

1. Day 27: Final Plot Hook:

Since I already have to talk about plot 3 times in this entire world building process, I'll use the final Plot Hook to write a brief summary of my entire story.

- This is a world where magic formulated by earth's internal energy has overran the life forms in this planet. However, instead of humans running the planet it's humanoid animals. All life forms on this planet are somehow infected by the magic that blossomed in this world. The story revolves around our main protagonist, a Kithut (descendants of cats) member who was raised in Harmonia. His goals(missions) are to eliminate all evils that cause harm to Harmonia or to the other clans. On one of his missions he discovers a human girl who he felt a small attachment to. Curious as to why he has the urge to watch over the girl he travels the world bringing the child with him. On their journey, they discovered and explored the different clans cultures and faced many dangers. They slowly unraveled their identities and secrets that came along with it.

2. Day 1 Climate and Variety:

- **Antarctica:** Freezing cold temperature which goes below 0 degrees. Physically unbearable without proper clothing and heating tools. Harsh environment even for the animals who inhabit the land. Little to no plant life.
- **Sahara Desert:** Complete opposite of the Antarctic. Boiling hot temperature in the morning and a chilling cold temperature at night. Little to no water and lands are covered by large piles of dry sand. Have plant life that can be harmful towards living creatures.
- **Amazon Rainforest:** Humid temperatures and is thriving with life. Animals and plants of all kinds live in a rainforest. Filled with rich resources but the high competition makes survival a real struggle.
- **Normal Forrest:** Less Competitive and more peaceful which often symbolizes harmony. Mostly filled with docile creatures like deer and moose. Has cool lakes and wonderful views of mountains. Temperatures are always sunny or cool which will switch along with the seasons.
- **Pacific Ocean:** Cold temperatures but never as cold as Antarctica unless it's night or winter. Describing any ocean is linked back to the dark and mysteriousness of the unknown. Only parts that are hot are the oceans that have developed underwater volcanoes. There can be quite frequent rainfalls.
- **Fields/Meadows:** Always have the perfect temperatures which resulted in thriving plant life. The weather ranges from hot to cool and switches along with the season changes. Often peaceful and quiet without much interference against nature.

- **Cities:** Brightfully cheerful but filled with filthy air due to littered trash and fumes coming from factories/machines. Loud noises often filled the entire land. Temperatures change according to seasons but advanced technology makes it accustomed to living comfortably.
- **Mountains:** The higher someone reaches the top of the mountain the more suffocating the atmosphere is. The more someone climbs the mountain the harder it is to survive. However, some predatory birds are able to withstand just climates and live high off the ground.

3. Day 2 Physical Planet:

10 plots

- 1) In the scorching hot desert, the sun continues to cast it's rays as a raging war takes place within a small area near the ruins. Here, the Beastmen slays the human rebels who can only flee for their lives. The humans who can not cope with such harsh weathers are desperately trying to hold off the powerful Beastmen. Within the intense heat and raging helpless cries, a lone Beastmen who descended from felines, watches heartless as a woman dies carrying a newborn child. Only after her death he felt a sting in his heart. He stands next to her blood-soaked body, observing the war and the remaining perseverance from these weak beings as they cling to their outdated weapons. He wonders why they fight despite their circumstances as the sun continues to shine while they face their doom.
- 2) While exploring the fields on a summer day, Romear finds a shabby hut and wants to use this chance to rest up while restoring his magic. His thick coat of fur makes it exhausting to walk around without his cooling abilities. However, upon entering the hut he discovers a young girl with innocent eyes and a broken voice. It looks like he wasn't the only one who wanted to cool down from the long walk. After debating for a while, he determines to keep the pitiful thing as an object of observation for his unanswered question left behind from the war.
- 3) From here on, Romear will travel with the girl on his missions. While exploring the chilly mountain tops, they ran into the Windgos and had to hide from cave to cave. Romear would often be on the lookout for enemies as he gathered wood to build fires to keep the girl warm. Though Romear can easily kill enemies he didn't want the girl to die. He didn't like the idea of her dying while he was the one on duty. Though frightened and cold, the girl didn't complain. She would listen to him and sleep deep within the cave while watching him guarding the entrance to the cave.
- 4) As they got closer to the top of the mountain, the weather got colder and the snow got thicker. During a huge blizzard, Romear was ambushed and injured while shielding the girl. Desperate to live, the girl hid under the snow and when the Windgos left she came out of hiding. She then looked for Romear and dragged his injured body along with her. She found a nearby cave and struggled the hardest to keep him alive. They both survived.

- 5) During the time when Romear visited the rainforest, there was suddenly heavy rain. Both the girl and Romear got wet. This event took place right after the snowstorm so as cliches happen, the girl runs a high fever. Now it's Romear's turn to nurse her back to health.
- 6) Flowering picking in the fields was very peaceful. However, a village nearby runs a famous orphanage founded by a benevolent Beastmen king. The orphanage offers to take care of the girl and tells Romear there is nowhere else on this planet that is fitting to raise a human child. The field has perfect weather and the Beastmen on this land was kind and accepting. While resting in nearby inns, Romear made his decision to keep the girl after 2 weeks.
- 7) Visiting a village nearby a large river, a flood washes the girl into the ocean where she thought she was going to drown. To her surprise, she was saved by the Wagas. On the other hand, Romear panics and asks for assistance from the Apeman who are known to be gentle giants. The Apeman agrees to help under the condition that they meet the girl to fill their curiosity.
- 8) When the girl returns, she discovers that the flood has caused heavy rainstorms. This resulted in a mudslide which knocked down the nearby boulders blocking the main road. The Apeman suggests that the two should stay with them while the road gets fixed to which they agreed.
- 9) A jealous tribe wanted to get their hands on the girl to perform some experiments so they decided to kidnap the girl. Using an artificial tornado created from magic as a distraction they stormed the Apeman tribe. The attempt was a fail because it enraged the apemen which resulted in the annihilation of this idiotic tribe.
- 10) As seasons change it soon becomes fall. The strong windy and chaotic weather blows down a tree and causes the Beastman within the tree great grief. However, the girl shows her empathy and persuades Romear to let her help them. Eventually he agreed. This is the start of when the girl becomes admired and respected by Beastmen.

4. Day 4 Cataclysms:

1) The Giant Magical Crystal:

This is a huge crystal that is about 14 feet in height and 6 feet in width. It formed from Animalia's internal energy even before living creatures existed. When the crystal overflows with energy, it starts to release the energy in a form of a mist. Once this mist interacts with the living things on the growing planet, rather it be plants or animals, it gives them different properties. For instance, animals gain more intelligence and become genetically mutated faster to fit in with their environments. Plants grow to have healing or incredibly defensive elements. However, the crystal is currently buried deep beneath the ocean and guarded by the dark guardians while it becomes nothing but a myth on land.

2) The Ruins:

The Ruins are ancient caves that form from stone. There was once a saying that said these caves were inhabited by Gods. Not much is known about these Ruins and only the beings known as the Ancient Ones reside in these Ruins. Since the Ancient Ones can foresee the

future and know the secrets of the past, they are said to be the descents of Gods. Most Beastman regards these Ruins as sacred grounds. Beastman who seek the Ruins can only find them if the Ancient ones wish to see them. Otherwise, they will just loop back to where they came from getting lost in the thick mist.

3) Skya's Holy Cliff:

Skya's Holy Cliff is the only mountain that can float in the sky without any help from the clouds. All residents from Skya live in the smaller mountains that float next to the Holy Cliff. However, these small mountains rely on the Windgo's magic casted clouds to stay steady. The Windgos are the only ones allowed to live on top of the Holy Cliff where the strongest essence of magic can be found in Skya. That is why no clouds can be found near the Holy Cliff after all members of the Windgo have wings that help them fly and travel. Rumors say that a piece of the Giant Magical Crystal is ingrained within the Holy Cliff which allows it to float.

5. Day 3 Mood and Setting:

My story's mood changes depending on the setting. Each Tribe has a different personality developed by the different atmosphere which gives them different tones. My main character travels from one place to another which means the mood is constantly changing.

Examples:

- ***Skya (cold, chillys and filled with snow storms):*** When Romear first enters Skya the mood is tense and suffocating. The reason behind this is because this where Romear first interacts with the girl. Therefore, they are not in a good relationship. Additionally, they are trespassing the land inhabited by the Windgos who are hostile and greedy. Therefore, they are often in danger and show a struggle in survival while trying to understand each other. That is why Skya is the perfect environment for them at the moment. Humans or creatures tend to get closer with each other during dangerous situations.
- ***Drygon(dry, scorching hot and surrounded by sand):*** Compared to Skya which is a tense and suffocating mood, Drygon is supposed to represent hopelessness and desperation on the human's end. That is why Drygon is set in the desert where humans suffer the most, having little resources and having to deal with a constant threat.
- ***The Fields(cool, peaceful and grassy filled with fresh air):*** The fields are completely different where Beastman are more kind and forgiving. They don't have to live to fight in a struggle because their kingdom is strong and they have plenty of resources. This is the reason why they are so peaceful.

Overall, I can describe my mood as tense yet peaceful, loving yet hateful, confusions with surprises because it is never the same. I don't have a mood that describes the whole story but bits and pieces that tie together as an intermingled dramatic knot.

6. Day 10 Mood and Culture:

Tense and Dramatic: The two most important moods I wanted to go for was a tense and dramatic atmosphere. My story is about learning to love cultures and races while struggling with each other's differences. No story about war leading to peace was ever an easy road to follow. A story about war filled with love and kindness doesn't exist. Only through struggles and challenges will my characters learn about the joys of life and the company of others. Therefore, to establish that feeling, not only do I need a character that will bring along tension and drama, I will also need a character that can resolve the issue. So far I think all of my scenarios have fit this description.

Examples:

- There is tension between the races. There is tension between the two main characters because of their difference revolving around their races.
- Tension usually leads to drama and often an antagonist is formulated through these dramas. The wars leave behind a greed and hunger of power which is exactly what the Windgos have become. Therefore, all of the current timeline, tribe conflicts, and other aspects of the story revolve around these two moods.

Amused and Absorbed: These two other moods are next because I want my readers to eventually be attracted to my characters. In other words, I want people to feel empathy for them. The relationship between my two main characters may start off with drama and tension, but in the end, their relationship eventually becomes heartwarming. It is a story about an emotionless heartless beast protecting a small and fragile human girl. The tension and drama is important for the build up, but amusement and immersion is necessary for the story to continue on. If my audience is uninterested in my character and my world, all of the build up will be pointless after the climax. Therefore, I must find a way to implement these two moods into my story. So, what better way to do that than to manipulate the relationship status of Romear and the girl?

7. Day 7 Recent History: For my sake so I don't rack my brain thinking about the logic behind all of this, let's just say when the humans have evolved so did the animals at their present states. So all of the animals like monkeys, rabbits, and dogs already exist in this timeline.

3000 BCE - Around the time when human civilizations first began forming, The Giant Magical Crystal started to release its energy. All animals started to go through an intense evolution and gained the same amount of intelligence as humans. Humans of course are affected by this energy however the results were mostly negative. Humans lost the ability to further evolve from that point on. All living things, including the humans, have gained some kind of genetic mutation that allows them to perform magic or have magical properties. Even so, the amount of magic one gains varies from animal to animal.

2500 BCE- An Holy Being (known as the ancient ones in the present day of this novel) predicted that humans will eventually lead the animal kingdom to doom resulting in an unnerving feeling within the animals. This will eventually lead to the Great War of Annihilation.

2000 BCE- Peace began to tremble when a human tyrant claimed that the Holy being was a wretched witch in disguise. This resulted in a pact made between the humans and animals. The pact stated that if one of the Holy beings were to die in the hands of a human, the animals will not hesitate to attack the human kingdoms. In return for keeping the Holy being safe, the animals will allow the humans to use them as a source of resource. This will mean that the humans are free to use the animals however they wish, without the risk of being blamed. In a dark sense, this would mean the animals can be used for labor or food sources too.

1500 BCE- The Holy Being was found dead next to the body of the tyrant. No one knows what exactly happened between the two. However, to the animals it was clear that the Holy Being died because of the conflicts with a human. This started the Great War of Annihilation where the animals are determined to get rid of humans, the enemies of mother nature.

1000 BCE- After the long ragging war, nearly all humans along with their animal supporters were killed off and only a few remain. Along with the Dog and Cat races, many others have decided to abandon humans. After the war, 3 animal figures created 3 different tribes for leading the animals to victory. The tribes, Waga, Apeman, and Windgo is formed.

500 BCE- Even after the humans have been nearly wiped out. Many animal races still struggle to live among others. After all, animals who were once hunters still crave blood while the animals who graze on grass face a new intimidation. Among the chaos, a tribe called The Harmonia was formed and wishes to unit the animals as one. They don't want the animals to go down the same path as the humans and are working on a drug that can substitute as nutrition for all of the predators.

350 BCE- The disappearance of The Magical Crystal led the world to intense environmental changes. To keep the world from falling apart, the three leaders who hold the most amount of magical powers crystallized in each area dividing the world into three segments. Skya, Marina, and The Clear Lands. From that point on, all three lands have permanent weather conditions that are only contained within their boundaries. Hence the three tribes that thrive from the three segments of the land became the strongest.

250 BCE- The Cat race and The Dog race are known to be the closest with the humans. To gain the animals' trust, the Cat race surrendered their crown prince, Romear, as a new subject to The Harmonia. On the other hand, The Dog race gave up their most treasured princess as a hostage to Harmonia. Harmonia promised that both the price and princess shall be released only after their drug completed and their goal succeeded. During this time, Romear will be sent on missions and while on a mission, he discovers a human girl who will determine the fate of the next few generations to come.

8. Day 6 Races:

I have a lot of races so I'll only describe some.

Major Tribe 1:

Windgos: Which is formulated from many bird races.

High Class(Kings and nobles)

- **Egales** are descendants from eagles. They are the fearsome rulers of Skya and are said to be clever and witty. They have charming human faces with a sharp smile but have wings in place of arms and claws in place of feet. Instead of hair they have feathers and their eyes shine like gold. It's often said that if you stare at an Egale for a long time you may even see a red glint in their eyes as they smile down on their prey. They are vicious fighters and good with their brains.
- **Owools** are descendants of owls and are the second most powerful in Skya. While Egales are compared to kings that ruled the day, owools are like princes ruling the night. Most Owools are nobles and can be mostly seen at night. In rare cases, an Owool may appear in the daytime during an emergency meeting for a crisis. Like Egales, Owools have handsome human faces, wings for arms, feathers for hair and claws for feet. The only difference is they don't display emotions on their faces and only have human faces during the day. They keep up a cool expression on their faces which is on par with their elegant features. They don't do much fighting and work more using their brains.
- **Valgores** evolved from vultures. Valgores are a race used by Egales for one purpose and that is to assassinate opposing figures they can't dispose of in broad daylight. Valgores enjoy killing and are often blood thirsty. They will do anything for a bit of meat even if it means eating other smaller bird races. Valgores have arms, legs and feet along with wings on their backs. Unlike Egales and Owools, Valgores don't have human faces. Valgores are often described as ugly creatures and they don't get along well with other races. However, there are rare occasions where an extremely pretty Valgore is born. These rare looking Valgores may even be passed off as another bird race because they look nothing like a typical creepy Valgore. Due to this feature, these beautiful Valgores are to be sent off as spies to other kingdoms by the Egales. Relies less on the brain and more on instinct.

(For time's sake, birds like Flamingos, Peacocks, and Swans are all high class. I don't have proper race names yet).

Middle Class(The Average Folks)

- **Paradisies** evolved from small colorful tropical birds like parakeets, cockatoos, or lovebirds. Just like their ancestors, they have colorful feathers that replace hair and are very chatty. Some have only wings, some have only arms and some have both. Some have human faces and others don't. They determine their beauty by the brightness and the colorfulness of their feathers as well as how well one can sing or dance. That means no matter how pretty the other features are they will not be considered beautiful if they

have dull feathers or can't sing and dance. Paradisees are known for their cheerfulness, dance moves, and angelic voices. Many thrive in the entertainment businesses. (For time's sake, birds like goose, ducks, and seagulls are all part of the middle class. I don't have proper race names yet).

Low Class(The poor/Slaves)

- **Punies** originally came from tiny bird species such as sparrows, robins, and crows. They've grown up the same size as all of the other bird races however they are treated as weak beings and sacrifices. Like Paradisees they have a mix of human features but are not considered pretty in Skya. Although other races may disagree with that opinion. Punies are often bullied and have their wings chipped so they can't fly by will. Their magical powers are said to be little to none. Punies are often said to look a bit smaller compared to the other birds and have a timid nature. They can not survive on their own. (Another thing to note about the bird races is that females are of lower status for not having good looking feathers. However like love birds, not all bird races think this should be the case).

Major Tribe 2:

Apeman: Formulated from different monkey races. Though there is a hierarchy it is not as strict as the Windgos. Though most of the Apeman are descendants from monkeys they always welcome other Beastman races to join their clan.

- **Apiaps** is the race that dominates the Apeman tribe. Not only is the leader of the Apeman a Apiap, most of the Beastmen in his tribe are as well. Apiap are descendants of chimpanzees. Apiaps have learned to permanently walk on two legs and about human sized. They are still hairy and come in brown, grey, black colors. Apiaps don't believe beauty comes from the outside but instead comes from the inside. Apiaps love strength and admire those who have physical power. However, they will still stand proud and protect those who are considered weak. Apiap have an equal balance of intelligence and strength which makes them perfect leaders.
- **Grillas** evolved from the giant gorillas. Grillas are the physically the most powerful beings in the Apeman tribe. Most Grillas work in the army for the Apiaps. Though Grillas excel in physical strength they have little magical powers. Which is why they often have to work with the Capus to make up for their weaknesses. Grillas and Capus originally don't get along that well however after the Apiaps took over they have been unified. Like the Apiaps, Grillas have learned to adapt to walking on two legs. They are taller than any other monkey races. Not only are they huge in size, they are quite muscular. There're colors can vary from black, brown, white and silver.
- **Capus** originated from Capuchins. They are tiny cute creatures with high IQs. They can be seen walking on both two legs or on all fours. Most have come in shades of black and white, even so some are gold and black. Though in other tribes, they often have been sold as slaves, in the Apeman tribe they work as advisors for the royalty. Capus are

incredibly talented with magic and are quick to think with their brains. However, they are physically weak which is why they are often seen hanging on the shoulders of Grillas. The Capus requires the Grillas protection from physical harm while the Grillas in return gained magical offenses. Though the two races used to be in disagreement some have learned to work together under the Apiap's guide.

- **The Remaining:** The rest of the tribe consists of other different monkey races as well as other small animals who wish to be protected from the harmful tribes. The other races include descendants from chipmunks, squirrels, groundhogs, rabbits and other animals around the same size. The Apeman tribe also welcomes those who have been abandoned by their tribes, such as slaves who escaped from Skya, or creatures who were exiled for wrong reasons. However, only the higher ups know of these secrets and settle these abandoned creatures in a hidden land where they can live in peace. If word were to be leaked, these creatures will not only be facing the threat of death, but also the threat of a war against the Apeman tribe for hiding criminals burdened with treason.

Major Tribe 3:

Wagas: The wagas live in the body of waters and hold the most amount of magical powers. They are known for being the most knowledgeable tribe compared to the others. There is no information that can escape a Waga's database. Wagas are also known to be very weak once on land since they're magic is the strongest when they are at sea. The Wagas live in peace and rarely get into conflict with each other, however they despise the bird races. Wagas consists of other small races like the Apeman tribe. Unlike the other tribes, Wagas believe everyone is equal and there is no such thing as a leader. Everyone is free to come and go. An individual's doing is one's own responsibility and only they can be held accountable for their own actions.

- Races include all kinds of descendants from different kinds of fishes, turtles, and other sea lives. There's already a lot of races mentioned so let's move on for now.

9. Day 8 Econs and Politics:

Resources:

- **Magical Stone Fragments:** Fragments left behind by The Magical Crystal can be found scattered throughout Animalia. These fragments help with increasing magic energy for a short amount of time. They can also be used to enhance physical weapons and armor. Though rare, these stones can formulate almost anywhere on the planet. The place where one can find the most fragments of stones is in the deep ocean waters inhabited by the Wagas.
 - **Obtaining:** All Creatures in Animalia want to get their hands on these. However, getting them is nearly impossible without the help of a Waga. A Waga rarely comes out of the water but they will help if one happens to interact with a Waga. However, Wagas deeply despise the Windgos so it is tougher for a Windgo to find or receive any of these stones.

- **The Snow Lotus Flower:** This flower has incredible healing abilities and can only be found growing in cold areas. Since this flower is the essential ingredient for health potions it is often sold at high prices. Hikers have to be sent to gather them in Skya and are only allowed to gather them with the Windgos approval. Beastmen who have attempted to steal these flowers do not end up well.
 - **Obtaining:** Can only be found in Skya or other cold climates. Windgos will gladly let hikers pick these flowers for a high price. All land creatures wish to have this item. Only the Wagas and Apeman have other ways to deal with healing properties. Beastman can either pay in return for these resources or steal the flowers to try to get them for free. However, stealing never results in a good end since the Windgos can sense everything that is happening to these flowers. There are cases where some have successfully stolen but have in return angered the Windgos to hunt them down forever.

- **Golden Silk:** Golden silk is produced by the Woolybas which are the descendants of sheep. Their wool grown on their bodies have properties that can defend against natural weathers but not against magics. It is said that clothes made with their wool are not only comfortable but keep you warm in winter and cool in summer. Golden silk can easily be dyed in different colors without the worry of the wool getting destroyed. The scary part is if a predator wears clothing made out of Golden Silk, without the blessings of a Woolybas' priests, they will be cursed forever to rely on their instincts and lose their brains.
 - **Obtaining:** Can only be found in the Great Meadows where the Woolybas lives in peacefully grazing grass. Woolybas are easy to trade with as long as the creature trading with them is an herbivore. Carnivores have a much harder time getting their hands on these since the Woolybas are scared to trust these meat eaters. Carnivores who do gain access to these are those who no longer eat meat but rely on artificial food pills. Romear is one of those Carnivores that has access to such a resource because he is certainly living by eating these test pills.

- **Colored Dyes:** Depending on the flowers/plants used and how they are produced each dye gives off different properties along with different colors when applied to a resource. For instance, red dye used from a red rose can be embedded in bracelets. This makes whoever that puts on the bracelets fall in love with the person giving it as a gift. Beastman who sell these bracelets are often advised to tell their customers not to put on the bracelets and not to buy them if it is for themselves. Since the Beastman who sells these bracelets can also put their customers under the love spell. Of course with caution, they have an item that can break such a spell but the bracelet will then become nothing but an ordinary accessory. That is only one of the properties of these dyes.
 - **Obtaining:** These Dyes are mostly produced in BeeVile or ButterFalls. However, due to massive trading they can be seen sold everywhere. Only the rare dye colors contained are distributed within BeeVile and ButterFalls. Gaining the rare dyes colors a Beastman must be of high status or is friends with a royalty within BeeVile and/or ButterFalls. Wagas are the only ones who don't

have enough access to such dyes. However, it's not because they are enemies with BeeVile or ButterFalls. It's simply because they are too far apart to keep a consistent trade. So any Beastman that trades or gifts Dye colors to a Waga will greatly get on their good side.

- **Water Lilies:** Water Lilies that grow near ponds allow a normal land critter to breath underwater for a long period of time. However, these Water Lilies are often guarded by the creatures living in the pounds. Only those they are in close terms with can gain access to these Lilies. The other way for land animals to travel underwater without worrying about breathing is to rely on a Waga. Unfortunately, Waga's rarely surface to the land but if a land creature is lucky enough a Waga will help as long as the creature is not related to the Windgos.
 - **Obtaining:** As mentioned before these Lilies only grow near ponds. No one wishes to obtain them more than the Windgos. The Windgos have long wanted to invade the Wagas. However, because they can't stay underwater for too long they never had a great opportunity to do so. All of the pounds near them have frozen and even if they were to get past the ice, the creatures within the pond will not allow them to go close to the lilies. Therefore, they've been aiming to make trades with anyone who can get their hands on the lilies. Knowing all of this, the Wagas made it clear that the pond creatures must not foolishly let anyone get near the lilies. Only those they trust and respect may gain access to the lilies.

- **Flight Feathers:** All males in the bird races from the middle class and above can produce feathers that can give wings to any other animal momentarily. However, a spell must be casted on the feathers first. Otherwise while in midair, an animal can just crash land since there was no set time limit on the feather. This means without the spell an animal doesn't know how long the feather can last. When the spell is cast the caster not only can see how long the feather will last but also if they wish to they can also extend the flight time. The only ones who know how to cast such a spell is the Windgos. Birds races are also very keen on keeping healthy feathers so getting them to willingly pluck one for you means they highly respect you.
 - **Obtaining:** These feathers only grow on the bird races. Although other races do want to obtain them they do not want to anger the Windgos. Not to mention requiring one is almost impossible. However, many smaller birds have been captured and tested to see if there's any way to make use of the feathers without the spell. Wingos will turn a blind eye to this if they deem the birds captured as useless. On the other hand, if a bird captured is of some use they will find a way to get the bird back even if the bird is dead. Both the Wagas and Apeman are not interested in this, but Harmonia is.

I can go on all day about resources but due to time constraints I have to move on.

10. Day 21 Flora and Fauna:

I already have so much details on Fauna I'll spend a bit more time on Flora:

Flora:

What plants are especially helpful to your society? Are there similar crucial plants in your own world?

Plant and their dyes have different magic enhancements:

- Red Roses: Can create love spells and love potions.
- Yellow Hyacinth: Can make rage spells. Make one's mind lose to their instincts. For a short amount of time.
- White Lillies: Can erase Curses and Dark magic.
- Purple Orchids: Can raise one's beauty permanently.

Then we have plants that I made up:

- Water Lilies: Give a Beastman the ability to breath underwater for a certain amount of time.
- Snow Lotus: Can instantly heal a Beastman's wounds.

What are your peoples' main crops?

- My animals will utilize anything to their abilities. For instance, the Apeman will rely on bananas or fruits. My Windgo will eat pineapples and coconuts and my Waga's will depend on seaweed and corals.

What are considered delicacies?

- I haven't thought that far, but I guess each land would be different. I do know meat might be considered a forbidden delicacy.

What fruits and vegetables can be turned into liquor or other drugs and medicines? What do your people use to kill pain, put patients to sleep, become intoxicated, or get high?

- Once again I haven't thought that far. I think I use the same things as humans do for now since this part requires a lot more research. I do know some of these plants will be made up like the Water lilies and Snow Lotuses. I often thought that maybe for different animals there can be different drugs for intoxication. Like bears can get high off honey and cats off milk.

What plants are dangerous? Do you have predatory plants in your world? Where are they, and do they only prey upon small insects, or do they pose a possible hazard to people as well?

- I haven't come up with any dangerous plants yet. I do know trying to obtain certain plants may lead to death from other creatures. Maybe mushrooms are still very poisonous in this world. Cactuses can be huge but filled with tiny spikes. So far that's all of what I have.

Fauna:

What animals are especially helpful to your world?

Both the Wagas and Apeman are very helpful to my world. Most of the Beastman who grow up in Harmonia will be attributed as well. I've thought about using giant insects as a food source to substitute as meat and rides.

On a similar vein, what animals have your people domesticated?

Giant insects like beetles, ladybugs, ants and certain spiders can be domesticated or trained. Butterflies, moths and bees can be like pets that come in all kinds of shapes and sizes.

Which of your fauna are used for food? Domesticated animals might be used for food, but wild animals may also be food sources in the form of game. In addition, if you have meat-eating domesticated animals, what do they eat, and do your people raise food animals for their domesticated meat-eaters?

I want f'in mosquitoes, ticks, and all other pests to die. So a giant version of these things will be raised for food. Even so, raising them is hard because they require some kind of blood or body sacrifice for food. So maybe most of them are hunted down or using other insects to raise them.

Food animals also lead into the question of delicacies and exotics.

Spiders. Definitely a delicacy because they are hard to kill let alone kill. Maybe scorpions too.

What kinds of animals are used in medical or drug development?




I've mentioned this one before. Woolybas can create enchanted silk that can protect an animal from the weather conditions. However, a predator may find it hard to obtain this silk. The effects will also wear off if the material gets worn out. Birds also produce flight feathers which allows an animal to grow wings for a certain amount of time. Waga and Apeman have healing powers. Other things I have yet to think of. Maybe a Spider's toxic can cause numbness?

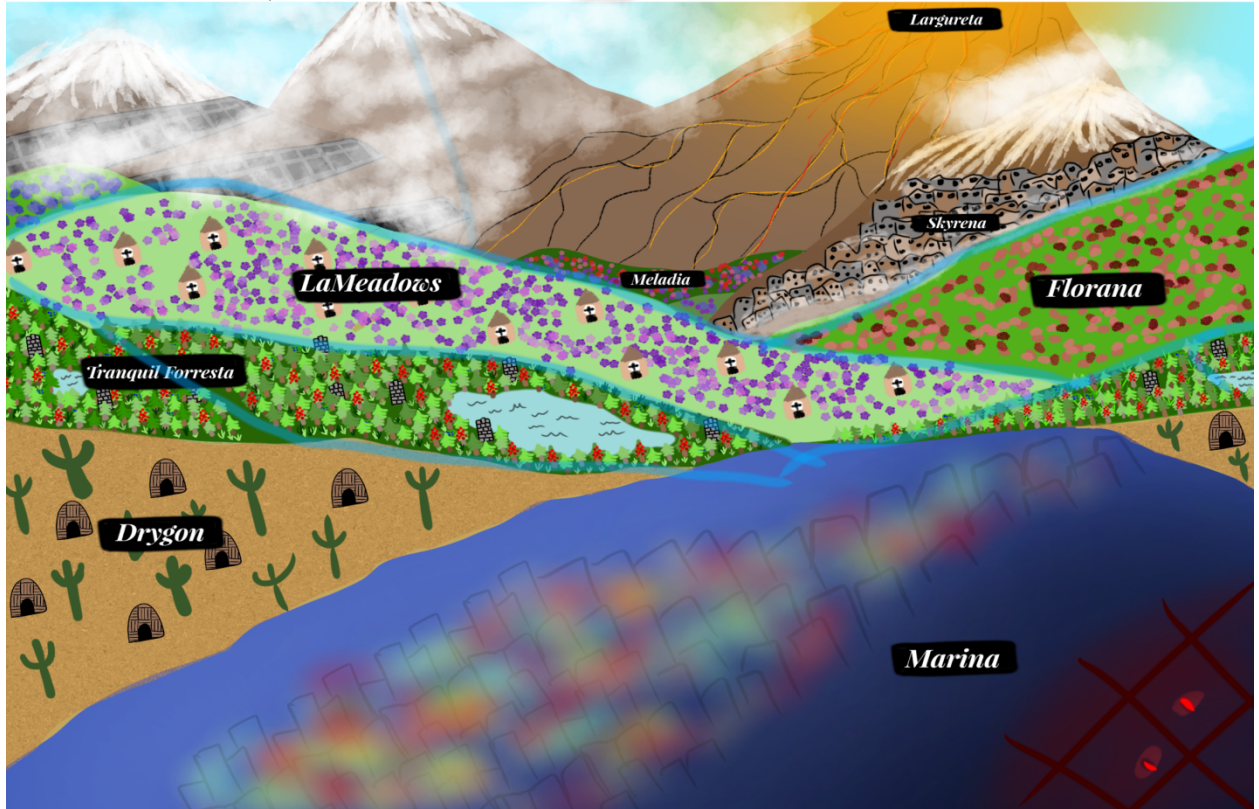
Finally, which animals are dangerous in your world? Which ones are actively predatory, and would consider your people as "meat" if given the opportunity or enough desperation? Which animals are not active predators, but have passive defenses that pose a threat to your world's inhabitants?

Definitely hunting down all of the insects is deadly. Most of them have iron defense, like the ants and beetles. Some even have poison like spiders and scorpions. Butterflies are mostly harmless, however some species do have poison powder. Snake races and predator animals all are dangerous. Snakes because they do have poison and they don't like strangers. Predator races because they can easily lose to instinct. Lastly, the Windgos are not nice.

11. Day 5 Map:



-  = Land Civilians
-  = Desert civilians
-  = Sky Cell
-  = Tower of the Ancient ones
-  = Ocean Civilians
-  = Ocean Cell
-  = Sky Civilians
-  = Barries
-  = Lakes
-  = flowers



12. Day 22 Revisiting Geography:

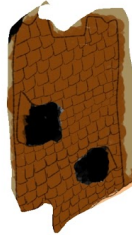
Legend



A flower kingdom with cities



Skya's jailcell



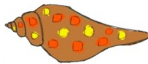
The Ruins and cities in Drygon



Flowers and grass



Another flower kingdom with cities



Seashell kingdom



A tree kingdom with hive cities



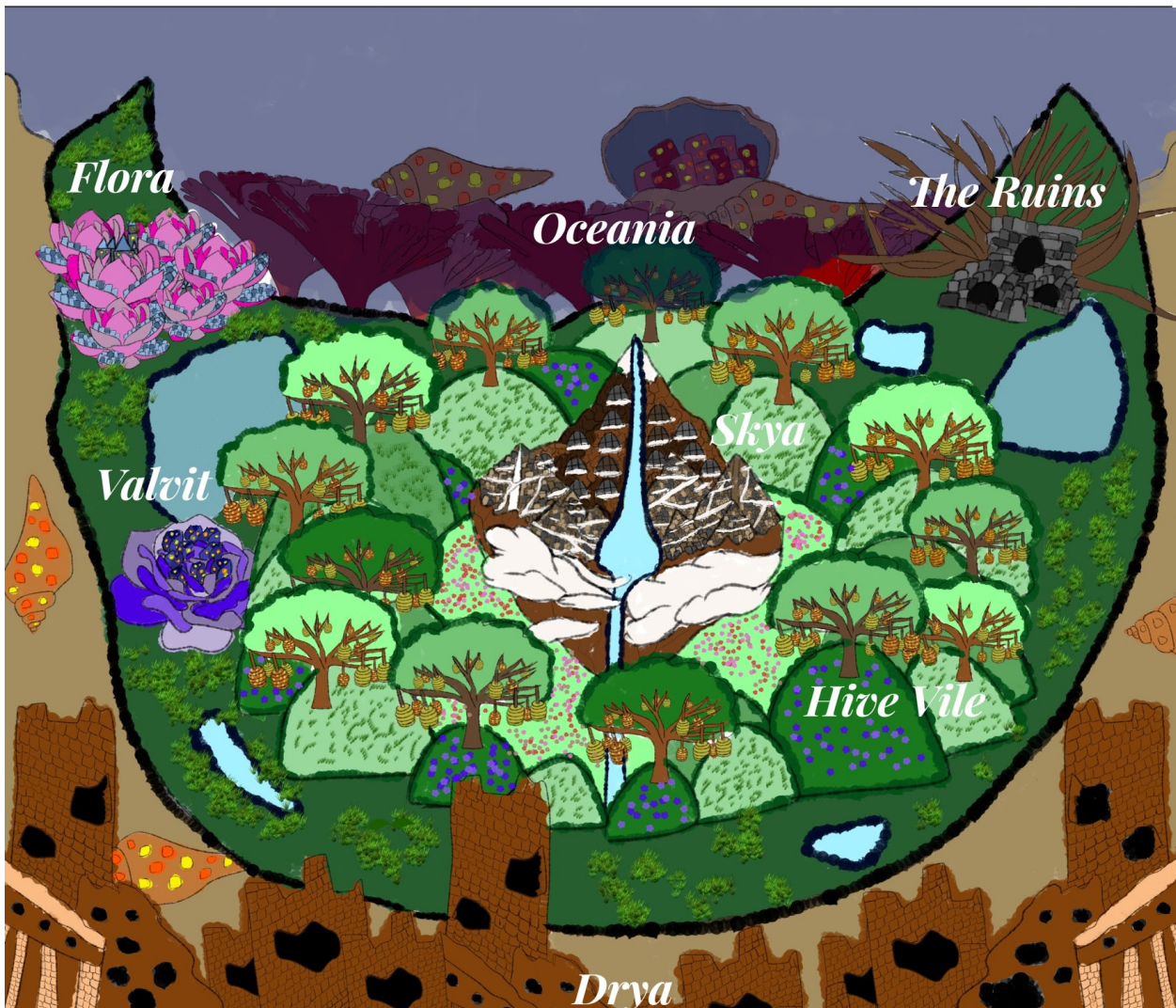
Skya's city



Ruins for the Ancient ones



Lakes



13. Day 11 Focus In:

Economics/Politics:

Windgos:

As mentioned before, the Windgos formed after the Great War of Annihilation along with two other major clans, known as the Waga and Apeman. After the 1st Windgo king, Sora, crystallized, he's immense magical energy spread throughout Skya. This affected all of Sora's kind, the bird races, to produce enchanted feathers as well as have incredibly magical powers. Sora was known for he's strong flight powers, so after his crystallization, Skya began to float. However, Sora is the only bird who has neverending magical powers. If the citizens of Skya step out of Skya's territory their energy will dwindle faster. Only those who live the closest to Sora's crystallization are able to stabilize their magic. This is also why the royals of Skya will often be seen wearing accessories embedded with Sora's crafted crystals. With Sora's protection no one can invade Skya for they will only be facing death. However as a consequence, no bird citizen of Skya can live for long outside of Skya's boundaries.

Legend also said that the citizens who grieved after losing their powers use their tears to water Skya's rough soils. This led to Sora's empathy for his people to which he gave back to them as a gift, the growth of the snow lotus flowers. A flower that can heal a living being's wound almost instantly. Though the flower was initially meant for good, overtime, the nobles got greedy and confiscated the land where the flowers would grow. From that day on, only those who can afford the flowers can obtain them. As for the conflicts, the Windgos normally only fend for their own kind and can care less about others. This only makes it more difficult for the citizens of Skya to interact with the outside world. Due to this behavior, the Wagas absolutely hate the Windgos. More on the Wagas in the next section. It should also be mentioned that not all citizens of Skya are self-centered, however, they are often misunderstood.

Wagas:

Unlike the Windgo's first king, the Waga's first founder is rumored to have crystallized but can still be seen on land from time to time. Many say that the founder of the Waga has found a loophole to stabilize the lands without the need to sacrifice himself. After all, the Waga is known for understanding the secrets to magic and all of the formulas that are possibly known, or have yet to be discovered. Even so, they have been warned by their ancestors to not disturb the balance of nature and these information must never be shared outside of the waters. Even if they are constrained by the burden of knowledge, the Wagas will not hesitate to help those who are in need of help. They will do so without breaking their promise to their ancestors and have ways around the threats of breaking balance.

The Wagas are known to be the closest beings resembling the ancient ones. Wagas are known for their immortality, endless magical energy and long years of life. They are creatures that are not only wise but powerful as well. Though it is easy to kill a low level Waga on land it's nearly impossible to hurt one in the ocean or lakes. Going into the conflicts, knowing that the Windgos are selfish and wish to be freed by Sora's barrier, the Wagas keep their distance from

Skya. They dislike the Windgo's hunger for wealth, fame and power. This creates a tension between the Waga and the high ups in Skya for they each despise each other. The Wagas hate the way the Windgo does things and the Windgos blame the Wagas for their entrapment.

Apeman:

Similar to the Windgos, the Apeman usually only mind their own business. They are not like the Waga who are willing to risk their lives to move out of their comfort zones to help those in need. However, unlike the Windgo, they will not turn a blind eye on those who request for their help. Different from both the Waga and the Windgo, the Apeman don't have immense magical powers. The amount of magical powers vary from race to race. However, they have a lot of raw strength and have high defensive magic. The Apeman is mostly inhabited by monkey races who closely resemble humans. This makes them targets for rumors and is often feared by other races, who keep their eyes on them. In order to not disturb the peace of nature, the Apeman will often opt out of wars and try to stay as neutral as possible. Even so, they find it hard to turn a blind eye against those who have been abandoned, so they will secretly take in other Beastman who are exiled from their races.

This puts them at the risk of being involved in another giant war, so that is another reason why they try to keep out of the other countrys' businesses. This makes them seem like they will never interfere with other tribes' conflicts, which keeps them a bit safer from suspicion, and lowers the chances of another possible war. That being said they are on good terms with both the Wagas and Windgos for they don't pick sides. Nevertheless, the pressure is high for both sides to push the Apeman to join one of the two sides. The last information is about the Apeman's first leader, who is just like Sora, currently crystallized, and guarded by the ancient ones. Unlike Sora, and the founder of the Waga's, little is known about the Apeman's leader. The only thing that can be confirmed is that the leader of the Apeman can stabilize magic even if their citizens are outside of the crystals protection. However, because the land the leader watches over is so vast that it requires a lot of energy to balance, many animals under the protection of the leader have magic that varies.

14. Day 23 Revisiting Culture:

A Lot of this was mentioned already so I will use this day to do a brief summary of what the cultures are. The first thing I mentioned was that each culture is different depending on the different races and tribes. For all of the questions below I'll answer using different races as examples.

Start big: Do you know the major political and social groups in your world? Where do they live? How are they similar? In what ways do they vary? What values do they hold most dear? Are they also racial groups, and if so, how do they differ physically from each other?

- The 3 major groups that have the most amount of powers to influence the other smaller tribes are the **Windgos, Wagas, and Apeman**. Windgos crave endless magic, the Wagas treasures knowledge, and the Apeman controls strength. To be honest the Wagas and Windgos are very similar but they don't get along very well. Both of them

have strong magical elements but have some kind of weakness if they leave their birthplace. Yet the Windgos are more ambitious while the Wagas are more wise. Windgos live in the sky and have features of birds. The Waga live in the waters and have features from fish. The Apeman rules the land and has features from monkeys.

Then narrow it down to a smaller region: Who are the people in your main characters' homeland(s)? What's important to them? What language do they speak? What kind of industry do they have, and what kind of food production do they have? What factions exist, and where does your protagonist fit into the factions? What is the primary unit of money called, and what can it buy?

- My two main characters have complicated backgrounds.

- Romear: My main father figure character is originally born in the Kithut clan. A clan consisting of cat descendants. For the purpose of peace, he was taken hostage by a tribe called Harmonia. I haven't created a language for either clans but I do plan to do something with a cat's body language for the members of the Kithut clan. The Kithut clan are a clan of night hunters. They hunt and kill giant insects to sell to the animals that need protein for survival. However, they only do so at night. In the mornings, they mostly nap. Due to this habit they are known for inventing comfortable beds which are popular with the rest of the Beastmen living in Animalia. Each tribe also has different objects that represent currency. In the Kihut tribe that object would be fallen scales from ocean creatures. It is their way of repenting for all of the fishes they have killed in the past. They collect scales that have fallen off of aquatic life forms and make them into jewelries which will be thrown back into the ocean back to the Wagas. Trading is the other option that most Beastman uses as a form of currency. Things they buy include magical items, furniture, food, clothing and ect. Romear is part of a secret organization(or tribe) that wants to unit the world. In other words, a powerful tribe that lives in the dark.

- Elena: My main adopted daughter character is a human being. Her race is hated in most parts of the Animalia kingdom and she's one of the few remaining humans left. She can't speak; her throat was damaged when she was escaping as she was sealed away in time. Before her race was wiped out her family worked on a farm. They depended on the farming goods to live. When she was thrown back into the world, everything around her changed. She had to learn Romear's body language to communicate with him. Romear has become who she depended on and the Beastmen who's most important to her.

Even smaller: What is a typical town, city, or settlement like? What was your protagonist's hometown like? Does it change over the course of the novel? Who does your protagonist know from home, and what kinds of relationships does he or she have? How was the protagonist educated? Has he or she ever left home before?

- The Kithut clan is known for being active at night and very quiet in the mornings. The houses are all built to be artistically eye pleasing. The clan is known for being noble and is very prideful. Though not everyone from this clan is the silent type most Kithuts are. Romear is the prince of his kingdom so like the heir to the clan. The clan's cultural values won't ever change. Romear only knows his parents and siblings but they're not on good or bad terms. They are very nonchalant with each other. He listens to the king's

commands out of respect. He long lost his feelings of attachment for the warmth of a mother's love. At the age of five, he was brought to Harmonia and trained as a soldier. He's natural behavior made him the perfect weapon especially after they sharpened him even more, killing all of his emotions during the times of war.

Even smaller: What is a typical family structure like for your setting, and is it different in different parts of the world or for different factions? What is your protagonist's family like? Is that typical for where he or she is from, and if different, how? What other role models within the family or in close friendships does your protagonist have?

- There's the average citizens and they have normal families. A father, a mother and the kids. However, it is not uncommon for royalty to have more than one wife or husband. Yes, in this world some females do have more power than males, therefore they also can have more than one spouse. In Romear's family, he only has 1 father and 1 mother. That is not because his father can't have another wife but because his father doesn't need any more kids. Romear has 7 siblings. He is the 3rd son but out of all of his siblings, he is the most talented. His family don't communicate with each other much and it's because of their natural behaviors inherited from their ancestors. They communicate through their eye contact, instinct and body language. Romear looks up to his father but he doesn't really admit it. He's also a lone wolf so he doesn't have a lot of friends. He is pretty close with Daffodil, the princess of the Dog race who's held hostage by the Harmonia. Due to their situation, he was kind of stuck with her easy going attitude and got used to her.

15. Day 12 What If:

I already know my world is bound to have fantasy so a lot of "**what ifs**" is already included. So in this part I will continue to experiment more with the "**what ifs**". The only difference between the items written down here or the ideas compared to the other segments is that these things/ideas are not solid, meaning they may or may not be included in the actual story.

1st what if:

The first leader of the Apeman is a human woman, and the reason the Apeman tribe will get attached to the human child is related to the woman. That would be the real reason as to why they always chose to be neutral and not risk the chance of letting the animals discover they are actual empathizers for humans. What if the Apeman actually is hoping for the human girl to unite the animal kingdoms? What if they secretly supported the Harmonia. It will make a good plot twist too even if the element is not surprising or can be foreseen.

2st what if:

Sora is actually biased about his Beastman. That is the reason why he never stopped the nobles from taking over the flowers. That would also explain why the lower class has little to no magical powers. However, it can also be the opposite way. What if Sora actually predicted his descents to act this way? Which is why he entrapped them on top of Skya to prevent them from harming others. Nevertheless, his love for his people overpowered his worries. Which is why he

still granted them huge amounts of magical powers even after he crystallized. That way his people can still protect themselves from invasions. What if Sora can actually hear and see everything but is powerless in trying to help his Beastman and others? No one but Sora will know the truth.

3st what if:

The human girl has a unique ability. I often thought about my second main character. What makes her special? Why does Romear want to protect her? I still don't have a definite answer. I do know I want to make her special but not too powerful. I want to make her weak but also strong. I need a way to make her character likeable and a good balance is necessary for such developments. This is the biggest "**what if**", that's still not answered.

4st what if:

The 4th "**what if**", is just what kind of other objects I can introduce to this story? How can I make my story more magical without using advanced technology? Should there be an object this equivalent to the phone in modern society? If so, how should I implement it? I also debated on the types of food these animals will eat if they wish to survive. It is obvious that herbivores can rely on plants but what should the predators do? Is it acceptable to kill other animals if it is necessary for one's survival? Can I make it that the predators develop a way to digest plants and go vegan like some humans can? Should meat just be like a drug to predators the way it's portrayed in Beasters? I know that I made Harmonia develop food pills that can help but what is it made out of? This leads me to think that maybe the insects in my story should not be allowed to evolve to learn speech and have intelligence. Instead they should grow big in size and become a substitute for food sources and labor animals (like the horse and cow in the kingdom). There are still a lot of unanswered questions I left of myself, but I'm really leaning towards using insects to solve my problem.

16. Day 13 Plot Hooks:

My "**what if's**" and my plot hooks are already very similar. However, my plot hooks will be more solid and will mostly likely be things that will happen in my story.

Plot Hook(The Tyrant and The Holy Being):

This plot comes straight from my timeline. The story happened before the humans and animals went to war. In fact, some animals even willingly let the humans use them as they pleased. This would include using the animals as a source of food, labor objects or for unholy pleasures. As it goes in all stories, most animals are disgusted by such acts. Even so, they didn't rebel right away because the animals that were involved with humans did so voluntarily. It wasn't until a Holy being, named Liren, foreseen the humans' destruction to the animal kingdom that tension began to rise up high. Liren was horrified at what she had foreseen and told both the animal kingdom, as well as, the kings of the human kingdom about her foresight. Of course all animals believed her, but the humans were not so easily convinced. Liren was a kind soul, she never wanted the animals and humans to hate each other. In fact, she was one of those

who sided with the humans and believed they would change. However, one of the kings thought ill of her labeling her as a witch.

This resulted in humans believing that the Holy Beings may be messengers of the devil instead of their god. To prevent any further conflict from happening, Grandeza, the voted representative of all of the animals in the world, stepped forward and signed a pact with the humans. The pact stated, if any humans were to be involved with the death of any of the holy beings, the animals will not be hesitant to wage war. In return, the animals will continue to cooperate with the humans. To the animals, the Holy Beings are just like the gods of humans. They will not let any of the humans kill them in fear that will anger Mother to all kinds, Nature. 20 years later, the old tyrant king was found dead next to the cold corpse identified as Liren. This gave the animals a perfect excuse to wipe out all of the humans and those who wished to support the humans. Little did most of them know. Liren didn't die by the hands of the tyrant. That is a secret that will be revealed later on.

(So far I haven't developed much plot. My what if's and plot is sort of similar. So I'll end the plot hook here for now).

17. Day 14 Education:

Oh boy. Here I go again. I haven't thought too deeply into my world's education system but I do know each race's/ tribe's way of teaching is different. Once again since I have so many tribes I have a lot of education systems to implement, so I'll only brainstorm a few for now.

For example:

- The **Wagas** way of teaching is similar to home schooling. The Wagas will teach their children everything from the types of magics, to the formulas used, the history of their tribe, the history of others and who they should or shouldn't trust. The reason their education system is set up this way is because the Wagas believe their tribe is one big family. They all trust each other and the knowledge passed down is no secret from the other members. Once their children of at least 10 years or older their choices no longer are held responsible by their parents. All Wagas are born with high intelligence and even as children they quickly learn, making wise decisions. They mature faster than any other race or tribes.
- The **Windgos** only allow those they deemed worthy to gain education. The Windgos will hand pick the ones who qualify as teachers and send them to each household that will produce a "prodigy" which can benefit the tribe. The word "prodigy" just means a child that is born from a noble household, who at a young age have passed the magic test, physical test and knowledge test. This makes them worthy of becoming great assets to help the king who rules this tribe. Other than this messed up education system, princes and princesses, are often sent to other kingdoms to learn more about their assigned kingdoms to gain outside knowledge. Of course, such high royal members are often escorted by warrior races allied with the Windgos. The Windgos crave all kinds of knowledge and will do anything to get it. Some of the things they teach include magic spells, magic formulas, politics, war strategies, and types of helpful resources. A secret

institute is also included where they raise kids to be assassins and spies. Those who attend are mostly Valgores though.

- **Other tribes** mostly have the same system as humans. Where kids go to school and learn about from teachers who earned their positions. The only difference is that all children will first consult a priest who will foresee their futures. Based on what the priest sees they will go down a career path that follows. In other words, parents chose the schools their kids attend based on the hints given by the priestess. Children who have a blank future will choose their paths themselves. Each school will teach the children based on their future foresights and children who have blank foresights go to a special school to help them gain an interest in something. Children who have a fate and choose to define fate always end up with a miserable ending.
- These are only some of the educational systems that I've created. They aren't perfect and more can be implemented. I'll leave it off here for now.

18. Day 16 Limits and Spec:

- All magic originated from the Giant Magical Crystal. Animals who were in the closest proximity to the magical crystal gained the most amount everlasting magic. Magic runs on internal energy. You can think of it as heat or the cold. So the colder or hotter a Beastman's internal energy is the more they'll be able to perform powerful magic. Size does not matter as much when it comes to storing energy. However, when the Giant Magical Crystal sunk into the ocean they had to rely on something else(The crystallizations of the three leaders who led the war).
- The amount of energy a Beastman can store depends on their health, boundaries, and **birth conditions**(Explained later on).
 - Health is easy to explain. The poorer the health of a Beastman the weaker the storage is for magic.
 - Boundaries are set up by the crystallization of the first three powers of each of the three major tribes. Each area is affected differently based on their founder's limits and powers.

19. Day 18 Speculation and Society:

- Sora is the first king of Skya. Although he is part of the bird race and the ruler of the Windgo, he has taken in many other races under his guide as well. After he crystallized, all of his magic was bound to Skya. So all citizens of Skya can only use unlimited powerful magic within Skya. If they were to stay out of Skya for too long they will eventually either lose their magic, or their energy storage will drain faster. Another thing to mention, is that only those who live closest to Sora's crystallization will gain a magical boost. That can mean suddenly gaining an increase in magical powers or energy storage. Having a piece of Sora's physical crystal can also help. His crystal also affected all bird races to have magical feathers. Even those who are not born near his crystal.

The negative effects is that the further away the kids are born from his crystal the lower their magic gets.

- Agwarena is the first founder of the Wagas. Their gender is unknown. It is also said that Agwarena was a half land and half water creature. That is why they were able to get the closest to the Giant Magical Crystal during the time where it released its energy. After the war, it was Agwarena who sunk the Giant Magical Crystal down to the ocean. This not only granted all of the ocean's life unlimited powerful magic and energy storage, it also made the creatures down there immortal. However, Agwarena is said to love their children on land equally as the ones in the waters. So to prevent their water descendants from abusing their powers, they casted an everlasting spell when they crystallized. This spell can be described as a curse. It made the water creatures vulnerable on land. All water creatures are unable to stay on land for too long. They will eventually become weak and pass away.
- Yuan is the first leader of the Apeman. I haven't decided to make this character a human woman yet, but as of now, let's call it a she. Yuan was said to be the most powerful being out of all of the animals. Not only does she have unlimited magical powers she also has unlimited energy storage. However, after she crystallized, the amount of land she had to cover was too much even for her. That is why when the Giant Magical Crystal sinks, all of the children that are born within her boundaries have magics and storages that vary.

Now that each section of the tribe has been explained here's a little more on how the magic effects these Beastmens:

- **Birth Conditions** just means the genes and mutations that were passed down to an infant when they are born. For instance, a baby bird who is not born in Skya will have weaker magic, compared to the birds who are natives of Skya. However, because of the type of boundary they were born in (Let's say they were born in Yuan's boundary), this can mean they may be able to use magic longer than a normal Skya citizen.

Death:

- When a powerful Beastman dies, they are known to be crystallized. The weak ones that die get buried like normal. Their crystals will continue to grow bigger until they run out of magic releasing all of that magic back into mother nature. All of the magic released to nature is just absorbed back into the three powers' crystal (they are a special case after all). The three powers' crystal will only grow back if a piece of their crystal gets taken off. Other than that they will always remain the same size. When a Beastman is crystallized they will never awaken again. That is unless one casts a spell to wake up the dead. Their body will not decompose in this state. While in such a state, rarely, these Beastman's spirits can often be seen wandering from place to place. Only Yuan is said to have a physical body even after death.

- If another Beastman were to break off a piece of these crystals they can utilize that energy for themselves. The energy gets absorbed into their storage. They still have to be careful because if the energy overflows the storage room it will cause an explosion and all of that Beastman's magic will evaporate. The Beastman will also not be able to be reborn. To protect the peace of the dead ones, Beastman who crystallized are buried in special places.
- What happens to the bodies after the crystals melt is a mystery. For each clan it's different. For instance, some say after the body becomes one with the land their spirits remain roaming and protecting the earth. On the other hand, if a body is burned to ashes it's spirit becomes one with the wind. However, if a Beastman were to die from an explosion due to overflowing magic they will never obtain another physical body.

20. Day 19 Character:

Romear:

physical appearance, age, educational background, and speech patterns:

He is from the Kithut clan. A clan whose ancestors are cats. Romear is about 7 feet tall and is very slim. He looks like a cat but has hands, legs and feet instead of paws. He has black fur and scary yellow eyes. He doesn't like to talk much and often answers with only 1 or 2 words. However, he's very thoughtful, smart and clever. He is the crown prince from Kithut and is at the top of his class.

What would a stranger notice 5 minutes after meeting Romear?

- He often has a glare in his eyes, a murderous aura, and is hard to get along with. People usually don't approach him first and if he approaches someone it's usually to question them. He's very sharp and knows who has bad intentions and who's an average citizen.

What would a companion notice after 5 days of travelling with, working with, or being around Romear?

- That he also has a soft side. It's barely noticeable. He'll always be the one to be on night guard and he's never too harsh with women and children. Most of the times when his ears twitch he'll be moving to the position where he predicts an enemy will attack. Even so, he prefers to be alone, keeping a distance from the rest of the group.

Who are Romear's parents? Are they still alive?

- They are the king and queen of Kithut. They both are alive and live their lives quietly ruling over their kingdom.

What if Romear met his parents? How would he behave?

- He'll respect them by bowing and greeting them but he wouldn't know how to interact with them. This is because ever since he was a kitten, he was sent far away from them, so their relationship is awkward.

Where did Romear grow up? What if Romear had grown up somewhere else? What if he didn't like his home?

- He lived in Kithut's castle until the age of 5. Then he was sent to Harmonia as a peace offering(Hostage) and would not return until Harmonia reached their goals. If he were to grow up in a different environment then maybe he wouldn't be so cold and thorny. If he really hated his current living space (not that he likes it anyways, he's just helping them because it's his duty as the prince), he'll just run away and go into hiding forever.

What if Romear wasn't born there?

- Then he would have just been an orphan found and raised by Harmonia.

Who is Romear's biggest hero? What if Romear met his hero?

- He doesn't have one. However, he does admire his father. Once again, he'll just feel awkward meeting his father.

What if Romear met his nemesis in a neutral public place?

- He wouldn't care less about that nemesis, unless that Beastman messed with his plans or missions. Then he'll try to slice that Beastman apart in public.

What if Romear had a family, kids, etc.? What if Romear's kids were part of Romear's problem?

- At his current state before he met the human child, he'll be a terrible father. He'll rarely come home because his job is what's most important to him. Since he never really experienced love he wouldn't know how to treat them either so he'll just leave it to the female he married. If the kid's were an issue, he'll teach them a lesson the old fashioned way. A lion parent throwing their cubs in danger to teach them about danger.

How does Romear fit into your speculative element? Does he not believe in it? Is he an expert in it? Is he an outsider?

- Romear is very talented in magic. Unfortunately, his energy storage is not high enough for him to last long in a magical battle. That is why he sharpened his physical attacks. His normal attacks are faster than most animal races. His stamina is also quite high. He does have low defense though so he also strikes first before his opponent has the chance too. He's not an outsider but most of his kind, and others, think of him as one.

What if Romear encountered something he didn't believe could happen? How would he react? What would that something be?

- He would be shocked and it'll peak his curiosity. He'll want to know more and observe this thing or event that happened. In my case, he met this young human child that he felt attached to. Even he considers himself as cold-blooded so he doesn't know why he felt the urge to protect that child.

What secrets does Romear have? What if his nemesis knew his secret? What if a love interest knew? What will Romear do to protect his secrets?

- He doesn't really have secrets, but if he has one, it'll probably be him hiding the human child under his protection. If his nemesis knows, he'll find a way to expose him to the world if not try to take the human child for selfish reasons. He doesn't have a love interest. If he does have one, she'll probably be worried about his safety. He'll kill all who knows this secret and find a way to hide it from his love interest(if he has one).

What does Romear not know about himself? What if Romear wasn't who he thinks he is? What if he learned about himself? How would he take the information?

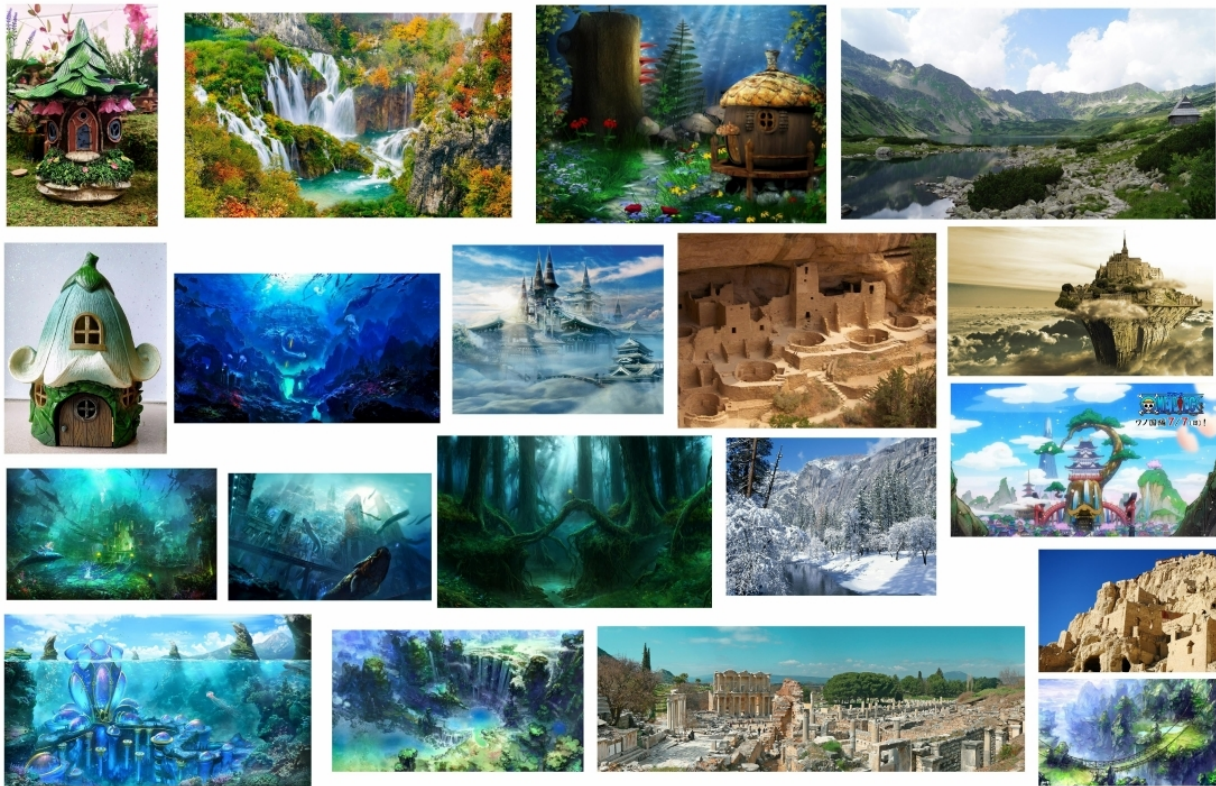
- That he actually has 9 lives and he's currently living his 8th. All of his memories are passed down as he lives another life. In one of his lives, he met the child's mother who he feels indebted to. This is why he felt attached to the child. That is also why the child isn't afraid of him. If Romear isn't who he thinks he is, he'll be really confused and internally conflicted, but he'll adjust overtime. If he learned about this information, he'll just get more protective of the child. He'll have a hard time balancing out all his thoughts, because he'll be confusing his current thoughts with his previous ones causing him to feel migraines.

(By the way, after all of his 9 lives he'll be reincarnated as a new being with new memories. However, because he is technically living as the same person 9 times, he remembers bits and pieces from the past. Every time he dies he losses more and more memories slowly making him a new person).

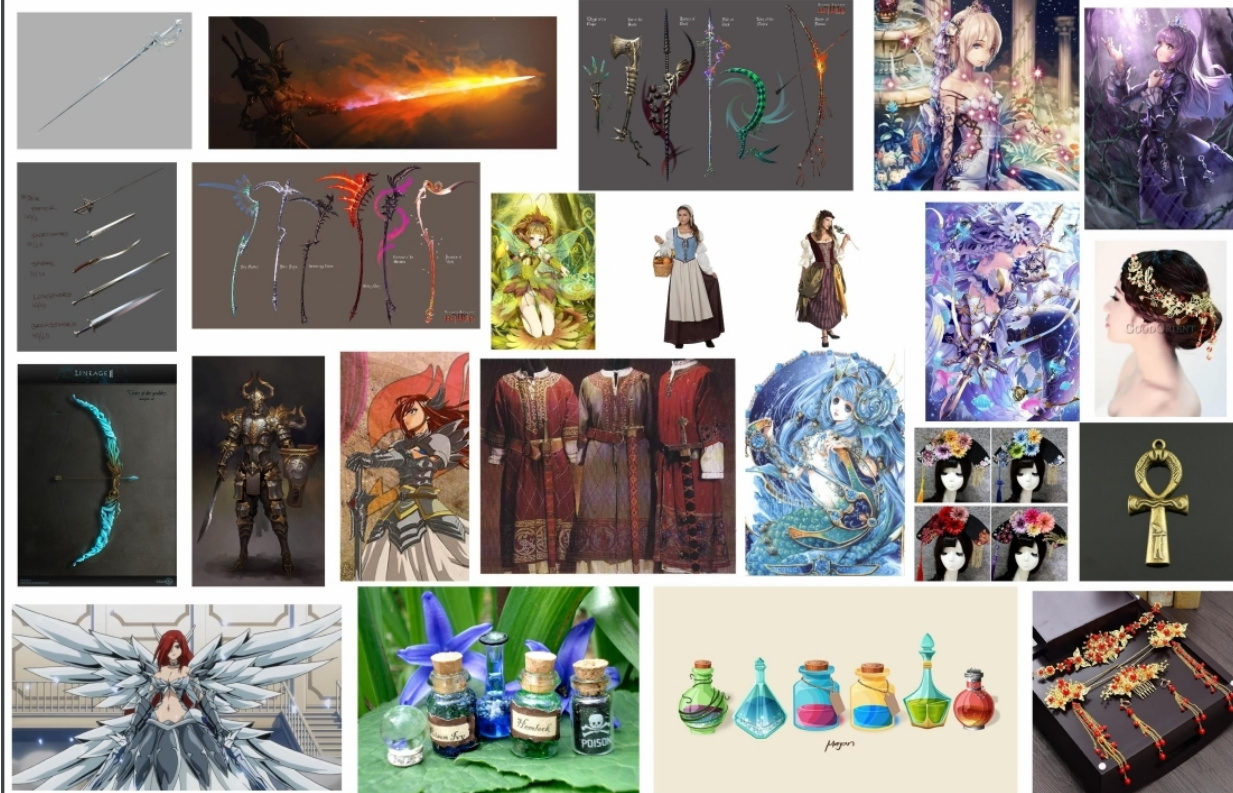
What if Romear left home? What if he returned? What if Romear became an outsider or outlaw?

Romear did leave the place he was raised twice. Once his birth place and another time to go on missions. He'll always return with success, getting money, and going out again for more missions. If he's an outsider or outlaw, till his last breath and strength, he'll be hunted down and killed.

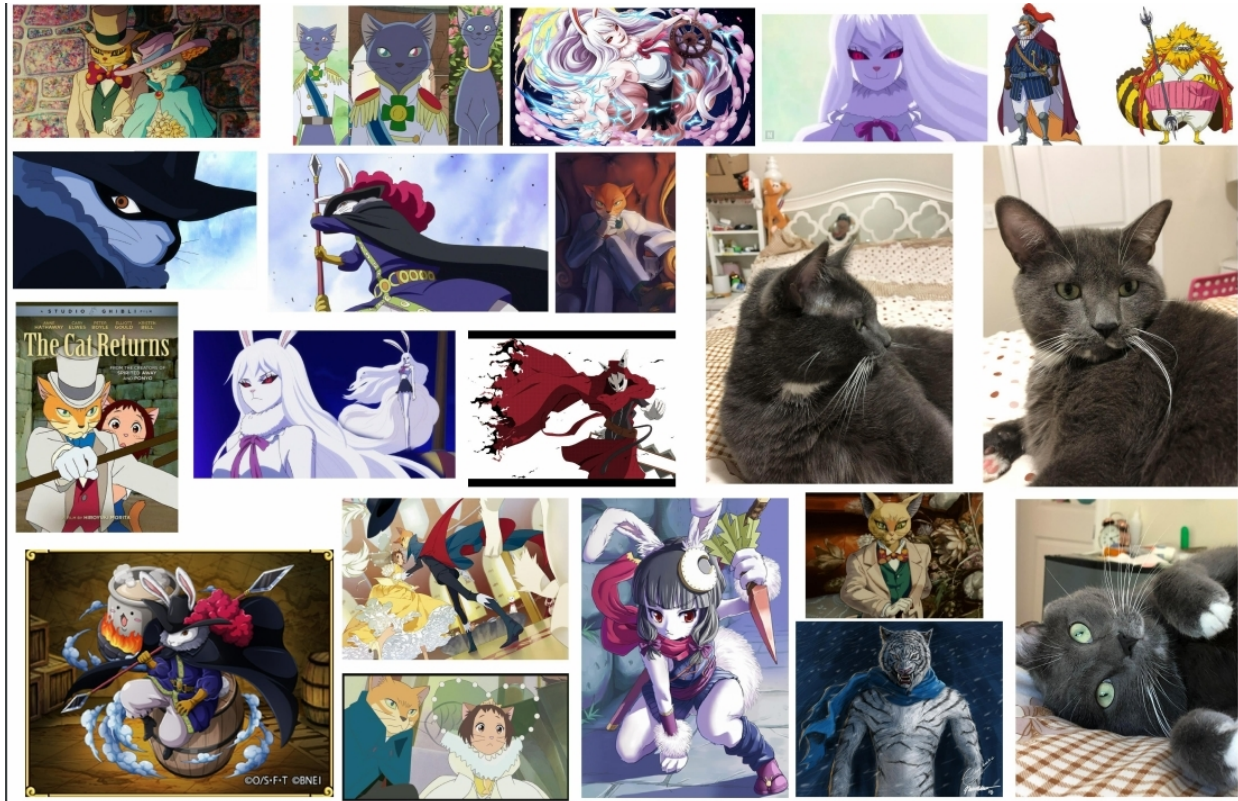
MoodBoard: Environnement



MoodBoard: Weapon



MoodBoard: Character



Romear concept art:



21. Day 20 Plot Hook:

1st Plot:

After the war, and many years go by, we return to a scene set in the desert, Drygon. My main character Romear is currently finishing his onslaught. Romear always has a soft spot for women so he only kills the men in war. This isn't because he likes them in an unholy manner just that he can't lay a sword on a female. During this war, he witnessed a human male using a pregnant woman as a shield for an incoming attack. He suddenly felt this rage he never felt before and killed the men while glaring at the soldier who attacked. After talking with the commander, he leaves his robe over the woman's body and leaves the scene.

2nd Plot:

After the Drygon war, he was sent out on another mission to Skya. He's mission was to escort a princess from Skya to another kingdom as a student. On his way to Skya, while crossing through the Fresh Meadows, he discovers a broken down hut where he stopped by to rest. To his shock, he discovered a human child sleeping with rags in the corner of the hut. The child was about 2 feet tall. She had golden hair and red eyes unlike any child he has ever seen. Just as his shaking hands were about to pull out his sword she awoke. While staring into the child's curious eyes who showed no fear, he hesitated. Instead of killing her, he let her go, and was about to leave the hut. On his way out, the human child grabbed onto his pants. As his fur fuzzed up he looked back, only to see the child smiling while making inaudible sounds. Upon closer inspection he noticed how there's a scar on her throat. Suddenly feeling a bit of attachment and empathy he allowed the human child to follow him back to Harmonia.

3rd Plot:

This will be my last one because otherwise I'll be writing a whole novel.

Once Romear passed Harmonia's judgement of the girl, he took her everywhere he went. It wasn't until after their incident in Skya, that he started to really see her more like a daughter. He'll eventually realize he and this girl actually have a past, where he was her guardian in return for her mother's love. The mother raised Romear along with his siblings, who were abandoned after his mom's death. Her kindness warmed his heart and he's been watching over them since. All of his siblings have moved on, like normal cats, but he alone stayed. Since her family was affected by the Giant Magical Crystal, not only did their outer appearance change, they were often ambushed as well. After discovering her family has no powers and only physical changes happened, the girl's family was murdered by other humans. Romear was heavily wounded while protecting her during their escape. He used his blood to perform a powerful magic sealing the girl away in time and space, keeping her hidden as well as safe. When the time is right the seal's effects will disappear and the people who hunted her, will be dead by then. Here he realized he played a part in helping the humans after all. This is why he always has a soft spot for women while mixing it with intense hatred for their kind.

22. Day 9 Language:

At the moment, the only language I was able to innovate was for the **Paradisies** the Middle Class(The Average Folks) in the Windgo's clan. I put more thought in these bird races because they have very distinct features. Their cultures are also very different compared to the rest of the beastmen living in this world. They are centered around the art of dances, songs, and physical beauty so it'll only make sense if their language is the songs that they made. They will talk through poetry and rhythms that hold deeper meanings(I definitely didn't rip this off my chinese culture). Not only do they communicate through poetry but music as well. For instance, different tones of chirping of bird noises indicate different emotions or messages. It's like a mixture of rap and different kinds of chirps.

Examples:

She who's beyond the heavens has drowned me in feverish tears among the endless nightmares. My mind and soul bitten sweet yet bitter grapes to a point my sanity remains impaired.

- Translate this guy's wife/lover dead so he's been drinking alcohol to escape the pain of a loved one but it still hurts him in his sleep and damages his health.

I still don't know how to utilize the chirps as a language but I can create an example how the sentence above can translate as a language through music.

Link to here the music made is here: <https://soundcloud.com/candy-zhu-802232273/sad-and-trippy-bird-song/s-gDfZIJttdzr>

- I wanted to show he's stuck in an endless sad and drunk state. That is why it's sad and trippy. He's stuck in an endless nightmare where he can't wake from both physically and

mentally. Body and mind are both broken. I also like those high pitched noises which sounded like chirps(if you went to the link it pops up in the timeline at around 0:34 and ends around 0:56). This can also be an example of how I can utilize the chirps.

As for the other Beastmen in my world, I've thought about how I should include body language as a way of communication. For instance, cats and dogs have different meanings when they wag their tails. A dog wagging it's tail is a sign of content but a cat wagging it's tail shows annoyance. I can play with this in my world as well.

23. Day 24 Mood II:

Since this is just about going back to the moods and crossing out the ones I don't want, therefore keeping the ones I do want, I thought it'll be nice to put my **soundtrack assignment** here. Since the bonus is to make art that relates to the mood. (***All music is not made by me in this section***).

Songs for the wholesome bonding moments between Romear and the Girl. The times when he is just warming up to her. Here I'll like to announce her name is officially Elena.

Elena's POV

New Soul (Too moden) by [Yael Naim](#):

<https://www.youtube.com/watch?v=hhE7QMXRE1g>

- I love the meaningful lyrics to this song but it's too cheerful and upbeat. It's also a bit too moden. I wanted a more traditional sounding song. In other words, a bit too playful for my story. However, the song's innocent and forgiving tone fits my main character. Just like the song describes, she is very new to the world she's suddenly thrown into yet she's not upset about the hate but instead chooses to accept. She's a passive character. Which is why this song fits her but not the overall theme.

For both of them(Us looking at their journey as a whole)

Song: Enchanter (Instrumental version) - Dragon Age: Inquisition OST - Tavern

https://www.youtube.com/watch?v=updGN_d2zks

- I like this song's soundtrack because it's kind of wholesome. It fits the father and daughter relationship they have. The hit of sadness(A friend said solemn might be a better word) fits the aftermaths of the hardships they have faced. Kind of like some kind of ending song and an overview of the whole journey they faced together. Another way to describe it is the moment of realization they have each other to lean on. The only thing that is off putting is the lyrics and that it's more of a bitter kind of tone. The sweet seems to be taken out like during the hardship they have lost something.

Song: World of Warcraft - Taverns of Azeroth - 13 - Thunderbrew

<https://www.youtube.com/watch?v=E7YuxkQocYM>

- Similar to the song above I think this gives the audience a glimpse of how the journey for the two is like. Playful to a certain degree and not too much of. However, it's more cheerful and maybe a bit too much of a happy tone for Romear in the beginning of the story. This may work towards the middle or during peaceful times when Romear sees the childlike side of Elena which was drained from her when he first discovered her. Seeing her be playful and becoming attached to her made him view his world brighter making their adventures more fun than being just a chore.

Romear's POV:

Song: Green Fields by The Good, The Bad & The Queen

<https://www.youtube.com/watch?v=AZYRR3qxGal>

- I think this fits the lonely side of Romear(How views the world and himself when he first had to kill for his kingdom). His cold personality stemmed from the amount of things he lost. This includes his family, his ability to empathize and his well being. He threw it all away for the sake of his kingdom. Even the lyrics kind of fits however it may be a bit too heavy of a theme to carry out throughout the entire story. So I think this may fit the aftermath of the war in the desert that Romear had to participate in to which he completely closed his heart just like how the song ends with "All we have is dreams". This is him halfway losing his heart and maybe even deeply hidden part of him after losing his heart.

Additional Songs:

Romear friend's POV:

Song: Annihilation [Beautiful Intense Emotional] by Arn Andersson

https://www.youtube.com/watch?v=F_Qavljkf0

- I think this is how Romear's close friends will view him. Someone who is lonely, cold, hard to reach yet strong. This song makes people feel distant in a very depressing way mixed with a bit of a strong powerful burst in the middle only to become distant again. That is why I think it explains Romear in the way the people around him views him.

The Beatmen's POV:

Song: Near's Theme (A) - Death Note

https://www.youtube.com/watch?v=WJW_IdC7sUA

- I think this fits the image of how everyone else in the world views Romear. Those who don't really know him see him as mysterious and a little scary because of his quiet nature. Some see him as a bad guy but still thinks he is cool so I think this song kind of fits these descriptions. Unquestionable, uncertain yet badass.

Song: Fairy Tail - Erza Scarlet - Theme [HD]

<https://www.youtube.com/watch?v=0iyMfUhRRKk>

- I think this fits battle scenes. The only thing that makes me question it is that it seems like a holy maiden's battle, not really Romear's. Also sometimes the music seems a bit too modern but the beginning and end fits well. I also just love listening to this. But I think the next fits Romear even better.

Song: Fairy Tail - Dragon Slayer Theme Song

<https://www.youtube.com/watch?v=UJoKUq8j1Ns>

- It has the perfect amount of intensity and is very traditional. This is more of a motivational song though. Like when he loses a battle but gets back up or he is on the verge of losing but something triggers him to get back up. Nevertheless, it's a good motivational song. Catchy within the timeline and fits his character as one who never gives in even during hardships.

24. Day 26 Anti-What If

(What if it doesn't fit?)

- *Why did the animals accept the Apeman tribe when they closely resemble humans?*

Explanations:

- Maybe the Apeman were the first ones who predicted the humans' deeds? As the humans are close relatives to them they tried to persuade the humans to stop yet the humans didn't listen. As a result they united with the other beastman?
- Maybe this can be part of the plot where some evil bestman tribe will use this as an excuse to wipe out the Apeman.
- *Should I rethink the ecosystem on the food aspect?*

Explanations:

- Is it possible for genes to evolve to a point that carnivores and herbivores can co-exist? Can giant insects really satisfy a predator's urge to hunt? Is it nutrients for my meat eaters?
- *How can carnivores and herbivores have children?*

Explanations:

- Through science? Through nature? Through magic? Is all three possible?
- *What is the difference between the Windgos and the Wagas if everything about them is the same?*

Explanations:

- Because one rules the sky and one rules the water? If they are limited within their own areas how can they control the world evenly? (by staying within their own area limits?) I think this one isn't too big of an issue because the Apeman can easily be killed if they enter either the Waga's or the Windgo's area. The same goes for the other two because they grow weak if they leave their areas.

25. Day 28 Left Out:

Clothing: What passes for fashion in your world?

Definitely some of the fashion of certain clans or kingdoms were left out. I was so into the story and character building, I didn't pay too much attention to the style of clothing certain clans would wear. However, it is certain that some of the Beastman has a fashion sense that's clearly thought out. For instance, the **Paradisies** for sure have a showy and flashy clothing attire. Almost imaged like the 70's or 80's pop culture kind of fashion. The wagas on the other hand use seashells as decorations and maybe have a trading system with the Apeman to obtain clothing that was made on land. So in a way, the Wagas have a combination of styles to create their own kind of fashion.

Food and Kitchens: Is food substantially different? What about food prep and kitchen areas?

For food I have only thought about using giant Insects I have yet to come up with ways they are served or how the kitchens look like.

Sanitation and hygiene: We don't read speculative fiction to read up on people going to the bathroom, but how clean is your world? What do large concentrations of people do with their waste (biological waste as well as regular ol' trash)? A world's history can change when its sewer needs change: polio wasn't a serious problem until closed sewers meant children weren't exposed to it early enough to ward off the disease. Not to mention hygiene and bathing.

I definitely need to do more research on the sanitation and hygiene parts of my story. I was thinking they can use their waste as fertilizers to make plants flourish. As for bathing they can get water from the river and pour it into two tubs. One filled with water for boiling and one for cold water. Then mix the two to use it for bathing and afterwards filter out the nasty stuff with magic. Lastly, toss the clean water to feed the grass. All trash will be burned. It's not the perfect system and still needs improving.

Disease and Treatment, Medicines: Similarly, how does medicine work in your world? What do people do for pain? What do they do about disease? How do people heal? Are there hospitals, healers, infirmaries, medics?

There are healers who have healing magic but they can also heal using magical plants or potions. I have yet to come up with any kind of disease. No hospitals or hospital-like things have been planned yet. For now, the healers in my story live in their own homes spread across the kingdom. People have to either go invite them over or see them to require assistance.

Treatment of the Elderly: A related issue: do your elderly drift away on icebergs? Do they get put into an old folks' home? Do they shift to hyper-productive imaginative lives in a VR world? Are they revered? Reviled?

Elders are respected and each clan treats them differently. For instance, Elders who retire from war usually go observe younger generations to give advice about war tactics. Elders who are too old to move or speak is a sign that they will soon perish. Each clan when seeing such signs will prepare rituals for an elder's departure. Elders on the side of evil are often feared and kept in isolation. Although they may be very evil each clan has different ways to "purify" an elder when they depart from the world. As for what the rituals are or how each clan treats them differently I haven't planned out every detail yet. I also forgot to mention this is only for power elders. The weaker ones have a different system.

Law Enforcement and Incarceration: Long-term incarceration is a modern phenomenon, and one that doesn't seem to work very well, given the overpopulation in prisons. What happens to criminals in your world? Fines? Feuds? Eye-for-an-eye mutilation? Microchipping? Do you have prisons?

What happened after death is still a mystery in this world. Some clans have the privilege to be reborn as the same race (like the cat clan, the 9 lives). However, some say that reincarnation only happens to those who are favored by gods. Others believe it's because of good Karma. What is known is that one thing is certain after death for all Beastman and it's the crystals that formulate on their bodies after death. The bigger the crystal, the more powerful the Beastman was when they were alive. The crystals will melt within time (like ice) back into the 3 power holding crystals. Before then, these crystals(although breakable) are sturdy and will preserve a beastman's body. After they melt, the Beastman will become one with the land, water, sky or other beliefs. Further details need to be revised and thought about more further.

Criminals are punished differently depending on where they committed the crime. Criminals in Skya are often treated poorly the closer they are contained to Sky's holy mountain. The opposite goes for the fish people deemed as criminals in Waga territory. Since the Wagas are a humble and forgiving group the people they deemed as criminals are all dangerous to the point they can harm other clans. That is why they have the best security. As for the details of the

punishment, it can go from losing one's rank to losing one's life. It can also be something minor like paying a fee.

Pets: Something that many humans believe is a distinction of humanity (KoKo the gorilla being an exception) is the desire to care for a pet. And yet, the definition of "pet" wasn't always the same, and the desirability of certain animals as pets changes when one is or is not able to have them "fixed." Do the people of your world keep pets, and if so, what kinds?

The only pet I can come up with in this world is mini insects and for rides(or heavy lifting) giant insects. Think like butterflies and ladybugs can become pets. So can spiders and bees. However, they can be food as well. It's not a perfect system and I'll structure this more when I have more time.