



Chapter Zero: Welcome!

Darkwing Duck (Cartoon 1991) · Not Rated · 285 words

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A brief bit of worldbuilding for a series where the Four are heroes with new origins.

Hifar means Sapient/Person, Isker is non-person. (Hifdog/Hifcat/Hifsheep, Iskdog/Iskcat/Isksheep, etc).

Welcome to Terra, a planet rather similar to our own in appearance, but differing greatly in population.

There are three main species, but five main groups.

Species:

Hifar Avian

Hifar Mammalia

Hifar Monster

Groups:

Birds

Mammals

Witches and Warlocks

Spirits and Other Monsters

Mutants

In some places, these groups mix. In others, they don't. Every creature has a place where they can be around their own kind, and places where they can live amongst other peoples. St Canard is the latter, filled to the brim with every kind of creature.

It's chaotic, dangerous, filled with misunderstandings and conflict -- but it's a cherished home to those who live there. No matter who you are, what you look like or can do, you're just a part of the crowd in this city.

Which makes it the perfect place for certain less-than-legal activities. FOWL (the Fiendish Organization for World Larceny) runs the seedier parts of town, but they've got much bigger plans, mostly targeting the Mutant population.

Being a Mutant ain't easy. You aren't really like anyone else, no matter how much you connect. Even Monsters are all part of some subspecies or other, they have people to teach them how to deal with their powers and weaknesses. Mutants don't.

The Mutants of St Canard are disappearing, only to come back very different, attacking the city they once called home. No one can figure out what's going on, and St Canard has no hero to save them.

Luckily, they're about to get four.

(First four stories will be more-or-less standalones, the rest are part of a plotline. WARNING: Might never finish this.)

Redesigns of the Four:

— end of "Chapter Zero: Welcome!" —