armies of hideous, nasty smelling beings. An invasion force has arrived bent on taking the riches which are hidden beneath the surface. Can the Dwarves overcome their new overlords? Will the Orc invaders rule them forever more? Or will the dishonored Thydhor, leader of the resistance be able to rid his world of these aliens?

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The Chronicles are envisioned as a large body of works encompassing stories throughout the galaxy. In such constructions it is necessary to have a basis for comparison and a default mental state from which all events and actions can be compared. The writer and audience are both human residing on the same little blue gem on the outskirts of a spiral galaxy. As such nearly all stories happen in that galaxy, with that species and planet as the primary race and location for all events.

For these works the primaries have been shifted entirely.

We will not be in the Milky Way. These events do not happen on Earth, or even an earth-like planet. Humans are not the leading species; in fact, they won't even be referenced until the third or fourth entry.

This first entry belongs to the Dwarves, or Dwehaerveen. We will see them at the very cusp of entering the space age. Until they are invaded by the ruthless Orcs (Orucani) and drug through a long and painful occupation.

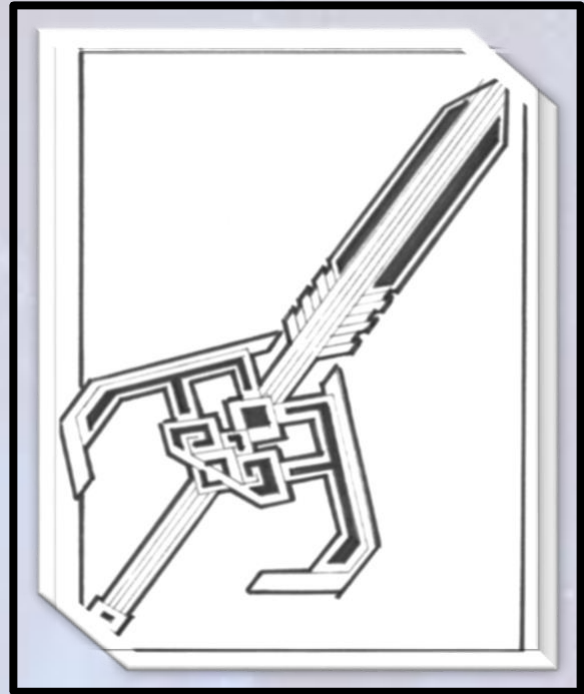
Throughout the other tales we will encounter the Elves, Drow, Centaurs, Giants, Dragons, Humans, Norse Gods, and more.

Main Character

Thydhor Thunderfist/Nameless General

His lineage and place of birth are unknown due to his being deposited at the gate to the city he calls home. There was no identifying information left with him. He was given to a couple to be raised until such time as his abilities and future could be determined. He has spent no time or effort in attempting to determine the identities of those who abandoned him, nor lingered on the reasoning behind the decision.

He had an adventurous youth. He broke both legs falling off a building while playing with friends. He was chased by raptors while on his coming of age sojourn and spent a week tied into a tree. His most wondrous memory which he draws strength from is exploring the petrified forest within the neighboring cave system to his own. He got lost in those woods for a full lunar cycle. It was during these youthful adventures that he realized that his path in life should follow the teachings of Thor, god of thunder.



When he was 43 cycles old he fell prey to the venom of a local predator and was placed into a medically induced coma. There he resided for 6 cycles in an Iron Lung while the alchemists worked to cure his body. Upon awakening he found that his clan had gone to war, and he opted to serve.

In the earliest stages of his military career he was quite adept with swords, axes, and even the scythe; however, an accident which saw him replace his knuckles with metallic, spiked substitutes and forced him to wear a prosthetic limb also made his coordination below the level of being able to use such weaponry. From that point he refocused his attention on hand to hand combat. He also trained himself to master ranged weapons as the coordination needed to press a trigger was more manageable.

During his tenure in the military he received numerous medals of honor. Eventually he rose to an advisory position to his own clan leader. Not long after, some clans began to form into larger countries and nations. When his joined, he rose yet again to be a member on the advisory board to the leadership of the nation.

Once the nation stabilized it began to make advancements which the individual clans could never have done on their own. When the time came to test the feasibility of the newly developed space age technology he became the First to fly into orbit and walk on the nearest moon. This mission is still classified to this day.

When the aliens came, he saw the dangers and was advised to ignore them in favor of the benefits that the aliens could provide. Due to this he views himself as liable for the event and has taken it upon himself to lead the few who are able to do so in a secret rebellion to retake their world. Additionally, he feels that his honor has been lost as he failed to prevent the invasion. He is therefore clean shaven in the traditional manner of dishonor and will not regrow his beard until such time as he earns that right once more.



[Thydhor addresses the world for the first time as the Nameless General; Bearer of the Bone Blade.](#)

The resistance is broken into cells located across the globe. Each resides in a location of importance for the battle in which the invaders conquered the planet. In this case the building in question is an old library complex thirty stories deep into the bedrock. The facility is powered by an ancient geothermal device which is

fed autonomously by an underground lava flow making their power usage undetectable by the enemy.

His daily life is wildly varied. As he is one of the most wanted individuals on his planet, he must remain constantly vigilant. He never sleeps in the same room more than 3 consecutive nights, rotates his sleep cycle at random, and changes the passwords to the local computer system on regular intervals. Some days see nearly normal life cycles, while others are more reminiscent of a feline.

The endgame is still far off, and the battles difficult. Little to no progress has been made, yet many lives have been lost. Hope is difficult to maintain.

Supporting Characters

Mother (Esmera) and Father (Groompie)

The couple opened their doors to the unwanted children of the world when they were young as they were unable to have children of their own due to an old war injury sustained by Esmera. They helped guide dozens of young people through their formative years and took deep pride in the accomplishments of those who were once under their care. None brought more pride than Thydhor as he moved his way up the rungs of power and leadership.

After the invasion both were enslaved. They were separated to far reaches of the globe and each is put to work for their new overlords. She has lost her tongue and half her digits to keep the secret of what the Orcs are growing on Dwarven soil. He has had many physical and mental cybernetic devices surgically attached to his body to enable him to perform the work required of him. While she is still aware of the events happening around her, he has been reduced nearly to the level of mindless automaton.

Doctors (Githlia and Zatha)

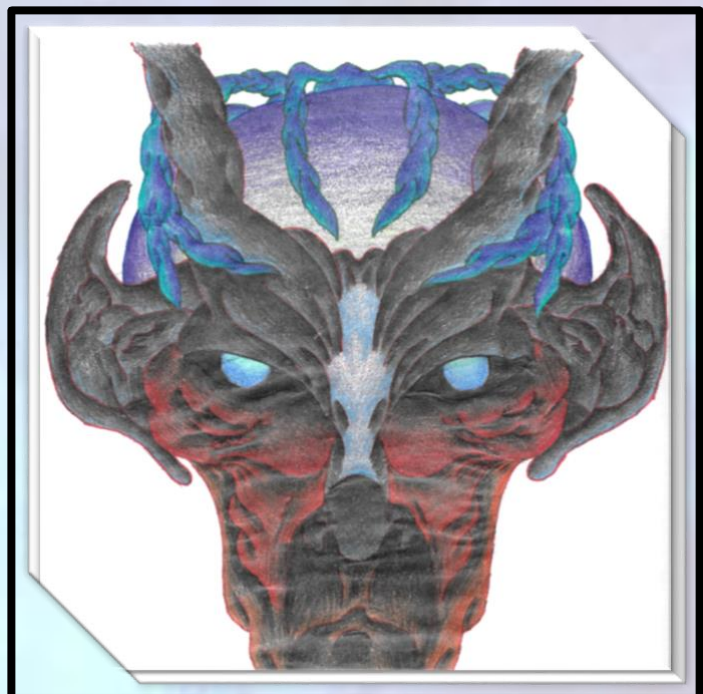
When the accident happened, which destroyed the bones in Thydhor's hands these two were the ones who brought him new hope. They were able to salvage a few of the major bones in his fingers; however, the knuckles, cartilage, and tendons were destroyed. Using experimental procedures, they were able to mend his remaining bones with cutting edge robotics to give him new limbs. These allowed him to retain use of his hands (with much more restricted dexterity). They also gave him increased strength, speed, and a new secret weapon. Each of the knuckles had been replaced with mechanical hinge-like apparatus that also sported retractable spikes in the first two knuckles on each finger.

Years later, when he fell victim to venom he nearly expired on the journey to receive treatment. It was again these two who placed him into a medical coma while they joined their knowledge with that of an alchemical healer to search for a cure. Sadly, Githlia did not survive the alien incursion and her partner Zatha has retreated into herself since that event. She now is only a shell, rambling nonsense in the dark. The Alchemist they once worked with has gone underground and cannot be reached.

Enemy ([General Dakath](#))

Dakath leads his troops through terror, and brutality. He earned his position through treachery, assassination, and ruthlessness. This does not mean that he is dispassionate towards his underlings, nor that he doesn't understand the value of true leadership.

His goal on Dwehaer is to gather the resources, minerals, and energy needed to stabilize his world. The land he calls



home is dying and no longer able to grow plant life. The predators are beginning to perish for lack of prey, and without the flora and fauna his people cannot survive. Unfortunately, simply relocating to another location on the planet is not an option as what remains of his world is lodged within Dwehaer itself. The Dwarves have never been aware of this, and even now do not realize that their invaders originate from their own planet.

Traitor/Double Agent (Skirfar)

Skirfar is a weasel within the dwarven community. Managing to squirm his way into the upper echelons of power he found himself on the ruling council at the most inopportune time. He was present when the Orcs first arrived. He knew immediately that they could not be trusted, and that they would enslave the people to accomplish their own goals.

Fearing the loss of station, he immediately shifted loyalties to the invaders. When Thydhor approached him with his fears of what was to come he calmed him and helped convince the man that the Orcs could not match their own military might and that there was nothing to fear. Meanwhile he conspired with the occupiers second in command to topple the government and conquer the planet.

Now within the ranks of the enemy he secretly funnels information through anonymous channels to the resistance (unaware that it is Thydhor himself who receives the information). He still believes in the superiority of the Orcs; however, he is not willing to lose the chance to claim the status of double agent should the power ever shift back to the dwarves. He is loyal to himself alone and all others be damned. He lives his life by following the teachings of Loki, god of mischief.

Story Synopsis

Eons ago the ancient ones, those now known as, the Nine, ruled the great Phoenix Galaxy. There were many centuries of prosperity as the nine realms remained in balance. This balance was maintained by the Aesir led by Odin and his hybrid son Thor. Unfortunately, even “gods” are powerless against the forces of cosmic evolution.

The galaxy captured a smaller body within its gravitational pull and as that body loomed ever closer the effects began to be felt. In time the first merger between the two celestial forms finally occurred and brought with it a devastation yet unknown.

The system inhabited by the Drewaigyre was torn asunder and all life within it was destroyed. This marked the first fall of the nine as the true dwarves of legend were extinguished forever (or so the universe believed). The system which had been known as Nidavellir was no more, and the shell left behind by the collision was forgotten to time by the other legendary races.

Millenia passed and slowly life was restored to the primary planet of the system. This new world formed from the husks of those which had come before (part of a smaller one still visible on the surface of the larger). On this jade jewel life once more began to take hold. This new life had many similarities to that which had come before yet was also very different.

The smaller husk world wedged within the planet bore life as well, but it was malformed, grotesque, and malnourished. The wildlife that flourished here was predominantly insectoid and reptilian in nature. The plants that struggled to survive in this environment were small, dry, and lacked nourishment. The harshness of the environment forced the orcs that arose there to adopt an equally harsh approach to life.

The main body of the world was covered in abundant forms of life, in all manners of environment. Here the Dwehaerveen or “new dwarves” came into being. Like their fabled ancestors they too obsessed over the minerals within their world and became known as master metalworkers.

When these two disparate races realized the existence of the other the collision was tremendous. The war which raged escalated multiple times until they nearly destroyed their world through means of incredible weapons never imagined.

During the final months of war, the alchemists fighting alongside the dwarves realized the truth. The biological similarities between the two races ran deep. Seeing this discovery, they delved deeper and when the situation was fully understood the alchemists as one turned their attention to bringing the war to an end.

Through the work of these men and women a tentative truce was formed (so long as certain amenities were granted, and punishments enforced). As the military leaders were removed from power a culture slowly arose of mutual understanding.

Eventually the two races together were able to tame and colonize the solar system. They also used their time to fortify the system in preparation for a possible assault from outside forces. An assault which did eventually come. These tall, long eared ebony ones could not be reasoned with, and a new celestial war ensued.

Story Excerpt

The younglings had all gathered in the courtyard for the first time in many generations. It was a sight to see them mingling among the shrubbery and statues. Twelve masters prowled the yard ensuring the activities remained uneventful. Not only was this the first time the courtyard had been used in this manner, but it was also the first time many of these students were meeting as each group had been kept separate from one another to ensure proper education in their individual cultures.

Down in the main square, the group belonging to the Drow Imperium was having their first interaction with the crowd from the Dwarven Confederacy. The tall, limber Drow with their lanky limbs, and glowing green eyes were a stark contrast to their new companions who were short in stature. The two groups seemed to be sizing one another up, using what each had learned of the others to provide proper, respectful greetings; and trying to decide if the other lived up to the reputation of their respective empires.

Similar scenes were happening throughout the area with the children staying within their groups, but simultaneously wandering and meeting each of these species which they had only known from their teachings. One could easily see the Elven group making conversation with their counterparts from the Cyclops, and the Centaurs meeting with the Vampyres! The Hobbit group was enjoying a game with their new friends from the race of the Dragons; and of course, the Gorgons were eagerly trying to engage the Hydras in conversation. These were, but a few of the meetings happening as the children from over 50 distinct species and galactic empires came together for the first time in their young lives.

Wandering through the crowds the twelve masters were each pleased to see how well the students were doing in their new engagements.

The young wandered and conducted introductions throughout the day. They had first been let out into the courtyard at dawn and were encouraged to form relations with one another until the Elders called them together at dusk. They had enjoyed both breakfast and lunch in the wondrous area prepared for them. Unfortunately, as all things must, the peaceful day was nearly over, and the Elders were about to call them to the Coliseum to fulfill the purpose of the gathering. Silent and observant they could be seen nodding in approval at the friendships which had formed this day. They seemed especially pleased that by this point in the day the groups in the area appeared to be formed around similar interests and talents, rather than species.

At dusk, the Elders stopped their meandering and gathered at the central fountain. They began to chant in twelve distinct voices each tuned to a different part of the musical spectrum. Together they launched into a melody which instantly gained the attention of all. The notes which they intoned pulled at the spirits of all in a deeply primal and instinctive level. Without thought, the collective group stood and followed The Elders down the rocky path leading to the giant Coliseum which had been erected for tonight's event. The chant continued until all the attendees were seated and there was no remaining space to be filled. At this point, the masters who had been with the students throughout the day emerged from the group they had been watching over and made their way to the area surrounding the stage upon which the Leaders sang. The stage

was surrounded by bundles of dried lumber brought here from each of the planets which had students in attendance tonight. The masters then appeared before the gathered lumber one more time, each at equidistant points from one another and each carrying a blazing torch. Here they stopped and waited!

The tone of the song began to morph and change. From primal and spiritual it soared into something that was greatly energetic and reminiscent of a battle chant. During the transition, the balance of their voices also shifted from the higher voices leading with, the deeper ones as background to now having the deeper more resonant notes leading the call. The new vocal dynamic was staggering as the notes reverberated off the walls of the great construct they were in and doubled the volume of the music. This change was clearly meant to invoke passion in its audience and those gathered were reacting to the energy they felt all around them.

The great song continued for nearly an hour, uninterrupted as it evolved and changed. Suddenly the great song ceased, and the audience was bathed in a profound silence, left longing for more. Now, the Leaders held their torches aloft and began a chant of their own, much more energetic and guttural than anything The Elders had vocalized thus far. The leaders' song had a completely different feel to it and seemed to be the introduction to something much more powerful. Just as the youth were becoming accustomed to the new tune, it shifted once again as the masters each drew bladed weapons the youth had not realized they were carrying and began to dance to the rhythm of their music. They were hypnotizing to watch as each seemed to be having a battle with an invisible foe, brandishing both their weapons and their torches in mock combat with the empty air around them.

The music continued to grow louder, and the actions of the masters became more and more ceremonial as the volume of their song grew. Many of the students found themselves throwing their voices into the night, joining the teachers in song. At this point the masters began rotating around the circle, continuing to dance to the tune they were producing. They completed a full rotation around the great ring of lumber and returned to the positions from which they started. Once this was completed both the weapons and the torches were thrust into the air as the song abruptly ended, and the masters went silent having reached the end of their demonstration. They stood frozen in place waiting for the next stage to begin.

The Leaders stepped forward to the edges of the central stage and slowly, ceremonially raised their limbs far above their heads, then froze themselves as something unexpected occurred. From the audience, several voices had arisen as the students from the Drow Imperium, the Dwarven Confederacy, and the Draconian Union had all begun to sing their imperial anthems. As the students gathered heard and recognized what they heard they each joined in with the anthems of their respective empires. The night air was suddenly alive with thousands of voices singing at once. Until that moment none had ever heard all the galactic anthems sang in unison before, this was truly a night of wonders. Unexpected though it was The Elders were pleased with the new addition to the nights' tone, they continued to hold their hands in the air waiting for the new songs to end.

As the crescendo of voices in the gathering began to dwindle The Elders each made eye contact with the masters standing across from them and gave a nod of their heads. The Elders and the teachers all continued to hold their limbs aloft, but each offered one single, unified note to the final verse of the final anthem. As a group, they dropped their arms at the silence following the that note. In the master's cases as their limbs fell they flung their torches into the lumber they had gathered around the stage. From around the Coliseum, the audience cheered as twelve points of fire raced around the dried wood, quickly gathering into one. Finally, the entire stage was lit from below by a bright light from the great bonfire which had been erected. The moment the entire circle had been lit the twelve masters ran to the edge of the flames and in unison leaped into the air, in a feat which met with resounding applause, the twelve performed a choreographed twist in midair, and each landed directly behind an Elder. Upon landing, each performed a stunning feat and with the grace of elemental spirits spun in place lowering themselves to a kneeling position as they turned and landed with a resounding crack, each taking a knee, with their arms held aloft and head lowered. Here they stayed for the remainder of the eve, never moving.

The night was now silenced. The only sound which could be heard was the satisfying crackle of the great fire. The silence was deafening compared to the series of vocalizations which had thus far marked the evening. Deafening, and unnerving.

All audience members shifted their visual focus back to The Elders in eager anticipation of what would happen next. They did not have to wait long as The Elders took their final step forward. Now standing on the lip of the stage with the conflagration burning hungrily beneath them they each held out their appendages and let handfuls of dust fall from their hands into the dancing flames. Instantly the fire shifted from its natural color to a blinding bright pink. In the same instant that the light changed in color the Elders began speaking. They spoke as one, their voices melding together and their intonations perfectly matched. The purpose of the gathering was revealed.

Dwehaer Planetary Cataclysms

1. Capturing of a Second Sun
 - a. Dwehaer did at one time have a solitary sun
 - b. Eons ago a second smaller sun was pulled into the gravity well of theirs
 - i. The second star came complete with its own small system of planets
 1. The primary planet of this second system was inhabited
 2. Each planet had an independent grouping of small moons
 - ii. The system also had its own asteroid belt and Oort cloud
 - c. When the second system collided with our own the results were awe inspiring and incredibly devastating
 - i. Planets crashed into one another at incredible velocities
 - ii. Whole worlds were reduced to rubble forming small jagged moons orbiting above the surviving worlds.
 - iii. Dwehaer was slammed into by multiple large comets and protoplanets
 1. While Dwehaer did survive the impacts, what remained bore little resemblance to what came before
 2. Vast forested areas were laid to waste
 3. The planet experienced its first mass extinction event
 - a. The sentient species which had ruled, the Drewairgyre, were wiped out during this tumultuous period, however a few of their monuments managed to survive and are revered by the Dwarves
 4. The fossil record from this time still leaves many questions unanswered
2. Worldwide eruption
 - a. The volcanoes of this world have always been temperamental and prone to violent eruption, however “The Event” was by far the worst
 - i. Across the planet nearly every volcano erupted over the course of a century
 - ii. The moment one region settled another would become hazardous
 1. Several locations erupted multiple times during this period
 - b. “The Event” led to the second largest mass extinction in history
 - i. Ninety percent of animal and insect life was consumed by flame
 - ii. The masters of the world only managed to survive due to great migrations from one area to another, always finding the most sheltered location they could
 1. This behavior leads to a lasting cultural preference for mobile communities
 2. This also led to the first permanent villages being constructed in sheltered caves which the lava flow could not reach
 - iii. Many of the flora and fauna which had previously been used by the Dwehaerveen were now extinct and other means of survival were mastered from the species which emerged when this time ended
3. The Great Flood
 - a. The century of fire raised the temperature of the planet and the polar ice caps were swiftly melted
 - b. The melting caused great floods where entire continents were swallowed beneath the waves
 - i. Some of these continents remain below the oceans to this day
 1. The history and wealth of these lands forever lost
 - c. It is during this time that the Dwehaer develop their skills on the water.
 - d. As with “The Event” from the generation before this period further enforced the need to have mobile communities, able to pack up and relocate at a moment’s notice.
4. The Invasion
 - a. Unexpected and unknown adversaries poured forth from the heavens
 - b. Their great vehicles of fire and lightning shook the ground as they flew overhead

- c. Millions of the natives were killed in the attack
- d. Millions more became indentured to the attackers
- e. Eventually, and with great difficulty the Dwarven people were able to fight back using the invaders own technology against them
- f. This vicious attack brought the many tribes and clans together against a single cause, and a lasting partnership of cooperation was forged
- g. Determined to never again fall victim to the outside universe the space age began, and the system was colonized as the Dwarves prepared for galactic war

Dwehaer Culture and Honor

- 1) HONOR - The Dwarven culture is dedicated to the pursuit of honor through action
 - a) There are numerous means by which to gain honor depending on the profession one belongs to
 - b) Honor is denoted by the length and style of one's beard
 - i) The longer and more intricately braided the beard is, the more deeds one has accomplished
 - ii) If one loses their honor they must immediately shave their beard
 - (1) A clean-shaven chin must be maintained until such time as honor is restored.
 - (2) All criminals and prisoners of war are shaven upon processing
 - (3) The most common method for retaking one's honor is through service in a peacekeeping organization
 - (a) These individuals are commonly used as fighter pilots in the current era
- 2) RANK - In a system which values honor, a clear system of rank is required
 - a) the number of parts in one's beard demonstrates one's position within the establishment
 - i) The number, and style of the braided/parted beard segments depends upon the profession
 - (1) Most establishments rank from 0 parts - entry level trainee, to six parts – facility manager
 - (2) Military rankings are further divided and can have up to 20 different ranks
 - b) Political figures and public servants tie their parted beard segments into fanciful knots upon their chests
- 3) LOYALTY - The Dwarves have an intense sense of loyalty to their superiors
 - a) Each tribe has its own king or queen who guides them, protects them, and declares war upon others
 - b) It is amongst the most honorable of positions to be named a protector of the crown
 - c) Treason is the highest of crimes and is treated thusly – the offender is stripped of their name
 - i) He who commits treason is instantly stripped of all honor – with no chance of ever regaining it
 - ii) In this instance, not only must the offender shave their beard, but also their head, and all body hair
 - (1) They are bathed in a chemical which fully strips all body hair, and prevents new growth from ever forming
 - iii) Traitors become the cannon fodder of the military
 - (1) They are the first to be dispatched in treacherous territories
 - (2) They receive no protective armor during battle
 - (3) They can be offered no medical care
 - (a) Unless they possess vital information for the empire
 - (i) Under these circumstances, they are given only enough care to retain consciousness long enough to convey their knowledge
 - 4) DEDICATION - All dwarves dedicate themselves to perfecting their craft
 - 5) DETERMINATION - Once a goal has been set it is nigh impossible to stray a dwarf from his chosen course

Dwehaer Planetary Climate

- 1) Desert - Deserts are the predominate ecosystem on the planet.
 - a) The green sands are in a constant state of flux
 - i) Torrential sandstorms ravage the vast distances with little resistance
 - ii) There is an average of ten tornadoes moving across the deserts of the planet at any given moment
 - b) Many dangers abound in the endless sand
 - i) Sandpits are hard to distinguish until you are upon them
 - ii) A plethora of small poisonous animals and insects roam the hot sands
 - iii) What little vegetation manages to sprout up is toxic to all life and offers no shelter
 - c) Flora – Cacti, shrubs, and weeds
 - i) The plant life here is small and not very healthy
 - ii) The outer husks are thick and dry to protect the inner cores which pull nourishment from the deepest sources available
 - (1) Drinking these “fluids” will quench thirst, but will also cause intense hallucinations, audio illusions, and cause partial paralysis
 - iii) At night the inner tendrils rise up through the outer husks and reach to the heavens
 - (1) These inner cores glow with a soft radiance
 - (2) Small flowers unfurl to absorb any and all moisture that may be present in the air
 - d) Fauna
 - i) The desert abounds with hundreds of species of beetles, large spiders, and scraggly felines predators
 - ii) The spiders hide below the sands during the day allowing their prey to fall into their hidden traps
 - (1) At night they prowl through the endless wastes finding the bodies of those unfortunate enough to fall in the heat of the day
 - (2) These enormous creatures are immune to the toxins of the desert plants
- 2) Oasis – These beautiful and luscious areas are dispersed irregularly throughout the deserts of the world.
 - a) Larger and more abundant forms of plant-life.
 - i) The plant-life which grows here, unlike its desert cousins are not toxic, they still provide very little in the way of sustenance, however.
 - (1) There is one plant which grows in these regions which are fruit bearing
 - b) These pockets of paradise have plentiful water which is clear and drinkable
 - c) The animals which reside here are very protective of their territories due to the elevated levels of competition
 - i) In addition to numerous species of insects, there are primitive birds and mammals roaming throughout the foliage
 - (1) The birds here are a cross between ancient Pteradons and modern eagles
 - (2) The beaks are long and filled with tiny, razor sharp teeth
 - (3) The wings themselves are bare, with small brightly colored feathers covering the chest, head, and legs, while the extremities have dull grey fur
 - (4) The feet end in wickedly sharp claws
 - (a) Each foot has a small opposable claw positioned slightly higher than the rest, reminiscent of a raptor
 - d) It was from the Oasis where the first animals were domesticated
 - 3) Rocky Plateau – The vast deserts are surrounded by large sparse regions of dense rock
 - a) Little to no vegetation flourishes here
 - i) The rocks are covered in short brittle grass which pushes up through the cracks
 - b) Water gathers in pools along the surface of the rocks on the occasion of rain

- i) These pools do not last long due to the high temperatures and the number of animals which gather
 - c) Several of these plateaus feature glorious waterfalls which pour freely from their sides
 - i) Fed from underground reservoirs
 - d) The predominate lifeform on the plateau are insects which have grown to excessive sizes due to the lack of predators in the region.
 - i) Predominantly ants, cockroaches, and land crabs
- 4) Savannah – Fed by the water pouring out of the rocky plateau’s savannahs are lush with life
 - a) Huge expanses of grasslands dotted with mineral protrusions and small ponds
 - b) There are many diverse types of grasses and grains present within this area
 - i) Numerous herbivores roam the grounds feeding off the plants
 - c) Scattered throughout the region are small wooded areas surrounded by bushlands
 - i) These woods are fed upon by multiple breeds of long necked animals which eat the leaves off the trees
 - (1) These creatures sport feathers and fur atop a reptilian skin
 - (2) Sizes range from roughly the size of an SUV to nearly the four stories in height
 - (3) Body size and shape is a melding between that of the ancient Brontosaurus and the modern Giraffe
 - ii) The trees are also home to a particularly vicious flying beast which rules as king of these lands
- 5) Mountain – Each continent has a few large mountains running across it like giant scars. It is in these areas where one can find the few forests that exist on Dwehaer.
 - a) The mountains are incredibly tall, several of them almost reaching the clouds.
 - b) The bases of the ranges are lush valleys filled with many distinct species of trees
 - i) Each blue tree is covered in leaves that come in various shades of purple
 - ii) The trees are home to several species of avian and insects.
 - (1) The predominant avian lifeforms are evolutionary descendants of the Pterodactyl family
 - iii) The dense foliage supports a network of land critters which eat the vegetation.
 - (1) There is also a select population of carnivores which feast upon the critters.
 - (2) As with the avian above the dominant predatory life is descended from prehistoric times
 - (a) Numerous variations of raptors with a blending of canine traits vie for control
 - (b) Smaller, more agile felines roam the lower branches
 - c) The mountainous regions have many small lakes fed by rivers which pour forth from the mountains themselves.
 - i) There are also waterfalls present here, however they are far smaller and less grand than the ones found on the rocky region.
 - ii) The rivers run clear, clean, and cold.
 - iii) The lakes are shallow and filled with small fish which are edible
 - (1) There are also small freshwater squid which abound in the many small lakes and ponds found in these regions
 - d) Each mountain is riddled with networks of caves.
 - i) The caves are vast and inhabited by more species of life than any other location on the planet.
 - ii) Both the plants and animals residing within have evolved to be bioluminescent, glowing in many strange and alluring ways
 - (1) The animals living in the caves are mostly large arachnids, and enormous carnivorous worms and snakes
 - (2) The plant life comes in all varieties of fungus and mushroom
 - (a) Over 10,000 species of mushroom have been identified underground
 - (b) Some cave systems have large petrified mushroom groves larger than any of the blue wood forests in the world above

- iii) The animals have also developed both a keen sense of hearing that can detect hair hitting the ground a quarter mile away, but also a form of infrared vision to help detect intruders.
 - iv) The walls of the caverns are rich in mineral deposits and rare gems
- 6) By far the least common ecosystem is the marshland, which can be found in the borders between the mountains and the Rockies. There are only 5 presents on the entire planet.
 - a) Vegetation creeps up through the murky waters in a struggle to survive.
 - b) Most of the animal life in this area has evolved to be amphibious, with large teeth jutting from both sides of its jaws
 - i) The few herbivores which live in this environment have evolved hardened armored skin to protect them from the teeth of their attackers.
 - c) The insects here are large and carry stingers which can pierce the hides of the meat eaters.
- 7) Ocean – Just over half of the planet is covered in oceans, and as is the case with most planets the ocean water is not drinkable by the land dwellers.
 - a) Here we see the largest abundance of life as different ecologies exist at the various depths of the ocean.
 - i) Stretching along the coastal shores are vast underwater coral structures
 - (1) Many of these structures appear to have been cut and worked to form rudimentary buildings, however it is unclear as to who performed this feat
 - (2) The corals themselves are alive and provide shelter and nourishment for countless forms of marine life
 - b) The predators present in the ocean tend to dwarf their land companions by several degrees
 - c) A substantial portion of marine biology has evolved a defense mechanism of channeling its electrical current into an attacker, thus the predators have learned (to varying degrees of success) to dissipate these attacks
- 8) Volcano – Volcanoes are the most common geological occurrence to be found, and come in three distinct categories
 - a) Geysers – these holes in the ground expel heated water from below the surface, throwing it several dozen meters into the air. Eruptions from these geysers are violent and last for several weeks at a time
 - b) Lava Hills – The comical cousin to the full volcano is only a few meters in height and is in a continuous state of eruption as the lava flows freely from its mouth, slowly adding height to the beast. However, most will take several millennia to reach heights of dangerous proportions and most will run dry long before that can happen
 - c) Full volcanoes – these monsters are present in nearly every ecology save the desert and stand many kilometers in height. The calderas are filled with bright green lava waiting to spill forth unto the world.
 - i) There are four super volcanoes on the planet which encompass large sections of the landmasses
 - (1) Each is currently inactive and covered in vegetation, one has a mountain range and forest growing within its protected area
 - ii) There are also several tropical islands floating on the ocean which are volcanic in nature.
 - iii) In addition, there are a considerable number under the sea which are continuously erupting.
- 9) Arctic – This region covers both the north and south poles of Dwehaer
 - a) The magnetic pull of the poles is so great that the clear majority of the plumes from the volcanoes (filled with particulate matter) is drawn to them
 - b) This means that the poles are hidden behind perpetual swirling black clouds.
 - i) No sun light reaches the surface at these extremes and the ground is covered in a thick blanket of frozen black snow.
 - ii) The few animals which have been able to find a niche in this climate rely upon their incredible sense of hearing, as they are all blind.

Races

Dwehaerveen

- ❖ The Dwarves are early evolution hominids (approximately 4-4.5 ft in height)
 - Different foreheads denote the various races within the species, each one reminiscent of various stages in early human evolution (think caveman - not Klingon)
 - Each race has a different physical strength than the others, but all are of stocky build with long arms, short legs, and abundant hair growth
 - One race is “slender”, agile, and quick on its feet
 - One race is stronger than the rest and able to lift five times their own body weight
 - One race has a more developed brain and is therefore more gifted intellectually than their peers
 - The color of the hair helps to identify ancestry
 - The beards are used to denote rank and standing within the culture
 - There are differing styles for the military, political, scientific, and civilian
 - All prisoners as well as anyone who is dishonorably discharged from their fields are required to shave all hair upon their chins
 - ◆ Punishment to continue until such time as society deems that honor has been restored
 - The dwarves are native to a planet which is prone to violent volcanic eruptions and explosive electrical storms
 - Due to environmental factors the primary source of energy for the dwarves is electricity generated by:
 - harnessing the frequent lightning storms ravaging their world
 - various geothermal methods harnessing the heat of their world
 - steam generated in their mines and forges
 - Recently the dwarves have discovered Tesla conductors and have begun to incorporate this technology into their daily lives.
 - The Tesla coils are installed beneath all train rails above and below ground
 - ◆ This allows for free, accessible electricity by everyone everywhere
 - The methods for harnessing power have led to a steam punk evolutionary path
 - The unique attributes of their world make it rich in many different materials which they have learned to mine, and forge into a multitude of devices
 - In addition to the typical mineral, gem stones, and precious metals, this world also has an abundance of Mithrium, which can be used independently or fused into a composite material
 - In time they learn to create three separate composite forms from this mineral
 - ◆ One is nigh impregnable and utilized in all manners of weaponry, armor, and defensive technologies
 - ◆ One is impervious to extreme temperature changes and gravimetric pressures making it ideal for hulls on both inner, and outer space vehicles
 - ◆ Finally, the third is highly conductive and appears to be able to phase ...
 - Upon entering space, the Dwarves immediately harvested all other celestial bodies within their system for minerals and used the resources they gathered to begin building their space fleet
 - The first series of vessels were little more than asteroids with rockets strapped to them
 - The many wars, and “disagreements” fought on their planet left them with a very tactical mindset
 - All major space vehicles incorporate multiple levels of both offensive, and defensive weaponry
 - Each carrying multiple types of missiles, torpedoes, and projectiles

- The dwarves do not discover energy-based weaponry until after their brief skirmish with the Drow Imperium
- All large vehicles carry support craft capable of exploration, mining, and battle
 - There are dedicated support craft for aquatic exploration
 - Dedicated fighter craft designed specifically for close quarter, rapid combat
 - Several heavily armored tank fighters which can be utilized under water, on ground, in air, and in space
 - Enough evacuation pods to support triple the vessels typical crew complement
- The cultures views on battles has led to a very specific look to all the vehicles designed by the Dwarves, as each is modeled after a hand-held weapon
 - The largest and most prominent vessels of this type are fashioned after:
 - ◆ Sword
 - ◆ Scythe
 - ◆ War-axe
 - ◆ Chakram
 - ◆ Warhammer

Eilivain

- ❖ The Elves have conspicuous pointed ears and their skulls do not fully cover their brains, leaving the skin on the forehead as the only protection from the environment – this skin is form fitted to the individual folds of the brain beneath it
 - Each race within the species has a slightly differing brain cap
 - There are four major racial groups
 - The golden - spend most their lives within the various forests abundant on their world
 - The silver - is primarily active during the twilight to dawn times of the northern and southern poles
 - The night elves - live in caves surrounding the mountainous regions and as such have evolved a phosphorous epidermal layer which mimics the glow of the surrounding vegetation
 - ◆ Since this race is only active above ground during the night when their skin glows to mirror the growths around them, their skin under any form of light appears a soft purple
 - The dark ones - are nomadic tribes which wander the few deserts on the world, due to the constant punishment of the sun, and sand their skin has darkened and hardened slightly to form a more protective barrier
 - All elven races have enhanced vision able to detect heat and ultraviolet rays
 - The elven planet is one of violent tidal activity
 - Entire continents rise and sink below the ocean at consistent intervals
 - This rise/fall pattern has led to an entire planet of nomadic tribes
 - ◆ Even amongst them though the Dark ones are still considered nomadic due to the fact that they never settle in one place
 - Each culture relocates between multiple locations depending on the time of year and which location is currently above water
 - Due to the continual movement of their cultures, the violent weather they face, and their inherent love of nature this species derived means of gathering energy which were environmentally friendly, easy to move, durable and able to withstand extended periods of submersion

- Primary forms of gathering energy included wind turbines, solar panels, and hydro dams
- The elven persistence in not damaging nature has led to a general standard architecture which mirrors the world around it
 - The great industrial age saw the rise of floating cities, and grand skyscrapers set on bases which could raise and lower with the tides
 - The buildings themselves were always built around vegetation
 - designed to mimic plants and trees found within the forests, organs of the animals inhabiting the planet, or elements found within DNA if not echoing the appearance of DNA itself

❖ Space Age

- When the elves emerge as a cosmic force their ships and constructs cannot be confused for any other
 - As with their planetary architecture all ships, bases, and transports are designed to mimic forms in nature
 - Orbital stations are enormous metallic trees sprouting miles above the surface of the world
 - Individual ships are large rotating flowers floating through space

Dihaerow

- ❖ The Drow have a hardened bone plating over their brain cap, evolved as extra protection from the natural hazards encountered underground.
 - The Drow eyesight has evolved far beyond their cousin due to the complete lack of light encountered below the surface
 - Their eyes can detect the infrared, ultraviolet, and visual spectrum as well as x-ray
 - ◆ Within each spectrum their eyes are sensitive enough to detect movement on the hair of a flea, unaided
 - Within Drow culture females rule and males are expendable – useful only for procreation and battles
 - Each city, nation, or empire is controlled by a body of nine leading families
 - These families are each ruled by one woman
 - The individual families, and their level of control within the system is under constant flux
 - ◆ Each family is allowed only two subservient females beneath the mother
 - Industry is also female lead and follows a similar control system to the government
 - In order to keep from having too many females in power positions all women born to lower ranking families (laborers, miners, transportation, construction, etc.) are relegated to lesser duties.
 - These women are the child bearers
 - ◆ The impregnation process is always invitro – never left to chance
 - ◆ Each is given five pregnancies during which they receive rigorous military training
 - The mothers do not raise the children who are transferred to caregivers at birth
 - ◆ After the allotted five pregnancies, each mother is reassigned
 - During the reassignment the mother is placed into a coma for a month
 - While in this state the women are forcibly, and irreversibly given a full sex change
 - They have served their purpose as child bearers and must continue to be of benefit to society

- All memories of being female are erased and only the military training remains
 - After the operation each is awoken and assigned to a randomly selected battalion
- Aside from the few traditional and ceremonial rituals which require intercourse all heterosexual interactions are forbidden
 - There are a few exceptions made for the ruling mothers entertainment
 - These exceptions are rare
- ❖ The surface of their planet is entirely uninhabitable as they are experiencing an ice age
 - All life has retreated below ground
 - There are some large mammals
 - Predominantly of the Rodentia family
 - Also a few tiny canine type creatures scurrying about, rummaging for scraps
 - Finally, two different species of enormous yeti have begun to evolve in the tunnels
 - Most life is an offshoot of the arachnid family
 - Some of these species have developed limited intelligence
 - The Drow have also perfected a means of punishment for their worst failures
 - The Drydair is a Drow who has been permanently altered by removing their lower half and grafting it onto the preserved corpse of one of the largest and most venomous spiders
 - ◆ This new hybrid retains all the spider's abilities
 - ◆ The evolved Drow eyes and ears are removed and replaced with inferior mechanical substitutes which are wired directly into the brain
 - ◆ Finally, the mind is erased
 - All personal memories removed
 - Personalities purged
 - Language skills reduced to comprehension only
 - ◆ The last and most vital alteration is to remove the web sacks and replace them with a weaponized version
 - These weaponized web shooters contain the chemicals to create and fire over three dozen types of webbing
 - The Drydair are used as both the front line in battle, as well as canon fodder
 - Anyone unfortunate enough to be transformed in such a way is erased forever
 - ◆ The soul is expunged from existence
 - ◆ The memory of their life is wiped from the records
 - ◆ Their family have all memories of them erased
 - ◆ They are eternally forgotten

Locations

Library Complex

The library complex is the main location for the resistance headquarters. In ages past it was the largest library in the region containing wisdom, and art from long before recorded memory.

During the invasion the city which had formed on the surface above the library was destroyed. Additionally, the urban center below ground was decimated. Today both are void of life, and barely recognizable as ever being inhabited. They stand as a mound of rubble, one city caved in upon the other. The library managed to survive the devastation only due to its distance from the main urban centers.

After the invasion the library was discovered. Mostly intact, connected to its own remote power source, and insulated from outside observance it was perfect for a hidden base.

The complex is located almost four hundred feet beneath the surface and extends downwards for another fifteen stories.

The resistance has relocated all media, and unneeded materials to the lower levels and has taken up residence within the top ten floors.

Invading Generals Command Center

The Command center for the invading forces is in the largest of the flying vessels which descended upon the dwarves. The décor - pelts and trophies of past hunts - hanging on all wall spaces. An enormous number of hunting weapons, tools, and nets hang from the ceiling overhead.

The room has a distinctive odor of rotting flesh as the newest trophy is left to dry on a pedestal in the corner.

Lining the walls are a plethora of display screens. These screens all have bulbous faces made of thick amber. Below these lines of monitors reside a multitude of buttons, color coded gemstones, knobs, levers, and rudimentary keyboards.

In the corner adjacent from the rotting trophy is a small section of monitors, microphones, and wires. It is this corner which allows communication between the invaders and their overlords from beyond.



The entire floor is moist and sticky with bodily fluids; covered in a thick and noxious fog which hovers around the ankles.

Alchemic Research Laboratory

An alchemist's lab is as personal as one's connection with God. In this case the lab we will be interacting with belongs to two alchemists working together. One studies physics and the known universe, while the other delves deeply into the world of medicine and well-being.

The room is as full as a hoarder's hovel. Piles, and piles of research material are everywhere. Some piles are stacked precariously on shelves; others lean heavily upon the various tools and instruments of the trade.

One wall is covered in hand drawn maps of the body, mind, and soul. Intricate lines in various colors connecting each to the other. A second wall is plastered with observations pertaining to the solar system, planetary rotations, and galactic positioning. Yet a third is covered from ground to ceiling, edge to edge with an immense shelf. Sitting on the shelf are jumbled vials of partially labeled liquids, jars with embalmed organism and organs, and an endless array of devices.

The final wall holds the alchemic table of elements displayed in shadowboxes where each box is a separate element. Forgotten and covered at the base of the wall lies the remains of the old Iron Lung they had once used to save Thydhor in his youth.

In the center of the room sits a work in progress. A vast and intricate orerry depicting the known system. The two stars are made of translucent emeralds and rubies. The planets, moons, moonlettes, asteroids, comets, and various other celestial bodies all captured and in relative size to one another. The entire contraption is formed from a common and boorish mineral and runs on a combination of steam and clockwork powered mechanisms.

Religion

Religion will have a dual purpose within the universe.

1st and foremost religion will play a similar role to the one it has in our own world. It will provide the moral guidelines and codes of conduct from which the various species will derive their standards of behavior.

2nd the religious texts will in fact be historical documents. Everything that happens within the religious realms did happen (although the true events may be slightly altered from their recorded versions).

The entire universe will be fashioned around the rule of 9. This will take form most notably with its linkage to Norse mythology and the nine realms. As we progress through the various chronicles we will come to realize that each of the nine realms are physical locations within the phoenix galaxy. Residing on each of these nine will be the all-powerful races of legend. I will fully embrace the craziness of the Norse mythology and explore the element which most have chosen to ignore – Odin and Thor's mother are not the same species of god – Thor is a HYBRID! Beyond the 9 realms I will also utilize the nine elements of nature and liken each realm, and therefore race to one of these elemental powers. The number 9 appears more often than people realize and will use this.

For the dwarves (the Dwehaerveen and the Orucani being descendant from the dwarves of legend) the religion will mostly be a version of the common Norse mythos. I will also be sprinkling in a few Celtic gods and heroes for population. Additionally, I will include various sprinklings of lore to explain which gods created which mountain ranges, and which battles lead to which volcanic eruption. The dwarves will have access to Alchemy.

The Elves will have their religion based heavily in the wiccan, gypsy, and druid belief systems. Their main ideology will be centered around the power of nature and growth. Their power comes from their communion with the environment around them. The elves will harness nature magic.

The Drow are demonic variations on the elven form. Historically the Drow existed far earlier than their elven cousins and may possibly even originate in the universe before our own. They worship chaos while also adhering to one of the most commanding systems in the universe. This paradox is what makes them powerful, unpredictable, and terrifying. They feel that no other creature personifies chaos more so than the spider and have therefore arranged their entire society in an unusual animalistic worship to these arachnids and their prey. The Drow draw power from darkness and fear and have control over necromancy and reanimation.

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