Introduction

Strong and true
Mighty as the sun
Always there.
Seek the deep entrance
Which defends our truth.

-- Melbis Pensis

History and Origination

Lunvans is an original fantasy world inspired by Asian mythology. The setting originated with an idea about a world in which the two main deities would be forever ignorant of each other, yet have highly conflicting goals that would regularly clash together. This idea turned into the two main human creators, the Mother and the Father.

Most of the mythology and beliefs were written as poetry. Since most ancient knowledge and stories were originally kept and shared through poems and songs, it is a natural choice to use poetry for creating worlds such as this.

Names are power
To have a name
is to have trust
to give a name
is to give trust
Trust is power

-- Unknown Poet

Nearly all names, places, creatures, and divine beings were named using an artificial language called Lojban. Lojban is a community effort, and has been in development in one form or another since 1955. It is designed to be as syntactically unambiguous as possible; its grammar is based upon predicate logic and programming. More information can be found at the Lojban website [http://www.lojban.org] .

What is Midjuk?

Of all the magnificent lands contain within the world of Lunvans, Midjuk is the most famous continent of them all. So many great heros and villians have came from here that it seems to completely shadow the achievements of all the others.

Midjuk is a land of kingdoms, clans, tribes, and empires. Throughout its history, it has contained just about every form of government and national administration. The most famous nation in the recorded history of the continent is the Great Tsalis Empire. This empire has survived the longest, gone the furthest, and endured most compared to all the others.

Each continent has different creatures and other native forms of life, but all of them also have certain things in common besides the presence of humans. Most non-human sentient life in the world of Lunvans are isolated and do not seek out or desire interaction with other races. Of all the species that may or may not have been publicly discovered by mankind, Midjuk has the largest record of inter-species interaction.

List of Common Races in Midjuk

Galtumla

The galtumla are a race of humans who originated high in the mountains. Most groups are organized into tribes and clans; some are very small with few alliances and little impact on the outer world, and others can contain of thousands of members with incredibally large numbers of alliances and official trade partners. A large number of the clans are centered culturally around war and raiding smaller tribes, while others seek only peaceful trade, and communion with the spirits.

Although the Imperial City of the Tsalis Empire is clearly in lowlander territory, the first emperor and descendants of Tsalis are all galtumla in ethnicity.

Dizlumla

The dizlumla are the lowlanders, the human plainsmen of the Midjuk continent. They traditionally live in small hamlets, and their kinship is based on location rather then their bloodline like the galtumla. Each hamlet generally elects a senior elder (usually the oldest in the area) to lead in all non-military matters, while another person (usually the strongest) is chosen to lead the war parties. Rivalries between the senior elder and the war leader are a regular problem, often leading to either an assassination or a full civil war within the hamlet.

Prudanu

The prudanu are the servants and emissaries of the Great Father, the top divine creator of the world. They have been gifted great knowledge by their creator and leader; they have the knowledge of the life and death of nearly everyone they come across. Another of the abilities that they have been given is the power to disappear and reappear at will.

luck comes to those who make a prudanu laugh,
and an unforseen death comes to those who
make them cry

-- Unknown

The prudanu are a stoic race, never showing any of the more passionate emotions normally associated with the intelligent forms of life. Whether they even have the capability of showing those emotions is unknown to the common person, but there are people who have often talked about having a prudanu serve with them during a critical mission or quest. These mercenaries and warriors would know for certain the capabilities of the prudanu, at least they would know better then most people.

Prudanu have no names, as it is unnecessary within their societies because of their extensive knowledge. Although a description of them would also be the same of an average dizlumla or galtumla, everyone who has met a prudanu clearly knows who they are when in their presence.

Most accounts of the prudanu occured around Mamta Rirxe, the Mother's river. It is assumed that their is a meeting place in the area that one could theoretically find to talk to them.

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No one has found a definite location though, or at least the ones who have found it have not mentioned it to anyone for one reason or another.

Prudi

There are two types of prudi, the near physical and intelligent, and the ethereal prudi. This sectionn will only describe the physical type; the ethereal forms will be for another chapter.

The prudi live in large villages and cities deep within the forest. Although the cities would seem easy to find by the descriptions of the ones who claim to have entered them, it is impossible for someone who has not been invited to find or enter one of their forest cities. They are a secretive folk and not much is actually known about them. The best record of prudi comes from *The Journey of Gidvak*, a story written by an Imperial entertainer, poet, and painter who was sent by Emporer Rebersak to explore and draw maps of all the known and unknown lands. Whether the contents of reconciliatethe written work is true or not is open to debate among the scholars and nobility, but the descriptions of the two cities visited by Gidvak are highly detailed none the less.

The journel describes two different cities, both extremely different from the other. In the first city Gidvak wrote that the entire place was clouded from the day because of the high trees, and what light there was in the city came from bright torches attached to some of trees. The complexion of the natives was dark and pale, changed by the darkness of the world they lived in. The prudi of this city showed a great affinity for evil and calculated destruction; they were often at open war with the neighboring tricucadzu (worshippers of nature and the Mother).

The second city described by Gidvak was a bright, peaceful city in almost complete harmony with nature. They trees covered less of the sky, and the native prudi had a radiant and color-filled complexion. They supposably invited Gidvak into their city to gift him with the knowledge and powers that he would need to meet and fulfil his destiny.

Both accounts of the prudi said that they were in between three to five feet tall, with long hair that often reached down behind their knees. They lived in houses built either within the highest reaches of the trees, or within wooden structures built placed in the tree's branches. How they did either of these things with their body size and physical strength is unknown.

Unrena

Off in the far western side of the continent is a warrior race of dark red humanoids. The unrenan are assumed to be the descendants normal humans several hundred of generations in the past, long before anything was ever recorded. This assumption comes from the similarities in appearance, physcial capabilities, and mental makeup. Although they share the same lineage with other humans, they have changed enough to be unable to produce offspring with the galtumla and dizlumla.

According to their own legends, the unrenan people came into existence when the great spirit Baknic grew to desire a people of his own. Baknic took the human race, which had already grown large and common during the ancient times, and changed them to fit his concept of the perfect species.

The unrena are stronger then the average dizlumla, or even galtumla, but they also have a stronger dependancy on the social structure of the location they live in. Although it is not as noticable when among their own kind, the unrena are highly swayed by the public opinion on any given subject. Conforming to the group's standards is generally one of the most important aspects and goals of the average unrena's life.

Dalmafa

The dalmafa are not a specific species like the other races, but a wide and nearly boundless range of magical animals created by the forest god Dalmafat.

Once the last kill had been made Each race of dalmafa are sentient animals gifted by Dalmafat with varying degrees of increased intelligence and humanoid characteristics. Certain ones are clearly different from their counterparts in the animal kingdom, such as the latmafa, who are a breed of bipedal humanoid cats with superb senses and a level of intelligence that can often exceed that of a normal human. Others, such as the smanimafa, are so close in appearence to their monkey counterparts that you would never suspect that they were dalmafas until they started to speak and perform complex actions.

The History of Midjuk

Myths and Legends

Tsalis

Tsalis the Strong, the most praised and cherrished galtumla legend. It is the legacy and lineage of Tsalis that brought about the existence of the greatest empire on Mijduk. Almost every part of the imperial culture owes itself to the story of Tsalis and his fight with the Fajina.

Tsalis inherited his original position of power from his father, who was the clan's patriarch. The early reign of Tsalis was known to all as the Bright Era of Tsalis; it was truely a golden age. But according to the legend, his reign did not last long, because of the jealous priest of another tribe. This priest used his powers to summon a creature known as the Fajina. This beast was unleashed upon the might Tsalis clan where it was expected to kill everyone in the area, ending the clan's fame and glory. Before the creature arrived, a follower of the Sister of Man became aware of the threat to the clan's leader. So by the efforts of the allied priest, Tsalis was put into a deep sleep in the hopes that the Fajina would ignore and leave him alone.

Once the Fajina finally arrived, it began its slaughter of the clan's members and family. No one was spared, except for the sleeping Tsalis who was unaware of what was occuring. Once the last kill had been made and everyone except the clan's leader had been killed, the creature screamed out in victory and pride in its merciless bloodshed. The yell had the unexpected affect of waking Tsalis up from his magically induced sleep, and after only a few short seconds he finally came to the realization of what had happened while he was unconscious. Leaving his tent, the clan's leader finally arrived to face the creature.

In what is considered to be the most legendary fight ever recorded, Tsalis single handedly executed the Fajina; a feat that not even an entire clan could accomplish while working together.

Tsalis lived a great number of years according to the legend, and many tribes and clans claimed lineage to this man of legend. Later, a decendant of Tsalis named Virnus went on to bring together all of the tribes who claimed Tsalis as their forefather. Virnus, later known as Banlik Lacpus, became the first emperor of the Tsalis Empire.

Kaltek Kinlis

According to the legend, Kaltek Kinlis was a spirit created by the Great Father to guide and show the men of the mountains the skill of hunting. She was a very quick and powerful spirit, and greatly enjoyed participating in many different forms of sport. She befriended many of the men and women of the Galtumla people and taught most of the greatest hunters. As a gift of good will from the Mother who knew of her origins she was given much knowledge of nature, and the ability to create objects of out rings of water. The Father aided her in the understanding of the ways of mankind and showed her how to make fire using nothing but the air around her. The Daughter was one her closest friends, and she taught Kaltek how to separate her physical form into many different animals so she could hide from unwanted people and see from many eyes.

She was very close to the Daughter during her stay, but left after an ancident with a dark priest. The priest had become corrupt and desired to use his powers and skills to conquer. Incredibally large portions of forest were burned down in his quest for power, and an untold number of people and animals were killed in dishonorable ways. Kaltek became inraged at this misuse of power and began a fight with the priest that lasted many months. Eventually she defeated the man, but the damage that had already been done drove Kaltek away from the lands of men and has not been seen since.

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Deities and Spirits

Major Deities

Great Father

No deity, spirit, or creation of divine nature is given as little attention as the Great Father. Nearly every being of the previous list is more well known then the Great Father; but everything except the norjbe owes their life and creation to this mighty and powerful being. He is directly responsable for the existence of both the Mother, and the Father, along with their current state of forced ignorance. He is the only major deity to come from the same place of infinite probability as the norjbe, and thus is the only great uncreated creator.

The Great Father has the prudanu as his personal servants, but is generally unworshipped by everyone else. He has no major public temples, and no one exclusively sacrifices to him. There is no philosophy that people follow to show respect to him, and he is patron to nothing.

The Father

The Father is the embodiment of order, wisdom, knowledge, and the love of a creator. He is one of the two deities directly responsable for mankind's creation. As choosen by the Great Father, the Father is unable to realize that there is another being of equal power who is also equally responsable for the existance of mankind. This other being is known as the Mother.

Humans are not the only entities created the Mother and Father; the Daughter, also known as the Sister of Man, was also brought into existance by these two deities. The Father takes great pride in the progress of mankind, and so he rarely allows himself to interfere in the everyday lives of humans. He has a strong personal relationship with the Daughter, who he shares much of his great knowledge and wisdom with.

The Mother

The Mother is the embodiement of nature, power, intuition, and emotion. He is of equal responsability for the existence of mankind, but she does not realize this. Nearly all destruction and human death caused by nature can be attributed to the actions of the Mother, and the average human will say that everything that she does is designed to inflict harm and suffering on mankind. This is not actually true, which any priest will gladly explain; all forms of life depend on the nurturing spirit and heart of the Mother.

Although she does not know her part in the existence of humanity, she does know and acknowledge her part in the creation of the Daughter.

As is the nature of the dual deities of the Mother and Father, neither are capable of realizing the existence of the other.

The Daughter

The Daughter, also known as the Sister of Man, is a divine being who is neither great nor lesser then the entirety of all mankind.

Although the Father dislikes the idea of giving too much divine knowledge to mankind, the Daughter has no problems with giving it away to the right people. All knowledge and skills of the nanmakfa originates from the Sister of Man.

According to myth and legend, certain people in the past have provoked the Daughter with their misuse of her divine knowledge. Once provoked to these degrees, she herself has came down to our plane to deal with these tyrants and villans.

Baknic

The deity spirit of the unrena. Baknic is a powerful and arrogant spirit who watches over and guides the unrena tribes. He desires power, much more then his own partial creations, and little can change his mind once he has decided to do something.

For the most part, the unrena have a form of love-hate relationship. Baknic desires for them to gain power while many, but not all, only want to live peacefully in isolation for the other tribes and species. Because of the authority and decisions of the Great Father, the god spirits can not completely affect free will over sentient life, which is a choice that Baknic personally despises.

Dalmafat

Dalmafat, the creator and overseer of the dalmafa. Not much is known about this forest spirit, except for his part in the creation in the diverse range of species catagorized as the dalmafa.

Dalmafat has no known temples, public or private. His actions are a secret to all, and not even the dalmafa have enough interest to seek out what he is doing or trying to accomplish.

The Nanmakfa

Power and skills
Beyond all other minds
Silently watching.
Awaiting their days of need
Like a flower waiting to bloom.

Men with great honor
Women with spirits of fire
None compare.
Whoever knows the great secrets
Shall be revered above others.

Names of mighty power
and cities under their will
respect given as due.
Without the Knowledgeable Ones
who will everyone turn to?

The Daughter has faith
in the minds of certain men
who will think and learn.
Without them we all would die
for the Daughter provides much.
-- The Knowledgeable Ones

Introduction

The Nanmakfa are a highly respected and powerful group of scholars. They are comprised of mostly humans, with only a handful of other races.

Although their actinons are incomprehensible to most people, the effects of their knowledge and studying is very obvious. Considered divine in nature, all of their skills can be directly traced to the teachings of the Daughter. She is considered to be the leader of their ranks both figuratively and literally. There are many groups organized to help teach and share their discoveries, with none of them being dominate over the other. The nanmakfa have no centralized group or athority, besides their associated with the Sister of Man.

The name *nanmakfa* is considered by the common person to hold power by itself, and so they are often referred to in normal speech as the Knowledgeable Ones.

Divine Actions and Abilities

Depending on the techniques, forms, and models used in the process of performing a divine action or ability, a hand guesture, chant, meditative state, or mental image may be used in any combination, and with or without anything else.

A common list of abilities that have manifested and been learned:

1. Levitation
The ability to manipulate the way their own bodies are affect by gravity is a very common technique among the trained. This ability is also one of the most well known, and is often used as proof of a person's training in the divine arts.

2. Intertial/Friction Control
Many members of the nanmakfa ranks have show the power to stop in mid-movement after falling off a clift or after being thrown. Others have shown that they can accelerate themselves while moving in the air while also manipulating the effects of friction.

3. Superior Strength
Many nanmakfa have shown an affinity for temporarily increasing their strength to levels unachievable by normal practices.

4. Lifeforce Sensitivity
A common ability among the wiser and more patient scholars; the ability to sense life and to divine their location and distance. Most can not identify a person using this skill, but their have been records of certain masters being capable of it.

5. Reverse Levitation
While most can negate the affects of gravity in order provide a constant lift, others have mastered the complete opposite of it which allows them to make things heavier. This can be used to make things virtually unmovable, or to make their fists during combat pack more force.

With proper training and experience, any trained nanmakfa can learn any of these skills. There are many more skills and abilities then where listed here, and nearly anything that can be thought of can also be theoretically accomplished.

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