

WORLD OF KYLIAN



Introduction

'World of Kylia' is a sci-fi/fantasy, narrative project that was originally developed by Chase Crittenden, and later refined with the help of Gavin Toy and the iQ Pictures writing team.

Inspired by deeply expansive, fictional universes like 'Star Wars', 'Naruto', and 'Harry Potter', 'World of Kylia' aims to create and deliver multimedia entertainment that will impress and impact audiences for generations to come.

What sets 'World of Kylia' apart, is its commitment to the inclusion of fan-driven and fan-inspired work. Whether through art, canonical fanfiction, or interactives that help to shape the universe, we are dedicated to giving those who support the project the chance to be a real part of it.

'World of Kylia' works currently in progress, deemed as Phase 1, include:

The Kylian Archives - Animated short series

A Captivating Heist - Comic/Webcomic

Belladonna: Vol I - Novel

Tales from Azura - Interactive short stories



Worldbuilding

The 'World of Kylia' takes place in a time and space where medieval and futuristic seem to have collided. As nations bound by feudal societal structures struggle for power and survival in this magical, high-tech, post-apocalyptic landscape, their stories become the tales and legends told by and through us.

Originally learning to harness a powerful energy source and substance known as 'genki' from native creatures on the planet, the many races on Kylia now wield this type of magic in the form of seven different Paragons, each with distinct abilities and traits.

Visual themes for 'World of Kylia' are as diverse as they are vast. Whether it be sweeping tundras, dense rainforests and raging volcanoes or cyberpunk cities, floating islands and medieval castles, there is a near-endless number of different aesthetics and locations to see and experience.



History

In days long past, the people of this planet lived as one. United by a singular government that ruled over all: The Council of Seven. They were immortal beings, and the ultimate wielders of the Seven Paragons.

The Seven were both savior and conqueror. Peace, no matter the cost. Their efforts expanded to the farthest reaches of the world and beyond. But it wasn't enough. Conflict was a constant, war inevitable. No matter how many they saved and how many the protected, there were always more they lost and more they killed. And so, as decades turned to centuries, the Seven became disillusioned.

Save one. The youngest, more determined and naive than the others. Who took it upon himself to finish what they had started. So, seven became six, and one became all. And so the story goes, that when all fell down, it was not Kanis of the Seven. But a lone wanderer who'd merely lost his way...



Genki & Paragons

A unique type of energetic plasma that flows through all native flora and fauna on Kylia. It is also found naturally, existing in each of the three phases of matter, dependent on the conditions of its location.

Solid genki crystals, known as bolor, are most often found in deep, underground mines, and are used as a premium source of power for cities and vehicles.

Daraku is the name for liquid genki and is the most common phase in which genki is found. This is the form of genki that exists within living organisms on Kylia.

Gaseous genki is called vayu and is the toxic byproduct of emissions caused by the superheating of daraku in instances like volcanic eruptions.

Only daraku carries the special enhancement properties that give creatures and plants their unique powers..

These abilities manifest in the form of seven unique variations, known as the Paragons. Each Paragon is named after an aspect of the ideal hero and can be attributed to the original founder of the art, the Nuru Moja.



Ara'atan

The nomenclature for the native creatures on Kylia. They are widely diverse and generations of evolution and exposure to genki have provided them with special organ systems designed specifically to produce and harness the substance.

Beyond differences in classifications on a biological level, species can differ amongst one another based on the specific Paragon their genki manifests as.

The strongest ara'atan on the planet is known as the Nephilim. As the apex, a Nephilim will generally be an ara'atan who has spent centuries honing its skills. A new Nephilim is only anointed following the death of another. It is unknown exactly how the animals choose, but scientists believe a Paragonal ritual of sorts is involved in their decision.

Ara'atan directly below the Nephilim power-wise, are known as Primordials, and are quite legendary in their own right.

The first outside races to find Kylia and settle on the planet learned how to use genki from the ara'atan and paved the way for future generations of genki practitioners, now more commonly known as 'Seraphs.'



Projects in Development

As we mentioned before, there are a number of projects we are currently working on writing, animating, and producing. Below is a more detailed list of those projects.

The Kylian Archives - An animated short series that captures small snippets of the 'World of Kylia' as a way to introduce viewers and audiences to the universe.

A Captivating Heist - The first comic/webcomic series written in the 'World of Kylia' setting, intended to be funded through a Kickstarter campaign in the near future.

Belladonna: Vol 1 - Book one of three in a 'World of Kylia' young adult novel series, written in an epic poem format. By far the

Tales from Azura - A collection of short, interactive stories posted to Instagram or other social media that allows fans to select the direction the story takes and canonically influence events that take or have taken place in the 'World of Kylia'.



Our Goal

Everyone, at some point in their life, has wished they could be someone they weren't. Do something they couldn't. Live someplace they hadn't.

What makes role-playing, fantasy, sci-fi, or any fiction for that matter, such appealing genres, is the freedom they give people to immerse themselves in worlds where those dreams of being, doing, and living beyond normal boundaries can be achieved.

But we want to take that one step further. The pinnacle feature of the World of Kylia is its intent to be as fan-driven, and fan-centric as possible. From cameos of our most dedicated supporters in mainstream content, to opportunities for fan films, fanfiction, and other fan creations to be canonized, to real-time events that will give audiences the power to dictate the future of the World of Kylia universe, our goal is for our franchise to be built with fans, just as much as it is for them.



Franchise Potential

We hope in the near future to get to the point where money is less of an issue and the possibility for more engaging content is possible. Whether it is through sponsorships, Kickstarters, Patreon, or self-funding, we are willing to do what it takes to ensure this happens.

In regards to specific mediums we would like to build upon or expand into, continuing to write and develop young adult novels and hopefully collaborating with large publishing companies is definitely on our radar. Other mainstream media like an animated TV show or a live-action film are also long-term goals we hope to achieve. Additionally, tabletop games and video games would absolutely be within reason and we have had discussions already on how to make this happen as the 'World of Kylia' setting is perfect for these kinds of things.

While we do not know for sure exactly where this project will go, we have big aspirations and are passionate about turning these dreams into reality.

“Til the Seven return...”



Disclaimer

The art used in this project bible is sample and reference work and not indicative of exactly what 'World of Kyla' will look like. They are meant to provide visual and thematic cues for readers to understand and relate to the vision and aesthetic concept of the project. All credits for the artwork go to their respective artists.

Project bible written by Gavin Toy



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