



The Ku-Mighty Issue 1

Storyworld & Character Field Guide



Introduction to the Ku-Mighty Saga

The story of the Ku-Mighty spans across generations of an alien and human species that share not only a common lineage across two planets, but a new class of heroes that are born unto a common fate and who unknowingly set forth on a collective journey to overcome what seems an inescapable destiny of demise. Both planets' species share a history of coexistence realized through mythologies and ancient historical records. The planets also share an irony of transient peace, which is continually interrupted by war, societal chaos, power struggles, looming threats, and ideological impasse. The Ku-Mighty Epic starts on the planet of Esharra, a once serene, harmonious, and structured world, controlled by a mystic god-like few known only as the Ku, who have been stricken and stained by a dark period in the past. With the sudden and unexplained disappearance of the Ku, Esharra is now in a state of despair, perpetual turmoil, and a slow-motion affliction of self-annihilation.

As a global war rages between numerous factions, all vying for territory, wealth, power, and dominance, one individual rises above the anarchy to pursue a charter for righteousness and sets forth on a harrowing and arduous voyage to resolve peace and balance to Esharra, while endeavoring to discover the truth of what occurred to his masters, the Ku. To accomplish this feat, this hero, named Pan-Ku, seeks out and recruits a brave, loyal, and virtuous cadre of sage and warrior alike. Together, this team must first embark on an expedition to find and secure the known, and those of legend, artifacts, and relics of the Ku. These ancient items can bestow both knowledge and powers that can be wielded to command authority among the masses, victory on the battlefield, and influence on the physiological elements. Pan-Ku deems that with the aid of these ancient items, he will gain the knowledge and be empowered to solve the mystery of how, why, when, and to where the Ku vanished, which he believes is the key to altering the destructive course of their world.



The Planet of Esharra

Northern hemisphere, referred to as the Elenu Region



The Elenu (upper) region of the planet, which has a polar desert that flows into a high xeric shrublands area running along the Hursag Mountain range. Esharra's geography is very similar to that of Earth's with some notable exceptions of a sole super continent in the Eastern hemisphere with only a few small islands and a perpetual tempest region in the Western hemisphere as well as an upper atmosphere asteroid belt and a northern polar desert. The wildlife consists of the same type of beasts that roamed and swam the Earth during Earth's prehistoric Paleogene period of the Cenozoic era. Some of the plant life is amazing, such as the gigantic An-Za-Kàr trees in the Pagoda Forest that can rise to over 300 meters. These trees along with other types and a complex matrix of vines form a dual canopy over the forest, which creates a Subterranean-like ground-level environment that is dark, wet, and dangerous due to the biological and geological hazards such as sinkholes, quicksand, tar pits and the plants and creatures that survive by consuming other forms of life.



The Ku and the Anthro: Characteristics & Relationship

The Ku are Esharra's former ruling authority and are seen as deities and protective overseers to Esharra and the Anthros. The Ku's physical characteristics remain unknown since they are always fully cloaked and hooded and are rarely seen. However, it is assumed that they are hominid in body composition as there are no anthro/animal-type features that are recognized. There has never been more than nine Ku witnessed at any time and legend describes the "9" as a total creator/overseer/mentoring hierarchical body and council to the Anthro race and of the former exiled Naga.

The Anthros are a genetically engineered and laboratory-created lifeform comprised of 4 hybrid type species of Earth's native mammal, reptile, amphibian, and avian progenitors in a bipedal humanoid form. Anthros do not procreate and selectively receive Anthro neonates/young ("Sà-dùg" or "Didila" in the language of the Ku, which is almost identical to Earth's ancient Sumerian) from Ku-appointed Anthro liaisons of a specific Druid Clan. The Anthro are raised by an "Elder" in a parental/mentor adoption-type setting. This is a contentious topic within the Anthro race as not having the ability to create their own young and with being dependent on the Ku to propagate, survive, and flourish. The planet's wildlife is self-sustaining by breeding and historical records show that the former Naga species also reproduced. This has led to an "underground" Anthro movement to become free of that dependency bond and to become more autonomous and to make decisions according to their own free will. However, their lifespan is tremendously long compared to the mythological humans, the Esharrian wildlife and that of the former Naga species.

Overall, Anthros were content with the Ku's sovereign rule and happy with the relatively peaceful society and coexistence on Esharra until the Ku suddenly vanished, which left many questions, resentment of feeling abandoned and vulnerable, as well as falling into a state of despair due to the ensuing chaos from power competition and corruption that soon took root. There is a shady and unsettling historical account that questions the Ku's intentions and the fate of the Anthro race and that of Esharra. The history passed down through generations of Anthro and recorded chronicles of the Naga reveals this.

Anthros

aka: Anthro-sapiens

Subspecies classified as:

- Anthromals
- Anthroreps
- Anthrophibs
- Anthroaves [not to be confused with a certain flying sub-species of Anthromal]

All subspecies are warm blooded unlike the Naga, which are cold blooded.



The Sage-Warrior Anthro, **Pan-Ku**, was part of a select group of Anthros, who were raised from within the borders of the sacred Shulimm and who directly served the Ku as protectors, servants, explorers, scribes, and emissaries. He, like a chosen few worked their way through the various imperial ranks to become well-rounded as a scholar and warrior. An additional very few were also adopted into the Ku's royal ranks from the outside Anthro society, while others in society served the Ku as crafters, farmers, smiths, and engineers.

Not long after the Ku vanished and anarchy erupted across the planet, Pan-Ku received an alarming secret message that drove him to leave his self-exiled "journey" and to take rise as a leader to reverse the course of destruction and death threatening the Anthro race. He put together a plan and decided to embark on a mission of diplomacy and exploration with a handpicked group of courageous Anthros to find and secure both known, and those of legend, Ku relics and artifacts before they end up in the possession of those Anthros who seek absolute power. Pan-Ku realized that whichever faction possesses the relics, and can harness the power of those relics, will dominate, and dictate. Through a landscape of civil war, criminal enterprise and rising evil, his expedition will have to voyage across the planet to locate and secure those coveted items in the hope that denying power to those that seek supremacy and to subjugate will resort to peace. Pan-Ku is the torchbearer for finding the answers as to why Esharra's divine supreme creator overseers have vanished without a trace, warning, or reason.



Story Note Secret: Pan-Ku will reunite with his enchanted staff, Siber. As a Ku relic, it holds and manifests unique powers, converts into weapons, and signifies authority. It is coveted by others.



Apophis the "Gul", formerly known as Tur, has a tainted recent past of vengeance, murder, and destruction rooted from what he believed was the ultimate betrayal of brotherhood and an unjust punishment. Prior his days as a feared warlord, Apophis, known as Tur when he served in the Royal Order of the Toros, as an elite guard for the Ku, and as a Pathway Sentinel. Disloyalty to a supreme edict and defying a direct order led to him being disavowed from the Order, disciplined by a dehorning, and becoming an exile and pariah.

As his hatred grew from his torment and banishment so did his influence and authority among Esharra's outcasts, criminals, and a couple non-loyalist revolutionary elements. He now leads a militia of mercenaries, brigands, corsairs, bounty hunters and assassins to achieve dominant stature and capability to subdue and conquer those who stand in his way and to enable him to enact a vendetta of slow revenge through pain and suffering of his former master. To achieve these objectives and to also learn first of what happened to the Ku, he also is seeking out the same sacred Ku artifacts and relics that others are hunting for. He is called



Story Note Secret: Apophis' had smithed the prosthetic horns that replaced his own after his punishment and exile. They are specially designed and contains hollowed chambers for a specific purpose. As the Anti-hero, his ultimate goal is to achieve what he believes is justice and to create a "force" that will reconcile anthro sovereignty verses Ku influence and reign. He believes Pan-Ku stands in the way of this objective.



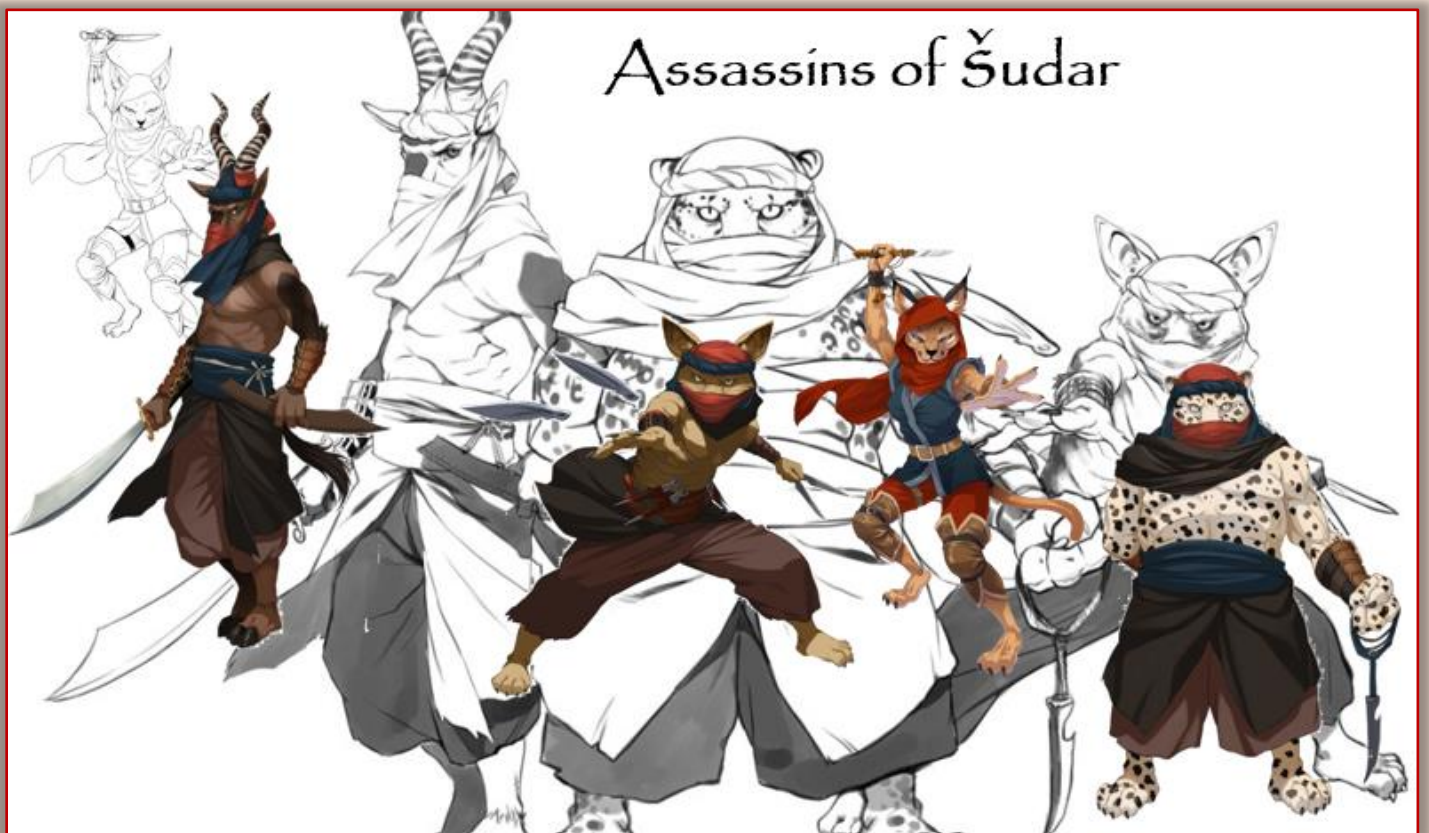
Monthu comes from a long line of pathway Sentinels and who's elder, Asterion, raised and trained Monthu and who in earlier years served the Ku in a special role. A loyal and battle-hardened warrior who serves as the Master-at-Arms for the Collectors and is Pan-Ku's personal bodyguard and security advisor. He formerly was the Captain of the Toros Guard, which was an elite nine-member guard detachment for the Ku. With the vanishing of Ku, they all now serve Pan-Ku and his mission. However, Monthu only commands seven of the original eight. His Toros brothers are: Hapis, Buchis (Buch), Kuyūthā (Kuyu), Kannada (Kann), Kusarikku (Kusar), Kudan (Kuda), Kujata (Kuja).



Story Note Secret: Monthu lost his eye by his brother's arrow. He now commands only seven of the original eight Toros Guards. Sentinels are specialists at using the one relic that can charter navigation from one Esharrian astral pathway to another. In combination with another Ku relic, these astrolabes can also provide planet-to-planet navigation and transport. There remains still another powerful relic that can mass transport across pathways. The original purpose was to use for mass evacuation; However, emperors, warlords and generals see a different use!



The enigmatic **Assassins of Šudar** were covertly formed, trained and loyal to the mission of tracking down and eliminating rogue Naga before, and after, their exile from Esharra. This clan of Assassins, raised, indoctrinated, and trained as such from when they were neonates, are led by a shadowy chieftain figure named Shezmu. The Assassins are keenly adept in tracking and were trained in the various arts of martial combat, stealthy killing techniques, climbing, rappelling, gliding, disguises, infiltration, and escape tactics. The clan turned to mercenary executioners and bounty hunting after the Ku's disappearance and has tacitly aligned with the Apophis the Gul but seem to operate to further their Clan's own agenda that will be exposed as the Ku-Mighty series unfolds. This shadowy fraternity of killers vehemently holds secrets of the Ku unbeknownst to other Anthros, except for a few who were tasked with forming this league of executioners.



Story Note Secret: A rouge member of the Clan, Sulochana, who refuses to be one of the "nameless", freelances, and will break her Clan's oath and will reveal something so shocking it will fracture beliefs, alliances, and the fate of Esharra!



Chango's ethos centers around order, loyalty, honor, and valor. He has a famed past as a renowned competition fighter and has been a member of a covert unit of the Ku's Imperial Guard, in addition to a famed reputation of an undefeatable warrior during the campaigns he served in during the Anthro Wars prior to choosing a less violent profession as a security escort unit established by one of his closest friends. His history as a competitive fighter drew the attention of recruiter scouts of the Ada-Min Ki-Mah, which translates to the "Place of honor contest", which was a fighting competition held annually as an assessment for being recruited for the Ku's Imperial Guard. The tattoo across his left eye signifies his commissioning into the Imperial Guard.



Story Note Secret: Chango was one of the select few of specially indoctrinated warriors within the Imperial Guard who were deployed to secure and defend, with their lives, if necessary, two of the most secretive locations on Esharra. These locations harbor a very dark secret.



Rostam – Scholar, healer, and former emissary for Queen Durgā. Highly skilled diplomat, negotiator, and a calm and intrepid practitioner in combat. One of the geostrategic architects of the coalition that forms the Kingdom of the Seven Gates. He left the comforts and status of his kingdom to quench his yearning for exploration to the far off reaches of Esharra but also to find his true purpose in life that he feels is beckoning. He is a skilled swordsman and incredible archer and is both a master bowyer and fletcher. A perfectionist, Rostam appreciates the finer things in life but can manage hardship, which he sees as a challenge.



Story Note Secret: Rostam's estranged and disowned neonate brother, Shaghad, will present an unthinkable and fateful challenge to Rostam.



Tömörbaatar (Tomor) is last of his nomadic clan. Emotionally wounded and embittered about his lone fate, resolute to destroy those forces that prey on the good, weak and unexpected. Mercenary work fills his void and pays for his hunt. Peace and honor lie dormant. Driven but puzzled as to why he remains. He is a skilled rider and wrestler, which were both traits of his former nomadic clan. Ferocious and unflinching on the battlefield. Has adopted Rostam and Chango as his new kin and would die for either. His sworn nemesis, Warlord Erlik Khan, and his nine sons are always a reminder of the revenge he seeks.



Story Note Secret: Tomor will have a bounty placed on his head by a powerful foe after the death of a very important individual who was killed and whose corpse was put on display with a message.



Vicious, devious, merciless, and cunning, **Kir Bouda** is one of The Gul's loyal lieutenants and the one that is selected to carry out the most heinous tasks that The Gul uses to intimidate and strike fear into his enemies and allies alike. An expert and stealthy tracker and highly effective "interrogator" he is widely known as sociopath and carries the moniker of the "one with the evil eye" and collects grotesque trophies of his victims. Evil manifests within Kir Bouda and is exemplified by him as a practicing anthropophagus, who will feast on other Anthro-sapiens, unlike most Anthros that find that repulsive and sacrilegious because most Anthros eat plant life, creatures of the rivers and oceans, insects, and bird-type faunas including eggs. He also Belongs to a shadowy warrior cult-like clan that would drink the blood of their adversary's dying wounded while still on the battlefield and then leave a calling card that would send chills down the spines of those who witnessed the horrendous aftermath.



Story Note Secret: Kir Bouda's blasphemous alliance with The Darkened Evil Ones will haunt the Anthro race after a world-altering event.



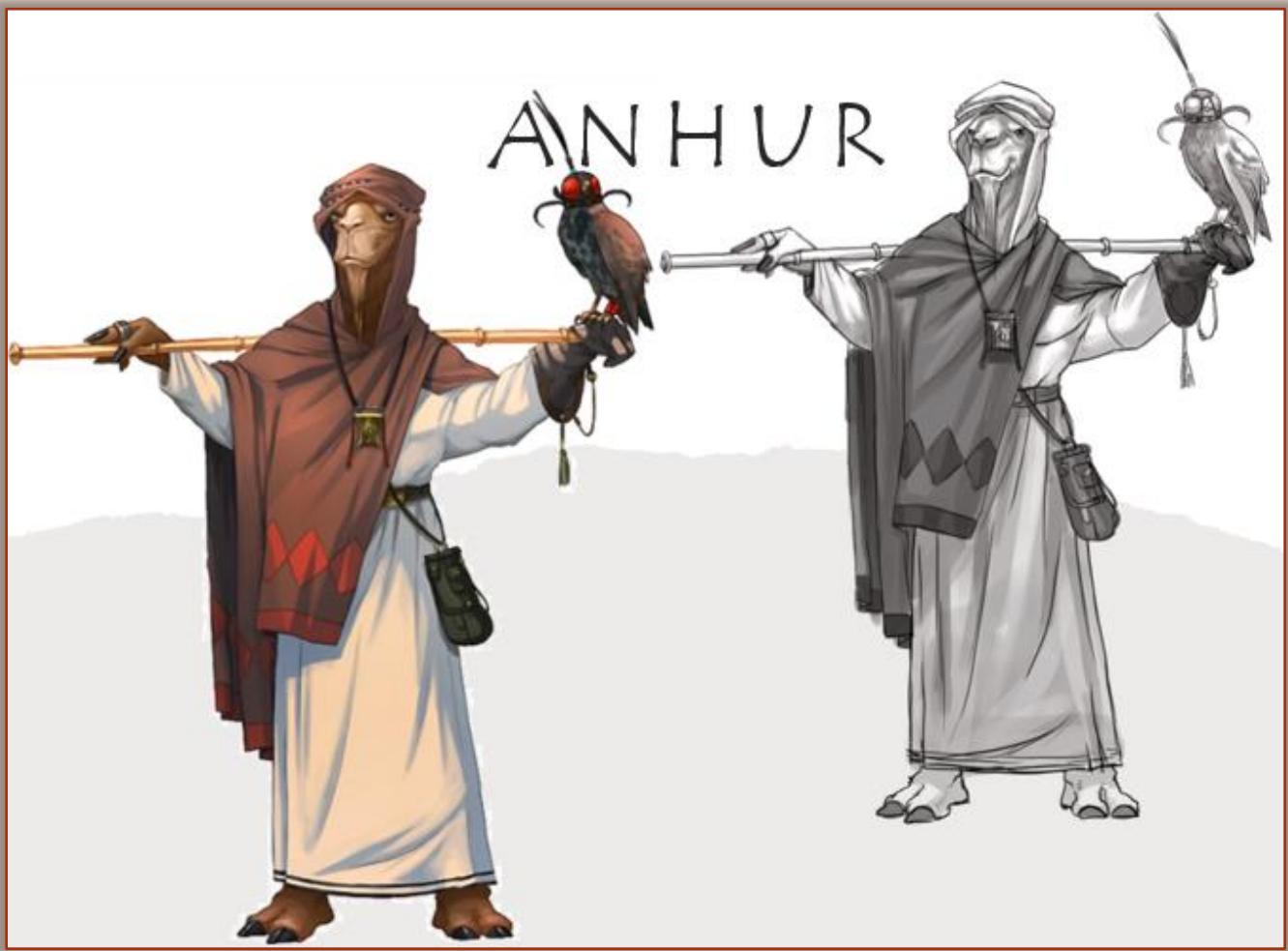
Dakini Pari is a devoted and altruistic monk warrior with an interesting lineage, she was assigned to protect a secretive powerful Ku artifact and the lone caretaker of the strategic Watch Fortress on the Isle of Mount Pengali. Pan-Ku will deploy a trusted compatriot, Nuwa, to convince and assure Dakini that the relic, which she safeguards, is needed to be analyzed and its power understood to save the planet and to possibly reveal the mystery to why the Ku suddenly vanished and where they may be.



Story Note Secret: Her twin brother is also belonged to the sacred mountain sect of the Ub-Kugga Monks (Sumerian for: Keeper of the sacred drum) and both entrusted relic guardians, in which they each have in their possession a halved relic that can only be active if combined. However, her brother vanished around the same time the Ku disappeared. Dakini fights the burning urge to search for her brother, thus far her duty as the guardian and keeper of the Ku's Island outpost holds her back.



Anhur Is a member of Pan-Ku's inner circle and a Collector, both logistician, master navigator, tracker, and scholar of Esharrian geography with an expertise in astronomy. Former General serving during the Anthro Wars whose command of logistics attributed to many victories for the Lú-Zi Alliance. He hung up his uniform to join the Collectors and is referred to as Pan-Ku's "Walking Almanac". At intellectual odds with Setna because he believes in astral omens and acts as Pan-Ku's bāru. His knowledge of the dark skies is key to his navigation skills as he knows the star constellations and asteroid belts like the back of his hand. Anhur is a falconry expert and his "Flyer" falcon companion, Horus, can be seen in the skies above him and aids in his tracking, navigating and surveillance and reconnaissance capabilities. He keeps a sizable kit of navigation and star-gazing equipment that some unfortunate soul is tasked to carry. His experience and skills will be called to service once again and be tested in a future global war, which he will be opponent to another master military logistician.



Story Note Secret: Anhur analysis of a cosmic anomaly raises concern of a cataclysmic event that seems to be imminent.



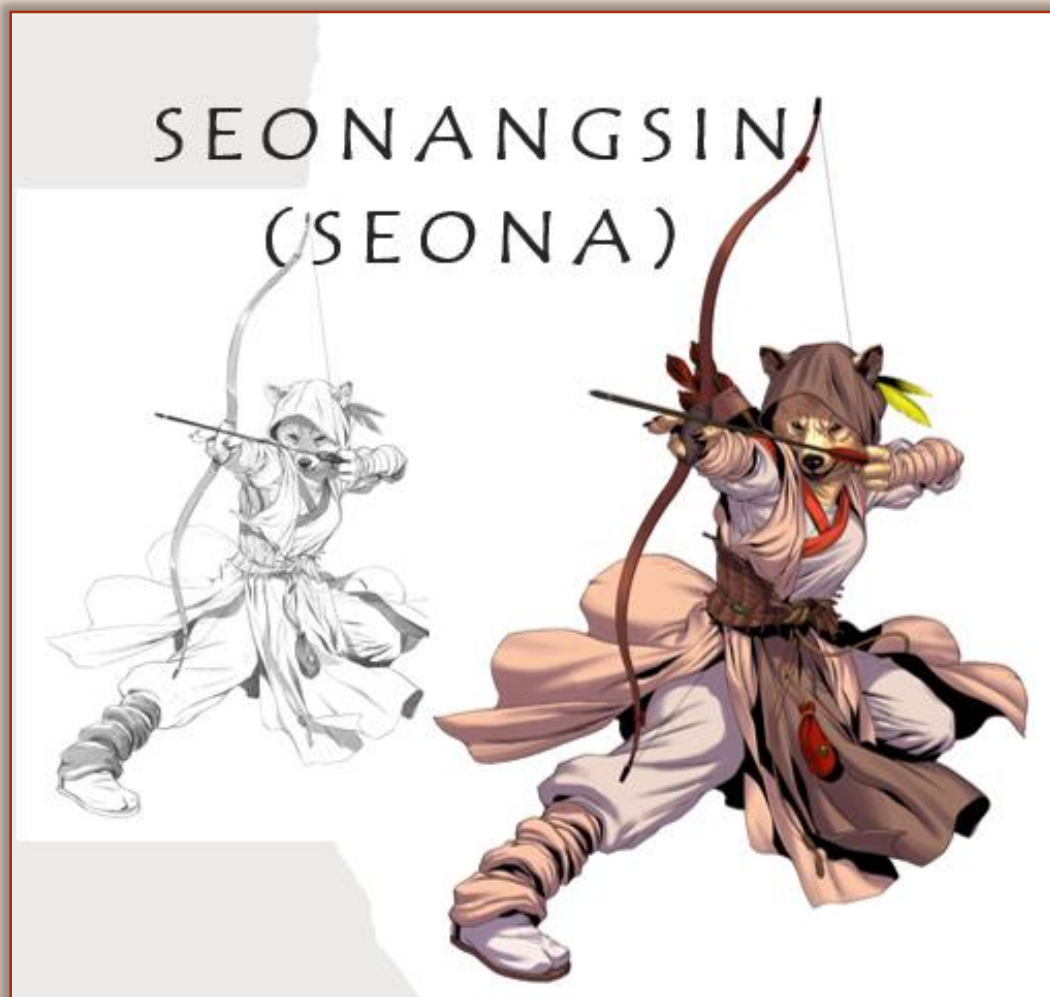
Sulochana (Sulo) belongs to the Assassins of Šudar clan but freelances for another entity. She specializes in poisoning her “marks” through vapor, potions, the blade, or through other unconventional methods. Sulo has attained these specialized killing skills and knowledge as an alchemist of venoms and toxins from an enigmatic druid that resides in the dark and dangerous lower biosphere of the Pagoda Forest. This nameless druid is master to a sect known only as The Gidim Hul-Gál (The Darkened Evil Ones in Sumerian) and are century-long rivals to the Bandruí. Her unique portfolio of killing methods and success has giving her a reputation as a mage and moniker of Zi-Lu-Ni-Zu (Sumerian for “soul thief”). She is also the neonate offered to Erlik Khan, who, as her guardian, raised her and schooled her the art of warfare and expanded her credentials in killing by turning her over at a young age to the Šudar’s shadowy clan chieftain, Shezmu, were she was trained in the techniques and tactics of an assassin.



Story Note Secret: Sulo was specially selected by Erlik to undertake critical missions to eliminate competition, enemy commanders and other Anthros that stood in his way to building his empire. Sulo also knows an unbelievable secret about her adopted kin that both can obliterate most of the Anthro race will also saving it from extinction. Called by another name by the Darkened Evil Ones.



Seonangsin (Seona) was nominated through a sacred Esharrian Order and commissioned as one of the Ti-Zu Regiment that protect the borders of the Shulimm inclusive to a Ku-sanctified temple and the hallowed Hall of Records in addition to a few other mysterious locations! Her history is fascinating - Starting as an orphan that was raised by shamanic warriors and later became one of the ninety-nine legendary mounted sentinels serving in the Ti-Zu Cavalry for her expert riding and unbelievable archery skills. It is believed that her arrows are guided by spiritual energies. She will also receive some extraordinary arrows from renowned weaponsmith, Skanda. Although committed to the military bearing and team discipline expected within the Ti-Zu ranks, Seona exudes a free spirit and a confident independence to overcome daunting challenges and to make critical decisions that puts her life in jeopardy to reduce the risk to her comrades. Her and Dakini will rise to Esharrian hero status as they conquer unbelievable trials and overcome daunting odds.



Story Note Secret: The reason behind her becoming an orphan will shake her to the core and become the most difficult test for her to overcome and with gaining penance.



Erawan, Former Captain of the Royal Guard for the Ku, he now the Commander in the service of the Ti-Zu Regiment that is commissioned to protect the sacred grounds of the Shulimm. Far too big to ride with his good friend, Seona as part of the 99 Ti-Zu Calvary, he finds ample employment of his size and strength. He yields an incredible weapon, designed by master weaponsmith, Skanda, and its blade tempered in the mystic fires of the Izi-Bar Sa-tu Forge. His nickname is the Crusher of Armor (Sumerian translation: Súd E-ùr).



Story Note Secret: Erawan experiences a recurring dream in which he makes the ultimate sacrifice.



Azi Dahaka is a bounty hunter, tracker, scout, and an adept survivalist and mountaineer. Originally recruited from the rugged and warlike mountain tribes of the Kur-Gal range. He's a loner, an Anthro of few words, calculating, and a resourceful warrior that works for the highest bidder and specializes in live capture. His chosen weapon is a bola-like meteor hammer, which he uses with skillful ability to disarm, disable, or to ensnare his targets. He can modify his meteor hammer to kill. Azi is also an expert sword fighter and can utilize his shield and massive horns to deadly effect when in close combat and when profit is not a priority.



***Story Note Secret:** Azi keeps an ancient clandestine prison that he inadvertently discovered somewhere in the Hursag Mountain Range. He uses this location as a temporary detention center for those unlucky to be his bounty captives or hostages, which he uses as leverage or bait. There is one other nefarious and ruthless Anthro that will show up from time to time to interrogate the unfortunate detainee that refuses to divulge the information that Azi seeks.*



SELECT PREVIEW OF SOME ISSUE No.2 CHARACTERS who influenced events in ISSUE No.1

Erlík Khan – AKA *The Conqueror* by many. Erlík is the Overlord and Supreme General of the Nomadic Kingdom Clan of the Tamag. He commands one of the largest fighting forces on Esharra and aspires to be the greatest emperor to rule. He is formidable warrior in his own right in which he proved such during the Anthro Wars in which he, as a prominent Esharrian warlord, first led an auxiliary army supporting the Empire of Sargon. Pride, greed, and narcissism overtook loyalty, and he soon offered his army to those kingdoms that offered the most wealth, bounty, and territory. Erlík is a patient and strategic war planner and fighter but will employ overwhelming merciless force and brutality to gain what he desires. He has nine sons that he entrusts with rule over his combat forces, imperial guard, and intelligence corps.

Story Note Secret: It is believed that his sons and daughters are procreated and not adopted neonates from the time of the Ku. This is an epiphany for those that believes sovereignty of the Anthro species is possible and a game changer for Erlík, and his descendants, to influence and dominate by offering the assurance that the Anthro species will not parish by extinction and can charter their own destiny.

Komur Khan is one of the "trueblood" sons of the most powerful and "dark" warlord on Esharra and Commander of a blended cadre of mercenaries, marauders, and assassins that terrorize into submission, or conquer without mercy, their enemies and all that do not comply. Komur leads through fear, brutality, and intimidation in the wake of scorched-land campaigns to expand his clan's empire. He seeks to be his father's successor and is willing to do the unthinkable to attain that goal. His path of destruction and death spawns both enemies and admirers.



Story Note Secret: Betrayal of the highest order will fragment the powerful Tamag Clan!



Follow the epic story of the Anthro in the wake of the sudden and unexpected vanishing of their planet's divine creators and overseers and the reign of chaos that ensues. To unravel the mysteries of why the Ku have disappeared, enigmatic relics that possess both deific knowledge and powers are needed to be wielded by those who seek truth and not power while encouraging an armistice among the global factions that continue to shed blood for supremacy and survival over peace...

