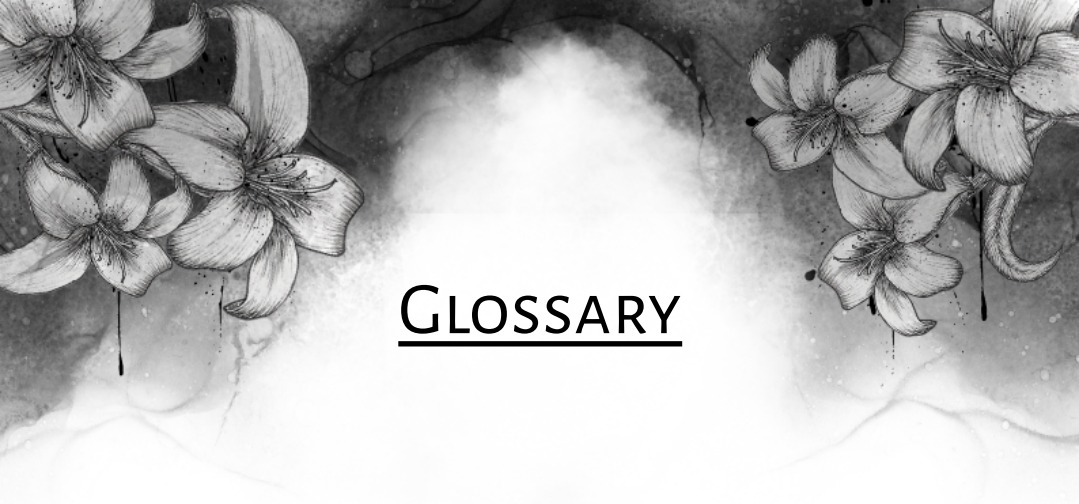




GLOSSARY

YEARS AND TIMING

- 2nd Age: Pre-water contamination: The period of history before the contamination of Arelia's water supply and the emergence of the Behtari.
- Year 1 of The New Republic: Post-water contamination: The period following the contamination event and the rise of Behtari society.
- Year: A year consists of four Quarters totaling 365 days.
 - 1st Quarter: 92 days
 - 2nd Quarter: 91 days
 - 3rd Quarter: 91 days
 - 4th Quarter: 91 days

HISTORICAL EVENTS

- Initial Water Contamination: Day 80 of the 1st Quarter
 - Year 576 of the 2nd Age
- Battle of Solles: The final battle before the New Republic:

Day 80 of the 4th Quarter—Year 576 of the 2nd Age

- New Republic formed: Day 30 of the 1st Quarter - Year 1 of the New Republic

GOVERNMENT, TERMS AND SOCIETY

RULING BODIES

- The New Republic: Created after the water contamination and the collapse of Arelia's democratic government. The New Republic classified humans as property and established a system of enslavement.
- The Resistance: A movement formed to oppose the New Republic, seeking to end human enslavement and restore equality between humans and Behtari.
- The Coven: A secretive faction associated with the Resistance. Publicly labeled extremists by the New Republic, the Coven's true origins and purpose remain disputed.

Terms and Society

- Edict: The founding doctrine of the New Republic, issued in Year 1 following the collapse of Arelia. Presented as a divine declaration from Source, the Edict established Behtari supremacy, recognized the six abilities, and authorized the enslavement of humans.
- Enslaved: A human without an ability. Marked as enslaved and owned by the New Republic.
- First Citizen: Title for the current ruler of Arelia

- LEO (LEE-oh, like lion): Law Enforcement Officer, similar to police.
- Source: The divine entity worshiped by the New Republic and believed to be the creator and guide of Behtari evolution.

GEOGRAPHY OF ARELIA

Arelia (uh-REE-lee-uh): Former democratic nation transformed after the water contamination and the rise of the New Republic.

- Current Leader: First Citizen Kasandra Sanders

States (A-Z)

- Galiros (gah-LEE-ros)
Senator: Mai Demir
Cities include: Hailmore (HAIL-more)
- Hamdon (HAM-don): Home of the Resistance
Leader: Milo Winton
Cities include: Arlo Bay (AR-lo bay)
- Hazleton (HAZ-el-ton): The Capital
First Citizen Kasandra Sanders
Cities include: Avendale (AV-en-dale), Zuros (ZUR-ohs)
- Kellmont (KELL-mont)
Senator Hailey Yeo
Cities include: Omphalos (OM-fuh-lahs), Solles (SOH-les)
- Lembalt (LEM-balt)
Senator Asher Dawson
Cities include: Ventis (VEN-tis)

- Montrac (mon-TRAK)
Senator Jayden Alberg
Cities include: Aasra Islands (AH-srah EYE-lands),
Oxwich (OX-wich)

TECHNOLOGY (A-Z)

- E.M.P.: Electro-Magnetic Pulse. Can be used to disable any electronic device.
- Holo (HO-loh): A handheld communication device used for messaging, data access, and personal identification.
- HVAC: Heating, Ventilation, and Air Conditioning ducts. Enslaved use them as tunnels.
- Interface: A digital operating system used to access, process, and store information.
- MAV (mav, rhymes with have): Micro-Air Vehicle, a tiny robotic insect, used by the government for surveillance.
- Projection: A holographic or digital display system used for entertainment, communication, and government broadcasts.

BEHTARI BIOLOGY

- Behtari (beh-TAH-ree): Humans altered after exposure to the contaminated water supply, resulting in genetic changes known as the Genetic Shift. They are marked by golden-flecked eyes and the presence of abilities.

- Genetic Shift: The evolutionary change that occurred after humans were exposed to the contaminated water supply. The shift altered the human genome, creating the first Behtari and increasing their ability to generate elevated gamma brain wave frequencies. These changes allowed Behtari to develop abilities through the manipulation of High-Frequency Oscillations (HFO).
- Gamma Waves: The fastest patterns of electrical activity produced by the brain. Human gamma waves typically occur between 30 and 100 Hertz, while Behtari frequencies can reach significantly higher levels.
- HFO (High-Frequency Oscillations): Brief, precisely timed bursts of electrical energy within the brain. The higher the HFO frequency, the stronger a Behtari's abilities become.
- Signalborn: A rare genetic advancement among Behtari, born with the natural ability to generate and maintain HFO at higher frequencies. Unlike other Behtari, Signalborn possess a higher baseline frequency, resulting in stronger and more controlled abilities. They are also identified by golden-flecked eyes.

BEHTARI ABILITY CLASSIFICATIONS

- Illusionist: Illusionists possess the ability to alter what others see by creating images that do not physically exist. The strength and range of an Illusionist's ability depends on their gamma wave frequency, determining how many individuals they can influence at once. Their creations

may appear as subtle distortions, similar to mist or a shifting image, or as complete alterations of perceived reality.

- Inflictor: Inflictors possess the ability to manipulate physical sensations within the body, including pain and pleasure. They can create or remove sensations, making their abilities both a tool for healing and a weapon of control. Prolonged or excessive exposure can overwhelm the mind and cause severe psychological damage. Due to their effectiveness in interrogation and enforcement, many LEOs are Inflictors.
- Manipulator: Manipulators possess the ability to influence another person's physical movements and bodily functions. They can restrain or force the body to act against its will, controlling actions such as movement, speech, breathing, and other physical processes. Those affected by manipulation remain conscious and aware during the experience, unable to control their own bodies.
- Mind Reader: Mind Readers possess the ability to enter and perceive another person's thoughts and memories. However, this ability depends on the target's awareness and mental defenses. Individuals trained to hide, redirect, or shield their thoughts may resist intrusion. Mind Reading cannot be performed on a sleeping individual, as sudden interference with a dormant consciousness can result in fatal neurological damage.
- Prophet: Prophets possess the ability to sense possible future outcomes. Their visions, known as *sensing*, reveal

potential paths rather than guaranteed events. Certain occurrences, such as natural disasters or predetermined biological traits, may be fixed, while other events remain subject to change. Because the future contains countless possibilities, Prophets are highly valued yet considered unpredictable.

- Shielder: Shielders possess the ability to create protective barriers around themselves or others. These barriers can block sensory detection, including sound and smell, and may protect the mind from outside influence. Stronger Shielders can extend their abilities to multiple individuals. However, their abilities do not protect against physical harm and cannot create a physical barrier around the body itself.

SYMBOLS

- Delta Lily: A white flower with a blue center and gold flecks, emerged after the water contamination. The flower blooms only at night and serves as the symbol of The Coven.
- New Dawn Sigil: The official symbol of the New Republic, representing rebirth, unity, and the beginning of a new era following the fall of Arelia. It is used throughout government buildings, broadcasts, and official documents.