



Explanations

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An explanation for what, exactly, this series is.

Chapter 1: The First Explanation

I have an original world that I write stories in, called Koraz. I have many characters with complex backstories and world building and all that, the main group of which are called the Destiny Freaks.

Koraz is nonsensical, over the top, and really complicated. The following works in this series are little oneshots of my characters interacting with other fandoms, with little to no explanations of who my characters are, what they're doing there, or how their world works.

It makes it easier to write these fun little pieces. Some are easy to understand, some are cringe, some are confusing, but I think some are rather enjoyable. This particular work is for the one thing all the others are missing (hint: it's in the title). If you want something about the Korazian side of things explained, just comment on this work and I'll update this work with a chapter explaining it.

Each of the following works is separated by fandom, with each chapter its own story/universe.

I hope you enjoy my weirdness. :)

Chapter 2: Koraz

What is Koraz? A land of the impossible, is the short answer.

The long answer starts with Koraz being a lone planet in its own little universe, larger than Earth (I waffle on how much larger) and surrounded by portals to other worlds. Over many, many years, things have spilled through these portals. With different rules of reality leaking from a million universes, Koraz has become an incredibly diverse place.

Koraz is split into something like small universes, called Realms. Mainrealm is where the actual planet and the portals to other worlds are, while the other realms are smaller. Mainrealm is the only realm that can access other universes.

Koraz has many chaotic things, but one thing it has less of than any other populated world? Death. Those who reek of unjust crimes against Life soon suffer the wrath of Life Spirits. This is enough of a deterrent that even the bloodiest wars have rather low death counts. Mind control, torture, enslavement, and other such things are considered preferable methods.

All living creatures on Koraz have a mental barrier, protecting them from mind attacks. Most don't notice this, as those that use the mental arts have evolved around it, unless they travel to other universes. When on other worlds, they find both protecting against and attacking even the strongest psychics is laughably easy.

Koraz has many moons, and is surrounded by Sunbeasts, solar creatures whose clockwork migrations create the day/night and seasonal cycles.

Koraz (Mainrealm) has two large landmasses, along with a series of archipelagos and islands. The largest landmass is Mênlend, where most species and civilization exists.

The other large landmass is Westlend. Something about the land makes Life Elementals of all sorts uncomfortable, many that there are far less of them. It is a barbaric place with little technological advancement, and far more slavery than even wartorn Mênlend.

Note: Korazian maps usually put South at the top.

Koraz is a land of magic and science, where nearly everything can and does happen. It is torn by war and held together through wonder, with dangers and marvels in equal

amounts. If you aren't careful, you won't last long. If you do last? You'll discover a world unlike any other.

Chapter 3: Elements

A bit about the Elements of Koraz, far beyond the base four.

Every living thing is connected to at least one Element, and usually several, whether they're magic or not. These Elements affect the way they think, act, react. It affects what can hurt or help them, what they can use, where they can go. There are two kinds of connection, Passive and Active.

Passive Elements are what most humans and other non-magicals have. It doesn't affect biology or what can hurt them, for the most part. It mainly affects personality and interests, as well as skills. A Passive Shadow can use a regular Portal (most Portals use a high level of Light Energy), while Active Shadows can't without harm -- though they still might have anxiety or discomfort from it. When trying to activate an Element-specific magic item or become a sorcerer/ess, Passive plays a larger role.

Active Elements usually have a more direct impact on one's biology and abilities.

One's Primary Element is the most important, affecting them the most. An Active Primary Shadow with an Active Song Secondary Element is more Shadow oriented than Song oriented.

23 Elements are officially recognized by the Southpoint Alliance, but there are actually at least 25.

OFFICIAL

- 1 Air
- 2 Fire
- 3 Water
- 4 Stone
- 5 Sand
- 6 Life
- 7 Shadow
- 8 Light
- 9 Shadowlight (I know it sounds stupid, but there are story-based reasons for this one)
- 10 Animal
- 11 Plant
- 12 Nature
- 13 Lightning

- 14 Magic
- 15 Smoke
- 16 Emotion
- 17 Tech
- 18 Speed
- 19 Song (really sound, but Song sounds better)
- 20 Knowledge
- 21 Dream
- 22 Creative
- 23 Hypnosis

NONOFFICIAL

- 24 Time
- 25 Luck

— end of "Explanations" —