



Ravenwood: Breach & Rifts

The Breach...a place of twisting laws and logic where the impossible has been driven off by the rampant energies bleeding into reality from the Unown. Below this place of absurdity lies a conurbation of underground cities built into impossibly large caverns known as Balir. Home to the native races, this underground sprawl of cities act as a place the bleed of The Breach can't soak...however, visitors of the Demiplane will find it still seeps through.

I welcome you, Traveler, to a place of illogical laws, twisted creatures, and phenomenal rewards. In order for you to survive the ordered chaos that is The Breach, please take this **1000CP** to spend as you like. I wish you luck.

Age and Gender

Rules and law are changeable here, as such is your age and gender. Choose between Adulthood (Racial Equivalent to 15yrs) and Elderly (Racial Equivalent to 80yrs) as your age, and pick whatever you like for your gender.

Locations (1d8 or Pay 50CP to Choose)

- 1) **City 1 [The Trade]:** The first of the six underground cities that make up Balir, and the one outsiders will first go through. Its name gives away what it is primarily built for, being the focal point for Balir's trade with the individuals outside The Breach. There are rules imposed upon the city that deal in fair trade, business, and even more supernatural forms of commerce. Obviously many varieties of the native races take up shop here as well as outside races that favor the rules imposed upon the city.
- 2) **City 2 [The Council]:** The second underground city to make up Balir, and the second most prestigious one. This city has a primary populace of Phadari, and is the equivalent of a city built for nobility. This place is where deciding factors are made, having rules imposed that deal in politics, strategy, tactics, and even other rule impositions. High Ranking members are officially to be found here.
- 3) **City 3 [The Facility]:** The city where creativity, inspiration, and imagination are used as fuel to build up even the most complicated of creations. The third city deals in the production and innovation of all the items and architecture that can be found in the other cities. Populated primarily by Gemini, it is a dream for craftsmen far and wide if you wish to give your creativity form.
- 4) **City 4 [The Erudition]:** Fourth of the underground cities and the location of Balir's archives and knowledge. Unlike the previous cities, the fourth city doesn't have the persistent architecture one may see. Instead, the entire city is not too dissimilar from a library with towering bookcases and shelves, books stacked up high, and the occasional flutter of paper in the air. Populated primarily by the Strigis, The Erudition is a buffet for those with a hunger for knowledge of all types. But beware, for the Librarian is the governing authority of the library.
- 5) **City 5 [The Hive]:** The fifth city of Balir, inhabited by the race of insect-like humanoids; the Boska. This place is less of a city and more like, well, a hive. Large cavernous tunnels dug out all throughout the city to allow some transportation, and clay used as building materials in the architectural structure being built into the walls of the caves are among the hive-like traits of the fifth city. If you were to ever wonder what the inside of an insect hive is like then this is the place to be.
- 6) **City 6 [The Entrance]:** The last of the underground cities, and the one that residents have declared taboo. Originally inhabited by the Boska before they had to evacuate the city for reasons that they refuse to speak of, The Entrance has now been turned into an unspoken secret among the residents. Woe to those who find themselves here. And woe to those that have met anyone who has come back out. Those who start here take the **What Lies Down Below** drawback.
- 7) **Surface [The Breach]:** It appears that you find yourself on the surface, above Balir, where the invasive bleed of The Breach has perverted and twisted. Unless you can find the path to Balir's entrance, or have some way of navigating this place then expect to not have a clue as to where you are going. Beware though, for the deeper you travel when The Breach, the more dangerous it gets.
- 8) **Free Choice:** Choose any of the above locations for free.

Origins

- **Drop-In/Traveler (Free):** You just appeared as Ravenwood was moved or were summoned by a phenomenon caused by The Breach, either way, you are an unknown, with no new memories to guide nor hinder you. But things seemed...off when you arrived. The influence of The Breach

along with your extracontextual nature has crashed into each other, making you an irregularity. A glitch in reality more so than what The Breach has done.

- **Local (Free):** You are one of the residents of Ravenwood itself, having lived a quiet village life for the most part. Or you were before some mishap in the transfer to the Demiplane had instead thrown you into The Breach. You find yourself utterly desperate for survival, and having to rapidly adapt to the reality imposing rules that permeate this place in order to make that possible.
- **Adventurer (100cp):** You are one of the few well known adventurers that travel through the Demiplane in search for some great treasure, great power, or both, only to find that the dangers outside a quaint town don't have equal reward to its dangers until you hear about The Breach. Making your way to this place dreaded but desired by the natives of the Demiplane, you find that the vast risks are giving way to vast rewards. Let fires of your passions and goals forge you into someone more.
- **Denizen (100cp):** A 'native' of the strange plane Ravenwood has been dragged into, particularly, a native of the underground cities of Balir. Having lived in one of the six underground cities for decades, and personally witnessing the abnormal phenomenon that is The Breach. You have vast knowledge and experience with surviving the risks of The Breach...and gaining from it.

Races

There are a number of races within the Demiplane, each with their own merits and abilities making no one truly above others. Then there are the races inherent of The Breach, that have lived and changed within the rampant energies it bled. *For those that wish to become hybrids or go through the Ritual of Propagation, the same options of the Ravenwood jump apply here as well.*

- **Gemini:** Short humanoids with dark purple hair striped with blue hues, and silver eyes. They live two times as long as humans naturally, are eccentric and clever with an innate skill for artificing, and they are all twins with conjoined souls. There are always two Gemini together sharing souls, with the only exception being one.
- **Black Boxing:** The Gemini's unique usage of Rift allows them to impose rules that have an effect on materials utilized for crafting purposes. It compresses the materials down into simplified components that can be used as if they were the necessary materials.
- **Strigis:** Tall humanoid owls with creamy-colored feathers and golden eyes. They live only for as long as a healthy human naturally, and are intelligent, sociable, free-spirited quick thinkers. Unlike the Gemini who have two bodies sharing souls, the Strigis have two brains.
- **Storytelling:** Strigis are natural storytellers, fabricating things of myth and imagination on the spot. Storytelling is a product of this talent, allowing the Strigis to compose a long series of Rift-based rules centered around a story they know, or one they seek to create. These rules, instead of being set up over time, are imposed all at once while having less energy investment.
- **Phadari:** Very tall humanoids that have magenta-colored skin, blue eyes with red pupils, metallic blonde hair with chromatic colors layered into it, and an uncanny beauty. Naturally, being Fey, they have exceptionally long lives compared to any race and, as you'll find, are not as limited by the rules of Fey anymore.
- **Alter Physicality:** In order to make up for their greatly weakened glamour, the Phadari came up with a special Rift technique that allows them to alter how "real" something is. They can make

themselves less real to fade through objects, or make something more real to reinforce its qualities.

Power Source

- **Rift (Free):** The power of that which lies beyond. You possess the ability to harness and channel an energy composition that allows you to impose rules upon reality. This energy is bleeding into the world from the Outside, native to the Abominations. The rules are what you make them, impose them upon the world

General Perks

Outside The Box (100cp, Free Rift): Exposure to the Rift has caused your way of thinking to become a bit...alien; skewed, so to speak. While you don't personally feel as if your mental state has changed, to an outside perspective people slightly notice that you have something off about you. Negative mental conditions and influences on your mind just seem to slip off like water on metal. Your problem solving skills, creativity, and ideas have a lateral way of working, entering an unusual but effective capability. And finally, you can just notice things that are obvious to you when they aren't to others like illusions giving off a shimmer, or someone's eyes giving off a slight glow when under a charm.

The Speak (100cp, Free Phadari): Exchanging vocal information doesn't exactly work well when in a rush or on the battlefield, so the Phadari managed to come up with a form of speaking to help with this. They would compress the meaning, intent and details of sentences into a single word expression that when heard by others could be harmlessly unpacked instantaneously in their heads. Hmm...sounds familiar.

Innovative Cleverness (100cp, Free Gemini): You have a talent when coming up with new ideas and designs for the betterment of yourself and/or the betterment of others, It comes as easy to you as breathing. This can even allow you to gain some insight into more esoteric and abstract ideas, but it will be difficult to put those ideas into practice. Not impossible, just difficult.

Wyld Storyteller (100cp, Free Strigis): An interesting talent you possess; being able to tell tales. Weaving together fictitious tales, twisting someone in lies, or just exaggerating existing events. It doesn't matter as every word that comes out of your mouth has some underlying tale behind it that will capture someone that hears you speak. Turn a tale from your chaotic imagination.

Irregular Bestiary (100cp): The Breach has its fair share of twisted fauna, roving beasts, and monstrous creatures so it's needed to document them all for the inhabitants and visitors. You on the other hand have standard knowledge of these creatures, enough to not get you killed. When it comes to the discovery of new creatures, however, you have a knack for very rapidly understanding the creature(s) that you study.

Through The Lunacy (100cp): In order to even gain an understanding of the residents of The Breach, you have to go with the flow so to speak. In places of chaos and insanity, you can rapidly adapt to go along with it as if you have lived there.

Magic Specialization (400cp, Discounted After First Purchase): With the residents of The Breach living in the most dangerous place in Demiplane, they had to adapt the magic they could use as a secondary capability along with Rift. As such they came up with four magics that could be fitted to their means; Azure Lore, Arithmetic Actualization, Icon Expression, and Embryonicism.

- **Azure Lore:** This magic relies on the knowledge one has of creatures, drawing power from the knowledge to gain passive boosts and manifesting simulacrum. Cats would give increase to agility and flexibility, and let you manifest a simulacrum of cat claws to cut down your enemies. The more knowledge you have of a creature, the more power that can be drawn from it.
- **Arithmetic Actualization:** A magic very difficult to learn, Arithmetic Actualization allows you to apply numbers as a mystical force of reality whether by temporarily multiplying your strength, subtracting your rage to add to your durability, or dividing to cleanly cut something in half.
- **Icon Expression:** This magic is learned by a small minority of The Breach who feel that their Living Icons can do more with their capabilities. Allowing the Icon to manifest in reality, Icon Expression will use the imagination and perception of the caster to decide the power and form for the Living Icon.
- **Embryonicism:** The magic of growth and potential, not for the caster, but for the object they hold. Embryonicism is similar to enchantment in that it bestows a mystical effect on the item they are wielding, granting upon the item an emulation of living growth.

Stared Into The Abyss (400cp) (Capstone Booster): The Breach got its name from the tear in reality that is located in its center along with the corpse of an Abomination that is held there by unknown means. Beyond that tear is the home of the Abominations, a place the inhabitants of Balir have taken to calling the Unown. Those in The Breach know not to travel too deep within as the concentration of its bleed is strongest the further to the center and as such is incredibly more dangerous the deeper you go. But there are those, very daring and few, that have made the journey to the center of The Breach. Very rarely do they ever come back, but there have been some that have returned, however, they have returned changed. You are one such individual that has returned from the center, and have the strange qualities that come with it.

This grants you the benefits of a mind that has seen the incomprehensible, and understood it. Your mind acts as an organic supercomputer now, able to take any information and then immediately process it no matter how incomprehensible it may be, an infinite storage capacity, superhuman multitasking, and control of one's mental processes such as automatic, reflexive responses. Even then this is more of a secondary capability in order for you to be capable of using what the staring into the abyss has done; you can remove all the filters and blinders that obscure existence, allowing you to view the true chaotic nature of reality itself.

Finally, this perk also acts as a booster for the capstone perks among the origins.

Traveler Perks

Stabilized Malfunction (100cp, Free Traveler): Your arrival in The Breach wasn't as pleasant as your other entrances into universes. Transfer to The Breach had done something to your being, causing it to undergo a breakdown; becoming undone. But, through sheer force of will or some other force that you possess, you were able to pull yourself back together to avoid an agonizing death. However, stabilizing yourself from upcoming doom has allowed you to learn an interest trick. When you are going through something that would start to break your being and anything related to it, you can pull yourself back

together. Overexertion from exercise and training doesn't actively cripple you, experiencing great trauma will not cause you to lose your mind, and you can even stave off harm and death through immense concentration. But even that has limits.

Context Error (100cp, Free Traveler): When one has lived in multiple universes before moving on to the next one, they usually have some way to attune to the situation of the universe they're going to. This was not the case. Entry in The Breach disrupted that attunement for you. You can't seem to fit into the context that makes up the world, causing your presence to have no influence on the world despite living in it. Your actions can still cause effects to happen in the physical world like moving objects and talking to people, but the presence of your existence doesn't seem to have hold here. This offers protection to divination, the influences of fate, and most forms of supernatural senses that aren't outright enhancements. Those who try will find themselves faced with what amounts to an error message to them.

Remembrance Among Myself (200cp, Discount Traveler): You are a being of memory. To catalog all your experiences and encounters within the vast expanse that is your mind. Not only does this give you all the benefits of having a perfect memory such as unlimited storage and perfect indexing, you are able to bring up a simulation of any remembered action that you have perceived. These simulations will allow you to study the actions taken in order to replicate then perform them yourself if you are capable of it. Seeing someone cast a complex magic spell will, given enough time, allow you to replicate that same spell near perfectly. The more complex the action taken the more time this will take to replicate it.

Exploiting The Broken (200cp, Discount Traveler): Environments in the Breach which are the subject of such severe alterations by its bleed, Belair being an example, lead to those that enter them to adapt when put through it. Each environment having its own logic that entities have to follow, however dangerous, does provide capabilities while within them allowing entities of the Breach to make use of this new logic during their adjustment. You on the other hand have a particular talent when it comes to this, not only rapidly adapting to these environment's logic but also training into the new capabilities these environments grant upon you. Entering an environment that's logic dictates living creatures can manipulate fire via thoughts and willpower will see you eventually molding fire into physical weaponry with enough practice, for example. This even extends outside the Breach, allowing you to rapidly adjust to new abilities and train your capabilities in order to branch out into new tricks tangentially related to what you practiced.

Systematic Anomaly Internalization (400cp, Discount Traveler): As you know, each environment within the Breach is housed to its own logic and rules that individuals have to adapt to once entered. Once you leave these environments, you no longer have to follow these logics and rules, but you also lose the benefits these environments may bring you. However, what if you could bring it along with you? You can internalize the logic and laws of these environments, still functioning under them while outside these areas. This extends to other universes that you may find yourself in, internalizing the logic that they have as well. And as a Jumper, I'm sure that you will go to many universes. A side-effect of internalizing logic and laws has also allowed you to internalize your own personal logic, reinforcing your existence to reality-altering effects.

Genius Needs Direction (400cp, Discount Traveler): Aimlessly wandering about places in search of some empty purpose is what most travelers are known for, when all the sights-to-see are already seen and the adventurer is already ending. But you have a spark about when it comes to going from one goal to the next, constantly going on to achieving the direction you have set for yourself. You are able to enter a hyper focused fugue state based around a goal that you have chosen, offering an immense supernatural boost in relation to that goal. If you want to be a master at a singular martial art then you can

accomplish this in little time equivalent to a natural genius or more. However, that doesn't mean that there aren't drawbacks from entering this state. If your goal is broad enough then the difficulty to achieve that goal increases which extends the duration of the fugue you are in as you try to achieve that goal *no matter what*. Most reasoning will go out the window in this state, but fortunately will take the reasoning you would want to take while within this state. As more of a failsafe than a benefit, you don't suffer the effects of hunger and sleep deprivation and are at max efficiency. Once you are out of this state, however, you will experience something similar to an adrenaline crash as the after effects of what you put your body through finally catch up with you.

They Called Me Insane (600cp, Discount Traveler): The Breach has caused many things to change within its realm of influence, you are just another thing among its altering influence. But you have been suffering from the side effects more than usual lately. A glitch caused by The Breach has given you an abstract secondary mind that possesses an altered perspective of the world, able to spot flaws and loopholes that you would normally miss. However, that isn't the only appeal of this ability; it can also grow beyond its normal capacity. You can, overtime, develop more sub-minds that each contain a different perspective on the world, communicating with each other and relaying back to you. Have one focused on spotting loopholes in things, have one that monitors your senses, have one that notices things about yourself, have another that keeps awareness of magic, and yet another that would go through your memories to find useful information, etc.

- **Capstone Boosted:** It would appear that your sub-perspectives aren't coming out of nowhere. You have found that you don't create sub-minds, you call upon the consciousness of alternative versions of you from other possible realities with each having a different perspective and skill set. Are you a mage? Have one version of you that was a thief instead, how would their perspective change? And what insights would they bring? How about a warrior? Maybe a necromancer instead of a transmuter? The possibilities are endless.

Local Perks

Ordered Chaos (100cp, Free Local): Long way from home aren't you? How do you hope to survive in this place of absurdity if there's no rhythm, no pattern, no control? You make your own order within the chaos. You can bring a semblance of normalcy to the chaotic ways of The Breach, not enough to outright negate the rule changing effects but enough to reduce them to be livable. This can even stretch to places similar to The Breach as well.

Respect The Rules (100cp, Free Local): The Breach and, most specifically, Balir work on different rules compared to what you may consider normal. These rules are supernatural in origin and can have nasty effects if they are intentionally broken, which happens rarely. You have a preternatural sense for knowing what rules to follow in places that impose them, whether supernatural or mundane. No need to get yourself thrown into a dungeon pit for walking on the carpet with shoes on.

Surviving The Wild (200cp, Discount Local): This is going to be a challenge considering where you are, but having the skill and capability to survive is going to be incredibly useful for The Breach. But, you? Not even sure if you can call this survival skills anymore. Maybe it's due to the bleed of The Breach but they seem to have taken on a more supernatural tint to them. Able to hunt creatures with a borderline post-cognitive tracking, fashioning armaments and traps with nothing but the bare minimum of resources, using senses in more than one spectrum, everything seems to have gotten a helpful improvement.

Conditioning The Twisted (200cp, Discount Local): There are many fauna and flora in The Breach, majority of them want to kill and eat you. However, there are fauna that can be tamed, and flora that can be harvested. It's just a matter of being capable of it, something you are. You have the capability to tame beasts that others would consider impossibly suicidal to tame, and possess the skill to harvest and collect supernatural plants in a safe manner without possibly harming yourself in some way.

Colonizing The Illogical (400cp, Discount Local): You'd think that with evidence of a city being made in this place that it would be safe to build up towns and villages, but the Natives had to build underground to escape the bleeding wound in reality, and that only distilled the effects. You can do the improbable and build up a semblance of home on top of the surface. The effects of The Breach are still in place but are strangely ordered whenever you are involved in the process, allowing a livable situation to bring back familiarity. Post-Jump, this effect extends to places that would normally be uninhabitable to you or others.

Leading Through Pandemonium (400cp, Discount Local): Now, if you are going to start building stuff on the surface in The Breach then it would make sense that you would build a town at some point, with people if they can survive to make it. So it would be obvious that as the one who built all this would be able to be a leader to these people, and that's what you are---a leader. You have the skill to lead the people under you through even the worst of situations no matter how chaotic and illogical they may be.

Above the Laws (600cp, Discount Local): The Breach, the power of Rift, the imposition of rules. Throw all that to the side, you decide what rules you follow. The supernatural imposition of rules that have permeated this place doesn't have a hold on you anymore. You could walk around breaking even the most lethal of rules imposed by this place and have nothing happen to you, at least not directly. However, indirect rules such as getting a swarm of monsters called upon the area you are in, are capable of still causing harm. These can even extend to the rules that most supernatural creatures inherently have to follow like the Fey being unable to lie. After all, you are following the rules as they are supposed to be. Mundane.

- **Capstone Boosted:** It would appear that your experience with the epicenter has granted you insight into your own lawbreaking nature. Initially you were the only one who could break supernatural laws and rules, now you are able to extend this previously unique phenomenon to others with only a touch, allowing them to break unnatural laws as well. An entity that can't enter people's homes unless granted permission? Fey are unable to lie? Gods can't interfere in the mortal world? All these rules and laws are able to be broken.

Adventurer Perks

Forged By Fire (100cp, Free Adventurer): The Demiplane is an incredibly dangerous place. The Breach is even more dangerous than that. But you didn't care, you wanted the thrill and reward that nothing else gave you, however, if you died upon stepping in The Breach then it would have all been for naught. So you had the time to make yourself better, pushing yourself to the peak of what you could achieve naturally in all traits and attributes.

Poured Into The Mold (100cp, Free Adventurer): For most adventurers that roam the world, they fit a certain archetype, whether they are an honorable knight, a savage berserker, healing mage, or a wandering bard; all of them fit some archetype. The unpredictability of The Breach has made you come to the conclusion that these archetypes do not matter here, sometimes you have to fit all archetypes. You can 'fit' yourself to any of the things you use whether it's your specialty or not. Pick up a greatsword and

wield it like it's an extension of your arm, or put on heavy armor and move around like it's a natural part of your body.

Quenched In Water (200cp, Discount Adventurer): Losing yourself in The Breach is a death sentence. You must keep a leveled head in order to survive the encounters lest you get drawn into an ambush by a particularly cunning beast. Mental conditions that would normally have affected a person severely can barely cause you to lose control of yourself. No getting goaded into a trap by someone taunting you, no freezing up in front of a large beast, and no suffering insanity from spending decades in isolation.

Tempered Into Steel (200cp, Discount Adventurer): Your experiences in The Breach are going to come with the immense stress that plague an overworked body as it reaches its limits. Limits, however, were meant to be broken. As you continuously stress your body to the limits, whether by exercise, exhaustion, or even harm, your related physical attributes greatly increase proportional to the intensity of stress dealt to you. Repeatedly punching a wall and damaging your fists is a viable way of training yourself, and will see your strength and durability grow.

Sharpen The Blade (400cp, Discount Adventurer): Your skills are a needed capability within The Breach, you will die without them. But things are going to get more difficult when you venture deeper into The Breach, things that your skills are not going to be able to keep up with. That's why those very same things are going to be good practice to help you get better. When you practice your skills on viable targets, you'll find that they get better by large margins compared to mundane practice and training. The more complex the target, the larger the margin that your skills get better by.

Drink Their Blood (400cp, Discount Adventurer): Conflict and Adversity. Two of the biggest stimulants that catalyze the growth and evolution of another sentient being. These are the biggest contributors to the vast advances in one species or another, how they can not only protect themselves but prepare the next generation down the line. You have taken full advantage of these natural stimulants and internalized them. Now you are capable of getting stronger and better through the quarrel and battles that torment you. The bigger the intensity and risk, the greater you grow from it.

Smell The Ashes (600cp, Discount Adventurer): Legends and Myths are the main drive for most actions that surrounds adventurers, and stories told by others. Your experiences with the Demiplane and eventual arrival in The Breach has led you to realize a much deeper meaning to it all. Change. Actions you take have a much more widespread effect on the world as a whole, eventually bleeding into others until even they have stories and tales of your feats and deeds. But the greatest thing about this is that you'll find that the odds are never stacked against you when it comes to something considered improbable. Along as you are putting effort into beating it, you are capable of doing so.

- **Capstone Boosted:** Change has an even deeper meaning for those willing to dive and search for it. Chaos. You have internalized the aspect of chaos through actions of change, escalating what you could do before. The threads of fate have entangled you in their strings no longer, you are for all purposes free from any predetermined path and destiny that you haven't decided for yourself nor can others push you towards their machinations. Impossibility has no meaning to you, for you are capable of achieving what is thought to be impossible through a great deal of effort. Combating a God as a mortal is possible to accomplish with you running on nothing but willpower, and pushing yourself to the limit.

Denizen Perks

Everyday Inhabitant (100cp, Free Denizen): The residents of Balir have taken to be erratic and unpredictable in their movement throughout Balir, the effects of The Breach having led to space being warped in unexpected directions. Something they call shortcuts. This has allowed the residents to get from one point to another in less time than should be possible. Just like the residents of Balir, you can use these spatial shortcuts to travel from one place to another, cutting down on travel time between locations.

Investigation Protocols (100cp, Free Denizen): There are a many number of mysteries in The Breach that are constantly growing, and many problems in Balir that need to be solved. When it comes to these mysteries and problems you are the next best thing to a detective in solving. You can easily come to accurate conclusions on a given subject when provided with enough information. But you can't come to conclusions if you don't have the skills for it. Along with this, you gain great observation skills to help with gathering information such as cold reading, eidetic memory, and multitasking.

Secure The Objective (200cp, Discount Denizen): Inhabitants of Balir periodically head to the surface to procure various artefacts and creatures for use in experimentation, trade, and/or crafting purposes. These expeditions have varying degrees of success based on the things they have to capture, but the rewards outweigh the risk of the situation. If these expeditions had you to support them though, the success rate would greatly increase. You are exceptional when it comes to devising plans to capture a specific goal that has a high chance of succeeding, no matter what that goal may be. Whether procuring an artefact, capturing a beast alive, or just trying to find the best path to get to your destination.

Contain The Target (200cp, Discount Denizen): Most of the things captured during these expeditions have specific effects that would be harmful to those that are near, or destructive to the surroundings. In order to bring these back to Balir, the inhabitants have to come up with containment procedures that can mitigate their effects. Now you can come up with similar containment procedures for anything that you have taken into your possession. These containment procedures will not only contain what you want but will also mitigate any natural & supernatural advantages to prevent escape.

Protect The Populace (400cp, Discount Denizen): Rarely, if ever, does something breach containment and escape into Balir. In response to this, inhabitants construct security measures and protection notices that can combat those that escaped as well as insure that it doesn't cause too much destruction. You are capable of doing this as well. You are exceptionally good at conceiving security measures that can protect against that which threatens, but where you really shine is the construction of countermeasures. Countermeasures are made as the most effective way to combat a threat, taking into account the innate weaknesses that they may possess and maximizing upon striking them.

Research & Development (400cp, Discount Denizen): The Inhabitants of Balir are natural innovators on the path to improvement, all the races having a different way to improve oneself. The Strigis have made their Fairy-Tales, the Gemini their machines, and the Phadari with their Keys, but even then, those are only among the few improvements that have graced Balir. However, these improvements didn't come about immediately but from the study and research in the effects of The Breach and Rift. Strigis' Fairy-Tales came about from the research of an artefact that they managed to reverse-engineer with Rift, now you are capable of this feat as well. When you research a supernatural effect, within time you will be capable of constructing an item of some kind that can replicate these effects. More complex and potent effects would require more time and research to understand.

Convergence Squad (600cp, Discount Denizen): In the cities of Balir are special squads formed for the goal of being a counter force against the Abominations that break their way into this reality. These squads are composed of elite individuals that have achieved a borderline superhuman level of skill and power in

their areas of expertise. The three races of The Breach (Phadari, Gemini, Strigis) each have a squad corresponding to them; Phadari [Court of the Fading], Gemini [The Similitude], and Strigis [The Witnesses of Parliament]. Upon purchasing this you will be placed in one of these squads, granting you the necessary capabilities depending on which squad you are in. [Court of the Fading] are able to dispense attacks that can't be blocked no matter what, and are experts at finding the weak spots of targets to deal grievous damage. [The Similitude] utilizes glass cannon weaponry to deal great attacks at the cost of the weapon itself, and are great at being able to build something in a matter of moments while in combat. [The Witnesses of Parliament] are able to employ mass rule impositions in a matter of moments, and are excellent trappers especially from the skies.

- **Capstone Boosted:** Huh. Looks like I made a mistake. You aren't a member of the Convergence Squads, but are, in fact, the leader of your own Convergence Squad. Your capabilities have now grown to the point of being able to hold your own against an Abomination, at least for a little while. You can design a specialty that your squad is exceptionally good at, based around a supernatural ability and a particular skill that compliments it. For the subordinates under your command, they get enhanced to perform the basic capabilities of your squad. Currently, you have subordinates for this squad at your command within Belair, but post-jump you are able to recruit more individuals from different worlds to take them along as followers.

Gear

You receive a 400cp stipend to spend for items only

Rift Dial (Free): The Breach is near impossible to navigate for those inexperienced in the illogical terrain and twisted wildlife. This has caused problems for Balir's trading, and so the locals engineered a device called the Rift Dial which has allowed travelers and merchants to make their way to Balir. You get yourself a modified version of this device which will allow you to find your way in any place of illogical and ever-shifting terrain instead of only pointing towards Balir.

Power Source Directory: Rift (100cp): You are in possession of the book that the Natives have written on the Rift source. This book contains guides and theories in the usage of Rift and its more complex uses that can be implemented. Using this book, you can teach Rift to others as long as they read it from the book which will act as a stabilizer so as they won't suffer the worst effects of the source.

Simulacrum Projection (200cp): Exploring The Breach is dangerous when you don't know what to expect in your exploration or what you may encounter. Not so much an item, but an unexplained phenomenon of The Breach, you can split off a copy of yourself that your mind is transferred into while it is manifested. This copy is fragile, only being able to withstand one or two heavy hits, but is incredibly useful for scouting purposes. Upon being destroyed, it shatters like glass, taking upwards to a day to reform to use again.

Essence Alchemy Kit (300cp): The effects of The Breach have caused most materials and resources within its perverse influence to have changed properties and, as such, have strange mana channels. The use of alchemy with these materials and resources had caused adverse alchemical reactions before the natives came up with a solution for this. This is a product of that solution. The Essence Alchemy Kit is heavily Rift imposed with many different rules that aid and synergize in the science of Alchemy.

Primary effect that the Kit has is the rendering of materials into this liquid form that represents its pure essence which allows them to get more out of just a small amount of essence, a single drop being comparable to five material essence. Not only that, but pure essence holds small concepts that are

related to the liquidized material. Secondary effects mostly aid in the performance of alchemy such as a mortar that draws out the potential of ingredients, vials and glass containers that can prevent rot and degradation, self-cleaning equipment, and other benefits that add to production speed, efficiency, and potency, making it a very desired kit by aspiring Alchemists.

Saint's Heart (400cp): Saint's Hearts are one of the most valued materials only able to be producible in The Breach. In the shape of an anatomically correct heart, Saint's Hearts are the result of The Breach causing an abundance of life-force in a singular area to culminate and crystallize. These crystals are desired not only for their incredible use for rituals and alchemy but for their unique property to increase one's max life-force, something almost unheard of anywhere else in the Demiplane. You get one Saint's Heart upon purchase, which will respawn in your warehouse if used when entering a new Jump or once ten years has passed, whichever comes first.

Spectrum Prismatic (600cp): The Illustrious Spring is one of the more strange and unique phenomena within the deeper parts of The Breach. A spring filled with multi-colored liquid that gives off a luminous glow and wisps of chromatic energy. A product of a product of someone gathering large quantities of this liquid to be used for Alchemical purposes, a different individual reaped the benefits to make the Spectrum Prismatic, a crystal-clear prism that softly illuminates with a myriad of lights periodically shifting colors. Currently in the hands of a Fey Queen, you get a replica of the Spectrum Prismatic. The Spectrum Prismatic won't be usable until it has come in contact with your blood. Once you have done so, it binds itself to you, offering the use of its functions and benefits.

Being bound to the artifact offers some passive benefits that can aid you. Firstly, you gain an intermediate level of skill in using all the sources and powers, becoming a Jack-of-All-Trades that's decent at best in using all of your sources of power. A secondary benefit is an enhanced multitasking capability, allowing you to split your focus between all your sources of power to help manage their usage. The final passive benefit is the ability to adapt more sources of power to the Spectrum Prismatic, allowing you to gain the same intermediate level of skill in those sources of power like the other sources.

And then there are the functions of the Spectrum Prismatic; what it was made to do. With but a mental twist, you are able to open a gateway into a pocket world that acts as an armory for artefact weapons that seem to have been made with and for the power of the Sources. From Delirium gauntlets to Ink staves to Drift daggers to even something like Delve weaponry, the armory will hold any assortment of fitting weapons that will be great focuses for your Sources so as to allow them to act even better for your use. The weapons within the armory can be taken out at any time, and if you want to be swift with arming yourself then smaller gateways will open up that allow quick access to a weapon of your choice. If you end up losing one of the weapons there are two ways of recollecting them: a gateway forms to pull the weapon(s) back into the pocket world, or they can be brought back to your hands via telekinetic means. This telekinesis only works on the weapons, though it can be used offensively through remotely controlling the weapons to attack from a distance, but there is a certain range at which you can remotely control the weapons.

Post-Jump, the Spectrum Prismatic will streamline itself with new weaponry based on your capability of being able to craft said weaponry. If you aren't able to make the weapon currently nor in the near future then the armory will not contain it.

Traveler Items

Traveler's Cane (100cp, Free Traveler): A not-so-simple wooden cane is now within your possession. Not only is this cane personalized to your use and appearance, it is also highly receptive to methods of empowering it. Enchantments seem to easily stick to the cane while keeping any disparate enchantments from destabilizing each other. Rift infusions, especially, are easier to place on the cane without the imposed rule bleeding out of the cane itself, affecting the user and, to a lesser extent, the surroundings.

Abnormal Mount (200cp, Discount Traveler): You don't know what you have found, but this creature seems to have been severely mutated by the bleed of The Breach. Its form appears to shift whenever it finds itself in new environments, becoming a deadly predator suited towards living in the area. Any creature that it consumes incorporates the overall strengths the creature possesses into itself to get stronger, though it can't incorporate innate traits and bloodlines compared to a chimera. Perhaps because of your scent or some other unique circumstance, but the creature has taken a shine to you and follows your commands. Enjoy your new pet.

Camping Kit (300cp, Discount Traveler): A useful kit that almost all people from Balir possess when traveling on the surface. This kit has simple yet quality rules imposed upon it that allows someone to erect a camp within even the most dangerous and inhospitable of places by constructing a field that shifts the designated area into suitable living conditions for those that set up camp. Unfortunately, this camping kit will only erect a field that suits the needs of who set up the camp, so it will probably not have suitable conditions for anyone else that enters the field.

Broken Reality (400cp, Discount Traveler): I am not sure how you managed to get your hands on this, but it would seem you have acquired a fragment of reality and internalized it. A fragment of reality is what's left from reality forming into what you know now, however, considering this is the Demiplane and the bleed of The Breach affects everything within, a fragment of reality will no longer be the same to what it was before. It being contained within your soul has granted you passive boons in addition to an active effect that you can call upon with a twist of will.

Firstly, the passive boons from possessing this altered fragment of reality has allowed your personal reality to be anchored; more set-in-stone. This grants you borderline immunity to individuals that wish to alter you against your will with your existence fixing itself of any permanent damage and changes if any. This can even extend to changes through time manipulation such as paradoxes and someone killing you in the past to make you cease to exist within the future. Then there is the more active effect triggered by your will: projection of a personal reality shaped by your personality, ideals and dreams. Normally, a fragment of reality can't impose a new reality onto the primary reality, just a very believable illusionary false reality to trick those caught within. However, with the changes by the Demiplane and the Breach this false reality is given more substance by the Demiplane and imposed rules by the Breach's bleed. The personal reality is temporary, lasting two minutes at best, but practice will allow you to extend that duration.

Local Items

Humble Abode (100cp, Free Local): When you found yourself in the Breach, you thought that only the clothes on your back had come with you, but it would appear that your home has been dragged with you as well. A building of moderate size composed of wood and stone, it is almost supernaturally resilient to outside forces such as natural disasters or overall damage. It has furnishing and appliances available to someone of your status including a functional kitchen and a cozy bed. Resting in your home has a

beneficial effect on your mind, healing any ailments and inducing clarity. Post-jump, your home will update to the mundane local equivalent.

Twisted Land (200cp, Discount Local): Your arrival in the breach has landed you on an intriguing piece of land. This land, affected by the untamed energies of the Breach, has undergone a profound transformation, resulting in an environment that is shockingly hospitable, despite its otherworldly nature. Within the Twisted Land, the flora and fauna have undergone supernatural enhancements, resulting in exaggerated defining characteristics. For example, even a minor healing herb found here possesses the extraordinary ability to close near-life threatening wounds with remarkable efficiency. Similarly, a simple cow dwelling in this land has the inexplicable capability to produce an abundance of milk, surpassing any known limits. Moreover, the Land itself is not just a passive backdrop. It actively adapts itself to accommodate settlers. No matter the complications one might encounter, the land will always provide a breathable atmosphere, free of harmful toxins or pollutants. It ensures a thriving ecosystem, seamlessly balancing the relationships between predators, prey, and the environment, creating a sustainable and harmonious coexistence.

Rule Breaker (300cp, Discount Local): Not so much a breaker, more of a negater. This little bauble was created for direct combat against an Abomination, or any of the Native of The Breach. It reduces the potency of the rule imposing reality warping effects that they produce, rendering it down to parlor tricks...for a Native. The bauble's effects on an Abomination reduces their power down quite a bit, but they are still powerful enough to cause severe destruction. Regardless of having got it from a resident of Balir or finding it lost in the deeper parts of The Breach, you know that this will help bring up the beginning of a settlement.

Warped Settlement (400cp, Discount Local): A strange encounter has found you. Among all the places you could have stumbled across in the Breach, you have conveniently come across the origin point of Rift and the birthplace of the Rift Avatar; Dweller. This settlement has strange properties to it even for the Breach. Once you arrive at the Warped Settlement, you'll notice the unusual architecture that defies the laws of physics. The buildings seem to twist and contort, creating an otherworldly atmosphere. The structures themselves vary in size and shape, with each one having a unique design. Some look like gigantic spirals, while others appear as if they are frozen in mid-transformation.

The settlement is not devoid of life, though its inhabitants are unlike any you've encountered before. Shadowy shapes and figures roam the streets, ghostly echoes of the previous residents forever trapped in the aftermath of Rift's creation. These phantoms mindlessly recreate the actions of their former lives, perpetually bound by the energies that catalyze with attachments to the settlement. Blacksmiths hammer at their anvils, carpenters diligently craft furniture, and farmers tend to the crops, all stuck in an eternal loop of their past occupations. These seemingly mundane actions hold greater significance due to the settlement's unique history. The influence of the Breach has infused nearly everything within its borders with its bleed, turning each item into a valuable artefact or enhancing its properties. Weapons forged by the spectral blacksmiths possess otherworldly enchantments, imbued with the essence of the Rift. The furniture crafted by the carpenters becomes animated, obedient to the will of its owner. Even the crops grown in this extraordinary environment possess medicinal or magical properties.

Exploring the settlement will yield rewards for you and even grant you insight into the Breach and the nature of the Outside.

Adventurer Items

Familiar Weapon (100cp, Free Adventurer): Ah. A special weapon indeed. It seems to resonate with you, it's form shifting into something more familiar to match yourself. There are alterations to it, Rift imposed, to make it more suited towards your use in hand. The grip shifts to match your hand(s), the weight is controllable for heavy and damaging or light and quick, and the size seems adaptive to your stance, becoming bulkier and longer for heavy attacks or thin and pointed for light attacks. A special weapon indeed.

Field Stims (200cp, Discount Adventurer): This collection of pills and tonics are heavily altered through the use of Rift imposition, granting them supernatural effects akin to high-grade alchemical elixirs. The sheer variety of effects these stimulants possess are strong enough to stave off death for a period of time, or even regrow limbs and repair spiritual damage. Though, I wouldn't rely on these too much to help you if overindulged, side effects have also been altered in chaotic accordance.

This Skin of Mine (300cp, Discount Adventurer): An exquisitely designed bottle containing what looks like a liquid gold substance. Once imbibed, you gain something special underneath, an internal alchemical reaction that integrates itself into your magical presence. With a twist of will, you can catalyze this alchemical reaction to cause this golden substance to eject from your body and encase you in a suit of armor. This suit of armor is able to draw on the wearer's vital essence to mold itself into a form suitable to the wearer and augments physical capabilities. Sufficient damage to the armor will cause it to retract back into your body in order to repair itself before it can be used again. Alternatively, you may use this golden liquid to seep into and harden within wounds afflicting your body which will act as a short term solution to the problem until the wound is properly handled.

Weapon Glitch (400cp, Discount Adventurer): Around the Breach are rare fragments of Abominations that were left behind from their entry and exit in reality. These "Glitches" fluctuate in between the layer that separates the Breach and the Outside when normally they would be destroyed upon the Abominations forced departure. What you have gained is a mundane-looking weapon of your choice with a special composition that is able to make use of these Glitches via integration. This weapon can take in Glitches and the residue left behind by the Abomination then repurpose them into an alternative weapon form with its own unique abilities based around the Glitch integrated in it.

Post-Jump, this weapon will allow you to seek out Glitches in future worlds, however, instead of Abominations, these will most commonly be things that have paradoxical properties in reality such as a candle being 'lit' with a pail of water instead of fire.

Denizen Items

Fabled Ring (100cp, Free Denizen): This ring is a Fairy-Tale, an item that contains a long series of rules imposed by Rift based around a story. This ring is armed and can be activated by a simple force of will. Once activated, the rules imposed upon it will release their effects in relation to the story that is being told, granting a plethora of abilities to the user and large effects to the surrounding area temporarily. Unlike other Fairy-Tales which are predetermined in the rules imposed upon it and therefore the story, you get to pick the story that you want this ring to hold, whether Snow White and The Seven Dwarves or The Legend of Sleepy Hollow, or something more obscure. The ring's energy supply will recharge within a month if not being directly charged by the user.

Breach Artefact Map (200cp, Discount Denizen): Within The Breach are many items that have been changed by its bleed. This map of golden parchment is used to find these artefacts among the surface. Not only can this map point out the location of the artefact, it can give a rough path to the artefact from the shifting surroundings, but a Rift Dial helps manage this better. Post-Jump, this map will point out any artefacts and various supernatural objects that you are near.

Vitalis Comprehensio (300cp, Discount Denizen): This rather thick leather-bound journal contains a copy of the entire logging and research into the capabilities of Lifeforce via Saints Hearts. Written by a Gemini with a bright mind and vast creativity, the Vitalis Comprehensio details a deep understanding of the lifeforce without the barrier of taboo and unnecessary sacrifices of living things. Research stemming from the Vitalis Comprehensio has been widely used within Balir primarily for the architecture in maintaining and improving it. One of the more prominent examples of this is the Mayor of Balir using vast amounts of lifeforce and Pact to enhance the manifested embodiment of the entirety of Balir from a Greater Spirit to something bordering the realm of a God. That is not to say the research can't be used personally, there are many detailed notes on the use of lifeforce to improve oneself. One more example of this is burning lifeforce in the same way that one magnifies sources of power to magnify almost anything else. A method that has led to the practice of moral eugenics to strengthen later generations of bloodlines.

As the Vitalis Comprehensio is closely guarded knowledge within The Erudition, you get a copy of this journal with a few features that make it better than the original. Those that hold this journal will find that any lost lifeforce will slowly regenerate back to maximum capacity via a small Saint's Heart gem in the center of the book. Through force of will, you can manifest an imaginary space to run a simulation to safely experiment with life-force without the dangerous aspects of actually doing so.

Skeleton Key (400cp, Discount Denizen): Among all Phadari in Balir are these keys they keep on their person at all times. These keys are artefacts that allow the Phadari to open any door to the room that the key is supposed to go to, but said door has to exist. This key made of bone and mummified skin can, unlike the keys held by the Phadari, unlock anything that it's inserted into. While it can't open a door to the room you desire like the regular Phadari keys, it can, however, unlock much more abstract things such as the potential of someone or something else.

Artifact of Power

A very potent, one of a kind item for an equally potent Power Source. This can only be purchased once by one person one time, either you or one of your companions, but not both.

Void Extract (600cp): The creation of the power source known as Rift was originally an experiment by an unknown wanderer that had vanished a year before the manifestation of The Breach. The experiment was to see if a living thing could draw on the strange power emanating from the Outside; native to the Abominations. But in order to accomplish this meant acquiring a tear in reality to study, which meant risking letting an Abomination through. The damage done was immense, however, the research gathered allowed for leaps and bounds in progress to be made. This research ended in the successful creation of two things: the first Rift user widely known as the being called Dweller, Benefactor & Ward, and this Artifact. A vial containing a liquid substance that looks as if it had been pulled from the very stars themselves, one only has to drink whole from the vial. Once done so, you will feel this substance work its way, not through your gullet, but through your nervous system until eventually it reaches your brain. In

less time than a heartbeat, the substance will cause changes to your nervous system to adapt to the opening of a small tear into the Outside located somewhere within your cerebral cortex.

The tear inside your brain grants you a direct source of raw energy to draw on in order to power Rift, compared to the composite energy normally expended by Rifters; gaining more control over your energy and lessening the drawbacks of overusing it. But this is only a mild boon of the extract. The true power behind it is the ability to take on a pseudo-Abomination form that will grant you a massive boost to your use in Rift and the capability to absorb an Abomination's uniqueness once you defeat them. This pseudo-Abomination form will be a blank slate at first with a slight humanoid appearance, but once you have started to absorb from Abominations then this form will shift to form features based on yourself as well as the Abominations that you have defeated.

Try not to bite off more than you can chew Jumper.

Companions

Allies (Varies): For 50cp, you may create or import a single companion with a free origin and 600cp to spend on perks and items. For 100cp you may create or import up to three companions instead. For 200cp you may create or import up to eight companions instead. You may optionally give your companions an additional 100cp for every additional 50cp you spend on this option.

Canon Companions (Varies): There are a number of individuals that have unique capabilities within the Demiplane, you may take one of these individuals with you on your chain. (Breach & Rift Codex in the making)

Living Icon (100cp, Free Icon Expression): Unlike the locals of Ravenwood and their Ravens, residents of Balir don't have divine assigned animal companions. Instead they have artificial thought-form entities bonded to them that act as guides and balance out the use of Rift. They are as intelligent as the one they are bound to, having access to their minds, and can protect against most mental influences. Living Icons purchased here are ensured to be absolutely loyal and won't betray you.

If you have any companions/pets/followers that are incorporeal-based entities (Ghost, Tulpa, Mental Constructs etc...) you may import them into a Living Icon.

Elderwood Spirit (400cp): This Dryad is the spirit of one of the very few elderwood trees to have existed before the perversion of The Breach and had a special connection to the Demiplane before the bleed of The Breach had soaked their roots as well. Whilst also changed and twisted, she, unlike her sisters, had retained her mind and didn't become the cackling monsters known as Root Tresses.

If you purchase this companion, she will place an elderwood seed--her seed--in your soul that will feed off of harmlessly small amounts of life force and rapidly grow until she is able to move away from her tree with you. She has access to the Drift, Pact, and Anima Power Source along with being a specialized master in druidic magical arts. Once every year, she is also able to produce another one of her seeds that can be planted in soil to rapidly grow a large elderwood tree that she can use to gather ambient mana and power related to her sources.

Raven <Modifier: Limbo> (600cp): Every villager that leaves the bounds of Ravenwood is accompanied by a raven. These ravens are fairly weak, but incredibly intelligent for animals and are able to act as scouts. And then there are the ravens that have been displaced in the Breach, having undergone an alteration to their being. Existing between the Outside and the Demiplane, these ravens are called Limbo', easily identifiable by the ethereal green glow their feathers and eyes possess. Though they don't have true access to Rift, Limbo's are capable of a unique ability that allows them to temporarily render an area muted to reality.

Drawbacks

What Have You Done Now? (+100cp): You, Jumper, have done something that has given you a bad reputation among the residents of Balir. Not enough to be outright hostile, but enough to raise suspicion and distrust. It's going to take a while before you manage to get anyone to trust you again.

Shadows Around Every Corner (+100cp): You swear on the Gods that someone is watching. That there are eyes peering out every crack in the walls, crunching footsteps following behind you, people disappearing around corners right when you turn to see them. All of it is on the edge of your senses, but you can see them in the corner of your eyes, waiting for you to make a move. Paranoia will always be your greatest strength...and greatest weaknesses.

That Voice In The Back Of Your Head (+100cp): Ever since you found that body that slit its own throat, you've been having...thoughts; whispers from the border of your subconscious. It tempts you with things that you have decided for better judgement, whispering in your mind that...what if? What if you jump into that cave? What if you taunted a predator? What if you did punish those who mocked you? What if? What if? What if...?

Madness Runs Deep (+200cp): Uh oh! It looks like you start deep within a dangerous place if your location is one of the underground cities, or if your location is the surface then you start deeper in the The Breach, nearer to where reality is bleeding. This means you will have to take extra care with what you do as these areas contain strong individuals or creatures, but that doesn't guarantee you will encounter them if undisturbed.

Her Interest (+200cp): Herlea appears to have taken an interest in you, Jumper. Queen of the Court of The Fading, she is one of the most influential individuals in all of Balir, and she has her sights on you. Not romantic interest, Jumper, but as an apprentice to mentor. She sees the potential in you to succeed and is going to train you in her ways. The problem? She is a Phadari; a Fey. Her idea of training and mentoring is to put you in dangerous, near-lethal situations then tell you "Don't die". She will give vague advice and the bare minimum of skills she possesses with expectations that you will figure it out. And should you fail...well, that just requires even more 'training'.

Dweller Between Worlds (+200cp): Dweller, the Avatar of Rift, has decided to 'help' you. This once-human turned Abomination that has lost all but her human emotions has decided that you require all of her attention in becoming better. She has a pool of ideas on how to 'help' from biological augmentation surgery to throwing you in a monster den to even altering the strings of fate to make you keep encountering increasingly stronger things. She'll feel an immense sense of pride if you manage to succeed in becoming better, incentivising her need to 'help' you more!

Converging On Target (+300cp): I don't know what you did, but the Convergence Squads seem to think that you're an Abomination, and will be hunting you down. These are the elite individuals that are specialized in combating Abomination; things that make even Gods soil themselves. You are going to have a tough time, Jumper. I wish you luck.

...And The Abyss Stares Back (+300cp): You have peered into the Outside, Jumper, and blinked at what stared back. You have developed a fear of the unknown, manifesting as phobias and unsettling feelings when confronted with the strange powers of the Outside. This brings with it an eerie, almost supernatural connection to the Outside, where you can feel the presence of Abominations waiting in the shadows and mysterious whispers echoing through your mind. There is a perpetual unease running through you constantly and you feel as if something is getting ever closer to you.

The Epicenter (+300cp) (Mandatory Starting Location: Surface [The Breach], Incompatible with What Lies Below): You wake up with a jolt, immediately rising to your feet. The air is stifling, thick with a sense of uneasiness that hits you from all directions. You struggle to get your bearings in this bizarre realm. As you reach out to grab hold of something to steady yourself, your hand sinks into a gelatinous substance. Jerking your hand back in surprise, you examine what you mistakenly grabbed—a lifeless creature that defies explanation. Above it, a gaping maw of nothingness looms, as if reality itself has been torn apart.

Your unfortunate luck has led you to land at the very center of the Breach, where the most dangerous and illogical things crawl. Every step you take here is met with danger and uncertainty. The laws of nature, logic, and sanity are distorted and unpredictable. Reality bends and fractures, presenting a dire challenge to your every move. You will have to make the treacherously long trek to the city below the surface from the epicenter.

What Lies Down Below (+600cp) (Mandatory Starting Location: City 6 [The Entrance], Incompatible with The Epicenter): You wake up with a jolt, immediately rising to your feet. You are in a dreary chamber with stone walls forming a small enclosure. A torch hangs on the wall, illuminating the dirt floor and an ominous pool of dark water in the center. To the far side of the room, a rotting wooden door with strange runes carved into it. You can't remember how or why you got here, but as you approach the pool, you can faintly hear a sinister chanting coming from its depths. A thirst for something greater than you ever imagined wells up within you, and a voice urges you to drink from the pool, promising a satisfaction that you will never forget.

But as you go to drink from the pool, something wrenches you away from its murky waters. You look back in bewilderment and see no one there except your own hand digging into the floor in a white knuckle grip. You realize then that you must have subconsciously pulled yourself away from strange temptations that would have spelled an unknown fate. Breathing heavily, you back away from the pool of dark waters and catch a glimpse of a sign on the wall, partially withered by age but readable, it reads [Welcome to the Sixth City of Balir: The Ent-].

You feel as if your fate has been sealed.

You've Met A Terrible Fate Haven't You? (+600cp/+800cp): You've had a harrowing encounter with an Abomination upon your arrival, one that the local residents have ominously titled The Mother. The encounter has left you deeply affected, both physically and mentally, as it subjected you to something unspeakable. The exact nature of what transpired defies explanation and comprehension, but the feeling of violation lingers, haunting your every thought. For an additional **200cp**, your encounter with The Mother

was just the beginning. In a bizarre twist of fate, this Abomination has become obsessed with you, developing a craving and desire for your presence. It relentlessly hunts you, constantly seeking ways to breach the barriers between realities. Its sole purpose is to capture you and drag you, kicking and screaming, into the abyss.

Under The Moonlight (+1000cp): Many years ago, the Avatar known as Dweller Between Worlds, managed to place a peculiar barrier around the Breach, causing moonlight to be completely excluded. In reality, this was done to protect the mortals from what lies trapped within the depths of the moon itself. One of the first Abominations to enter the Demiplane, and the catalyst for the energy that the Demiplane uses to distort other energies.

Due to this exclusion of moonlight, the Breach has been left in endless night. However, something mysterious has been occurring, and recently the moon appears to shine unto the Breach once again. The effects of the Abomination's presence are not fully known to anyone other than Dweller, although it is clear the forces unleashed from the moon are strong and powerful.

It is imperative that you must not step into the moonlight. The risks behind Rift have become greater as the moonlight interferes with the energy running through your being; misfires and backlash from loss of control and focus will hurt you much more greatly. Even worse, the moonlight is causing the Abomination corpse in the center of the Breach to stir, and the tear in reality above it is getting larger.

The Color of Nothingness (+1000cp): When arriving here, something knocked you out of one stream and into another. The Breach you ended up in is different, the past has run a separate course, an alternative history to what you should know to be depicted here. The residents of the Breach seem more prone to an unhealthy mix of schizophrenia, delusion, and paranoia while the area surrounding the Breach has been quarantined and cordoned off from the rest of the Demiplane as if to keep them contained inside. Even more so, you find that any use of Rift imposition is restricted to but much easier to use as long as it's within a specific theme instead of the generalized utility Rift had before.

With some digging, you find that the unknown wanderer who created the Rift source hadn't used the same methods to design Rift in this reality. They studied the Moon of the Demiplane and hijacked a Cycle of Reincarnation to use as a cage for Abominations. Now those that are born of this modified Cycle are connected to an Abomination as a source of power at a price.

It is evident that you were not spared of this despite your unique nature. You feel something underneath, deep within you that whispers and squirms like a parasite. It slowly tests the bars to the cage to find an opening; a small tatter against the bars, a bend in the metal, a key for the lock, and tear right through it all. Or perhaps, it will use you for some scheme that manifests in its alien mind, encroaching upon yours to fit you like a suit. However, as long as you are careful and don't abuse the power of Rift then that cage will hold for as long as you do.

Notes

Thanks to EdroGrimshell for not only letting me make a supplement used for their setting, but also helping me with making the jump, as well as Paradox and Long Term Visitor in the discord for good ideas.

Breach & Rift takes inspiration from some of SCP and Dark Souls.

Outside The Box can be summed up to how a person views the world inside a story. While you can still emphasize with the world within the story, you aren't nearly as affected by what's going on other than brief emotional responses.

Through The Lunacy can help with places like Wonderland from Alice in Wonderland, The FeyWilds, and the Mad City from Don't Rest Your Head.

End

Stay Here

Go Home

Move On