BILLIONS OF SUNS THAT HIDE
DIMENSIONS THAT FALL, REALITIES THAT RISE

FROM THIS PRIMORDIAL CHAOS
I CALL YOUR NAME

BE MY COMPANY
IN THIS TURBULENT INFINITY

Wanderer from afar, across the shores of myriad Dimensions, you have come. You have arrived at a place few will ever know, even if it unites us all in all reaches across all points in the great magnitude of this thing we call existence.

You have arrived in Oneirgoea. Or perhaps, to be more accurate, you have finally realized that you were here all along. One adrift for so long who has finally returned home.

A shame then that this ancestral home, this place you've been all this time but never known, is under threat by an unstoppable menace. An existential threat to all that exists - against such a terror, its destruction is all but assured.

You have 10 years to explore and enjoy the mysteries of this place and are given **1000 CP** to start with.

Origins

Drop-In - It is you, a far-away visitor who has managed to finally stray upon the truth of Oneirogea that was previously unknown to you. You do not have any ties to this place as far as you're aware, but a deep feeling in your soul tells you that you have always been here and the land itself accepts you as part of it.

Human - Perhaps the most prolific, numerous, and adaptable race. Humans are present in every place and realm in Oneirogea. Curious, diligent and proactive, the Human empire and its associates have been responsible for many discoveries in science, magical arts, and technology, specially in the fields of geography, biology, history and energy manipulation and sustainability. Now more united than ever before, the Human race, along with every other race and being in Oneirogea, defends itself against the grand horrifying menace of the Holy Imperium Viralborgia.

Being a member of this group, you possess access to many forms of unique energy manipulation and a variety of complex arts that channel, regulate, and control the abundance of Fluxium and Neutrium energies present in Oneirogea.

Traveler - You are an experienced wanderer of the myriad realms of Oneirogea - you have walked in the shadows of Sacred Beasts and mighty Piquol-Sorcerers, experienced things that are unfathomable to minds both mortal, divine, and beyond divine ken, and witnessed the unfathomable power that flows all throughout Oneirogea - raw and untamed. You know of and can manipulate the powers of Fluxium and Neutriol-aligned energies, and you know of the awful

taint of Viralborgia spreading unstoppably across all places and planes, a force of evil that all must stand in opposition to.

Piquol-Sorcerer - You are a member of the ancient and mystic conclave known as the Aechraddath, or more commonly called the Piquol-Sorcerers. Masters of extreme and intensive bioenergy manipulation and usage of Fluxium energies, Piquol-Sorcerers are renowned all throughout Oneirogea as being some of its greatest scholars, biologists, philosophers, explorers, stalwart defenders, and more. They have studied the flora and fauna of Oneirogea since time immemorial, as well as the various energetic relationships between themselves and their environment.

As a Piquol-Sorcerer, you wield mastery of immense acts of bioengineering, all kinds of fundamental energy manipulation, knowledge of impossibly arcane designs or principles unfathomable to beings outside of Oneirogea proper, and amongst other things, the ability to alter your own physical form via feats of bioaugmentation and energetic alteration. These changes may be either temporary or permanent in nature.

The Supersidia - The greatest and most unified organization present on Oneirogea, alongside the Great Houses - the Supersidia presents an immense force for good across the many lands of Oneirogea, aiding and defending all of its people against the virus-like dissemination of Necrium and the growing influence of Viralborgia. The Supersidia stretches to and has influence in almost every corner of Oneirogea, but forward operations in recent times have forced it to focus on Udraiken, a major place of interest to both the Supersidia and other forces as the struggle against the Viralborgians rages on.

As a member of the Supersidia, you have access to many of the immense resources at its disposal and a massive degree of influence when it comes to affecting things amongst the people of Oneirogea, along with intensive knowledge of many of the known and discovered regions of Oneirogea. Your knowledge of the evershifting geography of the land and energy fluctuations has also heightened your ability to manipulate energy in unique formations both for the sake of defense and combat.

Sacred Beast - A mighty and titanic figure of legends, you are a Sacred Beast - an entity elevated above most life and possibly blessed by a Guardian into being one of their manifestations, you stand head and shoulders above the vast majority of entities on Udraiken and possibly many others across Oneirogea. Your gigantic form can vary, growing from the scale of the stereotypical 50-foot giant monster to dwarfing most kaiju.

As a Sacred Beast, you can channel both Fluxium and Neutral energy for usage as either energy for fuel yourself, or for combat and defensive applications. Certain Sacred Beasts can even use a (unknown) third type of energy for use as a catalyst for their more destructive abilities. And woe betide those unfortunate enough to encounter a Sacred Beast attuned to and reverberating with Necrium.

Lesser Necrium Entity [Free for Human-scale entities or smaller/200 - 300 for abstracted entities/500 - 600 for energy-converting or titanic entities/1000 for cosmic entities] - You are a mass of Necrium that has attained some degree of self-awareness, not necessarily aligned to Viralborgia but functioning almost exactly like any other Necrium based entity. You can choose not to willfully corrupt things, but whether knowingly or not, you produce a constant stream of Necrium that bleeds into the environment around you all the same.

Note: Taking the Necrium Entity origin will make you opposed to every entity within Oneirogea, barring those aligned to Viralborgia, even if you do not intentionally bear them ill and they will invariably seek out your destruction. Even other Necrium entities may be prone to attacking you in absence of other prospective targets.

Examples of Entity Types - The free option will make you an entity of the rough size and ability of a Dewabran, 200 - 300 for entities such as the Beldephingr, 500 - 600 for entities such as the Greater Cyrvatan Zenect or Veurmnorg'dzavëul (entities the size of mountain ranges or greater), and 1000 for entities like the Dimensional Ever-Loving Abomination.

General Perks

Touched By The Land (0) [Free for all Origins] - Oneirogea and the Great Guardians recognize you, a child who has returned home after so long. Regardless of what form you take and where you have come from, Oneirogea cherishes you and will warm you - its power will flow into and rejuvenate you wherever you find yourself, strengthening you far past the limits you would have had otherwise.

To use an example of this - in the event that you are critically injured or near-death, the land will provide you with enough energy to mend your wounds and avoid dying, though only for a limited number of times (anything from as low as 5 to maybe 20 near-death chances). And be warned that if a powerful enough Necrium entity emerges, then it may simply be able to bruteforce its way past this.

Immensurate Transmissions (0/100) [Free for all Origins but Drop-In] - Regardless of world, reality, boundary, or limitation, you can establish communication with anyone that you're aware of anytime and at any place - not only speaking to them, but transmitting new information, expressing previously inexpressible concepts, communicating memories and more. This ability even allows you to acquire knowledge that would have been otherwise inaccessible, to experience whole alien lives and realities by perceiving the minds, perceptions, and lives of others through their own eyes - enabling you to gain awareness of not just present events, but also of the past and future and even beyond, even across immeasurable realities. The nature of

the contact requires some degree of focus on your part however, and the act of trying to process it all may render you briefly incapable of perceiving your own world.

Faraway Aid [100] - Your presence has been noticed by a spirit made of raw Fluxium and Neutral energies - potentially a Sevunadel or other positive entity - which has taken to watching over you and guiding you throughout the places of Oneirogea. It possesses great knowledge of many of the lands and merely being in its presence comforts and purifies you in all ways. It will staunchly defend you, attacking and exterminating Negative entities as deemed necessary.

Touching The Limitless [200] - You have gained an intuitive understanding of everything's connection to Positive Energy (Fluxium), feeling it all around you and in all things. You can draw from the immense wells of energy both from within yourself, the land, and others without harming any of them - exponentially increasing your own power so long as you utilize the power to defend others and oppose evil.

Titanic Growth [200] - The Aechraddath possess the ability to grow to truly titanic sizes, and with this, you can as well. Growing to such heights as to match even some of the larger Sacred Beasts or exemplary biosorcerers of the Great Houses. Power production is amplified whilst in your growth-state, and your defense and durability have likewise increased to account for it, but the chance of energetic mutation is also raised to a highly dangerous amount.

If you are already the size of a Sacred Beast, whether by abilities from other jumps or by taking perks like Monstrous Size, this will increase your size even further without any specific hard limit - but generally, the largest you can get without it becoming too cumbersome is the scale of a Cinurrath.

Owed To Life [300] - When you "die" you have a chance to come back - your original body crystallizes into a monument overflowing with lingering energy, and from somewhere else in Oneirogea, a new manifestation of yourself is grown and born with all of your memories, consciousness, and identity. This manifestation is borne almost instantly following your unfortunate and untimely demise, though there's a small chance that they could emerge a day, a week, a month, or even a year or two after you apparently got killed. This ability allows you to survive effects that would be capable of absolutely killing you in any other circumstance, even through your defenses regardless of what they are, but comes at the cost of leaving you temporarily vulnerable until the manifestation is completed.

Note that this ability does not take effect if you are killed by any Necrium-entity or Nerium-affiliated entity, as anything they kill is destroyed and converted into more Necrium.

Energetic Refinement [300] - You have an expert skill in harvesting, creating, and maintaining energy-crystals - dense concentrations of portable Fluxium energy that has solidified into crystals. These crystals may be used in the construction of living entities capable of purifying energies around them, buildings, powering weapons, and more so long as you have enough of

them. Even one crystal of moderate size is enough to maintain massive constructs or entities for long periods of time.

Offering The Seeds [400, discount for Piquol-Sorcerer] - One of the Great Guardians of the Omnetheon has noticed you, whether because of your deeds or because of an unknowing offering that was made onto them. Every day, a Sacred Beast (a manifestation of said Guardian) will be found near wherever you are, carefully following and watching over you whilst exterminating any Negative entity that draws near - along with this, a number of other entities, familiar and unfamiliar, may be manifested in the surrounding areas with their natures altered in some way to make them unfathomably hostile to Necrium-based entities or phenomena. These manifestations will be dispelled come nightfall, but will reappear the following day.

Gathering Light [400] - By working together with others, the might of your energetic channeling and other similar workings increases tenfold. In terms of production, this increases the speed and rate of which new designs and developments may be completed and refinements of existing materials are made significantly less difficult. In terms of combat, the magnitude of attacks is massively increased - even if you are only working with moderately powerful Energy Wizards or similar beings - enabling you to work together to fell more powerful Necrium-based abominations.

Limitless Force Boundary-Division Delta [500, requires Thy Avatar Expressed] - By manifesting and channeling your avatar into a unique state, you can unleash waves of cataclysmic force with every swing of the weapon - enough to sunder armies and annihilate those great titans who roam the lands with impunity. The strain this takes on the inexperienced is fierce, but the rewards that can be drawn from mastering this technique are entirely worth the struggle and pain.

Eternal Wanderer [600] - You have become an eternal revenant, a wandering wraith omnipresent throughout all of Oneirogea and in all lands, places, planes, and realms within it. In a manner incredibly similar to that of Sulgerna, the Eternal Wanderer herself and a number of other entities such as you have become a being of pure limitless energy that is almost completely imperceptible on the material plane, shifting into too many planes to be detected by standard methods. When a gathering of enough of your energy takes place, you may manifest in that spot as a towering figure of shifting pale white energy streaming off your body in waves. All of these manifestations are connected to you on a fundamental level and you may assume control of them whenever you choose.

Divine Apotheosis [Awarded upon completion of Hail HIV, Hail Holy Imperium Viralborgia] - A spark of manifested divinity has achieved realization within you, an aspect of the Guardians of the Omentheon and the light of an ancient star refracted down throughout all the existential realms that govern Oneirogea. With this, you attain a grand unifying presence across all possible planes, becoming one with them as an animating living will whilst also being distinct from them. You bring life where you go, and avatars of your will flourish in all those places at all times in all possibilities. Forever and always, wherever you go, you will be revered as a

guardian and powerful Avatar, with stores of energy vast enough to destroy all but the most grand and terrible of forces.

Human - Perks

Quiet Manipulation [100] - You can carefully and subtly manipulate and alter small amounts of Positive and Neutral energies, enabling you to generate minor localized effects (causing small showers of rain, brief lightning or thunderstorms, small burst of fire, etc) or alter phenomena to be more beneficial to yourself. You have found that you are fairly good at this compared to most others, able to sustain the effects for hours trivially and potentially days with some exhaustion.

Positive Energy Construction [100] - You have the ability to draw upon Positive and Neutral energies in the area around you in order to construct various objects, with the greater the amount of energy determining the scale of what you can construct. Basic constructs may include weapons such as swords, bats, staves, or such alongside armor and shields of pure energy. Other, more developed constructs can include the ability to generate semi-sentient entities that can enact your will or living spells that may activate at your discretion.

Power Attack [100] - Through simple action, you are capable of producing a burst of energy with enough force to completely annihilate or vaporize a target's body, reducing them to a greasy smear in the absolute best case scenario - for them, that is. This is the attack in more of a 'general' state, but the attack scales upwards both with the amount of energy you put into it and your own level of power, growing exponentially more potent the more power you have to pack into it - as such, you can use it from anything to localizing the effect to merely removing limbs, or blowing apart bodies, to wiping clean entire rooms of enemies and leaving nothing discernable beyond smears of wet viscera.

As an example, it can be utilized to target and annihilate the entire upper torso of human-sized/slightly above target with zero visible signs of kinetic transmission of energy/force, as demonstrated by Klaus Deum at one point with a simple raised outward palm.

Living Construct [200] - Create and animate a focused construct of pure Fluxium, which you can set the appearance of and instill various abilities upon it. Said construct may also be imbued with its own will and identity apart from your own, and being an entity of pure Fluxium, it may store and use Positive and Neutral energies in the area around to sustain itself or form them into weapons for combat. Making the entity more durable than average (enough that getting slammed through a building or several would only be lightly damaging) is fairly simple, but construction of a full identity is slightly more difficult. With a good deal of power, you can even

make the construct fully independent, creating a full-fledged individual who can separate from yourself and go out into the world to do things on their own.

Bio-Organic Modification [200, discount for Piquol-Sorcerer] - Through usage of potent biosorceries, you are capable of altering your body in a large variety of ways and developing varieties of living armor, weapons, or useful tools from your own lesh. Bodily modification may be either temporary or permanent, and changes can be bolstered through usage of Positive or Neutral energies to make them more efficient.

At the start, you will find that making bodily adjustments to yourself or to others so long as they have a basic human-body plan is fairly simple and casual for you to do - an extra arm there, an extra head here, chitin body-plating, etc. This will transition into allowing you to create biomechanical augments such as full plated exoskeletons that can tank or outright shrug off bullets, superhuman strength and speed enabling you to tear through reinforced steel, bio-organic mounted cannons sprouting out of your flesh, etc. But these are tied to either yourself or human-scale individuals. You find it increasingly difficult to work your biokinesis on anything that does not have a traditional humanoid body-plan, and anything on the scale of larger Beasts or formless abstracts is beyond your ability to affect - that is in the domain of the Piquol-Sorcerers.

Cut Away The Infection [300] - Using focused applications of Fluxium, you can purge small amounts of Necrium corruption from an area or an infected victim. The process is painstaking, but with enough energy over a period of time (ranging from minutes to hours based on the spread of the infection and how much Fluxium and Neutriol energies you have available), it is possible to purge the infection and restore the infected to a healthy state.

Knowledge Of The Vastness [300] - Being a member of the species with an extreme focus in grasping spells and mystical systems, you have a much easier time quickly assimilating to and comprehending new magic systems. In a short-span of time, you are even capable of reverse engineering their spells and improving upon them using Fluxium.

Traveler - Perks

Wanderer Of The Lands [100] - As a Traveler of Oneirogea, you have experience in wandering the many lands and have encountered a large number of entities on your explorations. Due to this, you have a history with the land and a fair grasp on how to survive both in the lands and elsewhere - enabling you to survive in areas that would be far too dangerous for most forms of life.

Energy Generation [100] - Within your body roars an endless engine, Positive Energy abundant flowing in and through you. Not 'entirely' literal, as you start off with a great well of Positive Energy to burn and it replenishes itself both from within and without as it draws from the land and ambient Fluxium deposits, but it can be exhausted if engaged in heated conflict or fighting against Necrium entities - even things as lowly as dewabrans can cause the energy to burn out extraordinarily quickly if they swarm in great enough numbers. With this, you are able to generate complex formations of energy that can double as both attacking and defensive items, a variety of protective elements, methods of purification against tainted locations and phenomena, and a number of other things. This power grows in terms of strength the greater the amount of Positive Energy in the local area and how strong the user is already, both boosting the benefits of the ability as it is whilst also generating increased amounts of positive energy.

***Note: If you are a Necrium-entity, taking this ability means it runs off of Necrium instead of Fluxium, with the same caveats.**

Wielder Of Mystery [100] - You feel a kinship with the ancient lands and secrets that you have seen and uncovered. The energies of these forgotten places flock to you and can be controlled and directed by you, acting as a buffer against threats and a field of protective reprieve as you need it. The energy itself possesses a will of its own to some degree and is capable of coming to its own solutions to certain issues, but it is fairly simple and will always defer to your own will above all else. These energies aren't necessarily unknown to those like the Supersidia or Piquol-Sorcerers, but it isn't considered the norm to be able to manipulate them like you do outside of certain Beasts, let alone as a Traveler.

Energetic Radar [100] - Due to your developing connection with your Avatar, you can utilize its abilities to hone In on and detect traces of particular energies in the environment, even narrowing these specific energetic patterns down to particular individuals or places with high enough skill and precision. The stronger your mastery over energy and the greater your Avatar, the more advanced and precise this radar becomes.

Movement Into The Unknown [200] - You have intimate experience with moving through various worlds with varying physical laws, such that you can endure changes to reality that would incapacitate most. Certain realities will still pose a challenge to navigate or handle, but you can quickly adapt and grow to accommodate rapid changes in your environment or specific alterations to your physical state.

Energy Synchronization [200] - Your Avatar enables you to establish a ‘link’ with certain types of energy produced by phenomena or individuals, making it easier to track them over long distances or locate precise sources of a specific type of energy. The strength of your Avatar and the type of energy you are trying to track determines how effective this ability is in guiding you to a specific place, phenomenon, or person. Rarer or more hazardous types of energy will logically be more difficult to synchronize with.

Growing Assimilation [200] - Your powers grow over time as you travel and explore new lands, enabling you to gain new energies and new skills as you bond to the places and planes you travel through. These growths may be enhanced by specific energetic interactions or experiments, greatly boosting your already present latent abilities and giving you new ones in the process.

Thy Avatar Expressed [300] - All Travelers are capable of manifesting an expression of their souls and innermost states, and you are no different. Manifesting typically as a perfect black sphere, it hovers carefully behind you as a constant companion and tireless ally - silent yet comforting, dark yet endlessly warm. This 'avatar' may fight alongside you, manifesting in a variety of different ways, or you may use it as a weapon in and of itself - converting it into a wide configuration of countless forms to strike down your foes. It may also be used as a portal or transport across different lands in Oneirogea, though some awareness of where you are going is needed.

Do take care to protect this avatar however - being an expression of your innermost self, damage to it can end up reflected onto you, typically in an excruciating manner. And whilst it is incredibly durable, sufficiently powerful Negative entities can pose a direct risk of destroying it.

Bringing Down Thy Hammer [300] - Within a thunderous cry, you can as a result of your studies of unique energy manifestations from having observed records of the battles of more experienced Travelers, manifest a large mass of concentrated Positive Energy, refined into a single shape, and bring it down furiously upon your enemy - sundering the land and reducing whatever unpleasant obstacles that was in your way into a very messy stain on the ground. This ability is powerful enough that even hordes or armies of charging enemies can find themselves driven back by the sheer power you exert, smashing them aside with trivial ease.

***Note: This ability scales higher with the more energy you have available to you.**

With Much Disdain To Sacro Imperio Viralborgia [400] - The forces of evil dislike you and you dislike them; with this perk, all evil entities will greatly despise your very existence and will do anything to try and get rid of you, but on the upside, all evil entities will also suffer increased damage from any of your attacks or other abilities, making engaging with you a double-sided sword. Damage dealt to forces of evil is 5x as effective overall.

You may choose to have the enmity of evil entities as a result of this perk vastly decreased to only aggravate the lowest level entities. This will also greatly lower the effectiveness of the boosted damage given to you.

A Traveler Of Many Places* [600] - Through the use of a highly energetic Avatar, it is possible for specific individuals to move between different Planes entirely. The energy expenditure is considerable on part of the Avatar and usage of a ‘passwarp’ is necessary if you wish to get to a specific sector, but otherwise, the Planes are open for travel if you have an Avatar with the energy needed to make the jump.

Thanks to this, you now have the ability to move between various planes or worlds freely once you have a fully manifested Avatar. It costs energy to do so, so you may not use it immediately after already having jumped once and you must wait for the Avatar to recover and gather strength again. Let it also be noted that you do not have control over where or which world you will be deposited into should you use this.
***Requires Thy Avatar Expressed.**

Piquol-Sorcerer - Perks

Bio-Energy Augmentation [100] - You possess the ability to heavily augment your physical capabilities far past mortal limits, enabling you to perform actions that would be considered impossible by the standards of those outside of Oneirogea. This ability, being an innate part of your nature, can be used almost unconsciously so long as there is positive energy or equivalents to draw from, but is vastly enhanced when in the presence of Fluxium.

This allows you to shape even random things you may find off the street into shapeshifting pillars of energetic change, or alter a region around you in similar ways as one would mold play-do. The powers of a member of the Aechraddath also allow for the ability to gather Fluxium and shape it into yourself and your surroundings, significantly altering and boosting their resilience to damage, unwanted change, energetic alteration, and more.

Cleansing Rites [100] - As an adept user of Positive (Fluxium) energies, you naturally possess the ability to gather and store large amounts of Fluxium energies for use in a variety of forms. In this specific case however, you may use the gathered energy to purge and purify local areas afflicted by Necrium energies or other lesser forms of malign energies, turning them into clean and untainted areas once more, and allowing for a new flourishing space where life and positive energies may once more come to inhabit. The scale this ability works on can let you purify areas from as small as a single strip of land no larger than a parking lot or smaller, to allowing you to freely purify areas up to the size of continents and beyond. These effects may all be increased in terms of range and scope depending on the amount of energy that you have access to.

Multiplex Energy Coordination Sequence [200, discount for The Supersidia] - By aligning the coordinates of your own selves in the limitless realms, you have developed the ability to gather and disseminate large amounts of Positively-aligned energies over a wide area (roughly, the size of several continents - to potentially much larger). This requires some degree of concentration and may be positively or negatively impacted depending on what area that you find yourself in (namely, areas heavily slanted towards either Fluxium or Necrium), but used wisely, this may enable you to concentrate a large amount of useable energy in one spot for later use.

Living Force [200] - You may choose to temporarily cast aside the stifling limitations of your material shell and exists as a state of pure shapeshifting energy, enabling you to move and interact with the world as a series of energetic anomalies for a brief period of time, invoking either waves of energy to alter the landscape around you or creating multiple forms of Fluxium-rich phenomena that can later be harnessed as catalysts for powerful rituals.

Weakly Aduvector Portal Invocation [300, discount for Travelers and The Supersidia] - Through a complex series of ritual invocations, you are capable of briefly invoking the manifestation of an Aduvector Portal - a type of energy manifestation that allows for transport between different points in time and space, and even from one plane to another. The limitations on this however means that said manifested portal may last only a few minutes before abruptly destabilizing.

Sempiternal Multitudinous Teeming Growth [500] - The potency of a Piquol-Sorcerer does not extend solely to their ability to simple manipulation of Fluxium, but to its more complex and esoteric arts as well. Namely, the ability to create whole new forms of life or constructed beings. With your abilities of bioengineering and energy manipulation, you are capable of creating entire new races of beings wholesale - entities that can be specifically engineered with goals in mind such as energy gathering and redistribution, analyzing disturbances over a long period of time, energy collection, storage, information-gathering, combat, advanced portal generation, transport, etc. So long as you have the Fluxium and Neutral energy to spare, you can create as many entities as you want and they will be purely self-sustaining, their numbers eventually swelling to become nearly ubiquitous throughout all of Oneirogea.

For more advanced creations, the assistance of a cadre of Piquol-Sorcerers might be necessary to try and offset the energy cost, but it is not strictly something that is required for every attempt at making a new species.

- **Example: The Mechriagloph - Laughing Lungs, made by the eccentric Piquol-Sorcerer Gechradan Auvuraon-Vyul, as a way of mobile, biological energy-fixing and cleaning creatures. Hrvonaesc Maldreopod, a product of ancient genetic manipulations. The Mutvölraccor, another example of designed a long time ago by a cadre of Piquol-sorcerers as a mean of energy storage in the form of mobile and semi-intelligent creatures and have since been then adopted by most Energy farmers and manipulators. The Mnar'voulvreon are another example and according to studies by Houses Thranderbury and Voarlasych, one of the oldest bioengineered creatures present on Oneirogea.**

Tower Builder [600] - By applying your knowledge of how to shape and pull the raw materials and energies of the lands together into a coherent form, you have managed to reverse-engineer a massive imposing tower of sleek dark material that acts as a sort or cheap replica of the Great Towers of Udraiken - massive regulators and amplifiers the energetic ley lines throughout

Udraiken. Though not nearly as efficient or potent as the Great Towers proper, the towers you can create still act as an incredibly potent method of obtaining, distributing, refining, and recycling massive amounts of Fluxium, Neutral, and other energies that you come across.

The Supersidia - Perks

Armored For War [100] - You are encased in an armor radiating pure amounts of Fluxium and Neutral energy, appearing as a sleek black shell with crackling arcs of white-gold light around it. All damage that you receive is heavily reduced and against lesser creatures formed from malefic energies, especially Necrium, they will find it difficult to approach you.

Allegiance To The Land [100] - You are of the Supersidia, your loyalty is to all of creation and all of Oneirogea, and Oneirogea is loyal to you in turn - entities such as Jorolkans, Rulvaurs, Vos'gyrdam, Sevunadel, Asur'nirath, and other such Positively-aligned entities will generally come to your assistance should you have need of it. Even the normally secluded Ferinzar and aloof Zeirgant will have an increased chance of responding to summons to battle against Specters and other Negative entities. Similar entities in other worlds also have a greater chance of responding amicably towards you.

Weapon Construction [200] - You have some understanding of what goes into making a weapon. With a firm hand and some minor energy application, you can construct basic weapons on the fly. With further time and preparation to do a "ritual", greater offensive options are available to you - modeled after common varieties of heavy ordinance, but it takes a good hour to materialize them due to your lack of experience with the art.

Across Unlimited Reaches [200, discount for Travelers] - Although its main hubs are concentrated in places such as Udraiken and similar, the Supersidia and the Great Houses hold a presence in all realms and all places in Oneirogea. Knowing where to look, you can always find some agent of the Supersidia willing to exchange information, accompany you on your travels temporarily, assist you in your endeavors, inform the wider Supersidia of what you have discovered lately, or any number of other things.

Breathe In The Land and And Its Bounty [300] - By drawing on your own internal reserves of power, you can channel considerable force behind not only your own barehanded blows, but also any attacks you make via generating weapons from Positive energies. You can also use this to increase your speed, durability, concentration, and more - the level of these augmentation depending on how much energy that you have channeled. This is to the point that you can freely engage with and take down even the likes of weaker Viralborgian units in close quarters combat.

- **Example: Noelle Syn using sheer physical force to kick off a Viralborgian agent's head, being able to scale incredible distances in single leaps, Frances shrugging off a blow to both her avatar and her body in the Entropurgator.**

Destructive Superforce Propagation Poiesis [600, discount for Traveler] - By hyper-condensing Positive and Neutral energies, you are capable of generating a sphere of immense destructive force - enough to easily lay waste to some of the more imposing beasts of Oneirogea. This power comes easily to many of those powerful experienced Travelers and those within the Supersidia proper, and is just one of many potent abilities within their arsenal.

You may also use this ability to channel or utilize other Positive Energy abilities or to devise your own unique ones for use in combat, with equivalent levels of destructive force to the more traditional methods.

- **Example: Ingrid Vladimirescu generating a ball of such potent energy (Vorbeidd Ball) that it was instantly capable of felling a powerful Beast that she had encountered and had been given a mission to exterminate, instantaneously vaporizing its head upon impact. The entity was a type of Beast, with a similar body plan to several varieties of Sacred/Grand/Dimensional Beast, and so was roughly around a couple hundred meters to the size of a small mountain in terms of height.**

Sacred Beast

Monstrous Size [100] - You are gigantic, naturally dwarfing most things beneath you, being roughly the size of a mountain at bare minimum. This makes it much easier for you to trample over threats in your path and much harder for your enemies to deal damage to you. Skilled energy use can make your already enormous size and strength even greater, bolstering you to truly titanic proportions.

Wrath Of The Land [100] - You are a force of nature, representative of the lands of Oneirogea and its turmoils and struggles. As a result of this, every movement you take, leaves behind pockets of energy that warp and shift the land in accordance with your will. New life can blossom zqqwhere you tread if you are in a good mood, but you can also leave behind trails of devastation from runaway energetic mutation and manifestations. In extreme situations, you can even use this same power to draw energy *away* from other beings, taking from them and leaving them drained or even outright killing them entirely.

Breath Of Rancor [100] - From within your body, forces of cataclysmic power contest with each other in endless conflict for dominance - now, you simply give them voice. With simple vocalizations or by opening your mouth long enough, you can fire streams of devastating energy, Positive and Neutriol-aligned powers colliding together into a grand display of destructive force, capable of carving mountain ranges out of existence or completely redefining the geography for miles upon miles around.

This ability requires stored energy in order to use however, which must be drawn or otherwise acquired from either the environment or by consuming energy-rich creatures. And it scales via the amount of energy present in your body that is ready to be used.

Beast Of The Abstract [200] - You look weird. As a Sacred Beast, what counts as a stable body for you ends up being highly mutable, often coming down to energetic variables that only the likes of the Aechraddath or Supersidia can truly make heads or tails of. This mostly works to your advantage; your strange form and nature will beguile those attempting to oppose you, and due to the fact that you often do not possess a body plan that conforms to any sane definitions of biology, most attacks to portions of your body will either be inconsequential or can be easily fixed within minutes.

Feelings In The Aether [200] - Your very presence causes strange changes in the world around you. Depending on your nature - whether Positively/Neutriol-aligned or aligned to the power of Necrium - the effects that your existence has on the space around you can vary. For a Positively-aligned Beast, you radiate a feeling of security, warmth, comfort, and contentment into the lands surrounding you, and the area around you reflects this; damage across the ages is mended and repaired in weeks if not days (even faster for a sufficiently powerful Beast with high amounts of energy), the skies become brighter, the air grows cleaner, food and water become ever more delicious and nourishing, the land blooms and produces fields of plenty, etc. In general, you make the world *more*, you make it a better place just by existing within it. This ability can extend to encompass an area roughly on the scale of Udraiken itself/some portions of it (an entire world in its own right).

For a Necrium-aligned entity though, the opposite happens. The land sickens and rots and dies, strange unnatural things grow and flourish off the decay you passively exude, any other forms of natural energy or life are rapidly stripped bare and consumed, an odd fleshy-substance/growth coats everything and drains or consumes what little life hadn't already been devoured, and many ill manifestations or phenomena make themselves known.

Gathered Forces [200] - You can gather and store energies from the lands around you, modifying them internally then discharging them in a number of unique ways to either invigorate the land around you, convert objects into new forms, or even create landscapes (mountains, mountain ranges, valleys, plant life, etc) wholesale. The scale of this power depends on how much energy you have ingested and the time you have taken in order to modify them for your specific purposes.

Heal The Land And Let It Be Blessed [300] - Using stored energies, you can carry them across the land to areas corrupted or twisted by Necrium and similarly malign energies and purify them, purging the evil and taint entirely then using the stores of energy to render the area inhabitable and cleansed, perfect for new life to flourish or re-enter the now living location. This ability may even leave crystallizations of Fluxium in the area that can be used by the inhabitants to further refine and improve their conditions of living, commonly spread about the area for free use by all those there.

Titanic Devastation [300] - Sacred Beasts are forces of pure nature with power that can be rightfully considered monstrously overwhelming from any sane standpoint. By channeling the pure raw spirit and energies flowing within you, you can cause such absolute scoring destruction as to wipe whole lands clean for as far around as you can sustain your power, leaving only energetic formations of Fluxium that can be harvested for use by other creatures attracted in the wake of your display of force or can be reasorbed into your own body to fuel itself and further increase the power and range of this perk.

It's A Bird, It's A Vastoplane [400] - By shifting your material manifestation, you are capable of opening up and passing through portals into otherwise inaccessible realms of existence and reemerging from them totally elsewhere. The Vastoplane(s) or other realms you are cutting through may or may not be fully known to the rest of Oneirogea at large, but they allow you the fine ability of appearing wherever you want whenever you want, with zero risk of the excess energy driving you insane and only mild risk of alteration to your physical form that you may deem 'undesirable'. This can make sneaking up on threats very easily. Or sneaking away should the need call for it.

Divinely Healing Light Borne Of Ancestors [600] - By briefly deeply channeling and invoking one of the Sacred Guardians of the Omnetheon, you may call upon them to bless or alter an area of your choice with an irreversible alteration of its very nature that cannot be undone by any force or power, known or unknown. This may range from turning an irreversibly barren or desolate landscape, planet, or realm into a lifebearing garden, to creating a whole host of what we're thought to be once-long-gone entities or beings who had been erased from existence - potentially even granting them abilities that they never previously had access to as well. These entities themselves may now be found spread out all across Oneirogea in all realms when they were previously not present at all, for an example of scale.

You may not ask of the Guardians blatantly impossible things like "remove Viralborgia entirely", nor can you ask them to "remove the infleunce of this specific benign God/Person/Thing because I don't like them" or any requests that would lead to the harm of innocents and their worlds, even if vaguely or purposefully worded in such a manner as to attempt to skirt around these limitations.

Lesser Necrium Entity

Dark Conversion [100] - It is extremely easy for you to convert other sources of energy into Necrium, their destruction and defilement resonating across all the many planes of reality there are.

***Note: Taking this perk without being a Necrium entity is a bad idea.**

Corrupted Soul [100] - Your very nature reverberates with corrupted energy, which bleeds into the environment around you - twisting and warping it with Necrium until it becomes foul and despaired.

***Note: Taking this perk without being a Necrium entity is a bad idea.**

Mass Consumption [100] - You can devour any bodies of material entities in order to convert them into new masses of energy to sustain yourself or to transfer that energy over into others.

Necrotic Energy Fusion [200] - By fusing pockets of Necrium together, you can create a number of lesser semi-autonomous entities to go out and spread, acting like a virulent plague and furthering the Necrium contamination around you. The bigger the source of Necrium fused, the more entities produced and as they grow and spread, they will produce more pockets of Necrium that will automatically fuse themselves and generate more entities.

A Feeling Of Pestilent Discomfort [200] - The world is more awful for you being in it - your very existence is a stain on the very fabric of reality, and causes increasing damage to it the longer you remain. Every moment, space seems to distort around you which disorients your enemies or can even drive them totally insane if exposed for long enough. Plants wither and die, energy sources shrivel up, and magic or similar power has a high chance of simply failing to work as intended for as long as you are near.

Classical Demon Summoning [200] - Through practiced ritual and rite (and a couple human sacrifices), you've managed to pierce the veil between the oceans upon oceans of realities and called up something horrible - a true child of the outer voids. Now manifest into reality, this lesser demon will loosely 'obey' your will whilst it goes around and slaughters random innocents and passerby, growing its power as it converts them into Necrium and consumes them. And the longer it remains in existence and the more power it gains, the more Necrium it spreads, corroding reality and spawning hosts of other lesser entities to spread all sorts of havoc and cause an exponential swelling of their own numbers.

Invoke Despair [200]: You speak in an alien language that none can understand or possibly know, possibly some derivative from one of the Viralborgian languages. Nevertheless, people who hear your garbled chants and vile incantations instinctively know that it is completely *wrong* - the blasphemies you speak destroy the spirit and drive men into irrecoverable despair at the

merest utterance. Even the most stalwart, pure-hearted, noble, and just generally naive and outgoing hero will be reduced to either a broken husk or a blubbering wailing wreck from a single word in whatever awful horrid Necrium-ridden tongue you speak in.

***See the Deorkul section in Notes for the full power that this perk is based off of.**

Dwarfed By The Nothingness [300] - You can create visions of maddening horror and nightmare - pulsing anti-realities of the worst most awful things that go beyond imagining; visions of Viralborgian Dimensions and unspeakable torments flowing into your victim's minds unabated and destroying them or converting them into Necrium horrors from within. This ability requires some degree of focus on the individual(s) that you wish to target and basic knowledge of who they are, but in the right hands, it is completely devastating as you destroy whoever your victim was with demonic truths.

Antithesis To The Divine [400] - Divine beings hate you and you not only hate them in turn, but you are literally their anathema. Divine or holy energies are despoiled and tainted by your mere presence, cutting off access to said powers from their followers and can even cause damage to the divine entity itself, as a form of sympathetic bleedthrough, even if the divine entity in question draws no power from faith or worship from their followers. In turn, divine entities will make it a point of their existence to hunt you down and will compel those within their employ to seek your destruction by any means necessary.

You may choose to have the enmity drawn from divine beings taken with this perk to only arouse indiscriminate aggression from the weakest divine entities, at the cost of gaining lesser benefits from the abilities the perk provides to you.

Greater Incarnation Of Absolute Oblivion [600] - You can briefly assume the form of a greater Necrium entity than your current state (the size and scale of this entity being determined by what 'tier' of Necrium entity you previously purchased in the background - something on the level of a Dewabran will advance up to the next tier, a Beldephingr will become about as large as a Greater Cyrvatan Zenect, etc), and will allow you to briefly assume the powers of these entities as well. This scale goes up infinitely and is only limited by the brief duration and initial size of the entity that you are assuming the incarnation of (as in, the limit is the initial size of whatever entity you were initially = size of what entity you become).

You may not stack this perk onto itself for massive jumps in power or size outside of what you are already offered.

Temporal Collapse [600] - Time around you seems to vary and warp entirely at random, a result of the Necrium you're made of violently warping reality around itself. From moment to moment, portions of yourself or things in direct proximity to you seem to slow down or rapidly increase in speed with no inbetween, and gaps of time fluctuate from minutes to hours, to days, to anything inbetween. At its worst, people can experience the passing of countless years when

others will experience around 5 minutes or possibly less even when they're right next to them. The distortion produced by this phenomenon plays merry-havoc with the mind and causes general confusion, disorientation, and panic for all involved.

Necrotic Shroud [800] - Around you, a massive barrier of "darkness" surrounds, an incomprehensible malignity beyond understanding composed of pure Necrium - completely enshrouding your actions or appearance and preventing any analysis, recordings (both physical and mystical), or safe observations from being made. This dense barrier of pure Necrium also prevents objects or attacks from going through it, dissolving and breaking them down rapidly upon impact. Even technology, systems, and techniques designed to resist high amounts of Necrium will fail within mere minutes of contact with the Necrium barrier before completely ceasing to exist.

Annihilating Sacrosanct Call [1000] - A short ritual invocation using high amounts of Necrium energy allows you to channel incredibly large waves of destructive Negative Energy, enough to annihilate whole star systems and befoul galaxies. The ritual, whilst short, may still require anything from some sort of potent catalyst aside from yourself to maybe a couple dozen sacrifices. With these in tow however, it merely takes a few minutes to invoke enough Necrium to destroy almost anything barring potent denizens of Oneirogea in your way.

Items

Aduvector Portal Aperture Generator [100] - A simple device, programmed to be capable of performing the basic ritual invocations of a simple aduvector portal if provided with a sufficient charge of energy.

Fluxium Armor [100]: Armor composed of pure shifting Fluxium, easily considered amongst the very best in terms of foundational defenses- light, flexible and incredibly durable, short of a Necrium-enhanced entity or Viralborgian, most things won't be able to lay a scratch on it. Requires a constant supply of Fluxium in order to function however.

Belmordio Pearls [100] Every good hero needs a good snack, and what better snack than some of the finest cookies that the lands of Belmordio have on offer? Each bite of cream-filled delight is an energy-invigorating rush to the soul and can temporarily boost energy production for a short time. These charming little mouthwatering delights also act as a very good way to further endear yourself to your companions and stop fights before they start, making them even more appealing to the prospective Jumper.

Just don't ask Ingrid for her opinion on them - Belmordio still has not lived down the "decadent factory" comment.

Evershifting Energetic Monument [100] - A crystallized abstract structure, formed from the remains of a master biosorcerer who had left behind a remnant of one of their previous manifestations after a failed energetic transformation of extreme scale - now, it sits here as a glorified decoration but with unique energy patterns that make it a curious object to the discerning ritualist. Studying this monument can give curious insights into the abilities utilized by said biosorcerer and potentially allow for the ability to either replicate them or use the monument as a free means of harvesting potent bioenergies with an infinite source of them.

Defensive Transmogrification Body Suit [100] - Resembling a more or less totally standard space suit much like a stereotypical astronaut, this suit uses ritual invocations cast by interlacing spell membranes within the suit itself to make the user completely immune to the deleterious influence of space. More importantly, it provides a high degree of flexibility and fidelity when exploring the more aetheric portions of Oneirogea.

Its greatest feature however is its defense, enabling a user to survive blows from many of the weaker space-faring Necrium horrors, on top of having advanced self-repair features to make the user even more comfortable in throwing themselves head-long into bullheaded situations.

Sad Satan Issues [200] - A very strange and surreal comic series depicting a number of horrific events occurring in various seemingly unrelated situations. Depicts scenes of graphic mutilation, horror, mutation, general transformation, and overall revolting situations. Acts as a potent catalyst in a number of dark spells, but has a high risk of corrupting the user or invoking random malicious effects or phenomena.

Vgèrsocc Issue #747 [200] - Ostensibly the only infinite comic in existence, and one of the strangest items to have ever been - rare to the point of being considered an urban myth, this mysterious item radiates an odd feeling despite how thin the book itself appears to be. The striking red of the cover, and the languid birdlike character leaking tears of blood…all of it points to a truly peculiar item. Is it true that the comic is infinite, as the legends have said?

As a physical comic, the potential uses of Vgèrsocc are limited, but the infinite comic seemingly possesses some connection to the physical manifestation of a book/narrative known as **'Terra Hypnagogica'** and can be used as a unique ritual catalyst for the sake of broad reality alterations, such as creating a world full of endless clones of yourself - though that comes with the potential caveat of 'mutated' clones also becoming rampant in short order.

The Amazingly Wondrous Energy Transport Bus [200] - A very nicely furnished bus built for all your energy transport (and illicit transport of energy and goods) needs: featuring state-of-the-art Fluxium based engines capable of enduring the strain of traversing the harsh terrain and shape-shifting swamps of lands such as Udraiken or beyond. Just pop a little bit of

gas (energy) into this baby and she can last you a whole trip even through places some of the more daring wouldn't go near, even with a Positively-enhanced pole.

Deschroiden DCR-IV78 GOLTRECTOR Biomechanical Armored Vehicle [200] - Designed by the Supersidia, the Deschroiden is a biotank - an engineered weapon of pure destructive power shaped into a style reminiscent of an early modern era tank, coming equipped with a Ellusmik Tarvoss IRM-84 Energy Cannon and Muln-Gorspec ZM-IV 5 Missile Launcher as its main armaments, this beast of battle exists solely to be used to demolish any and all enemies that stand in its path with ruthless precision and energetic ferocity. In terms of durability, finesse, maneuverability and power, this machine is far superior to any Earth-equivalent in regards to combat application.

Long-Distance Internal Regulator & Communication Artifact [300] - A device made with the most current and modern technology available, this paired device functions as both an implant and receiver - the implant component of it functions as a regulator of vital functions necessary to keep body systems in optimal condition, capable of restoring extensive damage to those areas back to peak efficiency, especially in regards to the digestive system. The receiver component acts as a very long-distance communication device, enabling you to speak to a person with the artifact embedded in them across miles and miles of distance with satisfactory results.

However, there is one feature of the device entirely hidden from all but the ones who implanted it to begin with - the artifact is in fact an incredibly and deceptively powerful weapon, capable of exploding within its implanted victim with enough force to annihilate absolutely everything within a radius of 150 km, reducing anything in the immediate vicinity of this radius to ash, whilst causing serious damage to any locations or people near or around this radius. On top of that, the device also releases an unprecedented amount of radioactive fallout - anything within the blast radius will be completely covered in the presence of chemical agents so potent and persistent that it will render all attempts at rebuilding futile; the ground will be rendered utterly unusable and the air quality will be so thoroughly sterilized and destroyed as to be beyond repair, rendering habitation impossible. These effects will persist even years after the initial usage of the weapon.

Living City [300] - An entire living city, created and given a degree of sentience by some ancient Piquol-Sorcerer and left behind until it fell into the hands of someone ages down the line - this person being you. The vast biomechanical construct has bonded to you in much the same way as a puppy would to a human, only its bigger and far more likely to do alien impossible things that no puppy should be able to do - like making its own internal volume infinite or warping the surrounding space so that no matter how far someone goes, they can never leave the immediate vicinity of the city. Overall though, it is completely docile and especially helpful to travelers and friends, eager to assist in any way it can. If it had a face, you'd imagine it would have a constant dopey grin all the time.

The city naturally produces high amounts of Fluxium and Neutral energies, but a particularly psychotic or cruel master could turn its stores of Fluxium into Necrium, corrupting and driving

the dear thing mad and turning it into an abominable horror of rancid dripping skin and screaming bone, eager to shake its newfound lust for corruption and violation on whatever enters its cavernous depths.

Fictogrammaton [600] - A name given in Oneirogea to a powerful assortment of potent magic symbols and iconography, themselves containing and being powerful spells, ready to be cast or channeled at a moment's notice by a powerful magic user. This power may enable one to completely turn the tide of a conflict in their favor, but be wary - many of the Fictogrammatons represent dark or perverse powers as used by those in service of Viralborgia.

Examples of Fictogrammaton spells include (but are not limited to): **Hieratic Fictogrammaton: Sahâarv'mavdras'vaathi, Who Wanders Through Sacred Scissions of the Ten Grand Cosmical Kauvademons and Drifting Billionfold Narakas, Adverse Fictogrammaton, Internecine Fictogrammaton - A rapturous voice divine Which, lo & behold, Has been coalesced into multitudes Beyond a transgression of the cosmos A proclamation from an ocean of dreamer corpses The blessed ectogenesis of the Hyposthaton Nurtured into a multidimensional anathema**

Nolvect-Class Necrium Resistant Suit [600] - A suit made of a dense selection of materials highly resistant to the corrupting action of Necrium, enabling the wearer to survive and endure more concentrated amounts of Necrium than what would normally be possible under any other circumstance.

Nolvect 33-A & Nolvect 37-R [700] - A pair of prototype ships of the Nolvect class, designed and built with a recently-created alloy, highly resistant to the negative effects of Necrium. The ships are designed with a number of systems to enable them and their pilots to traverse Necrium-dense locations with minimal risk of immediate subversion, as well as being outfitted with means to gather visual and energetic records regarding unstable or negative energy readings in areas afflicted by Necrium or similar phenomena.

HRCS-SS537 Communications System [800] - A unique communications system designed for operation in high Necrium locations and works well paired with Nolvect-class or similar types of highly Necrium Resistant ships, this communications system is designed to transmit and record energetic abnormalities or irregularities over a wide area, then encapsulate said readings in a data package to be immediately sent and analyzed by those observing and researching the transmission made by the system and the ships. Its speed, resistance to energy disturbances, and efficiency have made it uniquely suited to braving the troublesome issues presented by the situations it must endure.

Necrium Outpost [900, free for Lesser Necrium Entity] - An area that may have once been a village or valley, now twisted into a mockery of all things good and righteous by foul Necrium - towering spires of flesh and screaming faces dot the landscape, the skies are perpetually cast in a dull haze caused by the intense energetic imbalance, horrifying sounds echo and the shadows of truly abominable things committing unspeakable atrocities are commonly spotted darting in

and out of the shadowed areas of this nightmarish place. It is a filthy wound, overrunning with pus and rot, and a violation of all things sane and decent. Left on its own, this stain on reality will naturally try to spread and move onto areas of low or little corruption, tainting and assimilating them all on its own over time.

A Sphere of Necrium [900] - A tiny mote of Necrium, contained in an elaborate multilayered containment field. The Negative Energy may be taken and experimented with as you wish, allowing you to try and figure out the internal background of this impossible substance. You even have complete control over the mechanisms of the shield, and it can be deactivated at your wish for good or ill.

The CORE [900/Full unrestricted version awarded upon completion of the Abyss of Gryvorv scenario] - The Metropolis of Mephitior's greatest work, and their greatest sin - the CORE processes energy for the entire metropolis, providing everyone and everything therein with the necessary amount of energy to live cozy lives of leisure. But the true nature of the CORE remains shrouded in mystery, with the most that the average person knows is that there is an increased risk of damage or hazards to health the closer you draw to the CORE proper. Such dangers come about as a result of the CORE releasing massive amounts of Negative Energy and having an unnatural effect on the flora, fauna, and people that grow closer to its center.

This restricted version of the CORE acts as an efficient energy processor and could easily power an entire city. But due intentional limitations placed on it to prevent a second incident like the one in Mephitior, it has nowhere near the storage or production capacity as the original thing.

Companions

Voyagers To Home [50/200] - You may import any companion of your choice for 50 CP. They will be given 500 CP to spend and an origin of the same cost as your own or lower for free. If you wish, you may also choose to import all of your companions for a total of 200.

Seundrul [100] - A giant flying construct with a human face in a constant expression as though it were shouting, the Seundrul is a useful being that regulates the energetic balance between Positive, Neutral, and Negative Energies in a number of areas. They are commonly used as guardians and act as an efficient way of purifying unclean energies as necessary. Given its overall lack of a guiding master at the moment, this Seundrul in particular has decided that you fit the parameters of its operational guidelines and will now act in your service for as long as possible.

Gelohedron [100] - A polyhedral entity that comes in a number of sizes befitting its users - like all Gelohedrons, this entity can transmit messages or images through screens and its primary purpose is to act as a messenger to various places. This specific Gelohedron has taken a liking to you and has decided to follow you around as your personal envoy/vanguard/hype-man and its almost childlike mentality means it engages in this with great enthusiasm. It functions off of Positive and Neutral energies, but any close equivalents will also work.

You can also outfit it with weapons if you want to turn it into a flying war-machine for whatever reason. It will not mind in the slightest.

Child Of The Known-Unknown [200] - You have the option of a random Traveler, Piquol-Sorcerer, or Supersidia member choosing to accompany you along your chain for whatever reason suits them, with full access to their abilities and 800 CP to spend.

Klaus Deum [200] - A wanderer and explorer native to the great metropolis-city of Mephitior, determined to explore it and get to the bottom of the mysterious energetic disturbances radiating outwards from the CORE, a gigantic structure in the heart of Mephitior that Klaus believes has something to do with the continuous decline of the metropolis, as well as the strange ever-growing appearance of mutated creatures, animals, flora, and Negative Energy phenomena as the CORE's field continues to slowly and ominously expand. Klaus, despite appearances, possesses good knowledge of energy manipulation and much like the others who he is in frequent contact with, is quite capable in utilizing said energy for combat or defensive purposes.

Noelle Syn [300, discount for Traveler and The Supersidia] - A member of the Supersidia, exploring areas of high disturbance within the various sectors of Udraiken that have been plagued by frequent manifestations of Viralborgian actors in the area. A firm defender and fierce fighter, Noelle stands in staunch opposition to the influence of Viralborgia within Udraiken.

Ectormorphic Alex [300] - The Android so sleepy he can't talk, he can't hear, he can't react, he can't be turned off, he can just barely walk. Probably the last remnant of humankind, and living in a state of permanent somnolence, he's dominated by his selective powers of teleportation. Possessing a full suite of esoteric technology and abilities that he does not fully grasp, including an array of hyper-frequency radars capable of detecting any signs of life across a vast area and fully automatic servomotors, Ectomorphic Alex wanders listless between destroyed cities and metropolises across equally annihilated worlds and realities. Never stopping and never tiring, and perhaps only wondering if there is some other higher version of him that is watching over and influencing his behaviors, connected to some higher reality beyond his ability to know.

Citizen of Xerxes 949 [600] - A mysterious and nameless being, perhaps some traveler or other entity that apparently hails from a ruined far-future version of Earth or some other world, The Citizen of the city of strange city known as Xerxes 949 tirelessly wanders across countless bizarre and surreal realities filled with equally strange and terrifying beings, his observations of them being ceaselessly dismissed or ignored by the vast entities. Naturally, after who knows

how many cycles of this, despair has naturally set in within his mind. Should this go on, who knows what dark influences may act upon and through him?

The Citizen, by nature, is capable of entering countless potential realities with some degree of awareness that he is wandering between them, but with no exact mechanism defined as to how he navigates from place to place. This ability makes him uniquely suited towards entering and navigating impossibly alien locales that others would have difficulty adjusting to.

Lone Rulvaur [600, discount for The Supersidia] - One of the Entities known commonly as 'High Arbiters' has taken to roaming and aiding those who it can throughout the lands, having had the series of settlements near the portal network it guarded preyed upon by the malefic influence of the Holy Imperium Viralborgia. Unsurprisingly, it has chosen to aid you as well on your journey throughout the land, but will naturally return to guarding the remains of its domain in the event that its assistance is not directly needed.

Roaming Zeirgant [600, discount for The Supersidia] - A roaming member of the race of beings known as the Zeirgant, entities of pure Positive and Neutral energies, and well-known as some of the most common natural defenders of Oneirogea. An entity staunchly dedicated to the opposition and destruction of Necrium entities, this Zeirgant has chosen, for whatever strange reason amongst its normally aloof kind, to assist you but only so long as you are in dire conflict with Negative Energy entities - **note that if you are not engaged with threats such as the Oroliagor or other Negative Energy entities, the Zeirgant will care little.**

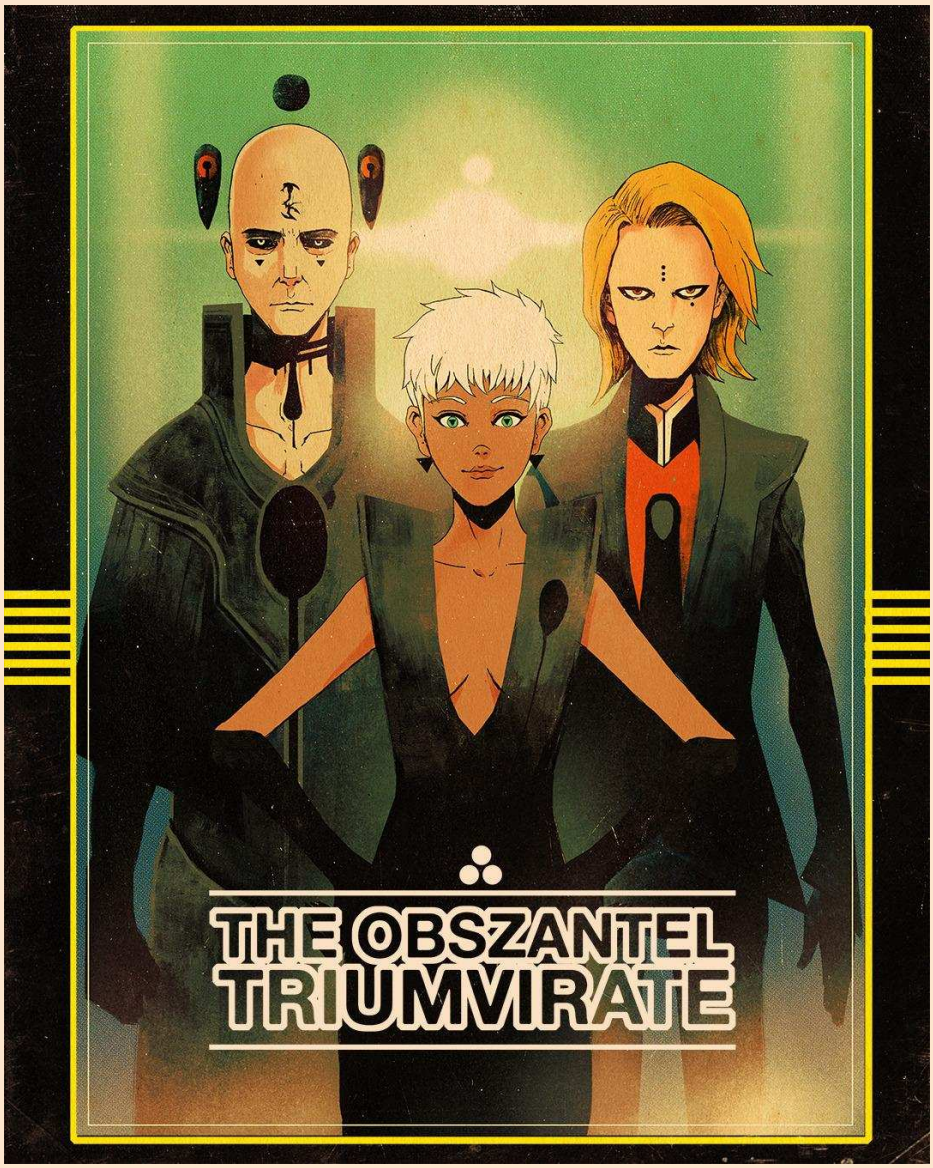
The Zeirgant will also choose to assist you if you are engaged in combat with truly evil or otherwise vile entities in other jumps, making use of its devastating array of natural abilities and spells to fight back against these manifestations. They will also assist you in purging any other Negative corruptive influences you may encounter in future jumps.

***Note: A Zeirgant is roughly as strong as an Oroliagor (themselves an incredibly potent entity with a wide variety of spells, sitting on the upper echelon of Necrium-based Specters and creatures), so assume that anything an Oroliagor has available to it, the Zeirgant has some Positive/Fluxium based equivalent. It can also safely be assumed that it's about on par with, if not superior, to the average abilities of a Traveler as defined within this document.**

A Cinurrath [900] - One of the Entities known commonly as "Great Constructs", a Cinurrath is a supergiant being that is mostly influenced by Positive Energy and acts as a protector of towns and settlements, treated as both an excellent patron and a great Avatar. Normally ponderous and spending much of their time within their own territory contemplating the life therein, one example of this species has developed a fondness for you, considering you "its own" and in a sense, the entire space you occupy or move around in as being its "territory".

Cinurrath's are truly titanic entities, easily towering high enough to breach the upper layers of the atmosphere (anywhere from the upper mesosphere to the lower thermosphere) and be

visible amidst space and has energy manipulation abilities to match, capable of drawing upon vast walls of energy that can devastate all but some of the most potent entities in the lands. Due to this nature, the Cinurrath is very nearly invincible by the reckoning of most things.



The Obszantel Triumvirate [900] - Cemrel △ Valdaphern, Felkran △ Varsbolt Merenx, and Eithrantor △ Czeurvradek: the three members of the Obszantel Triumvirate, known amongst themselves as “Obzan”, are a trio of Piquol-Sorcerers located and founded in the Plane of Orepirrus. Being understudies and colleagues of Gechradan Auvuraon-Vyul, they have been working on a great project alongside their mentor centered with Orepirrus's Grand Gate, a project dedicated to the research and development of advanced technology in the field of portals; they focus on discovering new portals and enhancing them, as well as reinforcing the ones that are already active, in order to find new energy sources and hopefully, new Planes or

worlds. The project is somewhat secret in nature, albeit working in conjunction with many organizations and Houses, in particular the likes of the Ransmutek and Thranderbury Houses of Udraiken; under very strict protocols of confidentiality. It is through these that they have ensured absolute control over the project and prevented the presence of any influences that could hinder or halt it.

Currently, they are investigating the opening of an artificial portal that they believe will enable access to new Planes that they have termed **Vastoplanes**, which have been somewhat elusive and unstable, understudied phenomena until now. It is their view that this will be a major step in eventually developing a vast multiplanar network of portals that will enable a constant transfer of energy between Planes.

Ingrid Vladimirescu [1000] - One of the many legends of Oneirogea, or at the very least, Udraiken - Ingrid is a powerful traveler well known for her exploits, and whilst not directly a part of the Supersidia, frequently assists them; if for no other reason than to feed her love of exquisite food and delicacies across the lands. Considered an incredible figure by many and a noteworthy Threat Vector in the eyes of Viralborgia, Ingrid wanders the lands at her own discretion, with her frequent excursions and adventurers for the sake of finding ever more amazing foods or exciting discoveries only being broken by the occasional attempt on her life by the Viralborgians.

As it so happens, Ingrid's love of food and adventure also overshadow her actual goals - Ingrid is in fact a scientist, one dedicated to an active research project on portals and has been exploring Udraiken and the nearby Planes for this exact purpose. She has currently made a point of joining with a crack team of researchers made up of colleagues of a notable Piquol-Sorcerer named Gechradan Auvuraon-Vyul, within the Specta Routhenes sector in the plane of Orepirrus specifically to assist in their shared goal of discovering, documenting, and investigating yet unknown Planes and acquiring new energetic techniques and further enhancements to existing ones. For the sake of potentially furthering her research in these avenues, Ingrid is glad to go on a long journey with you.

Amongst her storied history, Ingrid is considered a deeply important figure in the prophecies of the Omnetheon Ecumenaear and by many Piquol-sorcerers and members of the Supersidia in Udraiken, with vague news of her abilities and importance making its way even to Planes like Orepirrus albeit with far less gravitas than they are given on Udraiken. This same importance has made her a key figure in the plans and considerations of a number of factions, with some trying to maneuver her to benefit their own plays or others plotting to eliminate her before she grows too great a threat. Some individuals like Gechradan believe that with assistance, Ingrid's own growing abilities could grow to surpass those of the Aechraddath themselves and potentially even reach levels never before imagined.

Drawbacks

A series of extra challenges that you may take to change your experience in the lands of Oneirogea. You may take every option except **Threat Vector** and **Sacrul Imperio Viralborgia** multiple times, for up to **5** times.

Dreaming Earth (+0) - No matter what, you will always start the jump and your 10 years at the same time as the events of Terra Hypnagogica proper have begun.

Ever-Shifting Slumber (+100) - The Lands of Oneirogea are strange and stretch on beyond your ability to ever comprehend. Adds 200,0000 years to your time in the jump before moving on.

Welcome To Orepirrus (+100) - Start your time in the jump in the Plane of Orepirrus, one of the neighboring Planes to Udraiken.

Godspeed Our Magnificent Kingdom (+100) - Start the jump in the Kingdom of Great Britain, during the instatement of their new all-purpose system.

Our Great And Glorious Empire (+100) - Start the jump in Mephitior, a few years before the current crisis with the CORE.

A Fresh Soul (+200) - Your presence tends to draw a fairly significant number of lesser Necrium entities to your location. The more you linger in one spot, the more likely the chances are of various Specters like Dewabrans or similar entities manifesting to attack you.

Multi-Dimensional Hostilities (+200) - For whatever reason, a Grand Beast - manifesting out of some previously undocumented Vastoplane - has taken a particularly hazardous liking to you. Whilst the entity isn't inherently malicious, it is incredibly destructive and will bulldoze its way through anything standing between itself and you. Unless you find a way to get rid of it, either by killing it, banishing it back to the Vastoplane it entered from, or simply pacifying it, it will most likely make your exploration much more frustrating than it would otherwise be.

ULTRAMARATHON GALACTICA (+200) - You - yes, *you* dear contestant! - have been selected to participate in what is perhaps the greatest sporting event the world has ever seen; the successful *ULTRAMARATHON GALACTICA* program, set to kick off in another year of competitions and unchallenged success in the ratings. *ULTRAMARATHON GALACTICA* has long since cast off its humble origin as a purely sporting program and has since grown into a media monster that mixes sports with all manner of the most risky and improbable physical test, many featuring tragic consequences. But above all else, it is a stunning display of grotesquerie with its near-freak show-like performances and cavalcade of commercials and pharmaceutical

sponsors all butting heads for the top spot in the eyes of the nation. As such, this event requires only the peak of physical and mental fortitude, as well as superb reflexes.

Participants are faced with a wide roster of varied and colorful characters, each one specialized in specific disciplines: speed, strength, precision, endurance, etc. The rules are few: entertainment and morbidity are the name of the game here. The success of the *ULTRAMARATHON GALACTICA*, both in its fame and contestants alike, in addition to its dizzying and dangerous events, is its commercial and promotional aspects. It is practically a general rule that all participants are doped to the max on a large slurry of drugs and supplements in order to emerge victorious, and the program eagerly urges this type of practice, effectively acting as an arena where the reigning and rising pharmaceutical firms of the day may engage in proxy battles to compete and see which has the highest quality, most effective drugs.

Almost every known pharmaceutical firm has passed through the program, from small companies and enterprises that usually present very experimental and risky products, to the Big Two themselves, Universal Pharmacon and Narcotica Futura, the undisputed favorites due to the quality of their products and also the ones who have been on the program the longest. The program is naturally viewed in a dim light by many, being seen as unethical and very violent, which is not without good cause. But all of its participants, rookies and veterans, agree to participate full heartedly due to the benefits presented: the fame and prestige they acquire, and the promise of many riches at the end of the contest, which increases its popularity. Sponsors not only pay very well, but the drugs and supplements they provide boost their “paladins” to the peak of their physical and mental abilities.

Marked By The Oroliagor (+400) - An Oroliagor, a powerful entity reverberating with pure Negative Energy, has marked you as its newest victim. It will chase you endlessly across the lands, never stopping and never resting, and will attack you with every dark power at its disposal to ensure your destruction. It cannot be reasoned with and attempts to convince or manipulate it into simply leaving you alone will not work. Its powers are more than a match for your own and it can draw other Specters to your location via a wide variety of spells, meaning a simple 1v1 can turn into an all-out struggle for survival against a horde of Specters and other lower Necrium entities. The Oroliagor's hunt will only end when either you or it are destroyed.

Cursed (+500) - You have been cursed by a Larsagul, a type of Negative Energy entity - now the curse slowly but steadily rewrites your very being. If not stopped or reversed in some way, the curse will transform you into a Larsagul yourself - destroying your mind and soul. Your nature has slowed the process some, but with each passing hour, you feel that you are steadily losing more and more of yourself to the affliction.

Threat Vector (+1000) - The Holy Imperium Viralborgia has noticed your existence to some extent and has deemed you a 'Threat-Vector' - a potential issue to be addressed by elements of the Empire. Every day, a custom-made Viralborgian agent attuned to and immunized against various randomly selected effects of your perks and abilities is sent to neutralize you, either by killing or converting you into an energy resource for the Empire. Regardless of its destruction or

success in combat (by forcing a retreat or otherwise), the agent will provide useful data back to the elements of Viralborgia, having gained further knowledge of your abilities and skillsets, ensuring that the next agent will be more prepared and further immunized to whatever abilities were observed during the last struggle. On top of this, each year, a greater Viralborgian horror will descend onto Oneirogea personally to confront you and will benefit from all the previous boons granted to its lessers.

There is no ceiling to how high this goes and it accelerates exponentially - faster depending on how many of your abilities are observed by the agent and its superiors following either mission success or destruction. Attacks by Viralborgian agents will continue until either your neutralization or your time in the jump is up.

Sacro Imperio Viralborgia (+1000) - You are considered an irritant in the view of the Holy Imperium Viralborgia, one that could potentially offer much in the way of growing closer to Viralborgia itself if dealt with. Every day, a horde of multiple Viralborgian agents will appear at your exact location, looking to exterminate you and convert you into a new energy resource in order to further their own transcendence towards Viralborgia. They have analyzed your powers and abilities thoroughly to develop proper counters and will make great use of their knowledge in order to destroy you. The upside is, due to the increased appearance of Viralborgian elements, both the Supersidia, Travelers, and Piquol-Sorcerers will provide aid during each attack against you.

- **In the event that you have taken either the Abyss of Gryvorv or Sivanchron Invasion scenarios, the effects of Threat Vector and Sacro Imperio Viralborgia (including CP gained) are tripled.**

Scenarios

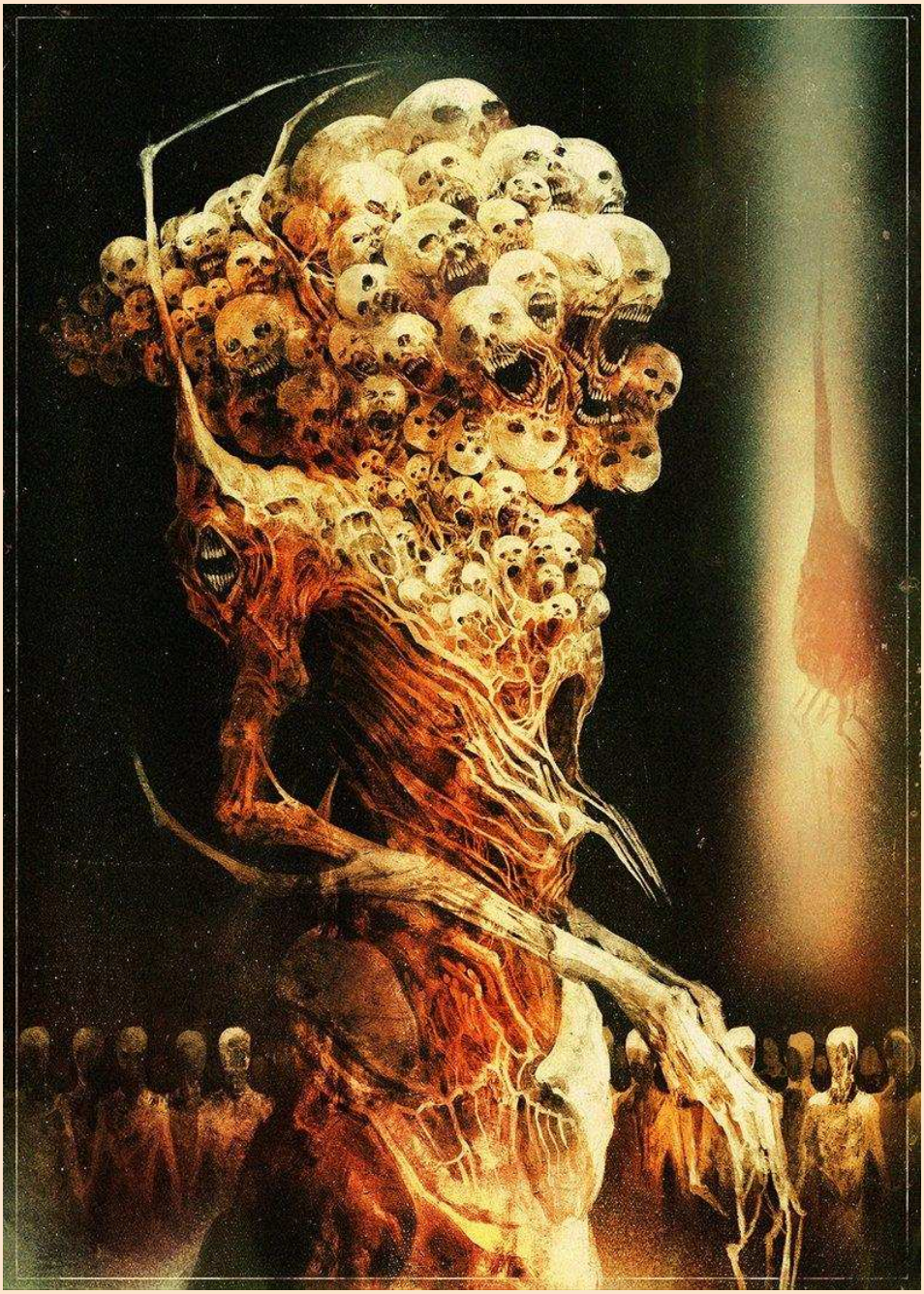
Warning: The events of these Scenarios will bring you into conflict with Viralborgians and other Necrium entities. Destruction by any Necrium entity will convert you into raw Necrium and result in immediate chain-loss. Pursue at your own discretion.

Abyss of Gryvorv [Rewards given in the event of completion] - There is a hole in the world, a sickly wound that stands in defiance of all possibilities of what is good and right - its presence alone sickens you, yet you do not know what or where it is quite yet. This is the Abyss of Gryvorv, a breach torn into the very fabric of Oneirogea that blackens entire sectors of it beneath its pestilent shadow, a gaping abscess connecting Oneirogea to one of the Viralborgian Dimensions known as Gryvorv. Above all else, this evil must be stopped.

This Scenario will draw you into the conflict between the elements of the Supersidia and the Great Houses in trying to deal with the Abyss of Gryvorv - Your ultimate goal being to find a way to either close or cut off access to the Abyss of Gryvorv on part of the Viralborgians, depriving them of one connection into Oneirogea. The Viralborgians are aware of your endeavors and will take great care to prevent any attempts at sealing off the Abyss by any means necessary.

Rewards: Will grant access to the full unrestrained resources of the Supersidia for use in all future jumps, grants unique bio-modifications and biotechnologies to Piquol-Sorcerers and Supersidia members, allows for the unrestricted CORE to be gained as an Item to carry on future jumps.

- **The Supersidia as a force is spread out all across Oneirogea (though primarily centered on Udraiken) and has resources and members in every realm of it, including an indescribably vast number of Humans, Travelers, and Piquol-Sorcerers under both it and the Great Houses - with almost all of these having access to the abilities described in their respective perklines. On top of this, they possess highly advanced weaponry in the same vein of the Deschroiden DCR-IV78 GOLTRECTOR Biomechanical Armored Vehicle or greater including a number of bioengineered superweapons capable of directly taking the fight to the Necrium hordes. Regardless of where you go, these resources and forces will be used to aid you in some manner.**

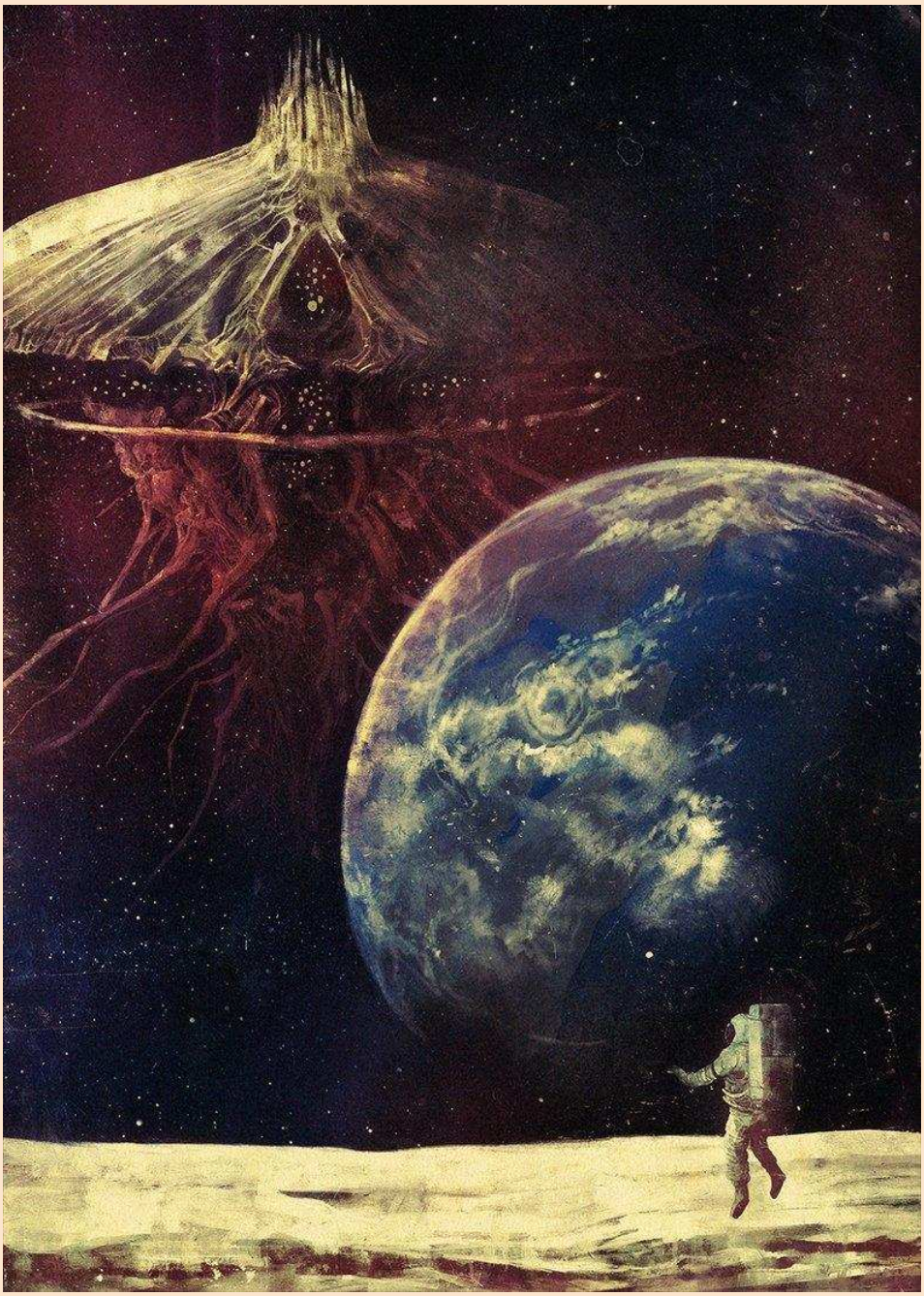


Sivanchron Invasion [Rewards given in the event of completion] - A host of powerful Viralborgian horrors, hailing from the blasphemous stygian depths of one of their production Dimensions, has made itself known. With the elements of the Supersidia stretched thin, it will be up to you to weather this assault and turn back this tide of all-powerful nightmares before they can ravage and corrupt numerous other sectors of Udraiken and beyond.

As a result of the Supersidia and the Great Houses being unavailable to provide aid or thin their numbers, not only are there a powerful collective of Sivanchron-borne nightmares descending, but other lesser Necrium entities such as Dewabrans, Larsaguls, Oroliagors, and even the rare

Deorkul have been spotted gathering in number as a result of the presence of the increased amounts of Negative Energy in the wake of the Sivanchron host. Proceed with extreme caution.

Rewards: Enables Travelers and Piquol-Sorcerers to be found all over in future jumps, allows for a pocket dimension in the style of Xerxes 949 to be taken as an item, grants Sacred Beasts Vethravëlann, Haeliankhurion, Näbbilsbiymn, and Dimensional Beast Xolägros as companions.



Hail HIV, Hail Holy Imperium Viralborgia [L(Vδ+ 1)] - The Holy Imperium Viralborgia has begun to propagate across realities that you have entered, and even ones that you have yet to or ones entirely unknown to you. Throughout your chain and all future jumps, Viralborgian elements, Necrium, and associated phenomena will begin to manifest as they already do on Oneirogea and will begin corrupting or converting everything around them into more Necrium. Manifestations will start slowly, but will steadily increase in severity and frequency if no action is taken to stymie their influence. Outside of this, events in the jumps in question may be assumed to remain as they normally are until Necrium-related phenomena make themselves readily apparent to the inhabitants of those worlds.

For purposes of completion, indefinitely delaying or halting the influence and spread of Viralborgia will count for the completion of this Scenario.

Rewards: Allows Frances the Dreamer to follow you across your chain, allows you to take the **Divine Apotheosis** perk, grants you ascension into a Guardian of the Omnetheon at the end of your chain.

The End

You've reached the end of the story and your 10 years are up. Now, it's time to move on and go to the next world. Or perhaps you might wish to stay?

Stay - Thus, your journey comes to a close. But not your love and need for adventure - You spend nameless eternities exploring all the vast riches and bounties that Oneirogea has to offer.

Leave - There are other worlds and other places to go. This place may be Home, but you're not ready to quit going on just yet. You move on.

Notes:

Things To Know - General Terms

Before we begin, here is a general list of terms describing various phenomena that are present in Oneirogea, to make ease of jumping much simpler and less of a hassle for you:

Oneirogea: The Land, ancestral home and a realm of unlimited possibilities. Not actually a "planet". To clarify, when asked about the scope of the setting, Daniel had this to say in response:

Q *- Hmm, I'm not sure if this fits with your personal view of the setting - but I like to imagine that Oneirogea is the sort of place where "Everything Goes". If you're willing to travel far enough and brave all of the dangers therein, you can theoretically find literally anything there, regardless of how weird or surreal it is. I imagine that only highly specialized creatures can really brave the journey to these other places though.*

A *- Hello!*
That's actually right, and that fact will be explained/expanded in the future. In principle Oneirogea was made that way by design (as an expanding world, not a "static" planet, let's say), but other forces and events have multiplied the possibilities.

Q *- Thinking on it, if Oneirogea is supposed to be a sort oif equivalent to V = Ultimate L or something capable of embedding all large cardinal properties and things beyond those, it raises the question - where did the Viralborgians cone from? Because the Abyss of Gryorv phenomenon states that they brought Necrium with them and that Necrium isn't native to Oneirogea. Are all Viralborgian dimensions like Oneirogea in scope as well? Also, sorry if I'm bugging you with the constant questions at all.*

A *- No problem with the questions! Though this specific question will be answered through the story, so I can't enter into details :P I can only tell you that Viralborgia as a whole is considered an critical, ultimate threat in Oneirogea, so based on that you can sort of imagine the scope of it.*

Udraiken: One of the realms/lands/worlds of Oneirogea.

Fluxium: Positive Energy, and the lifeblood of Oneirgoea. Purifies and destroys taint snd corruption by Necrium or Negative Energies. Can convert other sources of energy into more Fluxium.

Neutrium: Neutral Energy, not aligned to either Fluxium or Necrium in its natural state but may be used in conjunction with Fluxium for use in spells or rituals, and as a source of sustenance for many beings in the setting. Can be converted into new Fluxium or converted into Necrium, depending on who is using it.

Necrium: Negative Energy, a virus-like force first brought into Oneirogea by the Viralborgians - Necrium contaminates, corrupts and destroys all other forms of energy that it interacts with, creating dangerous phenomena, monsters, and other unspeakable things. Lands completely poisoned and rotted by Necrium are incapable of housing life and become areas of festering evil, and those who attempt to study Necrium to better fight against it and the influence of Viralborgia run an extremely high chance of themselves being consumed by it.

Pictured above: Sacred Beast Näbbilsbiymn

Sacred Beast: Entities revered as Guardians and protectors of the lands, and commonly regarded as manifestations of the holy Guardians of the Omnetheon. Every Sacred Beast is distinct in their existence, and many are direct forces for good all across Oneirogea - gathering and redirecting Fluxium to places rotten with Necrium to heal and rejuvenate them, destroying Necrium entities, protecting humans, etc - some are simply neutrally-aligned creatures who fight and destroy Necrium entities and are thusly praised and revered for it. Others fight against every other Beast, Fluxium-aligned or otherwise, and are only kept from being exterminated by the Supersidia due to fighting Necrium agents just as much and avoiding human settlements.

Many of these Sacred Beasts themselves were Piquol-Sorcerers at some point or another, either being elevated into their current forms as a result of their great deeds in life like with Sacred Beast Vethravëlann or were converted into their current state as a result of high levels of energetic saturation, mostly losing their minds in the process. And in the cases of some, certain Sacred Beasts may even be entities influenced by or formed from Necrium - a mockery of both Sacred Beasts as a whole and the Great Guardians.

Guardians of the Omnetheon: Guardian spirits and potent entities across the lands, revered all throughout Udraiken and the many lands beyond as the force that the Omniancestors go to - the Great Guardians are beings potent beyond measure, capable of massive alterations to the

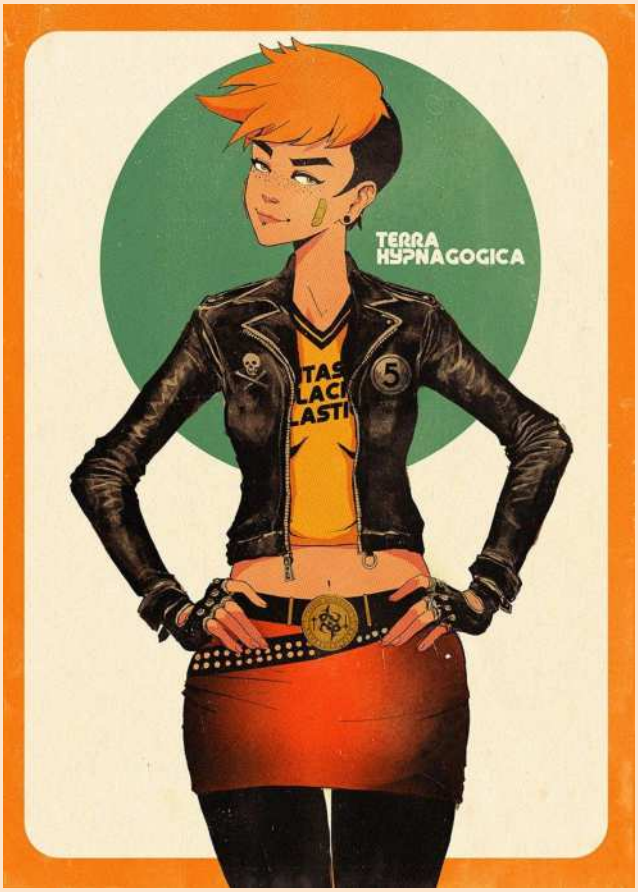
world at their leisure and in possession of many energetic abilities, spells and powers that are not observed anywhere else. A Guardian can choose to elevate any given being in the realms of Oneirogea into a Sacred Beast as a reward for their deeds, change the structure of the lands themselves, send down attendant spirits to provide aid, revive creatures long since thought extinct everywhere and infuse them with a nature staunchly opposed to the spread of Necrium, and much more.

The Guardians lack material form and are thusly only known or expressed through Sacred Beasts, agencies of their wills such as benevolent spirits, or similar phenomena.

Sevunadel: The Sevunadel is a giant entity, composed of Positive and Neutral energy. It appears as a living agglomeration of energetic shapes, with some humanoid features. They share a strong bond with the Asur'nirath, and in fact people believe the Sevunadel and the Asur'nirath are the same being, that is only manifested through different forms in different moments of a day. The Sevunadel is called "Herald of the Clouds" and only appears at day. Like the Asur'nirath, they help and share knowledge with good-hearted Travellers and Inhabitants of Oneirogea. They can be fierce guardians too, exterminating Negative energy beings when neccessary.

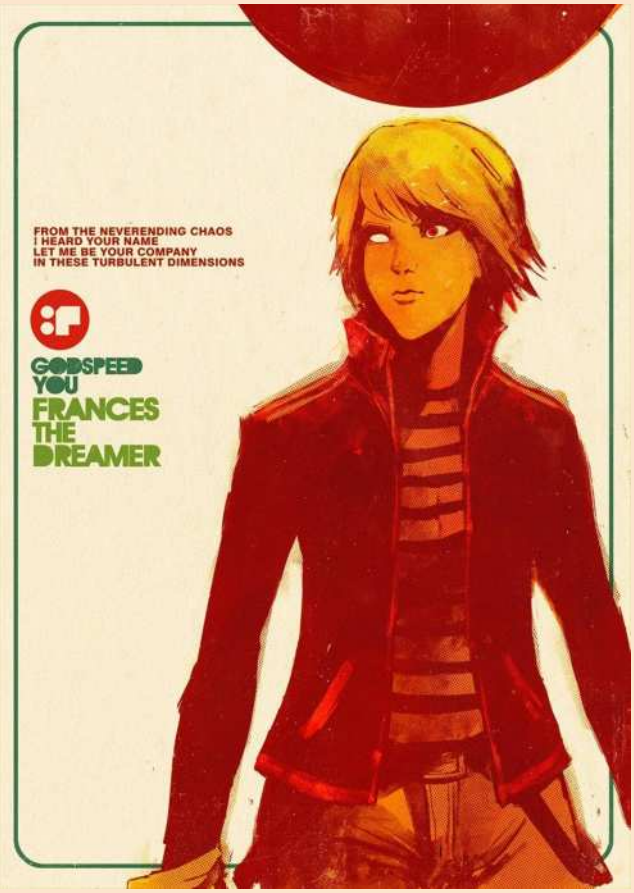
Oroliagor: Menacing and powerful creatures, the Oroliagors are one of the most formidable enemies in Oneirogea. They're deeply influenced by Negative Energy and because of that, their behaviour is very violent and cruel. They generally appear in areas with abundant Negative Energy, which they can use . Oroliagors are very intelligent, knowing a varied array of magical spells and sorceries. They have the ability of transforming Negative energy into potent weapons and armors, making them very hard to defeat. Oroliagors have their own language, though they can speak telepathically with other beings. Some people believe they're part of the Empire of Viralborgia, but this is unconfirmed.

Viralborgia: The ultimate existential threat to all of Oneirgoea.



Ingrid Vladimirescu: Another great and famous hero of Oneirogea and one of the premiere characters of Terra Hypnagogica, Ingrid has explored many of the lands of Udraiken and beyond, involving herself in a number of situations relating either to dealing with rogue or runaway Beasts, requests from the Supersidia and its researchers, meeting and engaging in discourse with the odd Piquol-Sorcerer, and having to deal with the occasional attempt on her life from the Viralborgians. Together with her Avatar (and convenient transport) Debbie, Ingrid travels and makes a name for herself as a recluse with a chill outlook towards life and handling situations, choosing to take things at her own pace.

Despite having frequent attempts made on her life by them and getting into numerous situations involving the influence of Necrium, Ingrid shows a very lackadaisical attitude towards the Viralborgians and their machinations - to her, they are more of a fascinating research project than something to actively destroy, even though she is utterly opposed to them otherwise. For st her core, Ingrid is primarily motivated by hedonism and her own drive to experience new things and engage in new situations, primarily relating towards her love of food and things that provide her with the means to acquire more exotic types of food - such as clearing up the odd job or two for the Supersidia. But with the present events of Terra Hypnagogica and her frequent communications with Klaus Deum in Mephitior and Noelle Syn amongst others, Ingrid seems to be taking a far more active role in recent events as of late.



Frances the Dreamer: Greatest hero of Oneirogea. Bane of horrors, breath in the desert, nightmare of the Imperium. She has wandered in countless lands of Onerigoea and seen many of its beauties and horrors, and is the singular greatest force of opposition to the actions of Viralborgia and the sole thing known to genuinely vex the otherwise unflappable Viralborgians. Together with her avatar, 'Veridique', Francesca has explored and cataloged a number of the strange alien realms and worlds of Oneirogea, and met many of their bizarre inhabitants and entities.

Her avatar, Veridique, is both her constant companion and greatest weapon - being capable of shifting itself into both a hammer and sword as needed by Frances. Veridique, much like any other Avatar, is a manifestation and expression formed from positive energies and is both a part of Frances, as well as being its own somewhat independent entity. On its own, Veridique is fully capable of killing threats such as Viralborgian neonates instantly without having to transform into a combat-based form and can preemptively target and destroy threats to Frances without her necessarily having to attack herself or give it instructions.

Frances herself is a wanderer of the turbulent infinities of Oneirogea, invoked within the words **BILLIONS OF STARS THAT HIDE** and has known and met a vast variety of indescribably unique and sonorous beings, having made many friends and allies over her long travels. Even now, there are those who honor her and seek to follow in her footsteps, emulating the Great heroine as best as they possibly can.

Rulvaur: The Rulvaurs are slender, tall humanoid creatures with a female appearance, dressed in dark garments. They're surrounded by energetic shapes of Positive and Neutral nature. Commonly called "High Arbiters", the Rulvaurs act as order agents and Guardians of key Portals, generally those that lead to important populated places. They also give aid and information to people of good will, and attack monsters or beings of Negative energy. The Rulvaurs speak with an echoing, deep and sensuous feminine voice.

Zeirgant: The Zeirgant is a powerful humanoid creature, influenced by Positive and Neutral energies. These tall and fierce warriors are considered the counterpart of the Oroliagors in terms of power and features, and like them the Zeirgants can transform Positive and Neutral energies and create armors and weapons. They exist only to fight against creatures of Negative energy and to defend regions of Oneirogea, so they don't offer any other kind of help or information, usually. Specters, Negative energy entities and especially the Oroliagors are the main enemies of the Zeirgants. They can speak verbally, with a deep and reverberating voice, though they're creatures of few words. Along with the Vos'gyrdam and other entities, the Zeirgants are one of the most known natural defenders of the realms of Oneirogea.

Larsagul: The Larsagul is a type of dark creature, influenced by Negative Energy. They appear as tall humanoids dressed in black garments, with black horns and big, caprine ears. A Larsagul likes to fight and incite chaos. Most of them know dark magical spells. One of their most known spells is a curse that can transform a normal person in a Larsagul in a matter of hours. Generally the Larsaguls are seen fighting along other Negative Energy creatures, such as specters or the Mabsylex. The Larsaguls talk their own language, still undeciphered. Their voices are distorted and high-pitched.

Cinurrath: Also called “Great Construct”, the Cinurrath is a kind of supergiant organic creatures of varying shapes, but it generally presents vaguely human features, combined with other abstract organic parts. The Cinurrath is very rare, and it isn’t a wandering creature. Prefers to stay in a place for decades, even centuries, taking this place as it’s own territory. The Cinurrath is non-aggressive and it's mainly influenced by Positive Energy. It spends most of it’s time contemplating the life of it’s personal territory, and also regulating the balance of energies. Most settlements and towns are located near a Cinurrath’s living place because of this beneficial regulation, and the inhabitants of those places often consider the Cinurrath a superior patron and a great Avatar. It’s not rare that certain Cinurraths are almost revered as gods. Due to it’s massive size, the Cinurrath is nearly invincible. If, by any chance, there’s a rather improbable opportunity of a threat, the Cinurrath will simply make a counterattack with its massive amount of stored energy.

Gelohedron - The Gelohedron is a flying, polyhedral entity of varying sizes, present in almost all places of Oneirogea. These wandering beings can transmit messages or images through screens. They're primarily used as messengers by mages and people of Oneirogea, and can function with influence of Positive and Neutral energies. In some cases, the Gelohedrons can be armed with weapons, and in this case they're used as flying war machines. They produce characteristic noises, like mechanical sounds, radio-like voices, static, etc. Before transmitting a message or projecting an image, they make some kind of sound that resembles a quasi human, cacophonous, metallic laugh: hence their name "gelohedron".

Seundrul - The Seundruls are floating biomechanical creatures from the deserts of Udraiken, created by various Houses of the Supersidia. Their main function to regulate energetic balance between Fluxium, Neutral and Necrium energies in various areas. Seundruls can emit very deep and characteristic sounds and voices. They're commonly used as guardians, demarcating and patrolling zones, buildings or settlements. They're also used as energy manipulators and purifiers. In addition, these creatures are used as massive communication devices: they can use their voices as sirens or used to transmit different messages from the Supersidia or other organizations across towns or places.

Sacred Beast Vethravëlann: Considered one of the most beneficial Sacred Beasts in Oneirogea, and a direct manifestation of Quolmanaar and Soneorel, Vethravëlann is a shapeshifting Beast with a strong connection and affinity with mankind and Fluxium energies.

Most people believe that Vethravëlann was an ancient female Piquol-sorcerer with the same name. She had formidable curiosity and aptitude for investigation, and was a inestimable help for the people of Udraiken in their battle against the Necrium virus-like dissemination.

When the time of her death came, she was magically transformed (some say as a gift by Soneorel and Quolmanaar) in a massive biological unity of energies, gaining many powers and eventually transforming into a Sacred Beast. The form depicted is her most known actual form.

Thanks to her shapeshifting and immaterial qualities, Vethravëlann can travel to many places, gathering and converting Energies for their use in many towns and cities. She also has the ability of mass telepathy, and can communicate in the many dialects of Oneirogea.

The people that has heard her voice through telepathy describe it as booming and powerful but also sweet and motherly. She is venerated through all planes of Oneirogea, as she likes to travel and bring news, information and Energies to different places.

Sacred Beast Haeliankhurion: Even in the troubled recent times of Oneirogea, there's time and space for hope. Haeliankhurion, called "Angel of Hope" and "Bringer of Joy" by almost all inhabitants, is one of the most fervent helpers and guardians of humanity, always appearing in times of great need.

Some believe that Haelankhurion and Vethravëlann share a strong bond, and some even believe they're sisters; it's not such a crazy idea if you consider the fact that both share similar essences and aspects. In general terms, one is the sister of the "air", the other of the "land"

Haeliankhurion is one of the prime examples of highly efficient energy-conversion creatures. She's known for visiting once-inhabited places rotten with Necrium energies, then amassing and converting large quantities of Necrium into clean, usable energy that is then stored.

This energy is then used by Haeliankhurion to clean those infected places so they can be repopulated again, and distribute the rest to other human communities in need. Her appearance also has the effect of enriching and powering Fluxium reserves for long periods of time.

For this reason, Haeliankhurion is loved, venerated and celebrated in lots of places, but specially in small towns which once were almost eradicated by Necrium energy. She's also been helping many Houses, sharing the secrets of her energy conversion abilities through telepathy.

Sacred Beast Näbbilsbiymn: Näbbilsbiymn is considered one of the Sacred Beasts of the southern lands of Udraiken. It is a colossal, ancient creature that has defended many of the first human settlements from the attacks of Necrium-based phenomena and entities.

Näbbilsbiymn attacks with energetic discharges and beams that convert any Necrium source into pure Fluxium, which stands in the landscape until it's potential utilization. But these beneficial actions are seldom seen, as Näbbilsbiymn appearances are rare.

Many believe that Näbbilsbiymn is one of the manifestations/servants of the Guardians of the Omnetheon, specifically Onusivar, since Näbbilsbiymn tends to appear in the mountains; the Ecumenaer hasn't declared anything official about those beliefs.

Others believe that Näbbilsbiymn is probably the result of a great joint effort between ancient Piquol-sorcerers.
Näbbilsbiymn is venerated and celebrated in places such as Nerhantor, Ivaltres, Shadaizu and Gismagerth, including the neighboring smaller towns and villages.

Dimensional Beast Xolägros: Xölagros has been classified as a Dimensional beast because it appears through Portals; supposedly Xölagros comes from a Vastoplane that is yet to be fully identified. It is also considered a Sacred beast due to it's nature and beneficial attitude towards humanity.

It is also considered to be a dual manifestation: of Nevunachlan, since it appears mainly near bodies of water and of Soneorel because of it's association to stars. Xölagros has been seen helping fellow Beasts (such as Antharagor) in the eradication of Necrium creatures.

When it's not battling Necrium creatures, Xölagros likes to roam in places near to the sea and big rivers. It is known for it's childish mannerisms; when in company of groups of human admirers, Xölagros likes to act like a clown and do fireworks-like shows with it's energy

Dewabrans - The Forsaken: The dewabrans (from the archaic expression "echronor'dewabrans'üln" meaning "those who were rejected from the lands") is a kind of ghoulish creature, found in dark and abandoned places reverberating with Necrium (Negative energy).

Some say that humans that fell in complete disgrace or were rejected by their kind, and were influenced by Negative energy, are now dewabrans in a corrupt state, possibly slowly transforming themselves into specters like the Darcazum, Sheolvor, Vaacrunolas or even the Deorkul.

Many other people believe that the dewabrans are another creation of the Viralborgians, similar to the Mirshaetan, with scouting and reconnaissance purposes; recent discoveries by some Houses such as the Thranderbury seems to validate this claim.

Dewabrans often roam deserted areas rich in negative energy, seeking out other creatures and even people to attack and devour, screaming in hideous voices and sometimes uttering cries in an unknown language, possibly of Viralborgian origin.

Beldephringr - Modular Abomination: The Beldephringr can be naturally found through the deserts and dry, abandoned, Necrium-rich places of Oneirogea. They receive the name Modular Abomination because the majority of parts of it's body are detachable and interchangeable with another exemplar of it's species.

This creature is believed to be a creation of the Viralborgians, left through different places of Oneirogea. They're used by them as battle beasts and also as living Necrium batteries. Their detachable nature makes them useful for battle strategies where Necrium is needed.

Beldephringrs are highly aggressive and dangerous, and they specialize in using Necrium energy to confuse, incapacitate or slaughter their opponents. They can be called through magic invocations, usually by powerful invokers, sorcerers and users of Necrium.

Some studies by Houses Alindranach and Voarlasych state that the colossal Veurmnorg'dzavëul is a super evolved form of the Beldephringr, as it shares the same functions (battle and Energy storage/distribution), though in a more massive scale. This is still being investigated.

Deorkul: One of the most rare and dangerous beings on Oneirogea, made in it's entirety of Negative energy. The Deorkul appears as a lonely humanoid figure, standing in a desolate place of pure darkness. This dark place is created by its ability of absorbing light in a certain radius.

If a person, animal or creature tries to get too close or interact with it physically, the Deorkul will emit a characteristic scream and will permanently disable all mental capabilities of that creature, producing a state of eternal coma.

Although this eternal coma is currently an irreversible process, the Deorkul can still be neutralized with spells, enchantments or similar things. The neutralization of a Deorkul cannot return an affected victim to its previous sane state, though.

The Deorkul is one of the prime examples of high Negative energy (Necrium) corruption. It is believed that is one of the final evolutions for many of the lesser creatures corrupted by Necrium, and there are efforts to better study it's characteristics and nature.

***Q**: Is the evolution inevitable if the creature survives long enough? Or do some individuals fail to progress or transform into something else instead?*

***A**: Some individuals just stop to "evolve" at a certain point, but according to the studies this evolution is inevitable for certain individuals as well; it may be related to the action of different amounts of Necrium during a lifetime.*

Pictured: An example of a Veurmnorg'dzavëul

Dimensional Ever-Loving Abomination: An example of the scale some lower order Necrium entities can manifest as within the setting of Oneirogea - with several of these at minimum being the size of entire galaxies. These entities may either be created by Viralbirgians for the sake of further venerating Viralborgia or they may be fully-formed from colossal aggregations of Necrium, or they may even be greater Viralborgians themselves.