THE POWER INDEX OF VALORIA

As recorded by Dren, second scribe of Valoria

It is said that in the beginning of time, man was given dominion over all living things. At this time Nature bestowed man with three gifts to aid him in his sacred stewardship. Each bestowal was related to an integral part of Nature itself. The first bestowal was that of the animals, the second was of the plants, and the third of the gems, stones, and crystals.

In the stories passed from mother to child, man once had all three bestowals—but for reasons legend doesn't explain—the Bestowed began to receive only one gift. It also became apparent with time that not all men were to be possessors of the bestowals. In fact it seemed as if Nature reserved them for those whom it deemed worthy. When children reached the ages where they began to mature, a select few began to exercise powers associated with one of the three bestowals.

Manifests

Those who were bestowed the gift of the animals were endowed with an animal form or body. This animal was referred to as the manifestation of their gift. It could be the form of any animal with which Nature felt was right. This manifestation was controlled and possessed by the receiver of the gift to a point where they were literally one identity and one mind. The manifestation itself was little more than a husk, and became just that if the Bestowed ever distanced themselves too far away from their manifestation. For the Bestowed, to control their animal manifestation was like moving a thumb or a leg. Their manifestation was nothing more than an extension of their body.

Prominent Manifests

Paladins:

Shemnon—First Captain of the Paladins. He is bestowed with a stagform. His manifestation is among the larger known manifestations. He has enhanced his stagform by reinforcing his antlers with metal bracing.

Tharyn—Second Captain of the Paladins. He is bestowed with a bearform. His manifestation is the second largest manifestation of the Valorian era.

Lian—former Second Captain of the Paladins. He was bestowed with a hawkform before it was stolen by Mortagnan the Usurper.

Baron—He is bestowed with a rhinoform. His rhinoform wears battle armor to protect itself. With this protection, his brute force and weight has become very powerful on the battlefield.

Tawni—She was bestowed with a wolfform, though it was destroyed while rescuing prisoners from the Lightless in the dungeons under the Regent's Keep in Morristowne.

Other Notable Manifests:

Mortagnan—Known as the Usurper, Mortagnan is bestowed with a tigerform. His tigerform is the largest known manifestation in history. With the help of the Mizer's Cragmason power, Mortagnan has commandeered the connection of other Manifests to their animalforms. He is rumored to have upwards of forty manifestations.

Isaac—Son of former Paladins, Lian and Horizon. He is bestowed with a hawkform. His hawkform has silver underwings after having been touched by the Ethril.

LUMINANTS

While the Manifest possess a striking and noble beauty, those who received the gift of the plants are the embodiment of elegance. They are called Luminants as they receive power and energy from the sun, just as plants do. This energy is used for the art of healing.

With a touch, a radiant can heal themselves and others from almost any injury. No unnatural process occurs to make this possible. The body of a subject heals as it normally would, only that the process is sped up by the Luminant. This process however still requires the energy that weeks of healing would have needed as well. More than any other of the Bestowed, the Luminants vary greatly in their degree of skill. Emotion greatly affects their abilities to heal and mend. Luminants are headed by a governing body known as the Circle of Luminants.

PROMINENT LUMINANTS

Paladins:

Horizon—She served under King Deresk during his crusades. Unlike most Luminants, she uses positive aura channels to heal. She is widely regarded as the most powerful Luminant of the Valorian era.

Gaff—A master Luminant, Gaff served as a bridge between the Circle and Valoria. He perished in the rescue from the Regent's Keep in Morristowne.

Vera—She joined the Paladins very young. Her ability to use all three channels (positive, negative, and neutral) sets her very much apart.

Other notable Luminants:

Hazel—She stepped forward to serve under Deresk during the Crusades. While her Luminance was considered lesser compared to the masters, her medicinal knowledge often solved problems Luminants could not.

Vlanden-Otherwise known as a Lightless. He pioneered research into the human body, discovering the cure to many diseases thought inconquerable. His study lead to an over-obsession with pain and the limits of the human mind. He broke with the Circle once it was discovered that he was draining patients. He was defeated by Vera in the second battle of Morristowne.

Yakov—Otherwise known as a Lightless. Yakov was aid to Vlanden and though his student, was considered by many to be his corruptor. Yakov took particular delight in cruelty. He excelled at using negative channels to drain. He was defeated by Vera in the second battle of Morristowne.

Ovris—Longest serving master in the Circle of Luminants. He was an outsider of the Circle when he first learned of his Luminance. He is the most powerful Luminant at channeling life aura along neutral channels.

Schyllas—Master in the Circle of Luminants. He is the father of Vera and head of security for the Circle.

Avaya—Master in the Circle of Luminants. She is the mother of Vera and generally considered the second most powerful at healing along neutral channels.

Cragmasons

The last Bestowed are those of the stones and gems. This gift differs from the other two in that the power it gives varies as much as do the sizes, colors, and shapes of the world's many stones. The possibilities of powers that these Bestowed receive are endless. There are those powerful enough to control the elements, while there are others who possess nothing more than an extra-long jump or enhanced vision. The common factor uniting these Bestowed is that they all needed a specific stone to unlock their gift. Now the stone for each person varies greatly. There are those with great gems such as diamonds and rubies, and there are others with pebbles and common riverstones. It is common for children to dream that one day they will find the stone that unlocks their bestowal. There are also those Bestowed who don't realize they are so gifted until they stumbled across their stone. These stone-Bestowed are called Cragmasons. They are the most common of the Bestowed, yet cragmasons holding great power are just as rare as Luminants.

PROMINENT CRAGMASONS

Paladins:

Rafe—He is bestowed with super-human agility. Paired with above-average strength, Rafe is difficult to keep track of on a battlefield. His skill with knives and his acrobatic abilities make him a formidable foe. He has kept the nature of his keystone a secret from everyone.

Nicholin—She is bestowed with the ability to conjure a sphere of light and manipulate the strength of that light. While not inherently combative, she has learned to employ it very effectively. Her keystone is orange calcite.

Dren—He is bestowed with the ability to compute instantly. He can count everything that he sees and calculate incredible amounts of data. His keystone is a white marble.

Tarsh—He, along with his twin sister, is bestowed with the ability to morph into a powerful beast. In beastform, Tarsh possesses incredible strength and greater than human healing. He is one of the most powerful warriors known on the battlefield. His keystone is a red sandstone.

Jade—He is bestowed with complete control over his keystone. He can reform and manipulate its shape at will. Jade's keystone is platinum.

Other notable Cragmasons:

Jarloth—he was bestowed with the ability to manipulate heat. He could create unbearable, searing temperatures around his body at a certain radius. He would make arrowheads from his keystone, a purple amethyst. He used these arrows extend the radius of his heat manipulation, creating miniature heat pods around each of his arrows. He was defeated by Isaac Lianson in the Battle of Elsdon.

The Mizer—he is bestowed with the ability to connect to people's minds. This is largely used to communicate to them directly, brain to brain. He can also affect other existing connections in the mind. Notably, he would sever the connections Manifests had with their animalforms. His keystone is golden topaz.

Lord Debin—he was bestowed with the ability to incapacitate human muscular activity. Using his debilitating skill, he rose to the status of warlord and guild leader in the port city of Alpheus. His keystone was black pearls. He was defeated by Ethnar in the liberation of Alpheus.

Milton—Known as Ace, he is bestowed with the ability to manipulate water at will. While a powerful Cragmason, he has made his impact on the battlefield primarily as a strategist, turning the tides at the seizing of Glenn and the Second Battle of Morristowne. While his keystone isn't entirely known, common igneous river stones from the Cozars almost always contain slivers of it.