

Shared Worlds Group C Master Document—The Heelal System

Shared Worlds 2010

Group C

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World Book

The Heelal system is composed of three moons that orbit around a giant, gaseous planet. These moons, inhabited by a common race of humanoid beings known as the Jaynari, move in and out of close proximity to each other as they orbit.

Although all three moons are united by the Jaynari and their shared history, they have come to be very different places.

The Jaynari

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Biology

Deithon, the moon where the Jaynari evolved, remains the most ecologically diverse of the three moons. Still, Sylka and King's Haven have their own unique ecology.

The Jaynari

The Jaynari are a humanoid species with white hair and fluorescent eyes. They have adapted to their watery moon having developed two pairs of eyelids and slightly webbed hands and feet. These eyelids close sideways. Their inner pair is used only when the person is swimming, allowing for underwater vision. Due to interbreeding with the Divenele, the Jaynari have gained access to more of their brain. This portion allows the use of psychic powers. Their skin tones vary depending on their home moon. On Deithon, the Jaynari are very tan. On the other two moons they are very pale. When they use their psychic powers their eyes flash black because of the electric charge.

Other Flora and Fauna of Deithon

Space Squid and Space Whales

The space squid are semi-sentient creatures that inhabit the upper atmosphere of the gas giant Centrum. They ingest gas and use it for energy and propulsion.

The space whales are a species of creatures that are used for interplanetary transport during the alignment. They breathe air, but can hold their breath for several hours.

Maybil

The maybil is an animal that comes up to a native's hip, it has stout legs and body along with a long neck which supports a large head. Its eyes are large, shining, and usually a dull gray that matches its tough, leathery skin. All over its back, neck, and head are rock-like lumps that help it camouflage itself with its mountainous habitat. When it senses danger, it curls up and exposes these lumps, making it effectively invisible. It also has a horn on its head to help it move aside rocks.

The maybil feeds on the tough grass that grows in the mountain, and has straight teeth that tear the plant before mashing it up in the back of its mouth. The maybil was domesticated pre-schism by a scientist named Terril. He found a way to genetically alter the maybil to keep its hide soft and colorful. The domesticated maybil also is lacking the rocky texture on its back.

The young of the domesticated species is about the size of the average shoe, and hasn't grown the soft fuzz that covers the adults. They have small bumps along their back where the rocks would grow in on their wild counterparts, but they disappear as the child grows to adulthood. In the wild, the young are larger and stronger, although they haven't grown the rocks that cover their backs.

Firelight

The FireLight is a small winged creature that can create fire. It is trapped and used as light by Jaynari on Deithon. They are captured and used to light up homes of the people. The FireLight helps some plants to grow by burning them. Some of the plants need the fire to sprout or to grow to their maximum height. The FireLight lives for an average of four years then has its young and dies.

Legend has that it was a FireLight that led the very first king of Deithon to his throne during his coronation. The FireLight is has a high place of honor by the people. It is said that the fire gods gifted it to the Jaynari. The FireLight is commonly associated with the beautiful fire goddess of mischief, Rossz Trefa, because it is both beautiful and born of fire.

Egan

A sea faring otter like creature the size of a large dog, Egan spend most of their time in the water and have sleek black fur. They eat mostly fish and therefore are hated by Deithon's fishermen, as they scare off the day's catch. Its fur is prized for waterproof qualities and its warmth. The Egan ranges from Libbe (the island of the Love God), to the Kapitala. Egan usually stay away from the southern-most islands as the water is too warm for them.

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Other Flora and Fauna of Deithon:

[Domestic Animals and Wild Birds](#)

[Aquatic Animals](#)

[Flurgel Tree](#)

Flora and Fauna of Sylka

Slag Grass

Slag grass is the main form of plant life Sylka. It began as a failed genetically-created grass but, when it was accidentally released into the ecosystem, it was found to grow very quickly and easily. Because of this, and the inability to stop it from growing, it was allowed to overtake much of Sylka's surface. The grass is long, dry, and bland in color, but it is abundant and is the main food source for many of the livestock present on the altered asteroid. It is named after the refuse that comes from the mining process that is a major industry on Sylka.

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King's Haven

King's Haven has almost no natural organic life. The Jaynari are the only large species that inhabit this artificial moon. All food and organic products consumed by the Jaynari are created in chemical laboratories.

Magic

The "Magic" in the Heelal system is not actually magic at all but high level psychic abilities derived from a new evolutionary tier of Jaynari brain function. These abilities originated with the extraterrestrial race the Devinele, who were composed entirely of energy. Devinele possessed a vast number of psychic-based abilities, including the power to manipulate their physical form. It was through these powers that they were able to interbreed with the early Jaynari, thus passing the genetic potential for psychic powers into the Jaynari genome.

In modern times, Jaynari are born with varying levels of genetic potential. Some are born with no power at all, while others are born with powers of such astronomical scale that it could be compared to that of a deity. Low level powers are usually barely noticeable and only consist of touch based abilities--being able to heat whatever the skin touches, for example. The highest level of abilities have virtually no limits. The powers themselves manifest themselves in a variety of forms. Usually they are based around a certain form of matter, such as the elements. Sometimes, however, abilities manifest themselves as basic telekinesis or other forms of mental powers.

On Deithon, the powers are revered, seen as a blessing from the gods, and the bigger the magnitude of your powers the higher up in the social/government status you are. Magic is used as a replacement for technology with varying effects. There is no space fleet or space travel due to this. Implants are also explicitly forbidden, as they are thought blasphemous towards the gods. Many people who have very powerful psychic abilities become high priests or other figures of authority. All religious leaders have these powers and get tattoos that contain a special

ink that glow when one uses his/her powers, and in some of the city-states tattoos are worn by anyone who serves the gods in any capacity.

The tattoos are illegal on King's Haven, as is the use of magic at all. On Sylka, magic is accepted and used alongside technology. Sylkans are able to explain these abilities scientifically, aware that they are a genetic brain function. Religious tattoos are optional and often worn simply for fun rather than for religious reasons. There is a large network of black markets that sell implants and other magic enhancing accessories that are often shipped to Deithon and King's Haven for the black markets. Sylka also has a large area of slums in which magic and implant use is prevalent. Sylka is the freest moon in terms of magic use.

On King's Haven, magic use is explicitly forbidden and using it is punishable by death except in the cases in which the 'offender' is under the age of ten. Jaynari with psychic abilities are controlled using metal collars that negate all magic. The Chancellor also makes propaganda speeches condemning magic. Most King's Haven residents are vehemently against magic, having been brain washed by the constant anti-magic propaganda issued by the government.

History of the Jaynari and the Three Moons

A sentient, humanoid species known as the Jaynari evolved on Deithon. The planet was also inhabited by a race of beings who consisted of almost pure energy, though they had the ability to take on any form, including Jaynari. These energy beings, known as the Devinele, eventually bred with the Jaynari. The offspring of these unions took after the Jaynari in almost all significant ways--all but their psychic powers. Many of the interbred Jaynari had the ability to manipulate energy using their minds. The ability to use these powers varied according to particular genetic bloodlines. These newly empowered beings evolved into a society that was technologically advanced and deeply religious. It was ruled by an absolute monarchy, but most monarchs were known for their tolerance and benevolence.

Trouble began when a more extreme sect developed within Deithon's [religion](#). These religious extremists distrusted technology, and they used their growing power to persecute those who made use of technology. King Drust, who was a great supporter of science and engineering, eventually feared for his and his subjects' lives. He gathered his persecuted subjects and took flight to Sylka, a large asteroid that had been colonized for mining.

Sylka had some life-sustaining technologies already in place, and more were hastily constructed. But many did not think Sylka a suitable long term home. So a new planet, one entirely artificial, was constructed by these inhabitants. It took some time to build this new planet, dubbed King's Haven, and by the time it was completed and launched into orbit, many of the inhabitants of

Sylka were not willing to leave--especially those miners who had always lived there. So King's Haven departed them, and now there were three moons orbiting in the sky.

Timeline

Prehistory

- Divenele found the Jaynari; interbreeding occurs for a time
- This union results in elemental physic powers for the Jaynari
- The Divenele realize that the natural sun of Deithon is dying
- The Divenele stopped the supernova and formed their bodies into a new white dwarf star, Hikari. Hikari becomes the new sun of Deithon

Preschism

- 10 P.S. The king of Deithon, King Drust, constructs a mining colony on the asteroid known as Sylka
- 5 P.S. an anti-technology sect of religious extremists starts to gain power.
- 1 P.S. Mental implants that enhance physic powers are discovered; the religious extremists react with outrage and violence against scientists
- 0 King Drust and his followers flee to the asteroid colony when the religion, believing that advanced technology is against the will of their gods rise up against the king

Having full control over Deithon, the extremist cult begins to eradicate all remaining technology.

- 1 A.S. When the asteroid becomes overpopulated, construction of a completely artificial moon begins
- 76 A.S. King's Haven, the third moon, is completed

Present Day

- 600 A.S. Deithon, Sylka, and King's Haven's orbits come into alignment, bringing all three moons into close proximity for only the second time in their history.

Despite the history of enmity, communications and trade reestablished warily on all sides

Religion

Deithon

The islands of Deithon are united by a single religion, which has evolved from myth to a large, influential institution that partially caused the Schism era and The Departure. This is a religion mostly passed down by oral tradition, but the head priests and priestesses are the supreme leaders of the government and the religion.

The city-states of Deithon are alike in their theocratic governance, but the gender of the leaders varies according to island. On islands patronized by a male god, the head of governance is a male priest; on islands patronized by goddesses, a female priestess rules. In the case of those islands that are patronized by genderless gods, castrated, or “neutered,” priests rule. All the priests congregate on Kapitala, a large neutral island, to make religious decisions that affect the entire world.

The head priests have made many important decisions in their conferences on the Kapitala. One of the major decisions that was made on Kapitala is the basis for all the other laws, “Do not create what the gods have created, and do not harm without reason and reverence.” The first half of this ‘rule’ is exhibited by the shunning of technology that replaces the natural features of Deithon.

The islands are mostly autonomous city-states that worship one patron god out of the Pantheon of the Devinel. They hold festivals that celebrate their patron god, ranging from a few days for minor deities to a few weeks for major gods.

The religion also preaches an afterlife where the righteous are sent to the sun to join the gods in protecting their world. The people who stray from their path are reincarnated into animals; after living a lifetime as a non-sentient creature, they are given a second chance in the world to correct their lives.

The religion is complex, and varies from island to island. It is very difficult to document the intricacies of all the cultures present within this structure in any convenient form or with any form of accuracy.

Sylka and King’s Haven

A similar form of this religion is still practiced on Sylka, though distance from the sun Hikari, and the sour taste left by the Schism, have reduced its followers to a very small number.

On King's Haven, religious practice is forever associated with the Schism that ousted King Drust and so is strictly forbidden. Use of psychic abilities is also associated with the religion and is also banned.

The Gods of Deithon and their patron causes

Fire Gods:

Opatrit: God of metallurgy
Rossz Trefa: Goddess of mischief
Haboru: Goddess of war
Lakas: God of home and hearth

Water Gods:

Libbe: Goddess of Love
Burya: God of Storms
Orbas: God of Craftspeople
Nysilla: Goddess of Trade

Air Gods

Shino: God of Light (genderless being)
T: God of Music
Vertelle: Goddess of medicine
Divi: God of knowledge (genderless being)

Earth Gods

Diora: Goddess of Hunters
Vidal: God of Fertility--hermaphroditic being
Kaal: Child God of the roads
Issta: Goddess of the Harvest

Deithon

Organic, life-sustaining; the original home of the Jaynari, who populate all three planets. This moon--almost a small planet--is the closest to Centrum, the gas giant around which these moons orbit.

The geography of Deithon is maritime--the moon's surface is covered by water, filled with many small islands and few large land masses (see [map](#)). Each island is inhabited by members of various sects of the same [religion](#), which each sect giving primary allegiance to one of the many gods of Deithon.

On Deithon, most technology is illegal. What is allowed is rather primitive, such as oil lamps, crossbows, sea ships, and epic swords. The ships are made out of wood and do not have engines; they are controlled by psychic powers, paddles, and sails. Guns are incredibly rare and only found on the black market. Implants are, of course, illegal.

There are sixteen large islands or archipelagos, each one devoted to a specific God or Goddess. Each island bears the name of the deity it gives service to. There are many smaller islands as well, each dedicated to a lesser God or Goddess.

A seventeenth large island, Kapitala, also exists, but as the former capitol of the Preschism Kingdom (see [History](#)), it is uninhabited. The only exception to this is the annual gathering of the High Priests of each sect, who meet in the ruins of the palace to discuss issues pertaining to all the islands of Deithon. While the inhabitants of these different islands vary in the specifics of their culture, but they are unified by their devotion to the gods.

Sylka

A former mining colony built on a large asteroid, Sylka was established by King Drust, who reigned on Diethon in the days before the Schism. Sylka was converted into a livable space through advanced engineering, using a series of metal scaffolds to expand and unify the asteroid's surface. Still, some of the technology on Sylka now seems primitive compared to that on King's Haven. Farming on Sylka is a difficult and Arcane process, so farmers are revered. The residents of Sylka make up for their lack of more sophisticated technology by harnessing the brainwaves of their more powerful psychics to maintain their artificial atmosphere.

The population of Sylka has developed much more than was originally planned and has outgrew the original housing settlements, which were built around the bases of the scaffolding pylons. Because of this, slums have developed around the mining drill sites near the outskirts of the cities. Most of the rest of the surface land is used for grazing animals or growing crops. Much of the moon is covered by slag grass--a tough, resilient plant that grows rapidly and will swallow up the landscape if it isn't grazed heavily.

Sylka is a representative democracy and maintains diplomatic relations with both Deithon and King's Haven. Recently, Sylka has invited full-time ambassadors from Deithon and King's Haven. A prime minister serves as the head of state, but most legislative power rests in the assembly, composed of democratically elected assemblymen from the various cities based on population density. Unlike the other moons, Sylka remains open to new ideas and influences, and it is willing to make use of both magic and technology.

Sylka has a thriving blacket market and underground industry, producing items to sell illegally on King's Haven and Deithon, such as titanium weapons, gunpowder, and implants that enhance psychic power. These items are legal on Sylka, which has plenty of metal and magic. Titanium weapons and implants are sold on both King's Haven and Deithon, and simple guns are sold on Deithon.

Major Industries of Sylka

Mining

- Oldest industry on Sylka.
- Mine minerals from Sylka and sell said things to various craftsmen on the moon.
- Drill sights are weightless, as they are located within special antigravity zones/atmosphere-free zones created by the Climate control industry.
- Gathers precious ores from the asteroids interior. These are then sold to craftsmen who produce tools and other products.
- A synthetic rock compound is poured into the holes produced by the digging.
- Slum areas have sprung up around the original mining sites, inhabited mostly by the miners themselves and merchants. View a map of representative city [here](#)

Farming

- Admired for their work due to the obscurity of the knowledge required--after the flight from Deithon during the Schism, farming became a sort of "lost art" on Sylka.
- Knowledge and skills passed down through family lines.
- Works closely with climate control in order to provide proper weather conditions for crops.
- Farmers are nobility and do not actually work. They hired and train workers.
- Responsible for the vast majority of food production on the asteroid.
- Food sales are directly controlled by the farming industry from production to distribution.

All

food stores and merchants are under direct employ by the industry.

Climate control

- Produces both the atmosphere and weather on Sylka, without which no life would be possible on its surface.
- Uses high level magic users with psychokinetic powers on a massive scale.
- Magic users are carefully controlled, and are hooked to machines to perform their duties.
- Collars are worn by magic users to prevent them from using their powers when not linked to a machine.
- Machines specify what is done with the power. No control is given to the magic users.
- Breeding of magic users is meticulously planned out. Magic users are assigned breeding partners at specific times to produce replacements for those who retire.
- General functions of the industry are known to the public, though specific practices are kept hidden to avoid public outcry.

King's Haven

Completely artificial, technologically constructed. Built by King Drust and his followers when they fled to Sylka, King's Haven is run by a totalitarian police state and ruled by a hereditary Chancellor. Order is maintained by an elite Security Force. There is no turf, no agriculture, no organic matter at all on this planet, aside from the culture that dwells there and the food they generate in their labs. As a constructed moon, King's Haven is quite small and densely packed. Highly advanced computer technology regulates most of the activities of the inhabitants, who have little control over their own lives. Jobs are assigned when a person comes of age; a computer scans that person's body and mind and designates an appropriate vocation.

The whole moon is divided into a number of districts, each one with a specific purpose and clearance level. The highest clearance level is the Governmental Offices and the residence of the Chancellor. The Chancellor rules with absolute authority. He is assisted in governing by his hand-picked cabinet, composed of a Minister of Technology, Minister of Work, Minister of Food, and Minister of Security. Upon waking each morning, residents of King's Haven must recite the following oath: "I will obey the chancellor; I will never cause trouble for the chancellor. I will work diligently and never make problems for our perfect world. If I do, I deserve the punishment I will get. Hail the chancellor, King's Haven, and King Drust." Compliance is monitored via the cameras in every sector of the moon; those who fail to recite the oath are met with swift punishment.

After fleeing religious persecution on Deithon, the inhabitants of King's Haven are deeply distrustful of the psychic abilities some of their inhabitants possess. Practicing these abilities is

an act punishable by expulsion through an airlock, as are many other behaviors. However in some cases, psychics are merely exiled to Sylka.

King's Haven makes up for their lack of psychic abilities with their advanced technologies. The moon is made completely out of titanium and other strong metals. Weapons include tazers, stun batons, and anything else that may cause an electric shock. Gunpowder/guns are illegal because the risk of harming the artificial moon is too great. Everything on this moon is powered by electricity.

Other Celestial Bodies

Centrum: a large gaseous planet. Deithon, Silka, and King's Haven are moons that orbit this planet.

Hikari: The sun around which Centrum orbits. As Centrum orbits Hikari, Deithon orbits around Centrum in such a way that Deithon is constantly exposed to sunlight on at least one side, maintaining a cycle of day and night comparable to what we have on earth.

Hikari was always been present in the Heelal system, but early in the history of the Jaynari the sun began to slowly die. The Divenele, knowing that the sun would eventually implode, sacrificed their own bodies, which are composed entirely of energy, in order to "recharge" Hikari, thus preserving life on Deithon.

All three moon's revolve around Centrum, but in different orbital paths. Deithon and King's Haven have fixed orbital paths, but Sylka has a variable orbit, appearing to "wobble" within its path--perhaps owing to its origin as an asteroid, and its mass and surface structure that shift with mining and construction. Both Sylka and King's Haven are often plunged into darkness for long periods of time as they orbit around Centrum, thus necessitating artificial light.

The Three Moons Today

After two full orbits around Centrum (a timespan roughly equivalent to six hundred Earth years), the three moons are in close proximity again for only the second time since the Departure. Distinct societies have developed on each of the three moons, the worlds growing even more distinct with time. But time has also caused enmity to fade, and for the first time in recent history, the various peoples of the three moons are interacting and visiting each others' home worlds.

Lines of communication have opened between the three moons, and Sylka has become the common ground for the exchange of goods and ideas. Ambassadors from Deithon and King's Haven have permanent posts in the Sylka Assembly. Consulates in the main cities of Sylka exchange currency from all three worlds and bring merchants together. In the thriving black markets, illegal goods from all three worlds are bartered.

Still, tensions remain. King's Haven is still a totalitarian state, and periodic lock downs shut off communication from the outside. Deithon has decided to allow a limited amount of trade, but the high priests and priestesses who rule Deithon's city-states remain violently opposed to the technology that is creeping in from the other moons. And the supposedly free and open society of Sylka harbors a dark secret in their Climate Control industry.