

The Vis Enchiridion

The Kavkiin Chronicles in Creation and History

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Dear Reader,

I am Regius II, reincarnation of Ventius, the Holy Aether Walker of Winds, and rightful ruler of the Kavkiin Empire.

I wrote this book to serve as a guide for the future heirs to my throne, and a vessel to share the weight of the impossibilities I have been forced to witness and embrace.

By taking this book into your possession, you are also taking the responsibility of bearing the knowledge of our world.

Within this tome; I have spent many years cataloging all of the knowledge there is to be had in the land of Kavkiin, from elementary trivia, to dark secrets of our universe's origins.

I hope you guard these secrets closely, for this information is the very foundation of my Empire, and someday, will be what keeps us from the fray of extinction.

Your task now is not a difficult one, but dire nonetheless.

Read this compendium and ensure it's knowledge is available to be passed on from Emperor to Emperor. Whoever they may be.

I have seen the homeland of our Gods. I have peered into The Aether with my own eyes, and heard the whispers of the Union Architects in my dreams.

If my pen scratches but one falsehood, may the Demnii drag me to the Aether by my feet, and consume my flesh.

-Emperor Regius II

The Old World

In the year 2338: Earth (now known as “The Old World”) was a booming planet with technologies unlike anything imaginable.

ERSA, the Earth Republic Space Association, led the charge to defend the planet from a plague of meteor strikes that threatened to ravage the Earth. ERSA’s first project was creating the APDG: The Anti Particle Defence Grid.

Although the APDG only prevented most of the meteors, the Earth Republic Sought to fund ERSA even more. The following project birthed from the new funding was Olympus 7, a gigantic rocket silo in the Nevada Desert.

Olympus 7 was a mountainous achievement for mankind. Standing near 1000 meters tall from the desert floor. The silo has 193 floors, and 57 underground floors, giving it 250 floors even. The goal of the project, as far as the media was concerned, was to send it to space to begin studying the meteors and their reaction to the APDG, along with gathering more accurate trajectory data in hopes to discover a possible origin point of the strange meteoroids.

However, the media was more interested in the parts of the meteorites that *did* happen to touch-down, and the “Miracle Stones” that followed.

The stones defied our knowable physics, and it seemed that new uses had surfaced every day. However, nobody seemed to notice that Olympus 7’s true goals, were not quite what ERSA had claimed them to be;

...until it was *far too late*.

Horizon Guard: Epsilon (The Old World cont.)

75 years after the meteors fell, 1 Month until Nothingness.

"The ERSA and Earth's VIPs had abandoned us. Took to the stars with the supplies they claimed were for meteor-stopping projects, and flew off to God-knows-where. We don't even know if they have a destination in mind, or if they are just aimlessly floating, but that is no longer our concern. Because once they had left, something new arrived in their place.

Like some kind of unholy rapture, the "superior" of us left Earth, and the angels came in their place ... or maybe demons. Fuck if I know. Whatever they are, they are not what we read about in the story books."

- Samuel David Payer. Retired Captain of Horizon Guard's Gamma Unit, addressing his students inside the school floor of the newly repurposed Olympus 7 rocket silo, now turned into the last known haven for humanity.

Apex is a robot hive-mind race created by The Unity Architects; the creators of the universe and our assumed "Gods". After creating the universe, The Unity Architects created Apex as a fail safe to keep the universe in-check and intact. Once Earth's "VIPs" abandoned the rest of the planet aboard the Olympus 7 rocket, Apex appeared shortly after. Presumably due to the massive influx of physics-defying energy created by the fallen "Miracle Stone" meteorites.

They enslaved the stranded humans of Earth, and forced them to mine, and collect the material so that they could remove and destroy it.

The Olympus 7 silo shell is then used as a massive city for the remaining people left behind. With a make-shift government and army from the ERSA scientists and security that didn't receive the proper clearance to leave the planet.

The army was known as the "Horizon Guard", and their duty was to protect and rescue survivors from attacking Apex waves.

The floors, or "rings" as they were called, are protected from petty crime by the lower-ranking Horizon Guard units such as Epsilon and Omicron. But when Epsilon is sent to rescue Gamma and civilian survivors after a rescue mission gone wrong, Olympus 7 is destroyed, leaving Epsilon, half of Gamma, and a small collection of survivors stranded.

They Survive to the best of their abilities, but 1 month later, a final mountainous meteor strikes Earth with enough force to knock the planet off of it's tilt, and gravitational hold.

Earth is sent into the blackness of space.

Nothingness

The meteor that hit Earth was almost as big as Earth itself, and its kinetic energy was so great, that Earth shattered, but only for a moment, as the “Miracle Stones” from the meteor were so large, that they were able to use their binding energy to hold the planet together.

The “Miracle Stones”, as they were called in the Old World, are Vis.

Originally thought to be a mineral or an unknown element yet to be found on the periodic table, Vis is an anomaly in space-time. Physical holes and dents in the universe that lead to a world of pure energy and chaos called the Aether.

The presence of Vis creates a field of energy called “Majik”, and the stronger this field, the more energy that can pass over from the Aether.

The Aether world is ruled by an Elemental Titan race known as “The Aether Walkers”.

The 5 Aether Walkers are the embodiment of the crown elements: Fire, Water, Earth, Wind, and Life. Under the Aether Walkers are the Demnii. Sub-elemental Aether demons.

The Vis quantity created a Majik field so strong that the Aether Walkers of Fire, Water, and Earth crossed over and began to fight over the broken planet.

The battle between these three Titans became known as The Holy War and began **The Age of New Light**

The Age of New Light (The Holy War)

The war between Fire, Earth, and Water would have been catastrophic in scale if not for the fact that the world was already destroyed beyond recognition.

The Holy War lasted an immeasurable amount of time; possibly billions of years, shaping and reforming the planet in the process. Mountains fell, and valleys rose to icy peaks.

The planet hurtled through space in icy darkness, lit only by the flames of the Fire Aether Walker, and the occasional passing star that would bring daylight to the shattered planet, if only for a moment.

The planet soared past stars and other planets, but at some point, managed to hit a solar system *just right* and was caught again in the gravitational pull of 2 new Suns, billions of years away from home.

As “New Earth’s” first sunrise lifted from its broken horizon, a second sun followed behind it, but the Holy War still raged on.

Just as the Titan’s battle began to threaten to tear the reborn planet asunder, the fourth Aether Walker emerged from the final intact Aether tear and set forth to silence his brothers for good.

Using his Aether Majik of wind, the fourth Aether Walker summoned a great cyclone and hurdled his Titan brethren together, and began to tear them apart.

The shattered pieces of the Aether Walkers scattered to dust, and as the wind storm grew stronger, the Wind Walker was absorbed as well, his own body torn apart and cast into the swirling mixture of God dust. As it began to mix, the pieces struggled to fit back together the way they belonged. However, the parts that did fit together began to form something incredible.

Bits and pieces of Water, Earth, Fire, and Wind began to form blood, flesh, spirit, and breath.

This ended the **The Age of New Light**, and began the **The Age of Breath**

The Age of Breath (Our First Steps)

As these beings began to take their imperfect shapes, the **Fifth Aether Walker** -ever silent and watching- was sent into a blind rage.

As the Aether Walker of Life, it was his *sole* responsibility to create life, and these abominations were a disgrace to him because they had something that he could never create:

Freewill, and the ability to love.

He vowed to destroy the imperfect Numan races of this new land, and the final tear to the Aether world closed.

The percentage of what Aether walker's essence resides within you, determines what your dominant race will become. There are several exceptions to this such as those rare beings that are a perfect ratio of all Aether Walkers and those who are 100% composed of one Aether Walker.

Those with over 50% **fire** spirit became the **Pharax**. They are red-skinned, Ash grey-haired, wise and fiery. They are the wise children of the Southern Desert.

Those with over 50% **water** spirit became the **Chruulians**. They are blue-scaled amphibious reptile humanoids. They are the cunning children of the Eastern Sea.

Those with over 50% **earth** spirit became the **Farims**. They are tough with stone-like skin and slow-minded. They are the mighty children of the Western Mountains.

Those with over 50% **wind** spirit became the **Gailos**. They are a feathered, avian humanoid race. Kind, agile and spiritual people They are the gentile children of the Northern Valley.

Those who were a 25/25/25/25 perfect ratio of **all elements**, were rare beings called the **Aequiat**. Very similar to the old world's 'man'. With many varying skin tones and complexions, they also are the only race to not have pointed ears. They live in tribes and are considered savages by other races, but in reality, they are very versatile creatures

In the middle of this new land, is a massive hole called The Crater Colossus, and this is said to be where the Numan first appeared. The crater, being the most concentrated source of Vis, was the most concentrated source of untamed aether Majik.

The effects of such high concentrations of aether Majik are incredibly uncomfortable for most of the Numan races, so their colonies developed far away from Crater Colossus.

Naturally drawn to certain environments, the Numan spread to the 4 corners of the land now known as Kavkiin. All accept the **Aequiat; the Numan of Balance**. They were easygoing and not bothered by the Vis crater, and therefore, stayed behind in the **Central Plains**. Due to the

rare circumstances required for an **Aequiat** to be born, their numbers are dwarfed by the other tribes. Where the other Numen had numbers to establish several large colonies, the **Aequiat** would only have enough to form one, but instead, they made several tribes across the **Central Plains**.

The wise **Pharax** traveled to the **Southern Desert**, where it was dry and warm. They were happy here, and eventually established a great city later known as The Silver City.

The mighty **Farim** shifted to the wooded peaks of the **Western Mountains**. They found themselves very close to the earth, and began to settle around, and eventually worship, the great Mt.Stonekiin.

The gentle **Gailos** journeyed to the Northern Valley, where it was always extremely windy. They cared deeply about their spiritual origins, and often wondered and prayed to the winds for spiritual direction, hungry to worship gods they have yet to meet.

The Visceral Dawning (Regius Meets The Fifth)

The people of Kavkiin would build their great cities and cultures, and as the years went on, they would develop simple relationships with the other neighboring countries to the North, South, East, West, and also the Central Plains.

However, to the north; the Birdfolk of the Valley, the **Gailos** were unsatisfied with their knowledge of the world. Their leader, King Regius, grew restless at his country's lack of purpose, and he journeyed to **The Central Plains** to the origin of Numan, the Crater Colossus, for answers.

Regius never understood why his people, and the other non-**Aequiat** people of Kavkiin were so unsettled by the energies there. He never felt out of place there. If anything, he felt something pulling him deep into the center of the crater. Answers.

Traveling deep under the surface of the enormous earth wound, he found a cavern. Deep inside, he discovered the energy was radiating from strange blue stones that lined the inside walls, and even deeper inside, he could feel something reaching out to him. A primal invisible force within the cave that tugged at the fibers of his spirit.

As he ventured deeper, he came to a wall that was different. It appeared wet, and deep. Like a vast glowing sea rested on the stone wall surface. He was entranced, and when the pool called out his name, everything seemed natural to him. He was not puzzled, nor frightened.

"Regius, before you lies a portal to the Aether. The homeland of your Gods."

"Listen closely..." the voice continued, it's otherworldly chatter unlike anything he had ever heard. He could not make it out to be male, nor female, but something else. Yet something familiar. "for beyond you lies the fragile fate of your Empire"

"My ...Empire?" He followed.

It is time to awaken what is inside your blood; your soul."

It told him the story of the Holy War, and the Titans that became dust to create them.

"Well what does that make you?" he chimed.

"I am the survivor of the Holy War. The fifth Aether Walker, Anima. The Life Walker"

It told him about the Old World; how they were not ready for Vis. What they called "The Miracle Stones", and how it drove them apart.

The voice went on to explain that when he was created by the Wind Walker's storm, he was given a 100% ratio of the Wind God's essence. Making him a reincarnation of the Wind Walker

itself.

“That is why you are able to cross into the Inner Sanctum of the Crater Colossus.” the shade explained. “You are an Aether Walker, like me.”

Finally, he showed him the powers of Vis. The glowing blue “miracle stones” The Fifth had mentioned in his story, lined the walls of The Inner Sanctum.

The next page is taken from Emperor Regius I ‘s personal notes on the matter.

Vis Tears and Ruune Word Circuitry

“My findings on the *Visceral Field* Phenomena”

Vis Tears are a unique material that contains unlimited untamed energy. Each tear serves as a hole into the Aether world, a plane of pure chaotic energy. While the energy is unlimited, the *flow* of the energy is limited to the size of the tear, or *hole* for instance.

The Aether energy that seeps from the cosmic wound, creates a field around the Vis called a “Visceral Field”. The Numan Races can pull energy from this field, and using their body as a vessel, can convert it into their primal elemental energy **based on what Aether Walker they are primarily made of**. Like light traveling through a prism. This is called Wielding.

Once the energy is directed through the body, it can be tamed using Aether Ruunes. This lost Aether language can be spoken, engraved into weapons, carved into stones, or even scribed into scrolls. The Aether Ruunes are not necessary to cast spells, as they are only to direct and shape it. With much practice, you can learn how to tame your own energy yourself.

Vis Tears can be imbued into jewelry, staves, and other types of weapons and armor, for convenience of use, so long as the Numan in question is in contact with a Visceral Field.

-King Regius, Year 50: after the *Visceral Dawning* gifted to Regius by the Life Walker

“My findings on the *Ruune Word Circuitry* Discovery”

Vis Tears can also be imbued into items to change their properties entirely. This is called Ruune Word Circuitry.

A very new and complex science, Ruune Word Circuitry is a way to streamline Spells so that they can exist without being directly cast by a Numan.

It's a complicated ritual, discovered by the Pharax that involves embedding Vis Tears into a silver object. The Vis energy is then pulled using the blood of a Numan from the race you wish to channel, then focusing that energy by carving Aether Ruunes into the object.

This process creates a closed circuit that can do almost anything, from Elemental Alignment in weapons, to complex contraptions.

-Emperor Regius, Year 100: after the Great War ended, and The Kavkiin Empire was established.

The Great War

The Aether Ruunes came to King Regius when he discovered Vis in many ways. Nightmares, visions, and hallucinations caused by the **Demnii**, in hopes that the Primal Elemental Energies would be too much for the Numan to handle, and would cause a war of extinction.

And it almost worked.

When King Regius (Emperor Regius I) taught Kavkiin of the Primal Powers; **Jada**, the **Pharax Queen** in the **Southern Desert** became obsessed with it, and wanted to find as many uses for the Visceral fields as she could.

The **Farim** however, were still worshiping **Mount Stonekiin**, and considered their Primal Power (the ability to break and move the earth) to be sacrilege. So they rejected the Visceral Studies entirely.

The **Aequiat**, after discovering their **Primal Balance**, and their ability to wield all 4 of the Elements, became a target for the now power-hungry **Pharax**. The **Pharaxian** Vis Scientists of The Silver City began using the **Farim** to abduct **Aequiat** people for experiments.

The **Farim** of the **Western Mountains**, are a dense race. They were very against the Primal Energies, and Visceral Studies, and even though that was the **Pharax's** main pursuit, they were easily manipulated into joining them and creating **The Capital**.

The Capital was a powerful, yet unstable faction set on destroying the **Aequiat** race.

This is exactly what **The Fifth (The Aether Walker of Life)**, and the **Demnii (Demons of the Aether Realm)** had planned for when they taught Regius the ways of Majik.

Jada, the **Pharax Queen**, had been searching for a way for spells to be cast without the need for a Numan. The ability to create a device that can harness the input of a Vis tear, and output a specific function.

The **Pharax** discovered that when the energy is directed through the body to cast a spell, it's elemental alignment is shifted due to the composition of the Numan's blood. Then, if the Numan decided, they can shape that energy using Ruunes Words.

So they found a way to harness Visceral energy from a tear using Silver, then altering its type with a vial of blood. Then it is channeled through a series of Ruune Words that are carved into the silver, then its output as the transformed energy. This is called Ruune Word Circuitry, and the versatile blood of the **Aequiat** is what made them so sought after for the **Pharax**. Their Primal Balance meant that **Pharax** Vis Tech could be unlimited in potential. Blood that could create any element.

Vis Pura and Visceral Weapons

Vis Tears are harvested from impure mineral deposits underground. But sometimes, if you are lucky, or rather, extremely unlucky; you might find a piece of Vis Pura.

This is the purest form of Vis you can find, but it is extremely dangerous because of this. Temporal warping, nearby materials dissolving, and madness have occurred from the slightest exposures of Vis Pura. When Vis Pura was first discovered, history claims King Regius returned from his quest appearing 10 years older than when he first left.

Vis Pura is an extremely powerful Majik conduit. All Aether Wounds emit this energy, and all Numans have a certain tolerance to its negative effects. However, if the concentration is too high, this causes physical and temporal warping that can quickly cause madness, rapid aging or de-aging.

Those who have studied Vis Pura's effects have theorized that it would be possible for a complete void-wipe of a victim across time. Meaning they never would have existed. However, this has never been documented, and probably never will be.

When weapons are created from processed Vis Pura metals, they require a special Silver sheath to prevent the leakage of Majik energies. When unsheathed, the wielder must have the proper training and Visceral resistance to avoid the negative effects of holding the material so close. But the benefits and abilities gained from properly wielding a visceral weapon are phenomenal.

A Visceral Blade, commonly known as a Silver Sword due to how they have never been seen unsheathed, looks like a dark blue void. Gazing into a visceral weapon, while highly advised against; is like gazing into an endless night sky. The sweeping motion creates a temporary Aether rift that deals incredible damage to not only the target but possibly the user's sanity as well.

Visceral weapons are the only thing that can affect the demnii as they manipulate the world from the in-between. So they are the weapon of choice for the titular Knights of the Silver Sword.

The technique used to craft visceral weapons is the empire's closest guarded secret, along with the existence of this use of Vis Pura, and the Demnii altogether. This constant secret fight to protect Kavkiin from the existence of the Demnii is called The Invisible War.



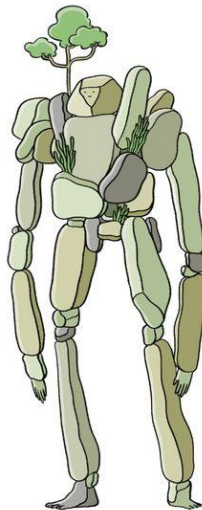
Farim WESTERN MOUNTAINS (STONE-FOLK)

Stereotype: Slow moving, slow-minded. They are the only race to reject Majik.

They worship the mountain and believe that shaping the earth is a sin.

Those with over 50% **earth** spirit became the **Farims**. They are tough with stone-like skin and slow-minded. They are the mighty children of the Western Mountains.

The **Farim** shifted to the wooded peaks of the **Western Mountains** where they found themselves very close to the earth. They settled around, and eventually worshiped, the great Mt.Stonekiin.



The biggest challenge with the Farim are trying to make a race that represents the earth element, but are also relatable. Because the Farim are really important and play some main characters in the story, I want them to be... attractive? ...For lack of a better term? Likeable characters that people will want to identify with. Not like Gorons, or Fantastic 4's The Thing.

Ideas:

- :They could be a 1 gendered/asexual race.
- :Moss beards would be dope as hell.
- :They could merge/camouflage within the rocks while they sleep. Sleeping for weeks at a time (hence the moss beards)

Mount Stonekiin is the Farim capital of Kavkiin. It is believed amongst the devote that it is a holy site, where the very earth itself rose from the ground as an embassy for her children. The mountain serves as a city, and deep within a cave called "The Mountain Heart" there are magical crystals they call Mana that are highly sought after in other lands for their intoxicating properties.

Aequiat CENTRAL PLANES (NEAR-HUMAN)

Stereotype: They are just humans tbh. Other races look down on them for being savages or uneducated, but they are incredibly passionate. Ever since the **Pharax** invasions, where they were kidnapped and slaughtered for their blood, the Aequiat have only known survival.

Those who were a 25/25/25/25 perfect ratio of **all elements**, became rare beings called the **Aequiat**. Very similar to the old world's 'man'. With many varying skin tones and complexions, they also are the only race to not have pointed ears. They live in tribes and are considered savages by other races, but in reality, they are very versatile creatures, excellent fighters, and legendary weapon smiths. The Aequiat are very handy and have known to make tools to do nearly any job with ease.

The Aequiat have perfect Primal balance. Meaning they can wield all of the elements. However, they require much more practice to stay connected to their Aether roots, and some tribes have abandoned Majik all together and have instead embraced more “practical” hand-made arts. Either way, their blood is still very valuable to the creation of the most powerful Ruune Word Circuitry and this is why they were nearly led to extinction during the Great War.

Every now and again, there are rumors of wicked places, where the Aequiat are held captive for breeding and blood farming. But such places have never been proven to exist and would be a major risk to starting another Great War.

The Aequiat became close servants to the Gailos after the Aequiat liberation of the Great War, but a cynical one might wonder if it was just trading slave-ownership from the **Pharax** to the Gailos.



P.S. I hate their race name. I have no idea why it stuck with me. It came from the latin word for “equal” (aequalis) but I want to find something better I think.

Gailos NORTHERN VALLEY (OWL-FOLK)

Stereotype: Wise and gentle monks. They will fight for others, but they believe the Wind God was the supreme victor of the War of the Gods, so, therefore, think extremely highly of themselves.

Those with over 50% **wind** spirit became the **Gailos**. They are a feathered, avian humanoid race. Kind, agile and spiritual people They are the gentle children of the Northern Valley. The **Gailos** journeyed to the Northern Valley, where it was always extremely windy. They cared deeply about their spiritual origins, and often wondered and prayed to the winds for spiritual direction, hungry to worship gods they have yet to meet



Pharax SOUTHERN DESERT (Dark Elves)

Stereotype: Highly Intelligent and Inventive Wizards. Often rude.

Those with over 50% **fire** spirit became the **Pharax**, They are red-skinned and ash-grey-haired. They are the wise children of the Southern Desert.

The **Pharax** traveled to the **Southern Desert**, where it was dry and warm. They were happy here, and eventually established a great city later known as The Silver City.

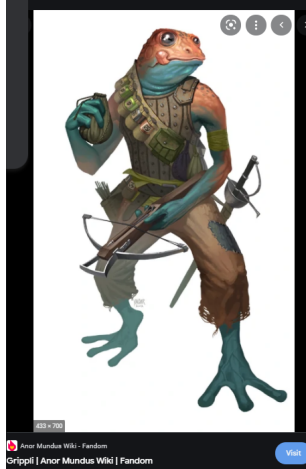


Chruulians EASTERN SEA (frog/lizard folk)

Stereotype: Thieves and Cunning criminals

Those with over 50% **water** spirit became the **Chruulians**. They are blue-scaled amphibious reptile humanoids. They are the cunning children of the **Eastern Sea**.

The **Chruulian** settled on the shorelines of the **Eastern Gulf**, where it was often rainy and wet. They were quick to discover how to build large ships and eventually began building huge city-sized boats.



Fejervarya Cancrivora:

"Crab-eating frog". An Indian frog, known to be one of the only frog species to tolerate saltwater.