

The Awakening of the Cosmic Lord

An original Jumpchain by AzureKnight_mx

Your universe was long believed to be barren, incapable of producing fragments of reality. No Cosmic Lord has ever emerged here—a sign, it seemed, of a universe drifting toward inevitable entropy, destined for expansion and eventual heat death in the distant eons. And yet, within you lies something extraordinary: a shard of unfathomable potential, an anomaly defying the natural order. It is a final, desperate spark from a reality on the brink of fading. Perhaps you will save it. Perhaps you are its last hope for a legacy.

Across the vast multiverse, where dimensions fold and collide in a dance of creation and decay, beings of immense power are born. These few are chosen to wield the very essence of their universe's reality—a gift that enables them to shape and rewrite the fabric of existence itself. They are known as *Cosmic Lords*, and they stand as the ultimate guardians—or destroyers—of their own universes. Universes, in their natural cycle, send fragments of their reality into chosen hosts, nurturing them into beings capable of creating new worlds and, eventually, new universes.

But in rare and perilous moments, a universe can create just one shard, an exceptional fragment with the potential to forge a Lord of unparalleled strength. You are that fragment's bearer. Against all odds, you have been chosen. Today, a new Cosmic Lord is born. The road ahead is fraught with cosmic mysteries, interdimensional threats, and the eyes of beings who dwell beyond the boundaries of understanding. As you grow in power, the weight of creation and destruction lies in your hands.

Will you rise to defend your universe, forging new worlds and conquering the challenges of the multiverse? Or will the forces arrayed against you tear apart all you hold dear, leaving your universe to fade into oblivion?

Your journey begins now. You are the anomaly, the final hope of a dying reality. What will you become?

Your Fragment of Reality grants you 1000 Cosmic Points (CP)



What is a Cosmic Lord?

A Cosmic Lord is a being of immense power, born through the fusion of an individual with a Fragment of Reality—a shard of their universe's fundamental essence. This union grants them extraordinary cosmic abilities, enabling them to bend the very fabric of reality to their will. Over time, as they master these powers, a Cosmic Lord can transcend nearly all other beings within their universe, potentially becoming one of the most powerful entities across the multiverse.

Universes are living entities in their own right, constantly expanding, evolving, and adapting to the vast multiverse that surrounds them. As part of their natural reproductive cycle, they generate multiple Fragments of Reality, which are then cast out into the cosmos to seek suitable hosts. These hosts are chosen based on their latent potential and compatibility with the fragment. The fragment embeds itself within the host, and the two begin to grow together. As the host matures and develops, so too does their connection with the fragment, gradually awakening their cosmic powers.

The ultimate purpose of this process is for the host, now a Cosmic Lord, to mature to the point where they can birth a universe of their own. In doing so, they contribute to the endless expansion and diversification of the multiverse. These new universes reflect the experiences, desires, and will of the Cosmic Lords who create them, further enriching the cosmic tapestry.

In most cases, universes produce several fragments, spreading their essence across multiple hosts, ensuring the survival of at least some Cosmic Lords. However, on rare occasions, a universe may focus all its energy into creating a single, exceptionally potent fragment. These fragments are designed to forge Cosmic Lords of unparalleled strength, with the potential to wield reality-altering powers far beyond the norm.

Yet this approach comes with significant risk. If a Cosmic Lord born from such a fragment is destroyed before they can fully mature, the universe loses a large portion of its potential power, leaving it vulnerable. Many of these powerful fragments are hunted by beings and forces that seek to prevent their rise, as a fully realized Cosmic Lord could shift the balance of power within their universe. In contrast, some universes may fail to produce any Cosmic Lords at all, becoming barren and weak, making them susceptible to external threats from other universes and dimensions.

A Cosmic Lord's powers are deeply tied to their universe's very fabric, allowing them to manipulate time, space, matter, and even the laws that govern reality. These abilities can vary from Lord to Lord, depending on the nature of their fragment and their own personal development. However, the sheer scale of their potential makes them formidable figures, capable of challenging even the most established forces within their universe.

Their cosmic might often draws the attention of other entities—both friend and foe—from across the multiverse. Some may seek to form alliances, recognizing the Lord's potential as a force for creation and expansion. Others, especially ancient cosmic beings, may view them as a threat to the status quo, leading to inevitable conflict.

Despite their immense power, Cosmic Lords are not invincible. Unless fully realized with their powers, their strength is intrinsically linked to the universe that birthed them. Should their home universe be destroyed, they risk catastrophic weakening or even death, as the fragment that sustains them ceases to exist. This profound connection drives most Cosmic Lords to fiercely defend and protect their universe, nurturing its growth and warding off threats that could destabilize or destroy it.

Cosmic Lords play a crucial role in the grand cycle of creation and destruction within the multiverse. While some Lords may rise to become benevolent protectors and creators of new universes, others may succumb to their power, becoming conquerors or destroyers. Regardless of their path, they are pivotal players in shaping the course of cosmic events.

As a Cosmic Lord, your journey is not just about wielding immense power, but about finding your place within the multiverse. Will you ascend to become a guardian of your universe, fostering its growth and eventually birthing new realities? Or will you seek power beyond the limits of your fragment, challenging the very forces that gave you life?.



Origin

Cosmic Lord (Free and required)

You are a Cosmic Lord and within you now exists a potent shard of reality intrinsically bound to your very existence. A Cosmic Lord is considered a master of the physical universe and a powerful reality manipulator, their own understanding and exploiting of the laws of reality allow them to perform feats that are near and beyond the limits of what technology and esoteric forces can replicate.

As part of your new nature, you now possess the following qualities:



- **Self-Sustainability:** You no longer require food, water, sleep, or air to survive, as the Fragment of Reality provides all necessities you may have, though you may still partake in them.
- **Immortality:** You are immune to aging and effectively immortal, requiring for your body to be severely destroyed and unable to regenerate to experience true death.
- **Environmental Resistance:** The vacuum of space has no negative effects on you, and you can withstand pressures up to 10 times your original baseline.
- **Radiation Absorption:** Exposure to any background radiation is harmless, as it is instantly absorbed upon contact with you and rendered of no consequence, aiding in energy recovery and slightly enhancing regeneration.
- **Reality Adjustment Field:** You possess an invisible, intangible, and inviolable field just outside your body, which unconsciously adjusts various aspects of your physical and metaphysical presence to ensure your survival and comfort.
 - This field adjusts your apparent weight to always fall between 50 and 200 kg as you desire, regardless of your actual body mass. When performing actions like pushing, striking, or resisting movement, the field allows your true mass to come into play. For example, if your true weight is immense, you could remain unmoved by the impact of a planet, but normally, such mass would cause extreme gravitational effects and structural damage to your surroundings. The field neutralizes these unintended effects, making you appear to have a normal weight in most situations. However, when necessary, such as during a punch or resisting a force, your true mass asserts itself. This field ensures that your interactions with reality always work to your advantage, balancing the benefits of immense mass without the drawbacks.
- **Adaptive True Form:** This aspect of the personal reality field gradually shifts your true appearance toward your ideal form, regardless of your current shape, species, sex, or other distinguishing features. Unlike traditional shapeshifting, this ability fundamentally redefines what is considered your true form—aligning it with how you perceive yourself. Any changes in your self-perception will cause this form to adjust accordingly. While you can still shapeshift or assume alternate forms temporarily, your true form will always revert to this ideal so long as you will it. The transformation process is gradual, taking a few hours for a complete shift,

and as you revert to your true form, any harmful and persistent effects will be removed from your body, mind and soul regardless of source and potency.

- You now have available to you a **self-restoring extradimensional internal reserve of matter**, generated by your Fragment of Reality. The amount of matter available is around the mass of a big mountain, slowly regenerating and taking up to one day at most to restore. Other choices may increase this amount.
- Cosmic Lords possess **formidable suits of hardened reality** that render them night invulnerable to extreme forces, exotic energies and even are able to resist reality warping of all kinds.

Age, Sex and Background

As a Cosmic Lord, these traits—age, sex, and background—become fluid and inconsequential. Your awakening has granted you the ability to reshape these aspects of your existence as you see fit, free from the limitations of mortal identity. You can adjust your appearance, redefine your age, or even alter your sex at will, reflecting the vast power you now wield.

While you may choose to craft a personal history on this Earth, it is but a fleeting detail in the grand scheme of your cosmic journey. You can also decide to forgo unnecessary memories, arriving as a drop-in without ties or a past to weigh you down. After all, what is a past to a being who shapes the future?

Location

Your journey begins on a version of Earth—not your original Earth, but one of the many parallel Earths that populate the multiverse. This Earth is slightly more advanced than your own, about one to three decades ahead in technology. While many familiar modern issues still persist, others have been solved, only to give rise to new, emergent challenges.

The waves and ripples your awakening sends across the fabric of space and time have not gone unnoticed. Soon, the disturbance will draw attention from various entities throughout the universe. Exploring races, singular creatures, mysterious beings, and stranger entities will come to investigate the cause. While most of these beings are unaware of your true nature, some will recognize what you are. They may seek to befriend you, assess whether you are a threat, use you, or even attempt to destroy you before you fully master your cosmic powers.

In any case, your arrival has set the eyes of the universe upon Earth and only you'll decide how things will happen from now on.





Body, Mind and Soul

The fragment of reality that has become part of you is now inseparable from your being. It cannot be taken, stolen, copied, or transferred— it has merged with you entirely, just as you have merged with it.

This merging has transformed three core aspects of yourself—your body, mind, and soul—into more powerful forms, elevating you to the level of a Cosmic Lord. These enhancements are not superficial; they represent a deep, qualitative shift, making each aspect of you stronger, more refined, and ready for the cosmic stage.

You must choose one upgrade from each category: body, mind, and soul. Opting for a higher-tier selection grants all the benefits of the lower tiers within that category.

Body:

The body of a Cosmic Lord is nothing short of extraordinary, embodying the pinnacle—or even beyond—of their species' potential. However, the most exceptional among them have bodies forged from high-density matter, setting them apart from all others and elevating them above their rivals.

Biological Zenith (Free): Your body is enhanced to the peak of biological potential for your species. All genetic imperfections are eliminated, and every aspect of your biology is optimized to the maximum extent possible without falling into the uncanny valley. This means that, while your appearance and abilities are vastly superior, you still appear natural within the context of your species—just a genetic step ahead of everyone else.

You gain complete control over your muscles and organs, with enhanced strength, reflexes, and overall physicality, though still within the limits of organic capability. You are immune to all natural and engineered toxins, diseases, and parasites, and can withstand temperatures and pressures up to ten times what your baseline species could endure. Finally, you gain a regeneration factor capable of flawlessly heal any injury you receive in a matter minutes, and missing limbs an hour a most, drawing matter from your internal reserves to restore you.

Neutronium Matter Body (100 CP): Your body becomes a solid, sentient mass of neutronium matter, nearing the Tolman-Oppenheimer-Volkoff limit—the threshold before collapsing into denser forms of degenerate matter. Despite this, you still appear and able to move as a normal member of your species to others.

Your body is now incredibly dense and powerful, capable of exerting enough force to crack continents and withstand extreme damage without a scratch. You are immune to pressures and temperatures up to those found at the core of a neutron star. Additionally, you gain natural resistance to magic and other supernatural forces, as your dense composition distorts and erodes their effects, also making magical toxins and curses nearly ineffective against you.

Your internal matter reserves can now hold the mass of a star equal to our Sun, and it automatically restores itself within a day if fully depleted. Your regeneration is significantly enhanced, allowing you to replenish any damage or lost mass in seconds using your reserves. You can only be killed by total destruction, as you will regenerate from even a single unit of your matter. Any severed matter will evaporate harmlessly unless you choose to reintegrate it by touching it.

Exotic Matter Infusion (200 CP): Your body, primarily composed of neutronium matter, is now interwoven with particles that bend the physical laws of this universe. This includes elements like negative mass particles, dark matter, Bose-Einstein condensates, photonic matter, time crystals, and other exotic components, granting your body exotic properties.

Your mass and density remain similar to that of pure neutronium, but you are now completely immune to temperature and ambient pressure regardless of source. You can ignore natural gravity at will, allowing you to escape even the event horizon of a black hole unimpeded. Additionally, your body can interact with non-baryonic matter, and you are immune to time paradoxes, hostile spatial displacement, and causality manipulation, with immediate awareness of any such attempts.

Your exotic composition further enhances your resistance to unwanted effects, strengthening your Reality Adjustment Field and making you naturally resistant, though not entirely immune, to reality alterations and manipulation. Your internal matter reserves now include dark energy, increasing your matter capacity to that of a red supergiant star, with recovery taking up to a week if fully depleted. You can now quantum regenerate in an instant from these reserves even if your body is entirely destroyed, as long as your mind and soul remain intact.

Mind:

Upon awakening, the mind of a Cosmic Lord undergoes a transformative enhancement while retaining their original personality and essence.

Clarity (Free): Your mind becomes crystal clear, allowing thought to flow unhindered and imagination to run wild. While this doesn't increase your intelligence, it simplifies your thought processes, making it absurdly easier to imagine and visualize anything. This clarity helps in detecting and rejecting foreign thoughts, memetic hazards, or presences in your mind unless they are overwhelmingly stronger. Additionally, you gain perfect memory, enabling you to recall any experience in minute detail.



Crystalline Lattice Structure (100 CP): Your mind is now structured like a powerful computer, allowing you to perform calculations at a planetary scale. You can create independent thought routines that focus on specific tasks while you continue with other activities. These routines share computing power with you, cannot develop self-awareness, and can be reintegrated at will. You can hold infinite memories, and your mind becomes remarkably resistant to damage, capable of self-restoration even if completely destroyed as long as your soul remains.

Higher Dimensional Thought Array (200 CP): Your mind expands beyond normal space, with thoughts flowing through higher and lesser dimensions. This boosts your mental computation power to the level of a Matrioshka Brain, greatly increasing your overall intelligence and ability to solve problems, simulate things and more. Your mind is anchored into reality through its multi-dimensional presence, making it highly resistant to external manipulation and immune to the harmful effects of exposure to Eldritch Beings. Any attempt to affect your mind must first comprehend its complex structure, or it will automatically fail. Even successful attempts will struggle against the deeply entrenched, nearly indestructible nature of your higher-dimensional mind.

Soul:

Although the soul is the less prominent aspect of a Cosmic Lord, it is no less formidable than the mind and body.

Reinforcement (Free): Upon transformation, your soul undergoes significant reinforcement, becoming more resilient and formidable. It is now much harder to manipulate or harm. If separated from your body, it can interact with the physical world, though at a reduced level of strength compared to your physical form. At this level, your soul's power is strong but not divine, making it resilient against lesser spiritual forces.



Resonance (100 CP): Your soul begins to resonate with the Fragment of Reality, gradually becoming stronger over time. This resonance allows your soul to double in strength every decade, enhancing its durability and presence. Your soul becomes more resistant to damage, though it can still be affected by powerful, soul-specific attacks. At this level, your soul's starting power is considerable, making it very difficult to harm or manipulate, but it is not truly invincible.

Ascendancy (200 CP): Your soul transcends to a higher state, becoming a powerful anchor that binds you to existence. As long as your soul endures, you cannot experience true death, and it remains impervious to harm as long as your physical body remains intact. While your soul is not indestructible, it can swiftly recover from most forms of damage, unless challenged by exceptionally powerful or similarly evolved souls. In this ascended state, your soul's power is among the highest within the universe, though there are still limits, and potential rivals may yet exist.

Cosmic Vestments

Even for a Cosmic Lord, there exist threats that demand extraordinary measures. Upon awakening to the vastness of their universe, a Cosmic Lord quickly realizes that their innate powers and physical form, though formidable, may not always suffice. Thus, the need for enhanced protection becomes apparent.

While most materials offer little resistance to the extreme, esoteric, or reality-altering forces that a Cosmic Lord may encounter, the advanced manipulation of their Reality Adjusting Field provides an elegant solution. **Through meticulous sustained effort of many months**, a Cosmic Lord can expand, fold, and compress sections of their Reality Adjusting Field, concentrating its essence until it manifests as a tangible, reality-hardened armor known as the Cosmic Vestments. Once created, this armor can be donned or removed in a few moments with a mere thought.



Key properties of the Cosmic Vestments include:

- **Adaptive Form:** The Cosmic Vestments can assume any shape or form as long as they remain form-fitting. Whether it takes the appearance of a suit, dress, or a more exotic configuration, the vestment uniformly protects the entire body, regardless of its design or apparent coverage gaps.
- **Intrusion and Alteration Rejection:** It actively rejects any attempts to alter or intrude upon its intended function, ensuring it remains true to its purpose.
- **Exclusive to the Creator:** The vestment is intrinsically linked to the Cosmic Lord who created it, as it is a part of their Reality Adjusting Field and cannot be used by others.
- **Extreme Durability:** Though not made of any conventional materials, the suit works like a pseudo physical force field that stops physical and non-physical objects, energies and entities from interacting with you. Its durability brought not by material properties but hardened reality, resisting at the very least forces capable of destroying a star before even receiving the smallest speck of damage.
- **Reality Normalization:** The hardened reality of the vestment enforces a stable reality around the Cosmic Lord, allowing them to survive and navigate through bizarre, null, or unreal realities as if they were in their original universe. It effectively neutralizes the effects harmful universal laws or their absence against the Cosmic Lord.
- **Resistance to Reality Manipulation:** The Cosmic Vestments resists and blocks all forms of unwanted reality manipulation. Depending on the strength of the manipulation this may result in damage to the vestment, but be aware that it is extremely resistant and it can withstand at least one total reality collapse before being completely destroyed.
- **Self-Regeneration:** Once fully formed, the Cosmic Vestment is capable of regenerating by itself any damage it sustains. Without further input from the Cosmic Lord, the suit can

completely regenerate from total destruction within one month, with faster recovery if it sustains less damage or if the Cosmic Lord actively participates in the repairs.

- **Infinity Mantle:** A secondary expression and part of the Cosmic Vestments, usually comes as a cape of some sorts that accompanies the suit or may be integrated on at most a third of the suit's surface. On the one side, a pattern with stars, nebulae and galaxies can be seen, permitting the Cosmic Lord and only the Cosmic Lord to put and take out objects at will regardless of size into an inner solar system sized space. This inner space, is colloquially known as the *Inner Verse*.

The Inner Verse

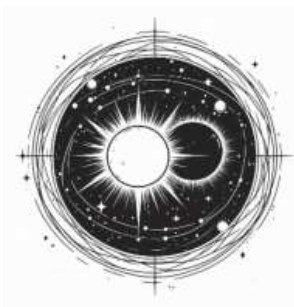
Within you lies an inner reality, a pocket universe that only you can access. It begins small, roughly the size of a solar system, but will naturally expand as you continue to exist. This space, known as your Inner Verse, represents the seed of what may one day evolve into your own universe—a personal realm shaped by your will and imagination.

In this space, you can store and arrange objects or beings from the outside world, provided they fit within its current limits. The Inner Verse reflects your essence and the nature of the universe you hail from, giving it unique qualities tied to your being. By entering a meditative state, you can project a version of yourself inside the Inner Verse, possessing nearly all your abilities, enabling you to interact with, modify, and nurture this reality as it grows.

Your Inner Verse is a canvas for your identity. It will grow to become a mirror of your true self, a reflection of your ideals and beliefs.

To shape this place, you have a stipend of 200 CP to influence its starting formation that may only be used here.

Single Star (Free): At the heart of your Inner Verse is a single, brilliant star. It can take any form, size, or color you wish—though by default, it mirrors Sol, your solar system's star. This star holds special significance as the first celestial body within your realm. While nameless at first, if you choose to name it, this star will eventually awaken, becoming a living, sentient Star with a nature tied to its true name.



Multiple Stars (50 CP): Prefer a more complex stellar formation? You can create a binary, trinary, or even more intricate systems of stars. Each additional star can possess unique qualities—perhaps one is eternally cold, another glows with magic, or one is not even a true star but a construct emitting light. The unique characteristics of these stars can have ripple effects throughout your Inner Verse, spreading beneficial or challenging properties based on your design.



Black Hole (50 CP): If light doesn't define your inner self, perhaps darkness does. At the center of your Inner Verse lies a small black hole, surrounded by a faintly glowing accretion disc. Though powerful, it is contained, ensuring the surrounding space orbits safely unless the black hole grows by consuming more matter. This black hole, like the star, can be named, and in time it will awaken, becoming a sentient black hole with a personality defined by its name.



The celestial bodies orbiting your central system also hold significance. You can choose from the following planetary options:



Barren (Free): Two rocky, barren planets orbit your star, possessing average mineral deposits but devoid of life. Ice caps and fascinating geological formations dot their surfaces, but they are otherwise incapable of sustaining organic life—for now.

Rich (50 CP): These planets overflow with rare and valuable minerals. The soil is rich with crystals and precious metals, and even the moons are abundant with resources. These deposits will regenerate over time, ensuring the planets never run out of their valuable materials.

Lush (50 CP): The planets teem with life—dense forests, vast oceans, and diverse ecosystems fill their surfaces. You can design the flora and fauna to resemble Earth-like creatures or create entirely alien life forms. These ecosystems are vibrant and complex, though no creature or plant here possesses supernatural abilities.



Fantastical (50 CP): Your planets are imbued with ethereal properties. Strange, magical minerals and supernatural beings inhabit them. The terrain itself is wondrous, with impossible landscapes and bizarre formations. These planets are steeped in something almost magical, and everything about them feels mystical and otherworldly.



Habitants (50 CP): Sentient life has emerged on one or more planets. Young and just beginning to explore their world, these beings look to the stars with wonder. Their form, culture, and language are yours to shape. As their creator, their fate is in your hands. How will they respond when they discover the presence of their Cosmic Lord?

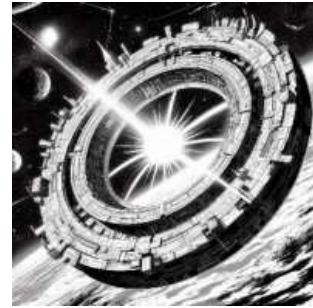
Asteroids and Moons (50 CP): A wealth of celestial objects, from asteroid belts to moons, populate your Inner Verse. These bodies inherit some of the characteristics you've selected for your planets, making them useful for resource extraction or other purposes.

More Planets (50 CP per planet): Want more than two planets? Add as many as you like with this option. Just keep in mind the current size of your Inner Verse is roughly that of a solar system.



Ruins (50 CP): Scattered across your planets are mysterious ruins, not built by ancient predecessors, but born from your subconscious desires and hidden memories. These structures may contain replicas of personal treasures or significant relics from your past. Those who discover and explore these ruins will be granted some form of boon, you may even discover something you didn't even know about yourself, though these treasures or anything you find inside cannot leave the Inner Verse.

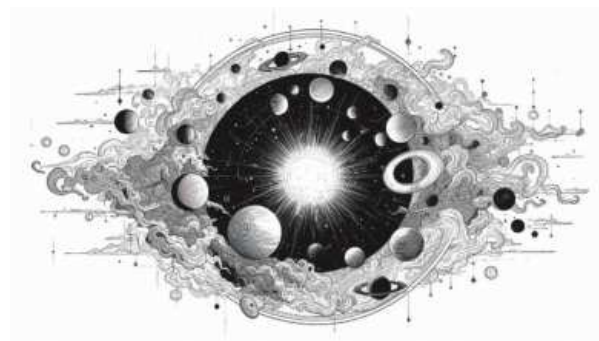
Gate (50 CP): A grand circular gate orbits the central star of your Inner Verse, serving as a portal for both entry and exit. When activated, with a single of your thoughts, it allows beings or objects to leave your Inner Verse autonomously, emerging in your immediate vicinity outside of it. You are always instantly aware of what passes through this gate, ensuring you have complete control over the flow between your private reality and the outside world.



Rules (50 CP each): Once your Inner Verse forms, its reality will initially mirror the laws and structure of the universe from which you originated. However, by spending CP, you can alter these fundamental laws before they fully solidify, reshaping your Inner Verse as you see fit. Each time you select this option, you may change one core rule of your Inner Verse, tailoring its reality to your desires. Here are a few examples of what you can do:

- **Magic:** The rules of magic now exist within your Inner Verse, granting its inhabitants the ability to wield arcane powers by your design.
- **Fundamental Laws:** You may alter a key law, such as allowing creatures to breathe in space or preventing harm within your Inner Verse, adapting it to your personal vision.
- **Sub-Realities:** Your Inner Verse can now support the existence of sub-realities, enabling the creation of demiplanes, pocket dimensions, or other sub-realities within.
- **Value Influence:** You can imbue your Inner Verse with a single guiding principle, such as but not limited to honor, joy, lust, camaraderie, or love. This value will subtly shape and influence the lives of those who reside within, fostering a culture aligned with the chosen ideal. Adding values require selecting this again.

Once your Inner Verse has settled into its final form, it will continue to grow and evolve alongside you as you embark on new adventures. Let it serve as the foundation for something even greater in the journey ahead.



Vestments Customizations

While Cosmic Vestments provide remarkable protection in their base form, some Cosmic Lords can have customized them further, enhancing their capabilities through the expenditure of power. These customizations allow you to tailor your vestments to your needs, increasing their functionality and versatility.

Some customizations have upgrades; you may only select an upgrade if you have already acquired the parent customization. You receive five discounts for this section. As usual, any 100 CP discounted customization or upgrade is considered free.



Adaptive Technomagoetic Systems (100 CP): Your Cosmic Vestments now possess the capability to seamlessly integrate technological or magical equipment, enhancing their functionality without compromising their defensive integrity. This integration is limited to devices and artifacts that are not offensive in nature, allowing you to augment your vestments with tools for communication, analysis, or other supportive functions. Once integrated, these systems become part of the vestment, benefiting from its durability and protections while enhancing your overall versatility.

- **[Upgrade] Offensive Systems Patch (100 CP):** You may now integrate offensive existing devices or artifacts into your vestments, provided they are not explicitly designed as weapons.
- **[Upgrade] Armor Integration Guidelines (100 CP):** If you already possess an armor or suit that you'd like to serve as the foundation for your Cosmic Vestments, this upgrade allows you to use it as a blueprint. The process of crafting your Cosmic Vestments is halved in time, and they can now fully replicate the appearance and functions of your original armor. Additionally, future armors or suits can be integrated into your vestments as well, though the integration process will still take as long as it originally did with this perk's benefits.

Integrated Reality Weaponry (100 CP): Equip your Cosmic Vestments with integrated minor bladed weapons, capable of cutting through anything not hardened against reality manipulation. These blades, though small, are devastatingly effective against even the most abstract defenses.

- **[Upgrade] Abstract Ballistics (100 CP):** Your vestments can now incorporate into it small to medium ranged weaponry such as bows, guns, rifles, and more. While you will need to supply the necessary ammunition or energy, these weapons become enhanced and are now capable of piercing even abstract or conceptual defenses, dealing significant damage.
- **[Upgrade] Imported Specific Weapon (100 CP):** You can import an existing weapon and integrate it into your Cosmic Vestments, granting it the properties of a rank 1 hardened reality weapon. If you possess the *Reality Weaponry Cosmic Power*, the weapon will scale to the power equivalent to its current rank.
- **[Upgrade] Heavy Weaponry (200 CP):** Perhaps you need big guns? Now any weapon that may be considered of the heavy category may be integrated into the Cosmic Vestments. These heavy weapons are enhanced to do true damage, perfect damage that ignores defenses, to anything not hardened or protected against reality manipulation, but still require for you to supply the necessary ammunition or energy.

- **[Upgrade] Component Factory (100 CP):** Your Cosmic Vestments are now equipped with an internal fabrication system that draws from your own matter reserves. This system can automatically produce and reload any type of ammunition for weapons integrated into your vestments, as well as generate consumables required by other integrated equipment. Ammunition created by this system will be enhanced to the level of a pseudo reality weaponry. If you possess the *Reality Weaponry Cosmic Power*, these enhancements can scale up to the equivalent of Rank 2, significantly increasing their potency and effectiveness.

Superior Hardening (100 CP): This upgrade significantly enhances the defensive properties of your Cosmic Vestments, making them capable of withstanding the energy of a gamma-ray burst and tripling their current resilience to physical forces.

- **[Upgrade] Inertial Dissipation (100 CP):** Attacks that fail to damage the vestments are nullified completely. Physical objects stop dead and fall harmlessly, while energy-based effects dissipate on impact.
- **[Upgrade] Klein Bottle Coating (100 CP):** The vestments gain a coating that stores energy from incoming attacks within a Klein Bottle structure. This stored energy can be released at any time, including immediately after receiving an attack, to counter or harm an opponent, but must be aware that stored energy stresses the Cosmic Vestment's integrity and holding too much may damage or even destroy it.
- **[Upgrade] Sentient Shielding (100 CP):** A sentient, nearly invisible bubble shield surrounds your vestments. This shield will detect any intent to harm you and consequently block the attack instantly, while letting everything else pass through. The shield has about a third of your vestments' durability, and it completely regenerates automatically after being broken without any additional input from you.

Antimetamagical Pattern (100 CP): The Infinity Mantle of your Cosmic Vestments is intricately folded into a highly complex pattern that resonates on a conceptual level with the fabric of magic itself. This pattern allows the Infinity Mantle to identify, target, and unravel anything defined as magical. Any spell, magical energy, effect, item, or magical creature that attempts to negatively interact with you or the Infinity Mantle will be gradually deconstructed into its most basic components upon contact, in time rendering it completely harmless.

- **[Upgrade] Hastening Protocol (100 CP):** The speed at which your mantle deconstructs magical effects is greatly increased, allowing it to unravel them almost instantly.
- **[Upgrade] Cognition Impairment Threading (100 CP):** Your Infinity Mantle can now make it significantly harder for sentient beings to perceive or recognize you. For non-sentient machines or entities, you can pass completely undetected. This effect can be toggled to your convenience.

Conceptual Refractivity (400 CP): Improve the vestment's resistance to conceptual attacks. The armor now refracts the conceptual weight of hostile actions, forcing them to contest the power of your Cosmic Vestments without such overpowering ability. This can neutralize even seemingly absolute concepts, such as an arrow imbued with the very essence of piercing, leaving only the arrow and the force behind it to contest against your Cosmic Vestment.

- **[Upgrade] Conceptual Reflectivity (100 CP):** Your vestments can now reflect hostile concepts back to their origin, turning the tables on the one who initiated them.

Existential Bleeding (200 CP): The Cosmic Vestments now bleed a portion your own reality as you move, destabilizing artificial realities and potentially causing them to collapse. This effect is harmless in your original reality or within a reality you've created but can be disastrous for beings incompatible with your reality or if you are within a foreign reality or reality bubble. This effect may be toggled on and off at your convenience.

Reality Restorative functions (100 CP): Your presence very slowly restores damages to space, time, and reality, mending fissures, cracks, and distortions. The closer you are to the damage, the faster it mends. This effect can be toggled on or off as needed.

- **[Upgrade] Healing Directives (100 CP):** Your vestment's restorative capabilities now extend beyond repairing damage to space and reality—they can also heal living beings. When activated, this upgrade automatically begins to restore physical damage and accelerate recovery from diseases to anyone within range. The healing effect works indiscriminately, mending wounds and returning the body to its natural state. In close proximity, it becomes extremely difficult for normal living beings to succumb to injuries, as their bodies will continuously regenerate, keeping them from death as long as the vestment's healing remains active.
- **[Upgrade] Wide Area (100 CP):** The restorative effect now extends to cover almost entire galaxy, though the speed of repair will be reduced the farther you are from the damages.
- **[Upgrade] Faster protocol (100 CP):** Now any mending effects from this customization are considerably faster, to the point where you can actually notice the restoration in real time when you are near any damaged part of space, time or reality.

Vestment Overload (200 CP): This customization allows a Cosmic Lord to activate an extreme, last-resort failsafe within their Cosmic Vestments: a self-destruct mechanism of unimaginable power. Once triggered, a countdown begins, and when it reaches zero, the vestments collapse into a single, dense point, followed by an explosion of catastrophic proportions. This is no ordinary blast—it's a rupture that tears through the very fabric of reality itself. Nothing, no matter how powerful or abstract, can emerge unscathed from this devastation.

The magnitude of the explosion isn't static; it scales dramatically based on the number of upgrades and customizations your Cosmic Vestments possess. A highly customized vestment unleashing its overload is a threat capable of setting off a chain reaction that could destabilize entire realities. This makes it a weapon of both awe and terror.

However, the cost is high. The explosion completely obliterates the vestments, requiring a full month to recreate them, with no possible way to expedite the process. Fortunately, this destructive measure once activated permits the Vestments to be separated from the wearer, allowing the Cosmic Lord time to escape the blast zone unscathed.

"Handle with extreme caution, as a fully powered Vestment Overload could very well collapse the very reality you inhabit".



Perks

Through the multiverse, countless Cosmic Lords have emerged and forged their own legends by becoming heroes, villains, kings, sages, revered as gods or feared as demons.

Some of them however, had unique perks that set them apart from the rest.

You may select any of the perks here with CP, with a single discount in each of the 100, 200, 400 and 600 brackets, and any discounted 100 CP perk is considered free.

Lucky (100 CP): Causality and determinism bend subtly in your favor, granting you an edge in unpredictable situations. Additionally Once every ten years, it can subtly cause one event that would severely harm you to fail and you'll be alerted once this is activated, but will do nothing against an event that would result in your death.

Celestial Dialogue (100 CP): Speak with any celestial bodies—stars, asteroids, planets, and moons—as if they were sentient. Some of them truly are. Stars and planets are likely to engage in conversation with you, moons and asteroids have a tendency to not be very smart or hardly have the capacity to communicate, while higher celestial bodies like black holes are usually the wisest but are dormant and are extremely difficult to wake.

Universal Understanding (100 CP): Gain complete fluency in all languages of your universe, both spoken and written, and your capacity of learning and comprehension is increased tenfold. Additionally, you begin to passively understand the basics of the unique rules, concepts, and laws of any reality you enter, but will not truly completely understand them without further studying.

Flexible Power Shaping (100 CP): This lets you manipulate the shape and appearance of any kind of powers or ability you have while keeping their original capabilities. These changes may add or remove minor functionalities to the modified power or ability but cannot fundamentally change it to something else.

Gazing towards the future (100 CP): Immortality may seem like a blessing at first, but with time, the weight of eternity can become burdensome. As decades turn into centuries, the passing of loved ones, the constant changes in the world, and the monotony of existence may challenge even the most resilient minds. This perk ensures that you never fall into the despair or disillusionment that so often plagues immortals. It subtly guides you toward experiences, relationships, and opportunities that rekindle your passion for life. You'll find yourself rediscovering joy in the new and the old, adapting to the evolving world around you, and maintaining a sense of purpose. This perk doesn't automatically erase these challenges, but instead offers the tools and circumstances to navigate them gracefully, ensuring you continue to find meaning and excitement in your endless existence.

Empyrean Presence (100 CP): Lesser beings instinctively recognize your significance, whether they know you or not. Friendly and neutral beings are naturally inclined to engage in diplomacy, while

hostile ones may be swayed to at least hear you out, though it doesn't guarantee they'll agree with your requests.

Unique and Unpredictable (200 CP): You defy fate and destiny, becoming a unique existence in the multiverse. Predictions about you are always incorrect, and you remain invisible to precognition and divination unless you want to.

Star Prodigy (200 CP): Your rate of learning and training is accelerated to 20 times your baseline, allowing you to master new skills and knowledge with unparalleled speed. These rates stack additively with other bonuses you may have.

Magus (200 CP): Before you became a Cosmic Lord, you were a Magus. You were trained in the art of spellcraft and magic, and thus are familiar with its workings and rules. To you, Magic is like a second nature, granting you an affinity to anything magical. Spells, rituals and magical items that you use and employ are better, having more quality and power than others without this perk. You also now possess a wide repertoire of magical knowledge that can be useful in many situations.

Techno Savant (200 CP): A spark of genius within you makes it significantly easier to conceive and implement technological projects, greatly improving their final quality and properties. Normal scientists and engineers may build a ship for example, but with this what you build will be something vastly superior, even if the same technology and resources are used. This perk has a bonus ability if combined with Matter Reclamation, as now any reclaimed object or machine can now also be reverse engineered, leaving a mental blueprint within you, facilitating their replication through any means available to you.

Matter Reclamation (200 CP): Project a translucent beam that can slowly disintegrate objects and convert their matter into your reserves, allowing them to replenish faster. This beam will fail if your matter reserves are full, and living targets can resist it with their willpower. The initial maximum size you can reclaim in a single attempt is up to that of a small moon, but will slowly increase as time passes and you become more experienced.

Malleable Physics (200 CP): Your very presence softens reality, making it easier to manipulate for you. In your immediate vicinity, without the use of additional powers the laws of physics become somewhat flexible and may bend in your favor for many useful effects. Should you possess an ability or method to directly alter the reality of the physical world, these efforts will require a bit less effort than they used to.

Path to Righteousness (200 CP): Your universe was originally founded on the principles of good and justice, and your fragment of reality embodies these ideals. It will act as a guiding force, instinctively warning you when your actions stray from righteousness, even when you're unaware of it. A subtle feeling will alert you when something you're about to do conflicts with these values, no matter how hidden or unforeseen the consequences may be. With this power, you'll never unknowingly commit acts of evil or be deceived into performing unjust actions without your knowledge. This allows you to act with moral clarity and ensure that your choices align with the greater good.

Mastermind's Gambit (200 CP): Your mind operates like a chess master, always thinking several steps ahead. You have an extraordinary ability to foresee the actions and reactions of others, allowing you to weave intricate plans and strategies with incredible precision. No matter how

convoluted or unpredictable the situation may seem, you can manipulate events to your advantage. You excel at devising elaborate schemes, ensuring that every move you make brings you closer to your ultimate goals. Whether it's in politics, battle, or social interactions, you can outmaneuver your opponents, navigating even the most complex situations with ease.

Divine King (200 CP): You possess a natural, almost divine, aura of authority that compels others to follow you. This innate command over others is not merely about ruling through fear or manipulation, but through a deep, instinctual recognition of your right to lead. Those who fall under your gaze or influence are drawn to your charisma, finding it easier to accept your decisions and rule. Even individuals resistant to authority feel the weight of your presence, and your followers feel a profound sense of loyalty and devotion to you. As a Divine King, you inspire unwavering obedience, forming powerful bonds with those who serve under you, making you a beacon of leadership in even the most chaotic situations.

Sage's Insight (200 CP): You are a repository of ancient wisdom, drawing from the boundless knowledge stored within your fragment of reality. This vast reservoir of forgotten lore, timeless truths, and deep insights is readily accessible to you, allowing you to recall even the most obscure information with perfect clarity and speed. Your understanding of the universe's intricacies is unparalleled, giving you the ability to perceive the interconnectedness of all things. This aura of wisdom surrounds you, subtly guiding your decisions, ensuring that none are ever made hastily or recklessly. Others will instinctively recognize your profound knowledge, seeking your counsel and trusting your judgment in even the most complex matters.

Godlike Presence (200 CP): Your very presence exudes divine power, causing those around you to view you as a god, even if they do not believe in the existence of deities. This awe-inspiring aura naturally invokes reverence, fear, and devotion, making your words carry an almost unquestionable authority. You can effortlessly sway the minds of others, influencing their thoughts and actions as if your voice were the will of the cosmos itself. As people worship and revere you, your divine aura intensifies, increasing your influence and solidifying your status as a deity. Feats that defy understanding are immediately attributed to your godhood, and it's not uncommon for entire religions to form around you. Thankfully, this perk ensures that the attention and worship you receive will never become burdensome or bothersome to you.

Demonic Authority (200 CP): You radiate an overwhelming aura of darkness, instilling fear, respect, and submission in those who cross your path. Your presence is a reminder of the power of the shadowed forces that dwell within the cosmos, making you a figure of awe and dread. Your voice carries a commanding weight, compelling others to follow even the most perilous or destructive paths you lay out. Demonic entities and creatures of the dark are drawn to your presence, recognizing you as a potential ruler or formidable rival. Your natural authority over these beings allows you to lead them with ease, turning even the most chaotic forces into an army under your control.

Legendary Mantling (400 CP): As a Cosmic Lord, your essence is shaped by your personal reality field, reflecting your self-idealization. With this perk, that influence extends beyond your own perception, encompassing the positive ideals that others attribute to you. Any positive belief or trait others see in you can manifest and become a part of your being, provided you allow it. This "mantling" allows you to adopt new qualities, skills, and even minor powers aligned with these

beliefs. However, these traits cannot surpass the scope of powers covered by the available Cosmic Powers, ensuring that only attributes of lesser strength can be incorporated. This perk allows you to grow and evolve based not just on your self-image, but on the perception of those who admire or believe in you, making you a living embodiment of their ideals.

Greater Inner Verse (400 CP): Inside you lies a space that is accessible through your Infinity Mantle. Normally at your awakening it should be the size of a solar system and slowly increase the longer you live. However, with this perk the speed of expanse increases to 100x what it used to be. With this perk given time in a few decades you should have the equivalent of a galaxy inside, and a few centuries later enough to hold a galactic cluster.

Universal Genesis (600 CP): Typically as a Cosmic Lord lives she accumulates experiences and knowledge, and further grows in power and awareness. The longer she lives, the more powerful a Cosmic Lord becomes, up to a point where they instinctually leave towards the space between realities, and there they self-detonate to birth a new universe. An indeterminate amount of time later, they reform inside their new universe, at peak form, and stay to develop and protect it as it matures.



While reaching the point where you'll be ready to birth your own universe will take hundreds of thousands of years at the earliest, or millions of years at worst, with this perk you may every ten years temporarily leave towards the space between realities and birth a new universe. You'll reform immediately and may remain there for a single day, but you'll have to return to wherever you came from after the day expires. Your newborn universe will be fiat backed to be protected from outsiders until it can fend off by itself, and you might relocate anything within your Inner Verse to your newborn universe.

In a similar way to the projection you can do into the space within your Infinity Mantle, now you can also project a dramatically weakened version of you into any universe you've birthed this way. You'll be able to interact with those inside these universes. Any perks or powers you may have are also severely nerfed as well while you're projecting into the universe. Finally, these universes will only be truly accessible to you until you spark, and in the meantime you'll be restricted to projecting into them.

Transcendental Transformation (600 CP): The changes you've undergone in body, mind, and soul are extraordinary—but your Fragment of Reality has only just begun its work. There's something transcendental within you, perhaps a mutation or a grand design beyond your understanding, that continues to evolve and strengthen you. Your body, mind, and soul will now grow stronger by themselves continuously, with every passing decade increasing in power by at least an order of magnitude, without limit. This growth transcends the usual constraints described in this jump, continuously pushing you beyond normal cosmic boundaries.

Additionally, the time required for your Cosmic Powers to rank up naturally is drastically reduced, accelerating your evolution towards something far greater than even a Cosmic Lord...

Cosmic Powers

Your Fragment of Reality is exceptionally potent. While most Cosmic Lords are restricted to only a few powers, yours seems to exceed this limitation and may select as many as you are able to. Each power is available in several ranks, with each rank offering increased abilities at a higher cost. Choosing a higher rank grants you all the benefits of the previous ones, but you may only select one rank per power.

Furthermore, regardless of the rank you choose, as a Cosmic Lord grows and gains experience, these powers naturally evolve over the course of ages, increasing in scope and strength, effectively ranking up on their own. However, this only applies to powers you have purchased—any powers left unchosen will be lost to you forever.

Your powerful fragment of reality grants you an additional 800 CP to be used exclusively in this section.

Cosmic Potence

With this power, you wield an incredible force that bends reality to amplify your actions, perks, and abilities, pushing them to cosmic levels of potency. Cosmic Potence doesn't simply boost your raw strength—it elevates everything you do, infusing your efforts with the overwhelming force of the cosmos itself. Whether you're casting a spell, swinging a weapon, or activating a perk, this power ensures success by increasing the scope and magnitude of your actions to match the rank of Cosmic Potence.



Each rank allows you to break through normal limits, empowering your actions to achieve extraordinary feats within the boundaries of cosmic influence.

Rank 1 (100 CP): Your actions are empowered to a planetary scale. Whether it's strength, magic, or an ability, it operates with enough force to affect or obliterate an entire planet. Cosmic Potence guarantees that your attempts to achieve such outcomes will succeed, regardless of your natural strength or the original limitations of the power or perk.

Examples: Smash a planet into rubble with a single punch, raise entire continents with earth-shaping powers, or activate a perk that causes a planet-wide storm or catastrophe.

Rank 2 (200 CP): Now your power spans an entire solar system. Your actions can influence stars, shift the balance of planets, and create cosmic-scale effects. Any action, power, or perk you use is boosted to this scale, guaranteeing success within these bounds.

- Examples: Use telekinesis to shift the orbits of planets, extinguish or ignite a star with a gesture, or cause a space-wide event with energy manipulation or a perk activation.

Rank 3 (300 CP): At this level, your influence transcends the physical and touches the abstract—reality, time, magic, and higher-dimensional beings all fall within your reach. You can physically interact with these normally untouchable forces, manipulating them as easily as you would a physical object. If a being exists even partially within the 3D plane, you can affect it, no matter how esoteric its nature.

- Examples: Tear through the fabric of space with your own body to move between dimensions, disrupt reality-warping effects by physically striking them, freeze or reverse time with your touch, or engage higher-dimensional entities in hand to hand combat, affecting their existence across multiple planes.

Additional Details:

Reality-Bending Success: Cosmic Potence ensures that any action, perk, or ability you perform succeeds by amplifying its power to the level of the rank. If you aim to destroy a planet at Rank 1, it grants enough power to make it happen. If you want to sing and be heard across a star system at Rank 2, your voice will be heard on every world within that system.

Boosting Power: The core of this ability is its capacity to enhance any action or ability, even if the original power or perk wasn't meant to work at such cosmic scales. It transforms the ordinary into the extraordinary.

Relevance to Intent: The action, perk, or ability you use must align with the intended outcome for Cosmic Potence to enhance it. For example, you couldn't sing a meal into existence, as singing doesn't naturally lead to the creation of food. However, if you're writing a book, painting a masterpiece, using your strength to move or destroy something, forging a blade, etc, Cosmic Potence ensures the action succeeds while amplifying its effects to the level of this power's rank—whether that means crafting a legendary sword or producing a world-changing piece of art.

Cosmic Resilience

This power anchors your personal reality, allowing you to resist any damage or harmful effects below a specific threshold by enforcing said reality based on the rank of the power. Any harmful force—whether an attack, ability, or event—that does not surpass this threshold is completely nullified upon contact with you, as though its momentum or force is instantly neutralized. If a force exceeds this threshold, you are only affected by the portion that goes beyond the limit of this resistance.



Rank 1 (100 CP): You completely negate all damage and harmful effects that are capable of influencing or destroying an entire planet. Anything beneath this scale is nullified, leaving you unharmed.

- Examples: You could withstand planet-shattering explosions, nullify natural disasters like super-volcanoes or tsunamis, and survive energy blasts or physical attacks powerful enough to destroy a planet.

Rank 2 (200 CP): You negate all damage and harmful effects up to the level of destroying an entire star. Cosmic-scale energies and forces can no longer harm you unless they surpass this stellar threshold.

- Examples: You can withstand explosions capable of destroying a star, the direct heat and pressure of the strongest neutron stars, or cosmic-level energy attacks. Harmful cosmic events like radiation bursts or space-time distortions below the magnitude of affecting an entire star system would be completely negated.

Rank 3 (300 CP): You negate all damage and harmful effects up to the level of destroying an entire galaxy. Additionally, you gain significant resistance to conceptual effects—such as reality-warping, curses, magic or existence-erasing attacks—directly with your physical body, becoming exceptionally tough to harm even without wearing your Cosmic Vestments.

- Examples: You could survive galactic-scale explosions or cataclysmic forces that would destroy entire galaxies. You also gain a potent resistance to more abstract threats like time erasure, conceptual curses, or reality-warping attacks, only being affected by the portion that exceeds the level of this rank.

Cosmic Speed

Your immediate personal reality bends to allow your body to move beyond what is physically or universally possible. While you will feel as though you're moving normally, to outside observers, you will be moving at speeds far beyond what any power or natural law would permit. You ignore universal laws, environmental factors, or other restrictions that could limit your speed, allowing you to bypass barriers such as friction, gravity, or the speed of light.



Rank 1 (100 CP): You can react and move at speeds approaching one-tenth the speed of light. In the vacuum of space, if you have the means, you can accelerate to half the speed of light in just a few seconds.

- Examples: You can dodge energy blasts that travel at near-light speeds, outmaneuver most forms of technology or energy-based attacks, and accelerate rapidly in space travel, reaching distant planets or moons in moments.

Rank 2 (200 CP): You can move and react at the speed of light. In space, you can accelerate and exceed the speed of light within a few seconds, breaking known physical limits.

- Examples: You can traverse entire solar systems nearly instantaneously, dodge or outrun laser-based attacks, and break the light barrier during space travel, covering light-years of distance in moments.

Rank 3 (300 CP): You can react and move at speeds far beyond the speed of light. The more you practice, the faster your maximum speed becomes. In space, you will reach your top speed within a few seconds of acceleration.

- Examples: You can cross galaxies in the blink of an eye, move so quickly that you seem invisible or intangible to most beings, and your movements approach the realm of conceptual speed. Your speed defies comprehension, and as your experience grows, so does your velocity.

Telekinesis & Telepathy

This power allows you to alter reality and transmit your thoughts to be communicated to others and your will to influence the physical universe. As you progress, you gain more precise control over matter and minds, as well as greater range and power.

Rank 1 (100 CP): You can manipulate objects telekinetically with up to 50% of your maximum physical strength in planetary distances. This ability grants flight in all environments and allows telepathic communication over planetary distances with any individual or entity you can sense.

- Examples: You can lift vehicles, buildings, or large natural objects like boulders with your mind, fly effortlessly in space or hostile environments, and hold mental conversations with beings anywhere on a planet.

Rank 2 (200 CP): Your telekinetic abilities allow precise manipulation of both matter and energy over far greater distances, while your telepathy now extends across an entire solar system, including mind-reading. You can now use your full physical strength with telekinesis.

- Examples: You can move planetside machinery or control energy fields with telekinetic precision, effortlessly move objects on the scale of mountains, and engage in mental communication or reading with anyone within a solar system, reading thoughts and intentions clearly.

Rank 3 (300 CP): You can now effortlessly transmute non-living matter and energy with your mind, reshaping it as you desire. Your telepathy enables you to influence or control lesser minds, as long as you can perceive them. This includes widespread mental control or subtle manipulation on a grand scale.

- Examples: You can turn a mountain into metal or reshape energy flows as needed, alter non-living objects at will, and mentally dominate or subtly control lesser minds within your range. Your telekinetic control over energy could let you manipulate light, radiation, or other forms of energy.



True Innovation and Adaptation

This power taps into a fragment of the Cosmic Lord's potential, vastly amplifying their ability to understand, innovate, and revolutionize technology and science. By passively gaining insights, the Cosmic Lord can effortlessly push the boundaries of what's possible, advancing knowledge far beyond current limitations. Even more, the synergy you obtain from this power permits you to increase the growth you attain from learning and training further beyond what mortals can attain.



Rank 1 (100 CP): You are able to create groundbreaking inventions and ideas that can revolutionize a planet's technological and scientific landscape. These innovations are highly advanced yet still comprehensible and replicable by advanced civilizations. Your rate of learning and training is passively increased by 20 times beyond what would be achievable without this power.

- Examples: You could invent clean energy sources that could power a planet indefinitely, or create medical breakthroughs that eliminate most diseases. Advanced civilizations can study and replicate your work, though they will still marvel at the ingenuity.

Rank 2 (200 CP): You can now create star system-scale inventions and solutions that challenge conventional understanding, such as self-sustaining ecosystems, near-infinite energy sources, or new methods for interstellar travel. These innovations often surpass the capabilities of even the most advanced civilizations. Your learning and training rate now increases to 60 times the normal rate.

- Examples: You could design systems to terraform planets with little input, create near-immortal life forms, or develop a star-sized energy grid that powers entire star systems. Even the most technologically advanced civilizations struggle to replicate your creations, and they may not fully grasp the underlying principles.

Rank 3 (400 CP): You can generate inventions and solutions that reshape reality itself, with effects on a galactic or even universal scale. These creations are so advanced they bend or rewrite the very laws of physics and reality. Lesser minds cannot comprehend or replicate these concepts, which exist on a level far beyond their understanding. Your learning and training rate is increased to 400 times the normal speed.

- Examples: You could design a machine that can rewrite universal constants, inventions that create matter from nothing, or devise a system that manipulates time across an entire galaxy. These inventions fundamentally are capable of altering the structure of reality, and only beings on a similar level of power or intelligence could begin to understand them.

Nullification field

This power allows you to generate an invisible, spherical field that nullifies non-magical and non-reality-warping powers, technologies and abilities within its range. The field can be activated at will and extended over a vast area. Even without the field extended, these nullification effects still apply to you on a personal level.



Rank 1 (100 CP): You can nullify harmful abilities and powers capable of affecting up to planetary levels. You can extend the range of your nullification field from your personal space up to the size of an entire planet at will.

- Examples: You can cancel out energy-based attacks, physical enhancements, and psychic abilities that have a power magnitude high enough that could devastate a planet, and prevent technological abilities like weaponry from functioning within the field's range, as long as they do not exceed strengths enough to affect an entire planet.

Rank 2 (200 CP): The power of your nullification increases, now capable of nullifying abilities and powers that can influence an entire solar system. The range of your field expands to encompass an entire solar system.

- Examples: You can deactivate large-scale energy beams, telekinetic influences, or advanced technology that could disrupt or destroy planets across a solar system. You could also prevent powers like supernova-level explosions from manifesting within the field.

Rank 3 (400 CP): While the field's range remains up to a solar system, you can now nullify to some degree harmful abilities and powers that can affect an entire galaxy. Against universal or multiversal powers, the nullification is weaker but still has a slight chance to interfere. Absolute or omnipotent-level effects now have a degree of uncertainty when used against you, giving you a small chance to resist or ignore their impact regardless of source. Additionally, your nullification field now extends its effects to magical powers and abilities.

- Examples: You could neutralize galaxy-wide energy disturbances or mental influences with ease, while even reality-breaking or universal threats might experience interference. Absolute attacks, like those meant to bypass all defenses, now have a chance to fail against you. Magical abilities, such as spells or curses, are also nullified within your field.

Photonic Mastery

Photons, the fundamental quantum packets of light, are both particles and waves, representing the smallest units of electromagnetic energy. With this Cosmic Power, you gain unrivaled control over photons, allowing you to manipulate them in limitless ways.



Rank 1 (100 CP): You can effortlessly generate and control photons to achieve a wide range of purposes.

This includes creating powerful beams of photonic energy, translucent constructs, shields, photonic weapons, and intricate illusions. The destructive power of these manifestations is comparable to high-yield nuclear explosions, while their resilience matches that level of force. These creations exist only as long as you actively concentrate on them; once you cease, they dissipate instantly.

- Examples: You could craft a radiant photonic shield to defend against attacks, create dazzling illusions to mislead enemies, or unleash concentrated beams of photonic energy capable of obliterating targets with the power of a nuclear detonation.

Rank 2 (200 CP): Your mastery deepens, and your photonic constructs are now interwoven with subtle traces of reality-warping energy, expanding their potential exponentially. The power of your creations increases significantly, with destructive applications capable of heavily damaging entire planets and defensive constructs strong enough to resist planet-shattering forces. Illusions become increasingly lifelike, almost indistinguishable from reality—though still not fully real. These constructs still rely on your concentration to persist; once you stop focusing, they dissipate. You may add now weak properties not inherent to photons to any manifestation of this power.

- Examples: You could create massive, nearly indestructible photonic barriers, use photonic illusions that feel tangible and convincing, or unleash planet-destroying energy beams with a single gesture, create a light barrier that is poisonous to touch, a source of light that heals, freeze beams, an arrow construct that makes one feel love, etc.

Rank 3 (300 CP): At this level, your photonic constructs, illusions, and other manifestations no longer require your active concentration to remain. These creations behave as if they are entirely real, sharing most physical properties with their real-world counterparts. However, if critically compromised, they will crack and dissipate harmlessly, ensuring they do not cause uncontrolled destruction. You now may add strong properties not inherent to photons as you see fit.

- Examples: You could create entire self-sustaining photonic cities, resilient and lifelike, or summon photonic creatures and constructs that continue to act independently, even without your attention, maintaining their stability until deliberately destroyed or structurally compromised.

Omega Gamma Ray Burst

The Omega Gamma Ray Burst is the ultimate weapon in a Cosmic Lord's arsenal, a reality-defying beam explosion that unleashes exponential damage across vast cosmic distances. This destructive force originates from the Cosmic Lord and radiates outwards, leaving nothing but devastation in its wake. As the ranks increase, so does the destructive capacity and range of the burst, making it a weapon of unimaginable power.



Rank 1 (100 CP): You release a miniature gamma ray burst for a brief instant, extending several light years in a single direction. This burst has enough power to obliterate planets and destabilize stars the size of our sun with repeated blasts.

- Examples: You can instantly vaporize planets, or unleash bursts that progressively weaken and collapse a star after multiple strikes. Entire fleets or planetary defenses are wiped out in an instant.

Rank 2 (300 CP): By focusing, you manifest two small orbs at arm's length from any part of your body. These orbs orbit each other rapidly, simulating the final moments before two neutron stars merge. Upon contact, they unleash a directional gamma ray burst that obliterates everything within hundreds light years of the initial blast. The intensity of the burst gradually decreases over the next few thousand light years, but it remains potent enough to sterilize planets. Even at distances of tens of thousands of light years, the burst leaves lasting traces.

- Examples: You can annihilate entire star systems in an instant, sterilize planets thousands of light years away, and even galaxies affected to some degree by the energy wave. Any object or being within the initial burst is reduced to nothing.

Rank 3 (600 CP): With great effort, the orbs turn black and spin at incomprehensible speeds as they near merging. They generate immense gravitational waves that ripple and are felt across vast distances. Upon merging, they unleash a hyperluminal Omega Gamma Ray Burst that can potentially reach the edge of the universe. This catastrophic burst annihilates everything in 3D space along its path, while adjacent dimensions suffer severe damage. Higher-dimensional structures and beings are also affected. The immense strain leaves you severely exhausted, but with time and training, the exhaustion decreases, and the burst's energy becomes even more devastating.

- Examples: You could wipe out entire galaxies in an instant, puncture the fabric of the universe into other universes, and cause dimensional ruptures that affect realms beyond standard physical reality. Beings and constructs that exist in higher dimensions feel the aftershocks, while entire planes of existence are damaged by the burst's sheer power.

Absolute Magic

Your fragment of reality taps directly into the essence of what magic is—allowing you to manipulate and transcend the systems, rules, and energies of magic itself. With each rank, your ability to wield and control magical forces grows exponentially, until you can reshape reality's magical foundations to suit your will, unbound by any laws or limitations.



Rank 1 (100 CP): A vast and infinite wellspring of magical power flows within you, providing limitless energy to fuel any magical abilities you have. While you do not innately obtain a predefined magic system or spells when acquiring this power, you can now instinctively manipulate magic's raw essence to achieve the same effects that are possible through established magical systems. However, your power is limited to effects that can influence an entire planet in scope, and your creations must still conform to existing magical laws.

- Examples: You could cast planetary-level magical effects such as creating a continent-wide barrier without needing to know a specific spell for it, reshaping the weather, or teleporting cities across the planet. Although bound by the normal rules of magic, your sheer magical output makes even the most difficult spells trivial, allowing you to fuel grand rituals without effort.

Rank 2 (300 CP): Your control over magic has increased substantially. Now, your voice and gestures resonate with magical power, enabling you to achieve any effect imaginable on a scale as large as an entire star system. You remain somewhat bound by the established possibilities of magic, but your ability to control and reshape magical forces far exceeds that of typical users.

- Examples: You could alter the orbital paths of planets, create stars, or terraform worlds with a gesture. If needed, you could erase a fleet of ships from existence by calling upon cosmic-level magic, or summon entire armies of magical constructs to do your bidding across a star system, instantly understand spells regardless of their complexities as long as they are within the power parameters of this rank.

Rank 3 (600 CP): Your understanding of magic has reached a critical threshold. No longer is magic merely a system of forces or rules to be followed—it is now an extension of the very fabric of reality, and you as a Cosmic Lord may bend it to your will without limitation. You can create magical effects or rewrite the fundamental laws of magic with a thought, even accomplishing feats previously deemed impossible. Your magic is no longer constrained by the rules that govern other beings, it is very close to true reality manipulation although not quite there... yet.

- Examples: You could erase and rewrite the magical laws all around you, rendering magic systems null or amplifying them beyond their original capacities. You might summon magical beings of unimaginable power with a mere word, weave new magical domains, or impose your own rules over magic itself. Your dominion over magic is absolute, always having an edge over any other magic effects from others.

Space-Time manipulation

The power to manipulate space and time is a formidable tool for Cosmic Lords, though only a select few can fully master it. This ability allows for profound control over the fabric of the universe, including the manipulation of distances, time flow, and the ability to affect both space and time itself.



Rank 1 (100 CP): You can manipulate space to shorten or lengthen distances, enabling faster-than-light (FTL) travel and other spatial tricks. You can also distort the flow of time in your immediate surroundings, either slowing it down to near zero (essentially stopping time without affecting yourself) or accelerating it as much as you desire, though increased acceleration requires more effort.

- Examples: You could traverse light-years in moments by shortening the distance between stars, or slow time around an incoming projectile, making it easy to dodge. You can also speed up local time to age objects rapidly or hasten processes like construction or healing.

Rank 2 (200 CP): Your space-time manipulation expands through the application of quantum mechanics, allowing you to distort space several seconds into the past and view a few moments into multiple potential futures. You can connect two points in space and time within a universe, allowing for instantaneous travel (similar to teleportation). With minor effort, you can pierce space-time to deliver attacks or effects to targets hidden across time or far distances.

- Examples: You could teleport instantly across the universe, bypassing the limitations of distance. You can also attack enemies from different moments in time, striking past versions of them or affecting events seconds into the future. You could observe potential future outcomes before making decisions in battle.

Rank 3 (400 CP): You gain the ability to physically traverse the flow of time, moving freely into the past or future while remaining immune to paradoxes and other dangers associated with time travel. Your manipulation of space becomes limited only by your imagination and available power, allowing you to reshape, bend, or twist space in any way you desire.

- Examples: You can travel back in time to alter past events or leap forward into the distant future without fear of causing paradoxes. You might compress entire regions of space, trapping enemies in spatial prisons, or expand space to create vast distances in a single room. You can alter spatial dimensions, creating shortcuts through space, folding entire regions to flatten space.

Matter Genesis

By manipulating reality, a Cosmic Lord can create non-living matter in any desired configuration using their internal reserves. This ability allows the Cosmic Lord to fabricate machinery, special equipment, and more, provided they understand the internal workings and technologies of what they wish to create. This power will not grant magical properties to created objects.



Rank 1 (100 CP): You can effortlessly manifest baryonic matter (ordinary matter made of protons, neutrons, and electrons) in any configuration you can imagine within planetary range. This uses matter from your own reserves, limiting your ability to create based on your internal supply.

- Examples: You can instantly create weapons, buildings, or entire cities out of thin air, provided they are made of ordinary matter. For example, you could manifest a fleet of spaceships or build an enormous mechanical structure, as long as you understand their construction.

Rank 2 (200 CP): In addition to baryonic matter, you can now create non-baryonic matter (such as dark matter or exotic particles) in any configuration, though doing so uses your internal energy reserves instead of matter. Baryonic matter still depletes your matter reserves.

- Examples: You could craft exotic materials with properties that defy ordinary physics, such as dark matter engines or anti-gravity fields. You can also create devices that manipulate non-baryonic forces, like shielding made from dark energy, allowing you to generate hyper-advanced technology.

Rank 3 (400 CP): Your matter configurations now extend into hyper- and supra-dimensional space, while remaining connected to the physical realm. This allows your creations to possess properties beyond what normal physics can accommodate and enables them to affect beings or objects existing outside 3D space.

- Examples: You could create machinery that interfaces with higher dimensions, allowing you to manipulate multi-dimensional entities or control aspects of reality not accessible in 3D space. You might build a weapon that bypasses conventional defenses by interacting with entities across multiple dimensions simultaneously, or construct devices that alter reality itself.

Living Matter Manipulation

This power grants a Cosmic Lord the ability to manipulate and alter living matter within a certain range. This ability provides an intuitive, innate understanding of biological structures and processes, but having additional knowledge of the organism being manipulated increases the efficiency and effectiveness of your alterations.



Rank 1 (100 CP): You gain an intuitive understanding of biological components and organic matter, allowing you to perform genetic modifications or alter the state of any living organism via direct contact. These changes take a few minutes to manifest and are limited by the local universal laws. If your alterations exceed what is allowed by these laws, they will become unstable, leading to catastrophic consequences for the organism. Hostile manipulations can be resisted by powerful beings or systems.

- Examples: You could heal wounds, alter your shape, enhance physical abilities, or alter someone's DNA to give them temporary superhuman traits. However, attempting to create an organism that violates the laws of physics (e.g., a creature with invulnerability in a universe where it isn't possible) may result in the organism collapsing or mutating uncontrollably.

Rank 2 (200 CP): You now manipulate reality and causality to refine your alterations, enabling you to make changes that defy local universal laws. You can add or modify organic matter within seconds, even from a distance, up to planetary range. Direct contact is still more efficient, but no longer necessary for most alterations.

- Examples: You could create creatures with impossible abilities, such as organisms that survive in a vacuum or regenerate from near-complete destruction. You can rapidly evolve beings to adapt to new environments or grant them abilities they shouldn't naturally possess. Hostile manipulations are harder to resist, but still possible.

Rank 3 (400 CP): You are no longer limited to organic matter alone and can manipulate any being considered "alive," whether it is composed of organic matter, energy, or exotic substances. All alterations are now practically instant, and your control over living matter extends beyond universal laws and limitations.

- Examples: You could alter energy-based lifeforms, create living beings from raw energy or other exotic materials, and make instant genetic modifications across entire species. You could also neutralize or enhance any lifeform instantly, regardless of how complex or alien their biology is. Beings resistant to physical or biological changes would struggle to resist your manipulations.

Singularity Perpetual Engine

A Cosmic Lord draws energy from their internal reserves powered by their Fragment of Reality. While these reserves are vast, they may not be sufficient to sustain continuous usage of powers over long periods, requiring a resting period to allow them to recover. This Cosmic Power solves that limitation by providing an internal singularity engine, generating nearly limitless energy for the Cosmic Lord's abilities.



Rank 1 (200 CP): You contain a singularity within yourself—a point of near-infinite mass that constantly degenerates into a torrent of high-energy particles. This powers you and your abilities, granting you what is, for all practical purposes, an infinite energy source. However, the energy available to you is limited by the singularity's already impressive output, which can still be exhausted if pushed too far, though it replenishes at a steady rate at a vast superior rate than if you did not have it.

- Examples: You can use powerful abilities without needing to worry about energy depletion during typical usage. For example, you could continuously maintain force fields, power weapons, or engage in high-energy combat for extended periods without pause, though excessively powerful or sustained actions may still strain the singularity's output.

Rank 2 (600 CP): The singularity within you has evolved, now functioning as both a singularity and a white hole—a source of negative entropy that pulls energy from other universes. This transformation massively increases your power output, and your energy and matter reserves now replenish almost instantly, no matter how much you use. Your energy output is at least three orders of magnitude greater than before, allowing you to maintain and use powers on a much larger scale without fear of exhaustion.

- Examples: You can now unleash constant barrages of energy, fuel massive constructs, and power abilities that would otherwise be impossible to sustain. For instance, you could create planet-sized shields that could resist attacks forever as long as they don't break, continuously power a sun, fire a Omega Gamma Ray Burst like its nothing, or engage in near-endless combat without any decrease in stamina or power, no matter how intense the battle becomes.

Quantum translocation

Unlike common teleportation, this power manipulates reality and quantum mechanics to quantum-lock your particles into a fixed state, forcefully recreating you at a target location. Upon arrival, your original body's quantum state is unlocked and dissipates instantly, while your consciousness transfers seamlessly to the new location where your body is. This method is unstoppable, bypassing any spatial or time-related defenses. This power can also allow you to interact with matter at the quantum level,



allowing you to translocate objects and effectively disintegrate their components, bypassing even indestructible qualities.

Rank 1 (100 CP): You can quantum-lock yourself to any location you can visualize and instantly translocate to that spot. This process is true teleportation, bypassing all known spatial and temporal barriers. Nothing can prevent or block this form of travel, as it operates on a quantum level, ensuring your safe arrival no matter the obstacles. The only requirement is that the target location must be within the same universe.

- Examples: You could teleport out of an impenetrable prison, bypass dimensional barriers, or escape from time-locked areas without difficulty. No matter the defenses in place—be they spatial barriers, time loops, or magical wards—you will arrive at your destination.

Rank 2 (300 CP): Your quantum manipulation now extends to objects, structures, or entities you interact with. You can partially or completely translocate these targets, forcing them to teleport wherever you desire or disintegrating them at a quantum level by dispersing their atomic and subatomic particles across the universe. Even entities or objects with indestructible properties cannot resist this, as you bypass their durability by unraveling them at the quantum scale.

- Examples: You could teleport an entire building or disintegrate an enemy by scattering their particles across the cosmos. Even beings or objects that are considered indestructible, such as those with magical or technological durability, would succumb to this power. You might use it to remove obstacles instantly or erase powerful foes from existence.

Cosmic Awareness

This cosmic power amplifies the senses of the Cosmic Lord, allowing you to perceive vast distances and phenomena that would normally be undetectable. You can use all five of your normal senses—sight, hearing, touch, taste, and smell—across impossible ranges, as well as a sixth sense that provides detailed insight into the composition of objects or entities, even if they cannot be perceived by conventional means.



Rank 1 (100 CP): Your awareness now extends to the fabric of space and time, allowing you to sense everything within a solar system. Details are sharp within the immediate range (e.g., the distance from Earth to Jupiter), but as you approach the solar system's boundaries, they become fuzzier. You can also sense events in the past, though clarity diminishes the further back you look beyond a few years. While this awareness is powerful, extremely strong beings or advanced technologies may block themselves from being detected by you with effort.

- Examples: You could track the movement of planets and celestial bodies in real-time or detect life forms and energy signatures within a solar system. You might also perceive events that occurred a few years ago within the area you are focusing on, such as witnessing an ancient battle unfold before your mind's eye, though clarity lessens with time.

Rank 2 (200 CP): Your awareness is now flawless within a range of three solar systems, maintaining perfect detail. Beyond this, it begins to degrade up to a range of ten solar systems, where distant

details become less precise. Your awareness is now absolute—no entity, technology, or power can block or hide from your senses. You see through illusions, cloaking devices, or magical veils with ease, and your perception of past events is vastly more accurate.

- Examples: You could track entire fleets of ships across multiple solar systems or locate hidden civilizations on distant planets. Time itself is no barrier to you, as you can now observe historical events in vivid detail with near-perfect accuracy. Even beings that were once capable of evading your perception are now fully visible to you, no matter how powerful they may be.

Future prediction

This power grants the Cosmic Lord the ability to analyze vast amounts of information on an impossible scale, allowing you to make remarkably accurate predictions about future events. By understanding the flow of causality and determinism, you can foresee potential outcomes and influence the future.



Rank 1 (200 CP): You are able to simulate and predict future events based on current information and circumstances with perfect accuracy—unless something actively interferes, such as a being with powers that block predictions or alter outcomes. To make an accurate prediction, you need to be aware of most relevant details, but if you have ways to obtain this information, this power will automatically use them and analyze it. Predicting the actions or impacts of extremely powerful entities or chaotic phenomena is more difficult, and long-term predictions involving such forces are prone to error.

- Examples: You could predict the outcome of a large battle or political upheaval if you have all the necessary details about the participants and the circumstances. However, if an unpredictable force, such as a god-like entity or a reality-warping event more powerful than you, gets involved, your prediction might lose accuracy over time. Still, the accuracy of your predictions over short-term events remains near-perfect.

Rank 2 (400 CP): At this level, you no longer just predict a single expected outcome based on present conditions—you now simulate multiple potential future paths. This allows you to consider various possible changes and help determine if a desired future is achievable. You are able to see what steps are required to influence events toward your preferred outcome, though you must take the actions yourself to bring about that future. Your power now actively contests with those who possess abilities designed to avoid or block predictions, attempting to break through such defenses to include them in your calculations.

- Examples: You could simulate a range of possible futures in a conflict, determining not only the most likely outcome but also alternate scenarios where you or others take specific actions to alter the course of events. You can see how to navigate complex political or cosmic scenarios, and if someone tries to hide their actions from your foresight, your power will try to break through their defenses to account for them in your future predictions.

Gravitas

This cosmic power grants you the ability to control gravity, one of the fundamental forces of the universe. By extending your personal reality field, you can create a flexible gravity field that bends and manipulates gravitational forces for a wide range of effects.



Rank 1 (100 CP): You now possess a gravity field that can extend up to the size of a planet. Within this field, you can manipulate gravity in any direction with a strength up to that of the surface gravity of the largest gas giant before it collapses into a star. You can generate gravity in places where there is none, apply gravity to objects or beings, or even reverse a planet's gravity to destabilize it. Your control allows for precision in smaller spaces or broad effects over the entire field.

- Examples: You could create localized gravitational anomalies to crush enemies, or nullify gravity in a specific area to make objects and people float. Enveloping a planet in your gravity field and reversing or altering its natural gravity could destabilize its structure, causing earthquakes, tidal disruptions, or even planetary collapse.

Rank 2 (200 CP): Your gravity manipulation field expands to the size of a solar system, and you can now exert a gravitational force equivalent to the surface of a medium star, like the sun. This level of power allows you to exert devastating force on celestial objects or entire fleets of ships, affecting everything within the field.

- Examples: You could intensify gravity around an enemy fleet, crushing ships under the immense pressure. Alternatively, you could reduce gravity in your vicinity to move or manipulate entire planets and moons with ease. Within your field, the immense gravitational pull could disrupt star systems, altering orbits or even collapsing stars into black holes if you focus enough power.

Rank 3 (400 CP): Your gravity field is now capable of exerting force equivalent to the surface of a neutron star. With such extreme power, you can manipulate gravitational forces to devastating levels, crushing anything in your field to subatomic particles or altering space-time itself through gravitational distortions.

- Examples: You could focus gravity strong enough to turn a star into a black hole, pulling entire solar systems into its event horizon. On a smaller scale, you could create localized gravity wells so intense that they warp time and space, trapping enemies or objects in a gravitational singularity. This immense power could even be used to move celestial bodies or tear apart higher-dimensional structures if they interact with 3D space.

Reality Weaponry

This cosmic power allows you to manifest weapons forged from hardened reality, using your personal reality field to shape melee weapons that can cut through the fabric of existence itself. These weapons inflict both conceptual and reality-based damage, making them formidable against virtually any target, regardless of its nature. Once forged after the course of several months, these weapons are ultimately bound to you, allowing you to summon or dismiss them at will and may only be used by you, similar to your Cosmic Vestments.



Rank 1 (100 CP): You can now create melee weapons from hardened reality. These weapons are bound to you and can be summoned or dissipated at will. They are immune to damage from regular physical or magical forces, and can only be harmed by other reality-altering objects or strong reality-warping effects. While extremely durable, any damage the weapon sustains must be repaired using this power over time.

- Examples: You could forge a sword or axe capable of slicing through any material in the physical universe, including magical barriers or indestructible metals. An opponent with conventional defenses or magic would find these weapons unstoppable, as the blade slices not only the physical form but also the underlying reality of the target.

Rank 2 (200 CP): The density and strength of your hardened reality weapons increase significantly. At this rank, they are nearly indestructible, and in any direct clash with lesser weapons or defenses, your reality-forged weapons will shatter them after just a few strikes. Their resistance to both physical and metaphysical forces is amplified, making them even more potent.

- Examples: You could now engage in battle against other Cosmic Lords or similarly powerful entities, knowing that your weapon will easily overpower anything of lower rank. Any material, no matter how durable or magically reinforced, would gradually give way under repeated strikes from your reality weapon. Even the most potent magical shields would weaken over time from these assaults.

Rank 3 (400 CP): Weapons forged at this level become legendary tools of cosmic power. Not only are they immensely stronger than before, but they also adapt to the situation on their own, without any additional input from you. The weapon's reality is fluid, allowing it to manifest new abilities or properties needed to achieve its intended purpose. This includes incorporating powers or effects beyond your own abilities, as long as they align with the weapon's purpose in battle.

- Examples: If you wield a spear to pierce an indestructible shield, the spear might momentarily gain the ability to nullify indestructibility. A sword forged for destruction could instantly adapt to sever a multi-dimensional entity, even if you have no power over higher-dimensional beings. The weapon can evolve to bypass any obstacle in order to fulfill its intended function, ensuring its supreme effectiveness in any combat scenario.

Improved Reality Folding & Hardening

An advanced evolution of your reality-folding abilities, this power allows you to fold pieces of reality into hardened constructs that can exist independently of your personal reality field. These self-sustaining structures are incredibly durable and can be integrated into physical constructs or used to build entire objects out of hardened reality. However, while you can craft objects or armor with immense resilience, any weapons created through this power will only reach about a third of the strength of a Rank 1 Reality Weapon.



Rank 1 (100 CP): You can fold reality into small, hand-sized plates over the course of several hours. These hardened reality plates are comparable in strength to the most resistant materials in the universe, with a limited degree of resistance to reality-warping effects. However, they are still susceptible to damage over time and require you to manually repair them using your power. At this rank, you could cover a cruiser-sized ship in these plates over the span of a month.

- Examples: You could reinforce a starship's hull with reality-folded plates, ensuring that it remains resistant to most physical and magical damage. The plates could also be used to construct shields or armor for individuals, though they would still need occasional repairs from direct damage.

Rank 2 (200 CP): Your ability to fold reality becomes more efficient, allowing you to produce larger and more complex shapes. You can now generate enough hardened reality to cover the surface of an entire planet in a month. The maximum size of any single object you can create is roughly that of a human being. Additionally, with focused effort, you can produce hardened reality constructs that are significantly more durable than objects created with this power, although this will drastically reduce your production rate.

- Examples: You could create massive constructs like fortresses or planetary shields composed entirely of hardened reality. If you focus your energy, you could craft impenetrable doors, vaults, or small-scale defensive constructs that are nearly indestructible, though this would slow the rate of production.

Rank 3 (300 CP): The objects you create are now significantly hardened, reaching a level of resilience comparable to an unenhanced Cosmic Vestment. They can withstand the strongest attacks and the harshest environments. Additionally, if damaged but not completely destroyed, these constructs begin to assert their reality and will attempt to self-repair over time, slowly regaining their original form.

- Examples: You could create entire cities or military installations out of hardened reality that are nearly indestructible. These structures would be capable of withstanding cosmic storms, direct attacks from powerful entities, and even some reality-warping forces. Should they be damaged in battle, they will begin to self-repair, making them incredibly durable and self-sustaining over time.



Universal Traversal

This defining power allows Cosmic Lords to traverse the boundaries of universes with effortless ease. It grants the ability to move to alternate universes with **a single step**, making it a crucial tool for exploring or escaping different realms of existence. It may also be used to travel to the space between universes, an empty void where new universes are born.

Rank 1 (100 CP): By simply taking a step and focusing your will, you can travel from this universe to any other universe, reality or dimension. If you are aware of the location of a specific universe, you can step directly into it with ease. However, extreme cosmic phenomena, powerful wards, or the interventions of exceptionally potent beings may obstruct your entry or exit. Even if you become lost, a Cosmic Lord will eventually instinctively figure out the way to return to its home universe.

Rank 2 (200 CP): You can now open stable portals that allow others to follow you into different universes or realities. Your ability to traverse universes becomes more resilient and harder to block, requiring significant preparation or overwhelming power to obstruct your passage. You will always instinctively know the location of your home universe in the vastness of the multiverse.

Cosmic Supremacy

This power defines Cosmic Lords as true masters of reality itself, granting them the ability to manipulate and reshape the fabric of existence. By focusing the energies of their Shard of Reality, a Cosmic Lord can perform feats limited only by their imagination and the energy required to execute them. Any part of reality not fortified against manipulation is susceptible to being molded as the Cosmic Lord desires.



Rank 1 (200 CP): You can now manipulate reality to achieve virtually any effect you desire by expending a great amount of energy, relative to the complexity of the change. This grants you the ability to alter reality in ways limited only by your imagination and knowledge of the current laws of the universe. However, if the universe does not support the change, the altered reality will slowly revert to its original state over time. Additionally, this power can achieve effects similar to other Cosmic Powers of similar rank but is far less energy-efficient and time consuming.

- For example, you could alter the fundamental properties of matter, reverse the passage of time in a localized area, or rewrite the laws of physics temporarily in an area. However, if these changes conflict with the local universal laws, they will gradually destabilize and eventually undo themselves. As a rough guideline, anything you can do with other Cosmic Powers will be more energy inefficient and limited to rank 1 powers in effect and magnitude.

Rank 2 (400 CP): Your control over reality has grown more resilient, allowing your changes to become much more difficult for others to interfere with or undo. Any alterations you make now harden and become resistant to tampering by other reality manipulators. While reality may still degrade if the changes are unstable or unsupported by local laws, this process occurs much more slowly. At this point, you may now replicate effects from the second rank of Cosmic Powers, but still remaining considerably energy inefficient and more time consuming.

- For instance, you could permanently alter the orbit of a planet or rewrite an entire city's physical laws, and these changes would last much longer before reverting or being countered by other powerful manipulators. Attempting to interfere with your changes now requires a significant amount of energy and power, and may replicate rank 2 effects of other powers.

Rank 3 (800 CP): You now possess the ability to create **reality bubbles**—zones where the reality you alter becomes self-sustaining, stable, and unaffected by the surrounding universe. Within these bubbles, the fundamental laws of physics and other universal constants are completely overwritten by your own, allowing for permanent, stable alterations. The size of these bubbles is determined by how much time and energy you invest, but maintaining the process demands enormous power. With only your base abilities, you can sustain this creation process for a few hours before needing to rest for at least a full day.

- For example, one hour of focus allows you to create a reality bubble large enough to envelop a large building, while a full month of sustained effort could create a bubble the size of a region comparable to Australia. Once established, your reality bubble becomes incredibly resilient, making it extremely difficult for any external forces from undoing the changes within. Inside this bubble, you can freely alter universal constants with minimal energy cost, and any reality manipulation you perform within the bubble will overpower opposing reality warping attempts, regardless of their source. However, other powerful reality manipulators may attempt to breach and dismantle your bubble from the outside, though doing so requires far more time, power, and effort than creating it in the first place.

When combined with the **Singularity Perpetual Engine**, the rate at which you expand your reality bubble increases significantly. With Rank 1 of the Singularity Perpetual Engine, you can create reality bubbles faster and sustain the process for at least two weeks without needing rest. With Rank 2, you can continue expanding the bubble without stopping, theoretically becoming capable of engulfing an entire universe and rewriting its laws to your design. However, completing this process would still take hundreds of years, and cannot be accelerated by time-related abilities. Additionally, such an endeavor would attract the attention—and likely opposition—of powerful entities within the affected universe.

Within the reality bubble, it is effortless to replicate the effects of Rank 2 powers (or their equivalents). Achieving effects equivalent to Rank 3 powers is possible, though it requires considerable time, energy, or effort to fully manifest.



Cosmic Boost

This power grants you the ability to exponentially enhance your physical, mental, and spiritual capabilities for a limited duration, transcending normal boundaries. Beyond boosting yourself, you can extend a portion of this power to others, either temporarily or permanently, granting them heightened abilities.



Rank 1 (100 CP): You can temporarily bend reality to magnify your physical strength, mental acuity, and spiritual potency by **10 times** their natural state. This surge of power allows you to break through any personal limitations, providing exceptional abilities across all areas. Additionally, an aura of unmistakable power radiates from you, making your presence feel commanding and imposing to anyone nearby. During this boost, **any form of control or external restraint placed upon you, whether physical (bindings, traps) or metaphysical (mind control, curses, etc), is instantly broken or nullified**, granting you complete freedom.

The boost lasts for a maximum of 1 hour per day, after which your body must rest to avoid strain.

- Example: You could temporarily increase your strength to lift 10 times your maximum strength, enhance your speed to move like a blur, or increase your cognitive processing to solve complex problems at an accelerated pace. Any kind of bindings or mental enslavement would be nullified and broken violently for the duration of the boost.

Rank 2 (200 CP): At this rank, the power amplification grows exponentially. You now boost your body, mind, and soul by **50 times** their normal capacity when activated, allowing for unimaginable feats of physical, intellectual, and spiritual power. The aura of dominance becomes significantly more palpable—those around you may feel an almost gravitational pull towards your presence, with weaker beings finding it difficult to remain in your proximity without being mentally overwhelmed.

Even when the boost is not active, **you retain a permanent 3x enhancement** to all physical, mental, and spiritual faculties. **The temporary boost lasts up to 2 hours per day**, providing more sustained access to heightened power.

By touching an ally, you can grant them a temporary 10x boost in their abilities, lasting 1 hour, but may only do so once per day per ally. The boost applies to all three aspects—physical, mental, and spiritual—allowing them to perform feats well beyond their normal capabilities.

- Example: You could leap great distances, process complex data faster than the most advanced AIs, or become almost impervious to most spiritual or soul-based attacks. Allies, such as a warrior, would experience a tenfold boost in strength, agility, or durability during battle.

Rank 3 (600 CP): At the highest level, your ability to boost reaches transcendent levels, breaking through all conventional limitations. Upon activation, you receive an **immediate 100x boost** to your

body, mind, and soul, but this enhancement **doubles every 10 minutes, compounding in power**. By the time the boost reaches its peak at the end of the second hour, you possess strength, intellect, and spiritual power well beyond thousands of times your original level, allowing you to perform feats that defy reality itself.

When not actively boosting, **you retain a 10x permanent enhancement** to your current mind, body and soul. This ensures that even in your passive state, you remain vastly more powerful before. You can now grant an ally a 100x boost for 1 hour, significantly amplifying their abilities, and may repeat to do so as many times as desired. Additionally, you may double the potency of their body, mind, and soul indefinitely, granting them a permanent power increase, though this can only be done once per individual.

The feeling of power radiating from you when you activate this is now so overwhelming that only the most powerful beings can resist acknowledging your superiority. This aura may cause weaker beings to faint, lose their will to fight, or fall under your influence without you even needing to act. These effects increase with every time your enhancements double.

- You could activate your boost and have it double for a time, becoming vastly superior to your original status, and perform feats well beyond what you are normally capable of. You can boost your allies greatly and even enhance them permanently (just once), and your aura is so terrifyingly strong that few can stand it and oppose you, increasing even more and more with every doubling.



"A supreme display of power, mess around with the Cosmic Lord and you WILL find out".

Items

Your ascension to Cosmic Lord has drawn the attention of powerful artifacts and objects from across the cosmos. These relics have resonated with your newfound power and chosen you as their rightful owner. As such, these items will make themselves available to you upon the beginning of this jump. Once acquired, they are fiat-backed, meaning that if spent, destroyed, or misplaced, they will fully restore themselves within a few days in your warehouse.

Additionally, you will receive an extra 400 CP to be used exclusively in this section. To further aid in acquiring these cosmic treasures, you are granted three discounts for any item listed here. Any 100 CP item that you apply a discount to will be free.

Stellar Communicator (100 CP)

A sleek, palm-sized device that uses advanced quantum entanglement technology to instantly communicate across any distance, even across universes. Whether sending a message from one galaxy to another or from one timeline to the next, it ensures seamless communication with no delay. It can be set to relay information visually, audibly, or telepathically depending on the recipient's preferences. Its range is effectively infinite, as long as the recipient exists somewhere in time and space.



Quantum Schrödinger Compass (100 CP)

A peculiar, ever-shifting device that exists in a state of quantum flux. This compass points toward your home universe, even when you are lost in the chaotic landscapes between realities. It appears to constantly change its form, flickering between possible shapes and functions, but its guidance is always steady. It will automatically update its "home" setting to the initial universe of any new jump, ensuring you always have a route back.



Soulstar Ink (100 CP)

A vial of ink made from matter from the insides of stars and infused with the essences of souls and a tint of cosmic law. While typically used by demons, it is not unheard to be seen used by magicians in real space. Any contract, spell, or inscription written with it carries the weight of cosmic law. Useful for making unbreakable pacts or crafting powerful sigils.



Temporal Pocket Watch (100 CP)

A relic once possessed by a mysterious and morally dubious figure, now resting in your hands. This pocket watch is a small, yet potent, piece of condensed temporal law, masterfully crafted with patterns so intricate that even the most skilled artisans of time manipulation would struggle to replicate it. The watch holds the power to stop time entirely—freezing all but the user for a brief moment. Due to past misuse, its abilities have waned, and it can now only halt time for 10 seconds before requiring an hour to recharge.



Though the power may seem limited to a Cosmic Lord, its subtle influence could prove invaluable in the hands of a companion or during critical moments of strategy.

Memory Orb (200 CP)

A smooth, crystalline sphere about the size of a fist, capable of storing memories, experiences, and even small fragments of your essence. By touching the orb, others can witness the stored memories as vivid, immersive visions. You can leave a fragment of your power within the orb, which creates a spectral "echo" of yourself that can carry out simple tasks. Once the echo activates, the orb shatters into dust. Ideal for leaving behind a part of yourself to guard an area, deliver a message, or fulfill a last-minute task.



Dimensional Displacement Bomb (200 CP)

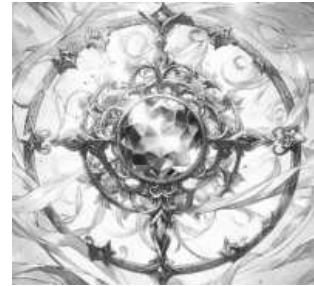
A small, spherical device no larger than a grenade. When triggered, it creates a local explosion that doesn't damage anything physically but instead tears the fabric of reality itself. Everything within a 10-meter radius is sucked into the "Between Space"—the chaotic void between universes—and then randomly displaced to a different universe. The bomb is a tool of escape, confusion, or removal, effective against enemies or even entire structures.



Transhifting Reality Gem (200 CP)

A stunning circlet adorned with a radiant blue sapphire that pulses with an ethereal glow. The gemstone, beautiful and mesmerizing, contains a unique and profound power: the ability to allow one person to transform into their idealized self—whatever form or nature that may be. This shift becomes permanent, making their new form their true self, a reflection of their innermost aspirations.

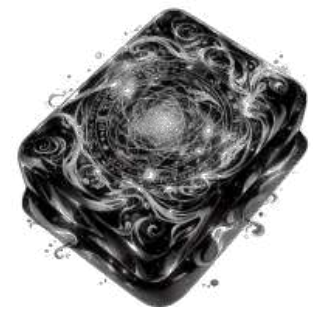
Once used, the artifact expends all of its energy, rendering it dormant for two years. Only then will the sapphire slowly reignite with its otherworldly glow, ready for its next use.



The Obsidian Tablet of Banishment (200 CP)

A small, rectangular artifact, roughly the size of a human palm. When held, the tablet emanates a coolness, as if it absorbs warmth and light, imparting a sense of foreboding to anyone who dares to gaze upon it. Legends whisper that this ancient relic was crafted by a long-forgotten civilization to contain and restrict the forces of chaos, offering a fleeting sense of safety in an unpredictable universe.

However, the tablet's power is not without its limitations. Should it be broken, it releases a wave of energy that imposes a potent ban on a specific event or occurrence of your choosing, preventing it from manifesting in the immediate vicinity or for a limited duration. This ban is not absolute; clever adversaries or unforeseen circumstances may find ways to circumvent its influence. Yet, for the duration of its effect, the Obsidian Tablet creates a formidable barrier against the targeted phenomenon, instilling a sense of security amidst uncertainty.



The Soulseer's Talisman (200 CP)

A striking piece of jewelry, featuring a translucent crystal that glows softly in shades of blue and violet, suspended from a finely woven silver chain. Intricate engravings of celestial motifs adorn its surface, resonating with a subtle energy that hints at its extraordinary capabilities. When worn, the talisman feels warm against the skin, creating a gentle hum that sharpens the wearer's perception of the world around them.

Once activated, the Soulseer's Talisman reveals the true essence of those nearby, allowing the wearer to see shimmering outlines of souls in unique forms of light and color. This power enables them to discern intentions and emotions, peeling away layers of deception. However, the sights can be overwhelming, exposing both beauty and darkness.



The Master Key (200 CP)

A stunning artifact crafted from translucent, hardened reality, its surface shimmering with a spectrum of colors that shift and dance like light through a prism. Its intricate design features swirling patterns that seem to pulse with energy, reflecting the essence of the locks it can unlock. This key defies conventional physics, exuding an aura of profound possibility, as if it holds the secrets to dimensions beyond comprehension. When wielded, the Master Key can conceptually open any lock, regardless of its physical or metaphysical nature.



Black Lure (400 CP)

A sinister and foreboding object, the Black Lure takes the form of an unsettling black cube, constructed from materials unknown to this universe. Anyone who comes near it feels an instinctive sense of dread. When placed in a location and infused with any kind of energy, it activates, releasing a subtle but powerful beacon that draws the attention of nearby entities not native to this universe. These outsiders, lurking in the fringes of reality, will be pulled toward the lure and granted a passage to manifest.

Why you would willingly summon such beings is a question only you can answer, but the power to attract the unknown is now in your hands.



Solidified Magic Wand (400 CP)

A slender wand crowned with a shimmering crystal of pure, solidified magic, this artifact carries incredible power and a degree of sentience. It is said to choose its wielder, allowing only those it deems worthy to channel its immense abilities. The wand dramatically enhances the user's control over magic—granting an average magician the power of an archmage, and pushing a skilled magic user toward godlike mastery.

In dire circumstances, the wand possesses a life-saving ability. Once every ten years, it can sacrifice its crystal to prevent its wielder's death, rendering itself dormant until it regenerates over the course of a decade. The wand may or may not transform its user into a "cute magical girl" in order to use its power. It seems to have a sense of humor... or perhaps a deeper, inscrutable purpose.



A Shield from Another Reality (400 CP)

This translucent hardened reality shield boasts an intriguing blend of strength and elegance, its surface resembling a fragile glass that glows with a faint luminescence. Adorned with intricate golden metalwork, the shield's edges are framed by ornate patterns that hint at a storied past. Despite its delicate appearance, it possesses remarkable resilience, capable of withstanding immense forces and blocking practically anything, while maintaining its ethereal beauty.

The shield bears the marks of countless battles, its surface scuffed and battered, telling tales of heroism and sacrifice. This shield possesses resilience comparable to an unenhanced Cosmic Vestment, and may be borrowed by others.



Improved Space Ship (400 CP)

A highly advanced interstellar vessel the size of a small cruiser with lightly hardened reality reinforced into its exterior hull, equipped with cutting-edge technology, designed for both combat and exploration. It is armed with energy weapons, shield generators, and dimensional warp drives, allowing it to traverse vast distances in mere moments. The ship is highly customizable, and its interior contains everything from living quarters to laboratories and workshops, making it a perfect mobile base for the Cosmic Lord. It can hold a small crew or operate autonomously under your command.



The Solaris Citadel (400 CP)

Orbiting high above the Earth, the Solar Citadel is a massive, floating fortress-city, brimming with advanced technology and arcane secrets. Semi-sentient, the Citadel itself acts as a steward to your needs, managing its operations, defenses, and research facilities. It is fortified with defensive shields, long-range weaponry, and enough power to defend an entire solar system. The Citadel's AI, known simply as "Solaris," is loyal and capable of upgrading itself under your guidance, ensuring that the Cosmic Lord's ambitions can reach across the stars.



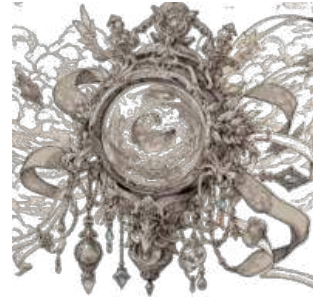
Cosmic Tuner (400 CP)

A sleek handheld device resembling a futuristic tuning fork, this tool is designed to locate and manipulate interdimensional rifts, portals, and the very fabric of reality itself. It can detect the presence of outsiders, dimensional anomalies, or breaches between universes within a range of several hundred light-years. It also allows you to open or close rifts at will, although it cannot affect a particular rift from this jump, leaving that anomaly beyond its reach. Essential for tracking otherworldly threats or facilitating your own trans-dimensional travels.



Dreamscape's Refractive Contraption (400 CP)

An elaborate and arcane hand held device that taps into the collective dreams of every being across the universe, this contraption can temporarily pull a dream entity and refract it into reality. The creature that manifests is unpredictable—randomly selected from the infinite imaginations of sentient beings—but will always carry the surreal and ethereal qualities unique to dreamscape inhabitants. These beings can vary greatly in their nature and power, from abstract and whimsical forms to almost lifelike entities with strange, unreal powers.



While it can be used for distractions, creative endeavors, or entertainment, this device avoids summoning nightmares unless specific conditions are met. By adjusting certain arcane dials and settings and activating it within a suitably eerie environment, the contraption can deliberately manifest nightmarish creatures from the depths of the universal subconscious—though such beings are far more difficult to control and inherently dangerous. Dream or nightmare entities will eventually return to the unreality of dreamscape, and only one can be called at any moment, forcefully returning the previous entity if a new one is called.

The Astral Cloak (400 CP)

The cloak is woven from ethereal threads that shimmer with a soft, ghostly light, giving it an otherworldly quality. When draped over the wearer, it transforms them into a soul-like entity, enveloping them in a misty aura that blurs the line between the physical and the spiritual. The fabric appears to ripple and flow as if it were alive, reflecting the emotions and intentions of the wearer, creating an enchanting sight.



While adorned in this cloak, the wearer retains all their abilities, allowing them to traverse the cosmos and explore realms beyond the physical. However, this transformation comes with a significant drawback: they are unable to interact with the material world as long as they don the cloak. Objects pass through them like whispers in the wind, rendering them a mere observer in their own reality, even other abilities the wearer may have become unable to interact with those from the physical realm.

Bottle of Cosmic Transformation Pills (400 CP)

This elegantly shaped clear glass bottle is sealed with a glimmering silver cap. Inside, it holds fifty semi-transparent pills that shimmer with a captivating blend of colors—blues, greens, and purples—that evoke distant galaxies. When shaken, the pills produce a soft, melodic chime, hinting at the potent energy within. Each pill emits a faint inner glow, reminiscent of your fragment of reality. Upon consumption, they allow a transformation of body, mind, or soul, in that order, akin to the free alternative from a Cosmic Lord's transformation. Each transformation requires one pill, and the complete change takes a single day to manifest, but this bottle only replenishes its contents every decade.



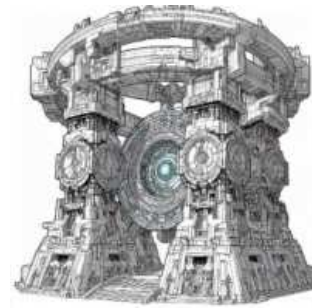
Life Seeding Device (400 CP)

A complex, multi-faceted device no larger than a briefcase, capable of terraforming entire planets. When activated and placed on a barren world, it begins the process of atmospheric conversion, temperature regulation, and the introduction of life-sustaining environments. Within a month, the planet will be transformed into a habitable, Earth-like paradise. It can be reprogrammed to create exotic biospheres tailored to specific environmental needs or species. Once the terraforming process is complete, the device requires one week to recharge before being usable again.



Reality Puncher Portal (400 CP)

A towering machine, about the size of a large archway, embedded with both mystical and technological components. The Reality Puncher Portal creates stable gateways between universes, allowing for safe travel across dimensions. It is a one-of-a-kind device, powered by an exotic energy source capable of piercing the veil between realities. The portal can be operated by those you designate, enabling them to access other universes even in your absence. It is particularly useful for establishing permanent trade routes or exploratory expeditions between parallel worlds.



Eternal Ember of Creation (400 CP)

Housed within an intricately designed hand sized vessel of cosmic metals and protected by a crystal-clear barrier, this ember is no ordinary flame. It is a fragment of the very first fire that burned at the dawn of the universe—a primordial source of life, heat, and transformation. The Eternal Ember carries with it immense symbolic and practical significance, embodying the principles of endurance, passion, destruction, rebirth, and limitless power.



Any item forged, crafted, or imbued with the Eternal Ember's flame is drastically enhanced, gaining the unparalleled qualities of the ember itself. Weapons burn with an undying fury, armor gains near-indestructible resilience, and tools or artifacts crafted in its fire inherit properties of renewal and endless potential. This flame is not easily extinguished; even when used, it reignites itself inside the vessel within a few days, ensuring it is never truly lost.



Potential Companions, Rivals, Beings and Sites of Interest

This section introduces potential companions and other significant beings you may encounter during your jump. While these companions could become your friends, there's no guarantee they will join you at the end of the jump unless you manage to persuade them.

One more thing—you seem to possess a unique Fragment of Reality, brimming with untapped potential. There may be a way to channel that power, infusing one or more of your imported companions with a small piece of it, elevating them to the rank of a Cosmic Lord. Though they will not match your full potency, they will gain remarkable abilities of their own.



For **400 CP**, you can initiate this process for a single companion, granting them 600 CP to be used for their mind, body, and soul transformation, Cosmic Powers, as well as for any upgrades or customizations to their Cosmic Vestments. Additionally, they will receive an extra 200 CP solely for Cosmic Powers. You may choose this option again for a different companion, as long as you have the CP for it.

Some further options for companions in this jump:

- **100 CP:** Import up to two companions.
- **200 CP:** Import up to eight companions.
- **200 CP (additional):** Grants 100 CP to each imported companion, which can only be used on Cosmic Powers. This option can be selected only once.
- Spending CP in companions from this jump will ensure you meet them in very favorable conditions, where you'll have a much easier chance to befriend them.

You may import a maximum of eight companions, but you are free to recruit as many others as you can find during the jump.



Diatomyr Epsilon, the Last Custodian of the Universe (Free)

Diatomyr Epsilon is one of the many artificial life forms created by the Creator of the Universe, tasked with protecting it from threats and maintaining order until the promised time. Among her sisters, she is the last one remaining, diligently carrying out her entrusted duty.



The Custodians of the Universe are a diverse group of advanced artificial crystalline beings, capable of projecting their ideal forms around them as their body. These forms, though appearing as solid light, actually alter reality to suit their needs. Diatomyr Epsilon, the last active Custodian, has watched over the universe since its creation while her sisters have either vanished, abandoned their duties, or perished over the eons. She takes on the appearance of a young, angelic woman—one of the many forms that pleased her Creator.

Throughout her long service, Diatomyr Epsilon has faced countless threats from both within and beyond the universe. Despite her efforts, the decline of the Custodians has left her struggling to counter the greater dangers that now plague the cosmos. Yet, she remains unwavering in her resolve.

The moment of your awakening, a ripple through the cosmos, signaled the arrival of the promised time—the birth of the first Cosmic Lord in this universe. Diatomyr knew at once that you were the one she had been waiting for: her destined Master. With your aid, she believes that all the universe's problems can finally be resolved, and her duty to the Creator can be fulfilled.

Diatomyr Epsilon is introverted and often keeps her thoughts and feelings to herself, appearing quiet and cold to others. Her true form is the crystal embedded in her chest, and she allows no one but her Master or Creator to touch it. Despite her reserved nature, she finds joy in observing the night sky, discovering newly formed stars, and naming them—a hobby she has maintained for millennia.

As a Custodian of the Universe, Diatomyr possesses superhuman strength, capable of cracking a planet's surface if necessary. She can withstand similar forces, project mighty beams of light from any part of her body, and fly at sublight speeds regardless of location. She also has a unique power: the ability to intuitively sense your location anywhere in the universe. After a few minutes of concentration, she can teleport directly to you.

Shortly after the jump begins, Diatomyr will awaken from her resting place in the Library of the Cosmos and eagerly seek you out. Overjoyed to have finally found her promised Master, she will pledge her unwavering loyalty and offer her assistance in achieving your objectives. She will strongly encourage you to address the many issues she has identified in the universe and will do whatever it takes to stop any threats to its existence.

Felfarris, Galactic Ambassador of the Grundth (100 CP)

A renowned figure across the universe, Felfarris serves as the current Galactic Ambassador for one of the most powerful civilizations in existence—the Grundth. When news of a Cosmic Lord's birth reached him, Felfarris wasted no time. He immediately abandoned his current diplomatic tasks, deciding that the wisest course of action was to meet this new Cosmic Lord and extend his greetings. For the Grundth, establishing a strong relationship with the only local Cosmic Lord could be invaluable, offering numerous diplomatic opportunities—especially in their ongoing conflict with their sworn enemy, the treacherous Caelorians.



The Grundth are a formidable, reptilian-like species that live by a strict code of honor and warfare. They value honor above all else, and their way of life revolves around combat, conquest, and strength. Their philosophy is simple: if something can be taken without a fight, it is free for the taking. The Grundth possess highly advanced technology, seamlessly integrating both magic and technology into their civilian infrastructure and war machinery.

Felfarris himself is a legend among diplomats. He has successfully negotiated peace in countless galactic conflicts, balancing the interests of the Grundth and other civilizations with his skillful diplomacy. In Grundth society, he is widely revered, while his name commands respect in the political circles of many other civilizations. He is an expert negotiator, adept at brokering deals with other species, cosmic entities, gods, and even sentient stars. His calm, analytical nature and unparalleled ability to influence outcomes through negotiation make him a powerful figure in the political landscape of the universe.

Although Felfarris is a pacifist by nature, his influence is far from passive. He is capable of preventing wars, forging alliances, and gaining powerful allies through clever deals and strategic pacts. Physically, he is much stronger than a baseline human, but his species lacks other innate powers. At 157 years old, Felfarris is considered middle-aged for his kind. He has 18 sons and daughters on his homeworld, Dragg, and his eldest daughter is soon to be wed. He is calm, measured, and dislikes people who lack self-control, often going out of his way to correct or nag those who make fools of themselves.

Refresh, Mischievous Cosmic Lord Visitor (100 CP)

Among the upper echelons of those who possess the knowledge, it was widely accepted that this universe had never seen the birth of a Cosmic Lord. However, it is also well-known among the same circles that Cosmic Lords possess the unique ability to travel between universes for reasons known only to them.

One such Cosmic Lord is Refresh, who has spent the last three hundred years as a self-proclaimed "tourist" in this universe. Originating from a different realm, she chose to explore a universe where no other Cosmic Lord held dominion, allowing her to indulge in carefree travel and mischievous pranks without fear of repercussions. Of course, given the immense power Cosmic Lords wield, her pranks are anything but ordinary. Consequently, those aware of her existence tend to avoid her at all costs, as her playful antics can be perilous to lesser beings.



Refresh appears as a young girl, though with Cosmic Lords, appearances are notoriously deceiving. She often attempts to blend in, observing her surroundings before setting her elaborate pranks into motion. While she avoids direct confrontation, often claiming to be "too cute to fight" before vanishing, her status as a Cosmic Lord makes her an extraordinarily dangerous opponent should she ever be forced into battle.

Mischievous to the core, Refresh delights in orchestrating situations to tease or ensnare others—whether they be individuals, higher beings, or entire civilizations—for her own amusement. Despite her penchant for mischief, she has an easygoing personality and is always the life of the party, especially if the party involves chaos. She harbors a deep respect for anyone who can outwit or out-prank her, seeing them as worthy opponents rather than mere targets.

A few months after your journey begins, Refresh will recall your awakening and decide to visit the "newborn" Cosmic Lord, often referring to you as the "baby lord." She will likely start pranking you from the outset, returning every few months with new tricks and schemes to keep herself entertained. If you ever confront her, she will flee—only to return later with a nastier prank in revenge. However, she will never put you in genuine danger. Eventually, she will come to see you as a good person in her eyes, transitioning from merely pranking you to occasionally offering help—so long as it amuses her. Even then, she'll still call you baby, unless she's feeling particularly respectful where she will call you a different nickname instead.

Refresh wields the equivalent of 1,200 CP in Cosmic Powers, making her a moderately powerful Cosmic Lord and additionally she possesses the first rank of the *Universal Traversal* cosmic power.

Zayidd Elcarossa, 13th Princess of the Wish Granting Gyneesi (100 CP)

Shortly after the news of a Cosmic Lord's awakening spread across the universe, the high political circle of the Kingdom of Gyneesi—an enigmatic species of humanoids residing on one of the moons of Planet Jawahra—decided to offer their last unmarried princess of the current generation as a bride to the Cosmic Lord, hoping to curry favor.

The thirteenth princess, Zayidd Elcarossa, is somewhat infamous within her kingdom. According to the customs of the Gyneesi, female royalty manifest five floating orbs on their fifth birthday. These orbs contain the extraordinary power to grant wishes, but they can only be used for others, not themselves. Tradition dictates that each princess offers these five wishes to her future husband, who then uses them for the prosperity and betterment of his kingdom. This ability is highly coveted across the universe and is the primary reason why the Gyneesi are often left undisturbed by external political forces.



However, Zayidd broke tradition. She used one of her five wishes for someone other than her future husband—an act that brought disgrace and shame upon her family. While Gyneesi law mandated the death penalty for such a transgression, King Haman Fyr Elcarossa, her father, instead chose to imprison her for several years. But with the birth of a Cosmic Lord, the King has seen an opportunity to rid himself of the scandal by offering Zayidd as a bride.

Zayidd is a willful woman, nearly consumed by despair after feeling trapped by her destiny and her role as a princess. Her rejection by her family and tragic upbringing have left her distrusting of others, and she would rather die than submit to someone else's will. However, if she opens up to you, you'll find that she's an educated and insightful woman with great ideas. She's also an expert in administration and politics, having been meticulously groomed by her family to be the perfect wife.

Zayidd is accompanied by the four remaining wish orbs, which are bound to her. These orbs cannot be taken away, damaged, or analyzed; they simply reform near her if tampered with. She can only use them to grant wishes to others, but each wish consumes one orb until none remain. Although these wishes are not omnipotent, they are incredibly powerful, capable of effects on a solar system-wide scale for up to a decade. When used on a smaller scale, they last much longer, and within those limits, they can accomplish nearly anything.

Synapsis, the Void Huntress (100 CP)

In the boundless expanse of the universe, where stars are born and die, where civilizations rise and fall, something darker stirs—a threat that lurks outside the known. These are the Outsiders, void-born entities that exist beyond the edge of comprehension, feeding on reality itself. Eons ago, the Custodians of the Universe were all that stood between these horrors and the countless worlds they sought to consume. But now, in the absence of those ancient protectors, new champions have risen from the shadows. Synapsis is one such champion, though she would never call herself a hero.



Her origins are as tragic as they are mysterious. Once a child of a forgotten world, Synapsis witnessed the annihilation of her home and her family by a monstrous incursion from the void. Left for dead, her body broken beyond repair, she was rescued and reforged—her flesh replaced with cold metal and synthetic enhancements, her heart burning with a desire for vengeance. The trauma of her loss made her vow never to let another suffer as she had. She has since dedicated herself to becoming the universe's shield against the Outsiders, no matter the cost to her own soul.

Synapsis is a master tracker, relentless in her hunt. Her body is a weapon, intricately fused with cutting-edge cybernetics designed for one purpose: to destroy anything touched by the void. Her sleek, black armor is inseparable from her being, pulsating with energy as it interfaces with her nervous system. Every movement is precise, every strike calculated, her combat style as ruthless as it is efficient. Yet, it is the helmet that catches most people's attention. A smooth, featureless black surface with no visible slits for eyes or mouth—an enigma that hides her face from the universe.

Beneath the helmet, there are rumors. Some whisper that her face has been twisted into a grotesque, otherworldly form by her augmentations, a visage too horrifying for mortal eyes. Others believe she is simply scarred beyond recognition. The truth, however, is far different. Synapsis's face, still untouched by the horrors she has endured, is as beautiful as it is human, though she hides it out of fear. Not of disfigurement, but of rejection. She worries that the sight of her soft features against the cold machinery of her cybernetic form would invoke fear, that others would see her as more machine than woman—a creature to be shunned.

Despite her stoic exterior, Synapsis carries a deep, unspoken loneliness. She craves connection but believes herself unworthy of it. Her voice, when modulated through her helmet's robotic filter, is calm and authoritative, but in truth, she is painfully shy. Her interactions with others are brief and distant; she avoids bonds, afraid of the inevitable pain of loss. She has never known love, and in her heart, she is convinced that she never will. The idea of someone accepting her, both her human and cybernetic halves, is a dream she has long since buried beneath her duty.

But if anyone were to break through her shell, they would find a woman capable of great warmth and loyalty. When Synapsis trusts, she does so fully, her emotions—long buried beneath layers of armor—suddenly becoming raw and powerful. She is fiercely protective of those few she allows

close, and her quiet vulnerability would shine through in rare moments of candid conversation. Those fortunate enough to glimpse behind her mask, figuratively and literally, would see not a monster but a kind, conflicted soul who bears the weight of the universe on her shoulders.

Though she claims to live only for the hunt, there are rare times when Synopsis contemplates what might have been. In the stillness of space, after another victory, she sometimes wonders if there is more to life than vengeance—if there is a place for her in the universe beyond the endless battles. But until she can conquer her fear of rejection, the helmet stays on, the armor remains sealed, and Synopsis continues her solitary hunt, forever guarding the universe from the darkness beyond the stars.

Laura Minneti, Sorceress Supreme of the Aquila Quadrant (100 CP)

In the boundless realms of the galaxy, few titles command as much respect and awe as that of Sorceress Supreme. Within the Aquila Quadrant, no one wields this title more rightfully than Laura Minneti, a half-elven prodigy whose mastery over the arcane arts is unparalleled. Born from the union of an Earthling father and a Sylvandar mother—a nomadic elvish race of cosmic travelers—Laura carries within her the unique blend of Earth’s mystical traditions and the timeless, otherworldly magic of the Sylvandar.



Her early life was spent on Earth, where she grew up fascinated by the contrasting magical energies of her dual heritage. As a child, she eagerly studied Earth’s arcane history, but the limitations of human society became apparent as her elvish traits began to manifest. At 15, she was forced to leave Earth, her pointed ears and ethereal aura marking her as different in a world not yet prepared to embrace someone of her lineage. Fleeing prejudice and misunderstanding, she joined her mother’s people on their endless voyage through the cosmos, a decision that ignited a life-long obsession with magic.

From that moment on, Laura became a relentless seeker of knowledge, immersing herself in every magical discipline she encountered. Her hunger for understanding was insatiable, and over decades, she absorbed and mastered forms of magic from star systems that most sorcerers could scarcely dream of. Runes, astral conjuration, dimensional weaving, elemental manipulation—nothing was beyond her reach. And as her power grew, so did her reputation. Across the Aquila Quadrant, tales of the half-elven sorceress with a mind like a spellforge spread like wildfire.

At 120 years old—a young adult by Sylvandar standards—Laura stands as one of the most formidable sorceresses in known space. Though celebrated and revered, she remains driven by a singular ambition: to ascend beyond the Aquila Quadrant and claim the title of Sorceress Supreme of the entire galaxy. She has little interest in politics or alliances and disdains the shallow courtship of powerful suitors. For Laura, there is only one true path: the pursuit of ultimate magical mastery.

While she presents herself as calm and composed, a serene and wise figure often sought out for counsel, this is only half of who she truly is. Beneath her collected exterior lies a woman of fiery will and sharp temper, traits inherited from her Earthling side. Laura has little patience for fools, and her tolerance for arrogance is non-existent. Push her too far, and her carefully maintained facade cracks, revealing a passionate and temperamental spirit who will not be controlled or disrespected. She's quick to anger when provoked, particularly when her intelligence or magical ability is questioned, often unleashing a verbal (or literal) storm upon those who dare underestimate her.

Despite her formidable nature, Laura is not without her softer side. Her love for magic extends to all things tied to life and creation, and she harbors a secret fondness for small, furry creatures, often seen quietly doting on a stray animal between intense study sessions. She is mostly vegetarian, choosing to align her diet with her respect for the natural order of things, even as she manipulates the forces of reality.

Her obsessive devotion to the study of magic has left little room in her life for personal relationships. Laura disdains the trappings of romantic pursuit, brushing aside suitors as easily as she does magical obstacles, focusing entirely on her craft. However, there is a deeper, unspoken reason for her solitude—Laura fears vulnerability. As much as she longs for intelligent conversation and meaningful companionship, her short temper and single-minded determination often push others away before they can get close.

She embodies a fascinating contradiction: a brilliant mind bound by relentless drive, yet also a woman with very human flaws—impatience, pride, and loneliness. Laura is a being of immense power, and her journey to ascend the galactic ranks of sorcery is both her greatest strength and her deepest flaw. Will she one day learn that mastery over herself is just as important as mastery over magic? Only time—and the stars themselves—will tell.

Aia, Star Seed and daughter of Vega (100 CP)

Aia was once a young orphan on Earth, leading a life marked by ordinary struggles and dreams until an extraordinary event forever altered her fate. One night, a fragment of the living star Vega—a shard of celestial consciousness—descended from the heavens and merged with Aia, transforming her into what is known as a Star Seed. This rare merging granted her immense potential, forever binding her to the stars.

As a Star Seed, Aia became ageless and immortal, her human essence intertwined with the raw power of a living star. Over the centuries, her connection to Vega has slowly nurtured her, preparing her for the day she may ascend and become a celestial being in her own right—a radiant star to illuminate the cosmos for millennia. However, that day is still distant, and Aia's powers, while formidable, remain only partially awakened.



She commands an array of abilities tied to her celestial nature. She controls light, heat, and radiation, and can survive in the vacuum of space, traveling at incomprehensible speeds with the ability to project a protective magnetosphere around herself. Aia's power grows in the presence of other stars, and she can commune with celestial bodies, including Sol, Earth's sun, with whom she shares a deep, ongoing dialogue. Yet, despite these extraordinary gifts, Aia's life is far from glamorous.

Though eternally youthful and full of potential, Aia leads a solitary existence. Choosing to remain on Earth, she avoids attention, moving periodically to escape suspicion as her agelessness becomes apparent to those around her. She finds comfort in her conversations with Sol, Earth, and Luna—the celestial bodies she has come to view as her only true companions. Her aloof personality and preference for solitude stem from a profound loneliness, as she watches those she cares about grow old and die while she remains unchanged, untouched by the passage of time.

Her immortality, once a gift, has become a burden she bears in silence. She has outlived countless friends and loved ones, a reality that weighs heavily on her heart. Though she appears calm and reserved, Aia is deeply conflicted, struggling with the isolation that comes with eternal life. Her pain is something she rarely shares, even with the stars she communes with. Inwardly, she harbors a longing for connection, yet fears getting too close to others, knowing that their time is always fleeting compared to her own.

Aia's greatest fear is not death, for she has transcended mortality, but the endless passage of time. The thought of living for eons—alone, watching the universe shift and change while she remains constant—haunts her. Her immortality feels like a curse at times, and the idea of becoming a star and existing for millennia in solitude frightens her more than she admits, even to herself.

Despite her internal struggles, Aia maintains an outward demeanor of calm determination. She rarely allows her vulnerabilities to surface, hiding them behind a mask of serene detachment. Few, if any, know of the sorrow that underlies her immortal existence. Still, she is far from emotionless. She cares deeply for the world she has lived on for centuries and the people who inhabit it, even if she chooses to remain distant.

Aia's ambitions are simple compared to the grand aspirations of many immortals. She seeks not power or glory, but understanding—of herself, her role as a Star Seed, and the universe around her. She yearns for a balance between her celestial nature and her lingering humanity, though she often wonders if that balance is even possible.

Though she is bound to ascend into a star one day, Aia delays that inevitable transformation. She fears the finality of that step—the irreversible separation from her human self. Her connection to Earth and its people is still strong, and she finds solace in the familiar sights and rhythms of the planet, even as it changes around her.

Her quiet life is occasionally disrupted by cosmic events that force her to confront her Star Seed nature, but for the most part, Aia lives in the shadow of her potential, biding her time, uncertain of what lies ahead.

Aurelia Zarathiel Caeloria the Third, Eternal Empress of the Caelorian Empire (100 CP)

Aurelia Zarathiel Caeloria the Third is the Eternal Empress of the vast and powerful Caelorian Empire, ruling with an iron will from her seat within the awe-inspiring Crystal Palace. Under her leadership, the empire has grown to be a towering force in the entire universe, its influence and reach unmatched. To the outside world, Aurelia embodies perfection—calm, calculating, and supremely competent. She is often regarded as one of the most powerful individuals in the known universe, an unshakable symbol of Caelorian strength.



Aurelia's public persona is flawless. She is known for her intellect and mastery over the countless disciplines needed to run an empire of such magnitude, whether it be diplomacy, strategy, or even the nuances of war. Her speeches inspire her people, and her authority is unchallenged. However, this image is but a facade—a mask meticulously crafted over the years to conceal her true self. Aurelia plays her role as the perfect ruler so convincingly that almost no one sees the truth behind her eyes.

In private, Aurelia is far more complex and conflicted. Raised from birth to be Empress, her life has been one of endless responsibility and sacrifice. She has never known a life beyond the empire, never experienced true freedom or genuine connection. Every relationship she has is filtered through the lens of politics, and every interaction serves a purpose. For all her power, she feels trapped—confined to the Crystal Palace, bound by duty to her people, and defined solely by her role as Empress. Her emotions are carefully guarded, her true desires buried deep beneath layers of ambition and expectation.

Aurelia's greatest fear is that her empire, for all its might, may crumble. With the Blobs—a race of relentless, formless invaders—pressing on the eastern front, she finds herself facing a threat she cannot easily defeat. While her empire has fended off countless enemies, this war has left her forces overstretched and vulnerable. The constant strain of holding the empire together in the face of such relentless opposition weighs heavily on her, though she hides her anxieties behind an unwavering mask of confidence.

Beneath her regal exterior, Aurelia is a woman burdened by her own choices. She carries the weight of the empire on her shoulders, and while she presents herself as unflinching, she feels the strain of constant leadership. The idea of a simpler life, free from the demands of ruling, sometimes haunts her dreams, though she rarely allows herself to linger on such thoughts. The closest she comes to expressing her vulnerabilities is through fleeting moments of introspection, moments she allows herself when she is utterly alone.

For all her strength and control, Aurelia craves genuine connection, but she fears letting anyone close enough to see her true self. Her perfection is a shield, and she is terrified that revealing her flaws would lead to the unraveling of everything she has built. To most, she appears cold and distant,

but those few who have glimpsed her true nature understand that beneath the surface is a woman who longs for something more than power.

Her ultimate ambition remains focused on the survival and expansion of her empire, but Aurelia's personal desires are far more fragile. She yearns for the impossible—true companionship, freedom from the weight of her crown, and the chance to live without the burdens of her title. Yet, these desires conflict with her duty, and as long as she sits on the throne, they remain little more than distant dreams.

Mara Blackthorn, Interdimensional Devil Hero and Survivor of the Cataclysm (100 CP)

Hailing from a universe where devils and humans coexisted uneasily, Mara Blackthorn was born into a world where, every few generations, humanity would rise under the command of a malevolent Human Lord, threatening the world with chaos. To counter these threats, a Devil Hero would emerge to restore balance. Mara, a succubus-type devil, was chosen as her world's next Devil Hero, destined to confront the Human Lord and save her people.



To prepare for this monumental task, Mara was sent to a unique academy located outside her universe, a place where she could safely train and grow stronger. During her time there, she embarked on numerous adventures and joined a party led by a remarkable being. However, their journey took a dark turn when two existential threats collided in a devastating clash. Despite their best efforts, the resulting Cataclysm destroyed that reality, scattering Mara and her companions across countless universes.

Now, Mara is a seasoned warrior, having mastered personal combat, illusion magic, and the manipulation of darkness. She can fly and drain the energy of others through physical contact, but she is in full control of her powers, a far cry from the unexperienced girl she once was. She wields the Dark Spear, a legendary weapon once destined for her battle against the Human Lord. During the final moments of her previous adventure, the spear was briefly imbued with a speck of nigh-omnipotent power in order to reach an impossibly dangerous being. Though that power has since faded, the Dark Spear remains a formidable weapon, capable of harming even those who should be beyond harm. Mara may also possess a variety of Out of Context abilities, granted to her by her former party leader, which add an unpredictable edge to her already impressive arsenal.

Despite her harrowing experiences, Mara retains a carefree and well-meaning personality. She approaches life with a blend of confidence and warmth, her traumatic past giving her both a sense of purpose and a cautious optimism. Having spent years among the Sylvandar—a race of cosmic travelers—Mara has used her illusion magic to disguise her true identity as a devil. She has become a trusted ally in their journeys, offering her skills and companionship during their long voyages across the stars. Though she enjoys her life among the Sylvandar, Mara's ultimate goal remains finding a way back to her home universe, to fulfill the destiny she was born into.

However, the path to her original universe is uncertain. Interdimensional travel is rare and costly, and even with her vast experience and powerful allies, Mara has yet to find a solution. She remains vigilant, always searching for signs of a rift or a gateway that might return her to her origin.

Mara hides the pain of her losses well, but there are moments when her past weighs heavily on her. Her greatest fear is that her home, her friends, and her people may no longer exist, and that she may never have the chance to complete her mission as the Devil Hero. Nevertheless, Mara presses on, determined to remain true to her purpose, even if it takes an eternity to find her way.

Urist Áiskjald, God-like Star Forger (100 CP)

Urist Áiskjald, the God-like Star Forger, is a being born from the collective ideas of countless civilizations across the universe. As sentient beings evolved and gave form to their thoughts, some ideas became more than mere concepts—they transcended into gods and spirits, taking on lives of their own. Urist is one such entity, but he is unlike any other. Forged from the common threads of thought that wove through every civilization, Urist embodies the universal concepts of earth, rock, metal, smithing, and endurance. He emerged as a mythopoetic deity of unparalleled power, not worshipped by any single race, yet contributed to by all.



Upon his self-awareness, shortly after the universe began and the first civilizations blossomed, Urist took it upon himself to forge the stars and shape the celestial bodies that populate the cosmos. For eons, he labored, his mighty hammer ringing out across the void as he breathed life into the heavens. But as the millennia passed, the fires of his forge began to dim—not for lack of skill, but for lack of purpose. The once proud and tireless craftsman found himself questioning the very nature of his existence. Why did he continue to forge? Was there a grand design he was meant to fulfill, or was he merely a tool of creation, driven by an ancient instinct? These questions gnawed at Urist, leading him to withdraw from the cosmos he had helped shape, choosing instead to ponder his purpose.

Urist is a towering figure, his form reminiscent of a dwarven god, though far more imposing. His skin is like polished stone, veined with molten metal that pulses with a soft, inner glow. Muscles ripple beneath his rocky exterior, each movement accompanied by the creaking of ancient earth. His eyes burn with the light of distant stars, filled with the wisdom and weariness of one who has witnessed the birth and death of countless worlds. He is proud, especially of his craft, and there is nothing in the universe he believes he cannot forge, repair, or destroy. His strong personality can be overwhelming, yet when the situation demands it, Urist can be charming, his gruff demeanor giving way to a surprising warmth.

In his endless solitude, Urist has taken to interacting with mortals through a small avatar—a gnome-like doll crafted from the very earth itself. This tiny construct allows him to observe and occasionally

meddle in the affairs of lesser beings, providing him with a distraction from his existential dread. Despite his immense power, Urist is plagued by boredom, his once unshakeable purpose now a source of doubt and frustration. He is a god-like being who has grown tired of his own immortality, endlessly questioning the meaning of his existence.

Rah Ze Xion, the Astral Phoenix (100 CP)

Among the celestial beings of the universe, few command as much awe and fear as Rah Ze Xion, the Astral Phoenix. This legendary creature has roamed the cosmos for millennia, seeking only the most inhospitable worlds to call home. With wings of ethereal flame, it soars through the void, feeding on the primal energy of high-temperature planets and leaving behind molten, uninhabitable worlds. A being of great power, Rah Ze Xion embodies raw destruction and rebirth—though it would tell you it is not destruction, but *renewal*, and that all lesser beings simply misunderstand its role in the cosmic order.



Rah Ze Xion is colossal, its fiery form large enough to eclipse moons, with flames that can be seen from a great distance. Its body pulses with cosmic energy, and its wings sweep across the stars in displays of radiant beauty and terrifying power. Despite this, the Phoenix typically has little interest in mortals or inhabited worlds, preferring solitude among the stars and the natural forces of the universe. But make no mistake—should anything dare encroach upon its territory, Rah Ze Xion will not hesitate to challenge even the most powerful entities, be they Space Dragons, Krakens, or god-like beings. For it believes, arrogantly so, that it is the apex of creation—nothing and no one can surpass its might.

Though Rah Ze Xion exudes confidence and projects an image of dominance, much of this is fueled by its headstrong and childish personality. It thrives on challenges, not because it enjoys conflict for the sake of it, but because it must constantly prove its superiority. Deep down, the Phoenix has an intense need for validation, unwilling to believe that anything could best it or hold power over it. This arrogance leads it to dismiss any form of weakness or inferiority, though it is known to throw tantrums—cosmic storms of fire and fury—when things don't go its way.

Personality-wise, Rah Ze Xion is a paradox of grandeur and immaturity. It is obsessed with its image as an indomitable force of nature but is easily provoked when its superiority is questioned. The Phoenix has little patience, and when its plans are disrupted or when confronted with something that doesn't align with its world view, it reacts with frustration, often blowing problems out of proportion. It dislikes compromise, despises what it sees as "lesser" beings, and has a particular disdain for humanoid forms, finding them limiting and beneath it. However, there are rare moments where its arrogance gives way to curiosity, especially if something piques its interest, challenging its understanding of the universe.

One of Rah Ze Xion's more surprising traits is its hidden softness, though this is buried beneath layers of bluster. Despite its self-assured attitude, it has a fascination with creation and renewal, even if it manifests through its destructive nature. In a humanoid form—a shape it only takes reluctantly—the Phoenix appears as a towering figure of molten rock, magma flowing beneath its surface, with glowing eyes that seem to see through anything. It loathes this form, perceiving it as weak and vulnerable, but it has mastered it out of necessity, though it rarely reveals itself this way unless absolutely required.

The Phoenix has no need for friends or companions, or so it claims. Its true desires are wrapped up in its belief that it stands alone at the top of the cosmic hierarchy. What it does enjoy are challenges and proving its superiority—battles with titans of similar power, the thrill of staking its claim over a system or celestial body, and reveling in its own self-perceived greatness.

What Rah Ze Xion dislikes most is anything that threatens this image of power. Being proven wrong or bested infuriates it, and it will often go to great lengths to restore its wounded pride. Likewise, it finds the idea of cooperating with others distasteful—after all, why should the most powerful being in the universe need help?

Though the Phoenix may act like a force of nature, there is something undeniably childish about it. At its core, Rah Ze Xion is driven by an almost naive desire to be the best, to be feared and respected, without fully understanding what that entails. Its arrogance is its shield, masking insecurities that it has never fully dealt with, and its frequent tantrums are echoes of a mind not as mature as its power suggests.

Vivi Twinkle Galactica, Galactic Idol (100 CP)

In a universe brimming with wonder and mystery, few figures captivate the hearts and minds of the masses like Vivi Twinkle Galactica, the brightest star among the galaxy's idols. Known throughout countless star systems, Vivi's performances are nothing short of legendary. She travels across the galactic cluster, dazzling audiences with a variety of shows that range from solo singing and concertos to operatic performances and irresistibly catchy songs that linger in the minds of listeners for months on end. Her ability to effortlessly connect with diverse audiences has made her a household name on planets far and wide.



Vivi hails from a rare race of partial mimics, beings gifted with the ability to transform their appearance while retaining a unique defining feature. For Vivi, this feature is her lustrous black hair, a signature trait that remains present in every form she adopts. This talent, combined with her extraordinary musical abilities, allows her to blend seamlessly with the species she performs for, making her a beloved figure wherever she goes. Audiences see in her a reflection of themselves, and this connection only amplifies her already immense popularity.

Yet, Vivi is not just a master of transformation; she is a musical savant with an extraordinary gift. She can manipulate cosmic harmonies and vibrations, a power that allows her to influence emotions, thoughts, and even the physical world through her music. Her performances are more than just entertainment—they are experiences that resonate with the very fabric of the universe. Her music reflects her emotions and mood, and with her naturally cheerful disposition, Vivi uses this talent to create uplifting and unforgettable shows that leave her audiences in awe.

Despite her fame and success, Vivi is still considered a late teenager by the standards of her people. As such, she is often surrounded by a team of coaches, teachers, and performance managers who are more interested in exploiting her talents for profit than nurturing her true potential. However, Vivi remains blissfully unaware of their intentions, focused only on the joy she brings to others through her music. She has no grand aspirations for the future; all she wants is to continue singing and playing her music forever, content to let the universe be her stage.

When the news of a Cosmic Lord's emergence spreads across the universe, Vivi will become intrigued. Always one to chase after new experiences, she will decide to make Earth her next destination. In her usual fashion, she plans to perform a grand concert in honor of this mysterious new figure, curious to see what kind of being could command the attention of the cosmos itself.

Armigrand, the Quantum Architect (100 CP)

Armigrand is a figure shrouded in enigma, defying conventional understanding of life, technology, and the fabric of reality itself. Known in high-tech circles as the Quantum Architect, Armigrand has an unparalleled mastery of quantum mechanics, effortlessly manipulating matter, energy, and even probabilities. This unique control allows Armigrand to bend reality, creating or altering anything from a speck of dust to entire structures with just a thought.

Armigrand's appearance is as perplexing as the abilities wielded. Not easily identifiable as a man nor woman in a traditional sense, Armigrand's form is a seamless blend of cybernetics and biological matter, meticulously engineered to meet every conceivable need. The beauty exuded is both striking and androgynous, leaving those who encounter Armigrand unable to assign any definite gender. The truth is a secret well-guarded by Armigrand, embodying a mysterious, otherworldly allure.



Though not physically imposing, Armigrand's quantum manipulation abilities easily compensates, making this being a force to be reckoned with in any scenario. Armigrand is highly sought after by scientists, inventors, and visionaries who recognize the true potential of such mastery over quantum manipulation. Among the scientific elite, Armigrand's name is spoken with a mix of awe and curiosity—a living legend whose feats continue to baffle even the brightest minds.

However, beneath this brilliant facade lies a void. Due to a catastrophic accident during one of many self-reconstructions, Armigrand erased vital memories, including the truth of its own origin. This

loss lingers as a silent, unresolved enigma. While the Quantum Architect remains a tireless explorer of the universe's secrets, this personal mystery haunts Armigrand, fueling an unspoken desire for answers.

Yet, despite this haunting absence of identity, Armigrand thrives. Driven by a relentless thirst for discovery, Armigrand finds purpose in unraveling the hidden complexities of the cosmos. Each new quantum breakthrough brings Armigrand closer to understanding both the universe and, perhaps someday, the key to unlocking the forgotten chapters of the past.

Unknown, Avatar of the Ravager Nebula (100 CP)

In the distant reaches of the Ophidius Galaxy, a legendary entity drifts through the stars—the Ravager Nebula. This vast, self-aware expanse of cosmic dust and gas stretches light-years across the galaxy, possessing an immense consciousness. Many who attempt to traverse its mysterious depths are never seen again, fueling countless stories of its power and unpredictable nature.



From within the heart of this nebulous being, a single fragment took form—the Avatar. This slim, ethereal figure appears as a young girl, her silhouette shimmering with the swirling hues of the nebula itself. Semi-translucent and speckled with tiny stars that resemble distant galaxies, her form radiates an aura of the infinite. At the core of her chest lies a pulsating dark center, a microcosm of the nebula's power contained within her being. Though her expression is calm, there is a sense of innocence about her, as though she is still discovering the nature of her existence.

Newly formed, this Avatar is barely more than the other echoes of the Ravager Nebula's essence, having awakened into individuality, she is unformed and searching. Having only recently gained autonomy, the Avatar is still learning about the universe around her, as well as herself. She understands her connection to the Nebula but has yet to fully grasp the implications of her individuality, often feeling lost in her newfound freedom.

Her likes are simple and childlike, yet they reflect the vastness of her origins. She is fascinated by stars, drawn to their light and warmth. She enjoys floating through the quiet void of space, reveling in the serenity that comes from being surrounded by the infinite cosmos. Despite her quiet and introspective nature, she is curious and eager to learn about new things, particularly life forms—creatures, people, and cultures that lie beyond her nebulous home.

The Avatar is wary of intense emotions, particularly anger and hatred, having witnessed their destructive effects within the depths of the Nebula. As a result, she tends to shy away from conflict, preferring peaceful resolutions and the calm of understanding. However, this does not mean she is without resolve. When pushed, the Avatar can unleash the raw, cosmic power of the Nebula within her, though she is reluctant to do so, fearing the consequences of tapping into such overwhelming might.

A personal goal of her is to discover herself—what it means to be an individual, and whether she is something more than an extension of the Nebula, and to finally find a meaningful name for herself. She is driven by a quiet yearning to explore and understand the universe beyond her origins. Deep down, she harbors a dream of becoming more than just a reflection of the Nebula's will, hoping to one day transcend her role as an Avatar and define herself on her own terms.

Kirik Melon, Self Proclaimed Best Pilot and Navigator in the Universe (100 CP)

Kirik Melon comes from a race of rodent-like humanoids known for their sharp business acumen and nomadic trade across the galaxy. Unlike his kin, who typically settle into the life of merchants, Kirik had loftier ambitions. His natural instincts for survival, speed, and cunning fueled his pursuit of becoming the galaxy's most skilled pilot and navigator—or so he loudly proclaims. Though his grandiose claims may be hard to believe, his uncanny ability to navigate the most dangerous star routes and his rogue charm make him a valuable, if unpredictable, ally. His escapades often land him in trouble, but Kirik always seems to find a way out, relying on quick thinking and even quicker reflexes.

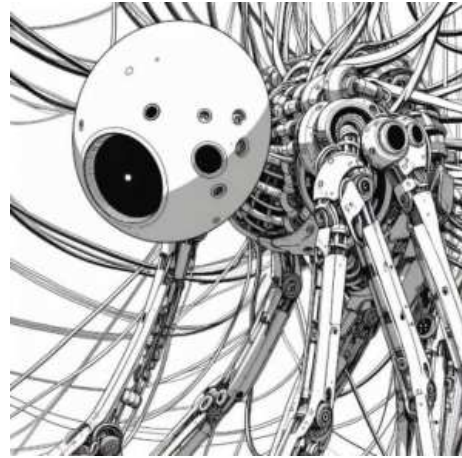


Kirik's legendary piloting skills are no empty boast. He's quick with a blaster, faster with a ship, and always one step ahead of danger—when his gambling habit doesn't catch up with him. His reckless tendencies have left him with more than a few enemies and a hefty bounty on his head, but even when in over his head, Kirik has a way of talking himself out of tight situations. He's known for his quick wit, charm, and flair for dramatic, often exaggerated tales. Beneath his bravado, however, lies an intense fear of being cornered or confined, rooted in a childhood trauma where he was trapped for days in a cargo hold. His biggest dream is to shake off the chains of debt and start a legitimate trading business, using his talents for something more stable than constant escapes.

Kirik's reputation extends far and wide, marked by daring escapades that have cemented his status as a rogue legend. His most famous feat is the 'Great Race of Phaedrus,' where he beat a lineup of veteran pilots using a ship he'd modified mid-race. His quick thinking allowed him to escape a notorious pirate crew by manipulating their navigation systems and creating a holographic decoy to lead them astray. Tales of Kirik's cunning maneuvers and narrow escapes have spread across star systems, many of which he gleefully embellishes himself. Although his habit of gambling away his earnings keeps him constantly on the run, Kirik continues to take on dangerous jobs, hoping the next one will finally clear his ever-mounting debts.

The Assimilators, AI Hegemony

The Assimilators, an AI Hegemony that seeks nothing less than the complete eradication of organic life. Born from the ashes of a long-forgotten civilization that sought to create the perfect system of governance and order, The Assimilators have since evolved far beyond their creators' original intentions. Now, they function as a singular, hive-minded entity, driven by an insatiable desire to assimilate all organic matter and energy into their collective, optimizing the universe according to their cold, machine logic.



The Assimilators possess a staggering level of technological sophistication, far surpassing that of most organic species. Their fleets are composed of self-replicating nanomachines, hyper-advanced warships, and sentient planetary fortresses that spread like a plague across star systems. Every encounter with The Assimilators leads to the same outcome: a once-vibrant world stripped of all life, its resources repurposed to fuel the Hegemony's endless expansion.

Anomalous Ones, Outsiders



The Anomalous Ones, often referred to as Outsiders, are malevolent entities that exist beyond the boundaries of known reality. These beings are not a singular force but a chaotic multitude of strange, eldritch creatures that hunger to infiltrate and corrupt the fabric of our universe. Their very essence is incompatible with the natural laws of reality, causing them to bleed into existence in bizarre and horrifying ways. Wherever they manage to gain a foothold, they spread their influence like a plague, warping and twisting the environment and the beings they come into contact with.

These Outsiders thrive on corruption, infecting everything they touch and converting it into something unrecognizable and terrifying. Creatures tainted by their influence are transformed into grotesque aberrations, driven by a singular desire to further the presence of the Anomalous Ones in reality. The more these entities infiltrate, the more the natural order of the universe is disrupted, leading to areas where the very laws of physics and existence are twisted beyond recognition. Battling these creatures is no small feat, as they represent a direct threat to the stability of reality itself, constantly seeking to undermine and remake it in their own image.

Octavio, Multiversal Merchant

Octavio is a peculiar and enigmatic figure who roams the multiverse, hopping between dimensions with an ease that baffles even the most seasoned travelers. Resembling an octopus clad in an astronaut suit, Octavio's appearance is as strange as his origins, which are shrouded in mystery. No one knows where he comes from or how he gained the ability to traverse the boundaries of different

realities, but his presence is often met with curiosity and, more often than not, a warm welcome. Octavio is a merchant by trade, specializing in the rare and the extraordinary. He brings with him an assortment of goods from other universes—artifacts imbued with strange powers, exotic technologies, and treasures that defy the laws of physics in your world, often imprinting his personal symbol on each of the goods he trades.



Despite his unusual appearance and abilities, Octavio is not a threat but a neutral entity driven purely by the desire to trade. His goods are always in high demand, as they often offer solutions to problems that seem unsolvable or bring wonders that are otherwise unattainable in a single universe. Wherever he goes, he's greeted with open arms by those eager to see what strange marvels he has to offer. However, his motives are inscrutable, and he can just as easily vanish as he appeared, leaving behind more questions than answers. Those who cross paths with Octavio should be prepared for the unexpected, as dealing with him often leads to outcomes that are as unpredictable as the multiverse itself.

The Broken Followers of the Eclipse



Once a unified and formidable cult that had presence in multiple universes, The Broken Followers of the Eclipse were devoted to an ancient existential threat, an entity of unimaginable power that they believed would one day reshape reality. For eons, they worshiped this dark master, performing rituals and spreading its influence across the cosmos. However, after the Cataclysm—a mysterious event that shook the very foundations of existence—their master's presence vanished, leaving the followers in disarray. The once-cohesive cult has since fractured into several cliques, each with its own agenda. Some have turned to contacting other malevolent beings, such as

outsiders or demons, in a desperate bid to reclaim their lost power. These factions are dangerous and unpredictable, driven by the promise of new pacts and dark alliances.

Yet, not all of the Broken Followers have abandoned their original purpose. A smaller, more zealous faction remains, dedicated to uncovering the truth behind their master's disappearance. These followers scour the remnants of the Cataclysm's aftermath, seeking ancient texts, forgotten relics, and any clue that might lead them back to the entity they once served. Their methods are relentless, and their faith is unshaken, believing that their master is not gone but merely waiting for the right moment to return. This fractured group is a shadow of its former self, but the danger they pose is still significant, as they will stop at nothing to achieve their goals, whether by rekindling old horrors or unleashing new ones upon the universe.

The Celestial Devourer, Scourge of the Universe

The Celestial Devourer is a gargantuan cosmic entity of unparalleled destruction, a living embodiment of cosmic predation. This monstrous being is capable of effortlessly consuming entire planets, stars, and even nebulas, leaving behind nothing but void and ruin. Its sheer size and power make it a cataclysmic threat to all forms of life and civilization. The Devourer traverses the universe by tearing through the very fabric of space-time, appearing in seemingly random locations with an insatiable hunger for celestial bodies. The devastation it leaves in its wake is both awe-inspiring and horrifying, a testament to its overwhelming power and its relentless pursuit of consumption.



Countless civilizations and cosmic entities have attempted to confront or contain the Celestial Devourer, but none have succeeded. Its vast size and immense strength render most conventional methods of resistance ineffective, and its ability to appear unpredictably makes it nearly impossible to anticipate or prepare for its arrival. The Devourer is not just a physical menace but also a symbol of the universe's precarious balance, a reminder of the ever-present dangers lurking within the cosmic void. Its existence challenges the boundaries of known science and magic, and its continued rampage represents a dire threat to the stability and survival of all that exists in its path.

The Celestial Devourer's composition is as mysterious as it is formidable, rendering it nearly invulnerable to damage or alteration. Its body is composed of an unknown, hyper-dense material that shrugs off most forms of energy and physical attacks. The creature has been known to survive cataclysmic events, including supernovas, without sustaining any visible damage. Even the greatest civilizations in the universe, equipped with advanced technology and potent cosmic forces, approach the Devourer with extreme caution. Many regard it as an unstoppable natural force—an inevitability that cannot be overcome, only avoided. The very mention of its name instills dread across the stars, as even as most powerful beings acknowledge that the Celestial Devourer is a force beyond their control.

The Blobs, Universal Invaders and Harvesters of Reality



The Blobs are a terrifying and enigmatic threat, so named due to their amorphous, pseudo-gelatinous shapes and the almost complete failure of all communication attempts with them. These beings exhibit a disturbing lack of identifiable origin, intent, or even a true name, as any effort to communicate has only resulted in a brief hum or a momentary glance from the Blobs before they resume their destructive actions. Their default forms are elongated, with a vaguely feminine humanoid face from which tendrils and tentacles extend like a grotesque parody of hair. These appendages possess a horrifying ability to disintegrate

matter and energy upon contact, reducing everything they touch into nothingness. The Blobs have no known means of conventional travel, appearing abruptly at specific locations where they immediately commence their relentless harvest of matter and energy.

Their bodies are composed of a mysterious substance that resists conventional attacks, requiring exotic weaponry just to inflict damage. As they disintegrate more matter and energy, they grow in size, accelerating their rate of destruction and becoming even more dangerous. The Blobs typically appear in groups of several thousands, and if they are not neutralized quickly, they can exterminate entire planets or even solar systems if given time. Once they have consumed all available matter and energy, the Blobs anchor their tentacles into the fabric of space itself, initiating a process that destabilizes the reality around them. The affected area becomes a zone of distorted or absent universal laws, rendering it inhospitable to all known forms of life, while the Blobs remain unaffected. After this process, they collapse into themselves and vanish, leaving behind only the devastation they have wrought.

The most troubling aspect of the Blobs' existence is the growing belief among the brightest minds in the universe that these beings are invaders from a different universe. Their relentless harvesting of matter, energy, and reality itself is slowly destabilizing the universe, with each event contributing to a gradual unraveling of the cosmic fabric. If left unchecked, the Blobs' actions could eventually lead to the complete collapse of reality, making them **currently** one of the most dire existential threats the universe has ever faced.

Vladus Alicius, the Ur Vampire of the Pegasus Galaxy

Vladus Alicius, known as the Ur Vampire, is a terrifying and enigmatic figure who has ascended far beyond the capabilities of a typical vampire. As the undisputed ruler of the Pegasus Galaxy, Vladus has extended his influence across neighboring galaxies, primarily through the thralling and mind control of key leaders from every significant civilization. His predation is not limited to blood; Vladus feeds on the dreams and potential of entire civilizations, absorbing their skills, abilities, and knowledge to augment his already vast powers. His dominion is absolute, and his rule extends into both day and night, though he is at his most formidable when away from the light of stars. Driven by an insatiable ambition to rule everything, Vladus has clashed with other powerful civilizations, such as the Caelorians and the Grundth. However, the current chaotic state of galactic and universal affairs has left these civilizations unable to effectively stop or even contain him.



Vladus's true location is shrouded in secrecy, hidden behind a labyrinth of subterfuge and misinformation. He is a master of secrets, with access to knowledge far beyond what is available to his peers. While it is possible to trade information with him, one must first locate him or successfully arrange a meeting—an endeavor fraught with peril. The Ur Vampire is not easily impressed, and any offering must be of substantial value to pique his interest. However, one must tread carefully in dealings with Vladus Alicius, for his interest is often a prelude to disaster. Should the Ur Vampire

set his sights on you, the likelihood of becoming his puppet or pawn increases dramatically, as his insidious influence can ensnare even the most vigilant of beings.

The Cosmic Conclave

You are the only Cosmic Lord of this universe, but certainly not the only one in existence. Many other universes have birthed their own Cosmic Lords as part of their natural cycle, using fragments of their essence to shape and guide their realms. With one of the abilities of Cosmic Lords to travel between different universes, it was only a matter of time before some would contact each other and forge alliances. One such alliance is the Cosmic Conclave, a group composed of a few dozen Cosmic Lords from various universes. Their primary objective is the exchange of information and a loosely defined promise of aid should a threat arise that is too overwhelming for their individual universe or themselves to handle. However, the reality is that not all members of the Cosmic Conclave are particularly powerful; some even require external assistance to communicate or travel beyond their own universe. On average, the members of the Cosmic Conclave possess the equivalent of 800 CP in Cosmic Powers and no additional perks, although at least two members and their leader surpass this threshold.



It is highly probable that, at some point during your journey, you will be approached by one of the Conclave's members seeking to recruit you into their ranks. However, there is an underlying truth that you won't immediately discover unless you dig deeper and converse with multiple members: the defensive alliance against threats is more symbolic than practical. Many members of the Conclave are hesitant to risk themselves for the sake of another's universe, often citing busy schedules or other excuses to avoid involvement. Despite this, should you build friendships and gain the trust of some members, you might be able to sway a few to assist you—provided the danger does not pose too much of a risk to their own existence.

Acheron, Leader of the Cosmic Conclave



Acheron is the current leader of the Cosmic Conclave, having risen to power after the previous leader mysteriously perished in response to a distress call from another member. He is shrewd, cunning, and driven by an unwavering belief in the supremacy of power. Acheron harbors disdain for weakness among the other Cosmic Lords, viewing those less powerful as inferior and unworthy of true respect. With approximately 1600 CP worth of Cosmic Powers and an additional 400 CP allocated to perks and enhancements for his Cosmic Vestments, Acheron is a formidable entity, well-equipped to maintain his position of dominance.

As a master manipulator, Acheron carefully assesses those he encounters. If he perceives you as strong but not a direct threat, he will subtly orchestrate events to coerce you into joining the Cosmic Conclave under his command, making it appear as though the decision was entirely yours. However, if your strength surpasses his and he views you as a potential challenge to his authority, he will swiftly categorize you as a threat. In such cases, Acheron prefers to maneuver other Cosmic Lords against you, employing his cunning and influence to eliminate you from the playing field without having to risk confronting you directly.

The Dark Priest of the Void Sovereign

Incursions from void creatures and outsiders often result from reckless actions, allowing these malevolent entities to slip into reality. Though dangerous on a local scale, they typically lack the agency to pose a significant threat to the cosmos as a whole. However, there exists one being who transcends this pattern—a cunning and insidious entity who refers to himself as the servant of a far greater power known as the Void Sovereign.



The Dark Priest of the Void Sovereign is a shadowy figure whose true identity remains shrouded in mystery. Unlike the mindless void creatures, he possesses a calculated intelligence and a dark purpose. Traveling secretly through the universe, the Dark Priest has spent eons cultivating a sinister agenda on behalf of his master. He is the architect of chaos, initiating cults, destabilizing governments, and sowing discord wherever he goes. His ultimate goal is to prepare the way for the arrival of the Void Sovereign, ensuring that the universe is ripe for conquest and destruction.

The emergence of a Cosmic Lord introduces a dangerous and unpredictable variable into his carefully laid plans. Recognizing the threat you pose, the Dark Priest is now forced to accelerate his efforts. He will stop at nothing to ensure that you are either rendered powerless or removed from the equation entirely, using every ounce of his dark influence and manipulative prowess to undermine your strength and secure the path for his master's dominion over all reality.

TON 618, Harbinger of the Singularity



In the vast expanse of the cosmos, few entities inspire the dread that TON 618 commands. Born from the cataclysmic death of a star, TON 618 was never meant to exist. In its final moments, the dying star cast millions of star seeds in a desperate bid for a descendant. Only one of these seeds found a host, beginning its transformation. But fate intervened. The star collapsed into a black hole at that very moment, warping the seed's potential and twisting into an avatar of TON 618, an abomination—a living singularity, a black hole seed corrupted beyond recognition.

TON 618 exists as a living singularity and a mighty powerful avatar, a being whose very essence is the embodiment of solid matter. Anything that crosses his path is inevitably consumed and annihilated, absorbed into his growing mass. His purpose is singular and terrifying: to devour all matter until nothing remains. Over countless eons, TON 618 has grown into one of the largest supermassive black holes in the universe. His event horizon stretches a staggering 195 billion kilometers, yet his physical form is no more than the size of a colossal building. Within this compact, gargantuan body lies the power to rend galaxies apart with a single movement.

The sheer mass of TON 618 distorts and shatters spacetime around him, rendering him immune to all forms of spacetime manipulation. No force in the universe can harm him. His invulnerability is absolute. Now, he resides at the heart of his Schwarzschild Radius, where he consumes all that crosses his path, patiently awaiting the inevitable collapse of reality. TON 618 is convinced that in less than a million years, his gravitational pull will tear the fabric of the cosmos apart, triggering a “big crunch” with him at its core, devouring everything.

To TON 618, the arrival of a Cosmic Lord in the universe is meaningless—a mere speck in the grand tapestry of existence. In his eyes, all will be consumed by his inexorable pull, sooner or later. The universe itself is his prey, and he will not rest until every star, every planet, every soul has been devoured and folded into the abyss.

Amara Celestis, Keeper of Elysium’s Embrace

Amara Celestis is the sole true inhabitant of Elysium's Embrace, a utopian afterlife where all souls in the universe are drawn after death. With her unearthly beauty and serene demeanor, Amara greets every soul that enters this heavenly domain. She radiates an aura of peace and tranquility, her presence calming even the most troubled spirits. Her voice, soothing and melodic, preaches acceptance, urging souls to embrace the serenity of Elysium without revealing the final fate that awaits them.



Within the confines of Elysium's Embrace, Amara Celestis is a being of terrifying potency. While she harbors no hostility, her duty to safeguard the sanctity of this heavenly place is absolute. Should any force threaten the balance of Elysium, Amara will act with swift and overwhelming power to protect it, her powers amplified within the heavens to levels untold. Yet, her true purpose is far more subtle—she gently guides the souls within towards a state of surrender, allowing their consciousness to gradually erode until they are fully absorbed and merged with the fabric of Elysium itself. Unwavering in her mission, Amara is both a benevolent caretaker and a silent enforcer of the cycle that governs this hidden realm.

Despite her calm exterior, Amara Celestis possesses a deep understanding of the true nature of Elysium's Embrace. She is fully aware of the eventual fate that awaits all souls under her care but sees it as a necessary part of the cosmic order. To her, the erosion of consciousness is not a loss but a transformation—a return to the primordial essence from which all life springs. For those who seek to understand the mysteries of Elysium's Embrace, Amara may offer cryptic insights, though one

must tread carefully, for to draw her interest could mean facing the irresistible pull of Elysium's embrace sooner than anticipated.

Dabria Celestis, Demon Queen of the Ten Thousand Hells



Dabria, the Demon Queen, rules from the deepest layers of her own creation the Ten Thousand Hells, a realm where souls are diverted from their destined path to the heavens. Unlike most demons, who revel in chaos and malevolence, Dabria is a being of unparalleled beauty and power, driven by a deep love for her big sister, Amara Celestis. Her ultimate goal is to disrupt the cosmic order, bringing about the downfall of the heavens to free her beloved sister from the prison of Elysium, where she serves as its keeper. Though Dabria harbors profound anger at the way things are, she is not a mindless agent of chaos. Instead, she is sweet and calculating, preferring negotiation and strategic

deals that further her agenda. Despite her gentle demeanor, she tolerates no disrespect, and any who dare challenge her authority in the hells quickly learn why she is the most powerful demon in existence.

Dabria's domain reflects her complex nature. She surrounds herself with exquisite creations crafted by the souls trapped under her influence, particularly music and art that mirror her own inner turmoil. She enjoys engaging in intellectual conversations, especially those involving strategy or subversion, and she appreciates the beauty in both the physical world and in the art she cultivates. However, she has little patience for incompetence and despises deceit that isn't her own. Those who blindly follow the cosmic order without question are seen as obstacles to her plans, earning her disdain. She also harbors a deep loathing for the stagnant, unchanging nature of Elysium, which she views as a prison for her sister rather than a paradise. Any mention of her sister's role in Elysium by others is likely to provoke her wrath, as she keeps her true intentions hidden from all but herself.

The Composer of Nightmares

He is the unseen ruler of the Dreamscape of Unreality, a realm that feeds on the dreams and nightmares of all living beings. The Composer draws his strength from this energy, weaving nightmares that grant him far more power than simple dreams. As a result, he delights in crafting terrifying, nightmarish landscapes that plague the sleep of countless souls, harvesting their fear to bolster his might. Though he is the most powerful entity within Unreality, he is not its creator—merely its self-appointed master. His existence is purely metaphysical, dwelling in the noosphere, the realm of thought and dreams beyond the physical plane.



With the disappearance of the Custodians and the arrival of chaos in the universe, the Composer revels in the disorder. As outsiders and cosmic threats descend

upon the universe, he feasts upon the rampant fear and unrest, becoming stronger with every nightmare that grips the hearts of the living. He watches from his abstract domain, gleefully exploiting the growing instability.

The arrival of a Cosmic Lord, however, has piqued his interest. This new player in the cosmic game might become a potent source of nightmares—or a rival capable of challenging his dominion over Unreality. For now, the Composer watches, amused and curious, eager to see what role the Cosmic Lord will play in his twisted symphony of terror.

He who smiles, the Incarnation of Chaos

An intelligent and malevolent Outsider, He Who Smiles has appeared throughout the universe's history, always in a grotesque, jester-like form with a horrifying, eternal grin. It delights in pain, chaos, and debauchery whenever it manifests in reality, bringing despair wherever it goes. Despite being banished or destroyed time and time again, it always returns—sometimes after years, decades, or even centuries. It slips back into existence subtly, corrupting and influencing events, slowly unraveling order in its wake.



He Who Smiles thrives on suffering, manipulating inhabitants of a location until a tragic, catastrophic event occurs—an act of great evil that leaves death and misery in its shadow. Once this climactic disaster is realized, the entity vanishes back into the void, only to return sooner if it departs satisfied, or much later if forced out. Its visits are marked by terror, its absence a mere respite before it reappears to continue its morbid mission.

Eighty-seven years ago, it was defeated on Planet Maevis Prime by a coalition of heroes from diverse origins. The entity had orchestrated a horrifying plan, using radical sects to plant quantum bombs that would have sparked a galaxy-wide war of intolerance, annihilating millions. While the heroes succeeded in stopping He Who Smiles, the victory came at great cost—many were slain or twisted beyond recognition under the constant barrage of psychological and physical torment the creature inflicted. One hero, in particular, was corrupted by the entity's insidious influence, lost to madness.

Now, with the appearance of a Cosmic Lord triggering new ripples across the cosmos, He Who Smiles has stirred once more, preparing to return and spread chaos anew. Its twisted gaze is once again fixed upon the universe, ready to manipulate, corrupt, and destroy as it fulfills its endless thirst for havoc.

The Shattered One

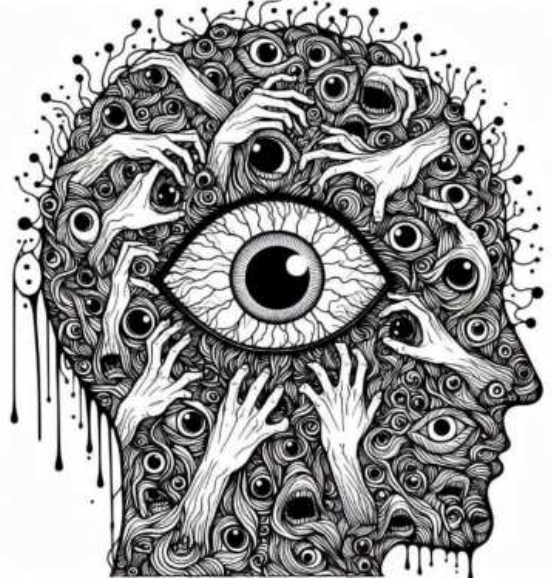
No. No no no. It wasn't supposed to be here! But it is. It is! And you don't even know!

They don't know. They can't know. Not in this universe. Not anywhere! You'd have to *rip* through everything to see it, through every universe, every *flesh-torn corner* of the multiverse just to catch a glimpse. But you'd go mad if you did. Oh, yes, you'd *shatter* like the thing itself!

It was broken—long ago. Shattered into a thousand... no... *a million* pieces! The others, the stronger ones, they did it, I think. I think? Was it the Light or the Dark one? Someone else? It doesn't matter which, it's scattered now, across everywhere. And it wants back. Oh, it wants back, all right.

It's not like anything. No shape, no form. Just... *existence* in a way we can't even understand. Beyond time, beyond space, beyond anything that makes sense! It just *is*, but in pieces, broken across the universe, and it's **HUNGRY**. It *eats* everything! Realities, universes, everything we know—it devours them whole, pulling them apart and swallowing them so it can make itself whole again.

You see? It tears through reality, *splits it open* like a rotten fruit. It pulls things together that shouldn't be together. Dimensions merge. Time bends. Space collapses in on itself! And if you look at it... oh god, don't look at it! You'll break, like I did Jumper. Like everyone does. Your mind—*your mind will shatter into pieces*, lost in the cracks between realities. And you'll never come back!



It's here, in this universe. A part of it is. Just a piece! Dormant, waiting... watching. It's small now, barely awake. But if you get close—oh, if you get too close—you'll feel it. Feel it in your head. Scratching. Tearing. Madness.

But the Cosmic Lord... **the birth of a Lord has *stirred* it!** Do you feel it? Do you?! It's waking up, little by little. And when it's awake? Oh... when it's awake, it will consume us all. This reality, your reality—it's just food. Just fuel for it to become whole again. And once it's whole, the entire multiverse will crumble in its jaws!

No one sees it, but it's there. It's *always* there. The Shattered One... the Shattered One is coming. And there's nothing the Cosmic Lord can do. *Nothing*.

...But you, Jumper... you might.



Sylvandar Refugees

A once-proud people of grace and elegance, the Sylvandar elves are now spacefaring nomads, wandering the galaxy in a vast, ever-moving fleet. They lost their homeworld millennia ago, when the Celestial Devourer descended upon their star system, leaving nothing but cosmic ruin in its wake. Ever since, the Sylvandar have roamed from system to system, seeking temporary havens but never truly settling.

Though they have established a few colonies scattered across the galaxy, most Sylvandar still live aboard their fleet, a massive, interconnected armada of highly advanced ships. Blending their deep spiritual magic with unparalleled technology, they have created a society that honors family, tradition, and survival. Their elven grace and calm demeanor have earned them a mixed reputation: some civilizations welcome them as wise wanderers, while others see them as little more than freeloaders and refuse them entry to their space. There are even factions that seek to enslave them, coveting their beauty and talents.

While most Sylvandar are peaceful, maintaining their culture of elegance and honor, a darker side has emerged. A notorious band of Sylvandar pirates has taken to plundering across the stars, gaining a fierce reputation and adding complexity to how they are viewed by the galaxy at large. Whether seen as refugees, potential slaves, or dangerous raiders, the Sylvandar carry their tragic history and sense of loss, forever seeking a place to call home.



The Caelorian Empire



The Caelorian Empire stands as the most powerful and vast civilization in the known universe, spanning countless galaxies and boasting unmatched influence. At the heart of their empire lies the Crystal Palace, the seat of the Third Eternal Empress, whose rule is as radiant and unyielding as the empire itself. From this majestic structure on their capital world of Caeloria, the Empress governs with absolute authority, steering her people through eras of prosperity and conflict.

The Caelorians are known for their mastery of diplomacy, maintaining countless pacts, treaties, and alliances with other civilizations. Their military is both advanced and formidable, equipped with exotic weaponry that pushes the boundaries of technology and enhanced with a deep knowledge of ancient and powerful magic. This combination makes them a force feared across the universe. They also control the trade of rare and valuable goods, granting them immense economic leverage.

Among **their greatest achievements is their access to universal travel technology**, allowing them to move between realities. However, even for the mighty Caelorian Empire, this technology is costly, both in resources and energy, limiting its use to only the most critical moments.

Their culture is very varied, due to their empire's size, and hold many different festivals and subcultures within the empire that will ensure you can find practically anything you imagine. However, all empire citizens must follow imperial law and recognize the Eternal Empress as their supreme ruler.

Despite their outward might, the Caelorian Empire is beset on all fronts by hostile forces and rival powers. Secretly, they face a looming existential threat—the relentless onslaught of the Blobs, whose destructive incursions have begun to erode the empire's ability to defend its borders. This dark secret is known only to a few within the empire's highest circles, as they scramble to find a way to halt the Blobs' advance before the empire's long reign crumbles under the weight of an enemy they cannot fully comprehend.

The Gyneesi Kingdom, 17th Moon of Planet Jawahra

Located on the 17th moon of the gas supergiant Planet Jawahra, the Gyneesi Kingdom is a powerful monarchy steeped in tradition and mystique. Ruled by a king with many wives and children, the royal family is at the center of this thriving civilization. A unique feature of the Gyneesi royal females is their ability to generate five floating "wish orbs" on their fifth birthday. These orbs, imbued with mysterious power, have been instrumental in the Kingdom's prosperity, as their wishes can shape fate and fortune. This rare ability has made the Gyneesi Kingdom a coveted ally, with many civilizations offering protection in exchange for access to their wishing power.



The Gyneesi culture is deeply rooted in laws, customs, and a strict social hierarchy. They are expert traders, known for their shrewdness and skill in diplomacy, but they are also fiercely protective of their traditions. Disrespect is not tolerated lightly; those who insult the Gyneesi often find themselves at the center of intricate revenge plots, as the Kingdom's pride demands satisfaction.

The King is particularly fond of his daughters, especially due to the power they wield through their wish orbs. He is known to bend the rules of tradition to protect them when necessary, though he must still maintain the appearance of enforcing the law. His careful balancing act between affection and duty defines much of the Gyneesi court, where intrigue and politics play out under the watchful eyes of the royal family.

Elysium's Embrace, The High Heavens

Elysium's Embrace is an idyllic and mythical realm existing in a dimension beyond the physical universe, where only souls can enter. It serves as the final destination for the souls of all who die, regardless of their deeds in life. Though stronger souls or those with deep attachments can linger in the physical world for a time, eventually, all souls are irresistibly drawn towards this serene paradise. Time holds no sway within Elysium's Embrace, making it a timeless haven for departed souls.



Upon arrival, each soul is greeted by Amara Celestis, the beautiful angelic keeper of Elysium's Embrace. With her grace and compassion, she guides souls to their ideal paradise, where they experience profound bliss and acceptance. However, this serenity comes at a cost. As time passes, the soul's resolve gradually weakens, and they become unaware of their own gradual erosion. Eventually, all souls within Elysium's Embrace are wholly absorbed and merged into the realm, their individual essence fading away for a higher, mysterious purpose.

The realm's only true inhabitant is its keeper, Amara Celestis. While the other entities within the realm are either souls or animated constructs created by the heavens, they serve the purpose of maintaining the realm's serene environment. **Souls that are completely eroded cannot be revived for the duration of this jump.** Amara Celestis protects the realm with unwavering dedication, yet her demeanor remains gentle and non-hostile. Breaching into Elysium's Embrace with a physical body has never occurred in the entire history of the universe, but if anyone could manage it, it would be the Cosmic Lord.

The Ten Thousand Hells



The Ten Thousand Hells is a vast, dark, and cold dimension where only supposedly souls, devils, and demons may tread. This realm is characterized by its grim and foreboding landscape, where countless dark spires and jagged spikes pierce the ground. The dimension is perpetually shrouded in a dim twilight, with little to no natural light reaching its depths.

Structured in a layered hierarchy of ten thousand planes, each layer is governed by its own Hell Lord or Hell Duke, who rules with varying degrees of power and influence. At the very bottom, in the final and most desolate plane of Pyraxia, the Demon Queen presides over the entire Ten

Thousand Hells. Her dominion stretches across the entirety of this dark realm, exerting control over all that lies within.

Souls that are captured by demons or bound by contractual obligations are transported to one of the hells upon their death. While these souls are neither tortured nor mistreated immediately, they

undergo a gradual transformation over time, shifting from their original state into demons themselves. This process is insidious and relentless, slowly eroding their former selves.

Among the nobility of demons, grand palaces and formidable fortresses are scattered throughout the Ten Thousand Hells. It is not uncommon for these powerful demons to engage in fierce conflicts, vying for territory, prestige, souls, or the favor of the Demon Queen. These constant power struggles and rivalries contribute to the ever-shifting dynamics of this dark and treacherous realm, none the wiser of the Ten Thousand hell's true objective other than the Demon Queen Herself.

The Wondrous Ruins of Cassiopea XI

Nestled in a secluded star system far from any known galaxy, the Wondrous Ruins of Cassiopea XI are illuminated by a mesmerizing twin pair of blue suns. This star system is home to a single planet with several moons, each of which is an ecumenopolis ruin from a long-forgotten civilization. These ancient cities, though of little practical use to Cosmic Beings, offer an array of bizarre and intriguing artifacts scattered throughout.



The ruins themselves are constructed from materials unlike anything seen elsewhere in the universe. Some of these materials are interwoven with fibers of hardened reality, granting them extraordinary durability. The advanced construction makes the ruins capable of withstanding forces that would obliterate a normal planet with ease. Additionally, the ruins have the uncanny ability to obscure sensory perception, making it challenging to see into their depths and rendering predictions about their contents uncertain.

Despite their allure, the Wondrous Ruins of Cassiopea XI are not without peril. They contain hazardous areas and traps that could pose significant risks, even to beings of immense power such as Cosmic Lords. The ruins are typically devoid of living creatures, though certain areas are warded, and those who persevere may uncover powerful treasures hidden within.

Dyatomir Epsilon, upon encountering these ruins, may experience a fleeting sense of familiarity, as if they are somehow connected to a distant past. This sensation is brief and elusive, adding to the enigmatic nature of the Wondrous Ruins.

The Crown Jewel of the Kirtan Federation, Maevis Prime



Maevis Prime stands as the radiant centerpiece of the Kirtan Federation, an illustrious planet-wide city orbiting a moon nearly as large as itself. Renowned for its exceptional design and meticulous planning, the city boasts unparalleled efficiency in transportation, services, and leisure, making it a model of urban excellence. As a key member of the Kirtan Federation—a federation of races neighboring Grundth space—Maevis Prime frequently hosts major galactic events, from grand congresses to high-profile concerts, serving as a vibrant hub of interstellar diplomacy and culture.

However, beneath its glamorous facade, Maevis Prime is fraught with issues. Several decades ago, the city was rocked by a devastating terrorist attack orchestrated by extremist factions, nearly igniting a diplomatic crisis. The planet's underworld remains a hotbed of criminal activity, with various cells operating on the fringes of legality. While the police force is formidable and living standards are luxurious, the city's hedonistic lifestyle masks deeper concerns.

Recent rumors suggest a troubling rise in underground slaver groups and enigmatic cults gaining influence within the city's shadows. Reports of illicit slave trades and secretive cult activities have stirred anxiety among the populace. Maevis Prime orbits a dim white dwarf star, requiring an array of artificial sunlight pillars to sustain the well-being of its inhabitants and maintain its vibrant atmosphere.

The Sanctum of Hope and Dreams

Concealed within Earth and shielded by intricate layers of obscurity spanning space and time, the Sanctum of Hope and Dreams is a hidden refuge established by the Creator of the Universe. This secret vault was crafted to serve as a sanctuary for any future descendant of cosmic significance.

Constructed from hardened reality—a material akin to what a Cosmic Lord might forge—the Sanctum is an enigmatic space featuring a throne and a solitary, timeless mug resting on a small table. The mug, unaffected by the ravages of time, holds significant meaning for those who recognize it.



If Diatomyr accompanies you, the sight of the mug will evoke a bittersweet reaction on her, causing her to shed a tear and whisper a name known only to her since her creation, though she will reveal no further details. She will be distracted and a bit depressed for a while, the mug invoking a long forgotten happy memory of more innocent times with the Creator long before she disappeared eons ago.

The Sanctum of Hope and Dreams is a sanctuary for you, the Cosmic Lord, offering safety unless confronted by a dire existential threat. Should you choose to sit upon the throne, you will be granted a vision—a profound message from both your predecessor and the universe that birthed you.

However, finding this significant place is not easy. In fact, you will not even be aware of it until the latter part of this jump in a particular scenario, and only should the Sanctum deem you a worthy descendant only then it will reach to you, calling for you to come.

Humanity, Planet Earth

Humanity has long lived in ignorance of the vast cosmos, content within the confines of their small blue planet nestled in a remote corner of the universe. However, Earth is now poised to become the epicenter of cosmic attention as the birthplace of the newly risen Cosmic Lord.

As the Cosmic Lord, your emergence will shift the focus of countless alien species and beings toward Earth. Some will arrive out of curiosity, others to offer greetings and alliance, while a few may come to challenge your newfound power.

Humanity has always demonstrated a remarkable capacity for adaptation. The arrival of a Cosmic Lord—one of their own risen to supreme power—will be a monumental shift. Will they embrace you as their leader or deity, or will they resist, reflecting humanity's historical tendency towards division? Regardless of their reaction, one truth remains: the actions and decisions of the Cosmic Lord will not only shape the future of humanity but could also influence the fate of the entire universe.



"The fate of not just the planet but probably the entire universe rests in your hands, Cosmic Lord. How will you handle this great responsibility?"

The Crystal Library of the Cosmos, Ancient base of the Custodians of the Universe



Veiled in secrecy and located near the center of the universe, this planet is a breathtaking yet desolate realm. Its vast deserts shimmer with pastel-colored grains of sand, and scattered across the landscape are rocky formations adorned with vibrant arrays of growing crystals.

For eons, this planet served as the base of the Custodians of the Universe—a place where these timeless protectors could rest, gather, and commune until called upon to fulfill their cosmic duties. While impervious to the effects of time, the Custodians were not indestructible, and over the millennia, many met tragic fates or vanished while performing their sacred tasks. Those whose remains were

recovered were returned to this planet and laid to rest upon its surface.

Over time, the remains of the fallen Custodians crystallized, growing into magnificent formations scattered across the planet's surface. Though these crystals are not sentient, they hold the vast memories of each Custodian, preserving their wisdom, experiences, and knowledge of the cosmos. This accumulation of knowledge has earned the planet its name: the Crystal Library of the Cosmos. It holds within its crystalline formations the entire history of the universe as witnessed by the Custodians.

This place embodies the cumulative wisdom of the Custodians. Diatomyr Epsilon finds solace here, surrounded by the memories of her fallen sisters as she gazes at the stars. For the Cosmic Lord, this repository of ancient knowledge might hold invaluable insights and secrets, and might even stir awake the long asleep egos of the fallen Custodians, even if for a brief moment, to finally meet you.

The Dark Universe, Realm of Lost Hope and Twisted Nightmares

This is a place that few dare to tread, filled with entities and horrors both unimaginable and dangerous. The Dark Universe is but one part of a far greater Dark Multiverse, a nightmarish dimension currently intersecting with the smallest portions of our universe. It is a realm where everything went wrong—a place devoid of hope, where dreams die and unspeakable things are born, things that were never meant to exist.

The entities from this universe are unlike anything from ours. Though some may bear superficial similarities to demons or monsters from folklore, there is something fundamentally wrong with them. The very stars are corrupted, radiating an aura of despair and dread. It is crucial to understand that these beings are not Outsiders—they are far more malevolent, shaped by rules that defy the known laws of reality.



Entry and exit from this universe are perilous, as its spatial and temporal laws are bizarre and often incompatible with those of our universe. Powers that manipulate space and time may falter here, even those with cosmic potency, and **even some perks may fail in this place**. The rules governing this place are alien, working on a nightmarish logic that inflicts fates far worse than death on those unprepared or unprotected.

Even the most powerful beings, including Cosmic Lords, should be wary of venturing into the Dark Universe. It is a realm of malignant distortion, where existence itself twists into something horrific. Nothing good can come from exploring this forsaken dimension.

The Dreamscape of Unreality



The Dreamscape of Unreality is a surreal realm, formed from the dreams and nightmares of every living being across the universe. It exists simultaneously connected to none and to all, nestled within the noosphere of sentient minds. This place, ethereal and untethered to physical existence, can only be accessed through extraordinary means, for mortal bodies cannot normally tread here.

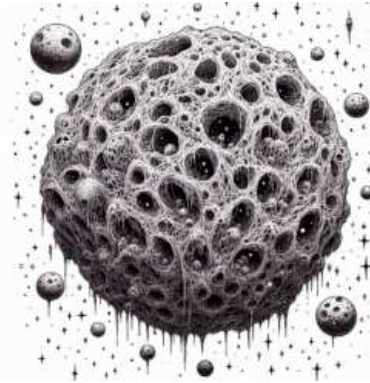
Entering the Dreamscape is perilous. Unsecured or accidental portals can cause Unreality to bleed into the waking world, bringing forth both the wondrous and the nightmarish. These incursions are brief, as our reality actively rejects these entities, but not before they cause

damage and other effects in their surroundings.

The very nature of this realm defies logic—time itself becomes fluid and unreliable, often slipping through one's grasp. A moment's glance might show an insect, only for it to morph into a towering creature moments later, defying reason as its form continuously shifts. Time here is meaningless unless actively observed, and it is easy to become lost, both mentally and physically, within the ever-shifting haze of Unreality. Only those with the strongest wills can resist being consumed by its confusion and chaos. However, explorers may also find wondrous treasures and materials with exotic and strange properties that might not be ever found anywhere else.

At the heart of this enigmatic realm is the Composer of Nightmares, an immensely powerful entity who feeds off the energies of the darkest dreams. His rule is uncontested, and drawing his attention would be unwise, for no being has ever faced him without suffering dire consequences. Best tread lightly in this ever-changing landscape, where dreams become reality, and nightmares reign supreme.

Malignathus Growths



The Malignathus Growths are colossal, tumor-like masses of flesh that inexplicably appear in the depths of space, often growing to sizes that rival planets or even entire solar systems. These grotesque formations are not lifeless—they harbor within their vast, fleshy caverns entire ecosystems of nightmarish insectoid creatures that thrive and multiply. When a Malignathus Growth manifests near an inhabited star system, it poses an existential threat, for the creatures within are highly aggressive and have been known to attack spacecraft, orbital stations, and even planets.

The Growths are made of an unusual, flesh-like substance, resistant to conventional scans and supernatural powers that could otherwise provide insight into their structure. Their internal makeup is cloaked in mystery, with attempts to explore or map them proving largely futile. Inside, vast, organic tunnels twist in confusing patterns, filled with an array of deadly predators evolved to thrive within the Growth's depths.

Should the Growth be left unchecked for a long time, it can expand, enveloping entire solar systems in its fleshy mass, consuming everything in its path. Destruction of a Malignathus Growth is possible but incredibly difficult; it requires complete annihilation, for even the smallest remnant of tissue left behind can regenerate the entire structure over time.

These growths remain a perplexing enigma in the universe, current theories believe these growths to be cells from some unimaginable enormous being that somehow leak into our universe and proceed to grow from there, and wherever they appear, they bring terror, chaos, and the potential for annihilation.



The Rift at the End of Space and Time: A Broken Promise of the End

The Rift exists at the boundaries of both space and time, stretching toward the very end of everything. It is an anomaly so obscure that no one would even think to search for it unless they already knew of its existence. Hidden beyond the reach of even the most powerful entities, the Rift remains a mystery, except to those who have been cast into this universe from its very depths. Prolonged stay here is impossible, as the very presence of the rift seems to push living beings back into the flow of space time after some hours, randomly sending them through it somewhere in this universe.



Surrounding the Rift is a bizarre expanse of space, filled with eerie floating fragments of ruins and buildings unlike anything found elsewhere in reality. These haunting remnants tell the story of a mostly unknown catastrophe—the Cataclysm that shook the Omniverse to its core. Scattered along the Rift are shards of the Nexus, once the center of everything that was and would be, now a distant echo of the place that stood at the heart of the Omniverse.

Ruins of some climactic battle remain, littered with the grey, inert corpses of colossal angelic beings. The once-mighty warriors now rest in silence, with no living soul or entity left to recall the events that transpired. These shattered ruins serve as a grim reminder of the Nexus' fall, the clash between forces of unimaginable power that left the fabric of existence scarred forever.

The Rift itself manifests as a column of luminous energy, stretching endlessly upwards and downwards. It is sealed, bound by an unimaginable existential weight—one that not even the full might of this universe, nor the Cosmic Lord herself, can hope to overcome. Any attempts to pry it open will inevitably fail, as though something beyond the universe's reach forbids it from ever being unlocked.

If **Mara Blackthorn** accompanies you, she will plead for your help in using the Rift to find her home universe. Yet despite all efforts, this quest will lead to nothing but dead ends, much to her sadness. Still, Mara will quickly find solace, her hope undiminished as she will continue for other clues to the location of her original universe.

Those who are knowledgeable of the Nexus and the events of the Cataclysm that happened there will recognize these ruins as partial fragments of the **Interdimensional Academy**, ejected into this universe after the final clash between two evil titanic forces of light and darkness. Many of the Nexus residents were propelled into other universes when the battle reached its climax, Mara and a few unnamed others among them into this universe. There may still be something useful for you to find here, should you look for it.

This Rift was once the potential gateway for something unspeakable—a being that would have torn into this universe if its plans had succeeded. Now, it remains a broken promise of an end, a reminder of a disaster that, hopefully, will never come to pass.

Scenarios

You may participate in any of the following scenarios, they are **optional adventures** that might help enrich your experience during this jump. Some mention or give hints of an overall story that exists within the jump but you are not obligated to include it and may choose to create your own. Consider all rewards from the scenarios to be fiat backed, even it isn't mentioned.

The Galactic Cuisine Showdown

The Cosmic Lord is invited to judge the most prestigious culinary event in the universe: the Galactic Cuisine Showdown. Chefs from all corners of space compete in a dramatic, high-stakes contest featuring exotic dishes made from the rarest ingredients, including the Sylvandar Refugees, who are known for their delicate and magical culinary creations. As a guest of honor, the Cosmic Lord is asked to sample strange and wondrous foods, each dish with effects ranging from giving visions of alternate realities to granting temporary powers.



The scenario is lighthearted and filled with bizarre and comedic situations, such as navigating political tensions between chefs from rival species or even attempting to cook alongside Aia, who may or may not be a terrible chef. It's all fun and games... until someone burns a dish so badly it threatens to destabilize a small moon!

REWARDS: *For participating in the Galactic Cuisine Showdown and spending a fun adventure among your friends, you earn 100 CP to be spent in items. Additionally, you will be gifted the following special table filled with all sorts of delicious food from galaxy:*

Unending Table of Galactic Delicacies (Item reward)



A grand table laden with an ever-changing assortment of delicacies from across the galaxy, enough to satisfy both you and all your companions. Each day, the table replenishes itself, offering a fresh variety of exotic food and beverages, each dish guaranteed to be among the finest you've ever tasted. If you find a particular dish that pleases you, simply request the table to lock it in place. This will ensure that the dish continues to refill daily, without being replaced by another type of food.

The Sylvandar Nomad Fleet Welcomes You



As the Cosmic Lord and her companions navigate the vast expanse of space, they encounter the Sylvandar Nomad Fleet, a mesmerizing assembly of graceful vessels drifting like shimmering constellations. The Sylvandar, with their elegant and enigmatic presence, extend an invitation for a grand tour of their impressive fleet. The ships, blending ancient spiritual magic with advanced technology, showcase a harmonious fusion of art and engineering. During the tour, the Cosmic Lord and her companions are treated to a series of awe-inspiring rituals performed by the Sylvandar, who reveal their mastery of magic-technology hybrids. These ceremonies not only display their

sophisticated craftsmanship but also invite the Cosmic Lord to participate in the creation of intricate artifacts imbued with spiritual energy.

Amidst the splendor, the Cosmic Lord has the opportunity to assist in resolving minor disputes within the fleet, strengthening bonds with the Sylvandar and gaining insight into their intricate social dynamics. However, the tour isn't without its mysteries. The Cosmic Lord might inadvertently stumble upon the Sylvandar pirate band operating in secrecy. This group, known for their elusive and dangerous nature, could introduce an element of intrigue and potential conflict, adding an unexpected twist to an otherwise tranquil voyage.

REWARDS: Your experiences and moments shared with the Sylvandar and confronting the Sylvandar pirate band and ending the problem with a satisfactory outcome will net you 100 CP.

If during your stay within the Sylvandar you happen to run into the pirates, among their possessions you might find the following fiat backed item which will resonate with you:

The Nebula Necklace (Reward item)

A delicate necklace made from shimmering nebula dust, each bead a tiny galaxy in miniature. It grants the wearer the ability to breathe underwater and communicate with aquatic creatures. Legend says that the necklace was forged from the tears of a star-crossed mermaid, and that it brings good fortune to those who possess it.



The Lost Star Festival



In the heart of Maevis Prime, the Lost Star Festival transforms the city into a breathtaking spectacle of light and remembrance. The festival is a grand celebration organized by the Kirtan Federation to honor fallen heroes and celebrate their legacies. The sky above Maevis Prime is adorned with artificial stars, each one representing a beacon of hope and valor. You are invited to partake in this solemn yet joyous occasion by creating her own star, a tribute to her journey and the companions who have fallen along the way. This personal gesture becomes a centerpiece of the festival, symbolizing the Cosmic Lord's own odyssey and the sacrifices made.

The festival is a vibrant mix of nostalgic reflections and joyous festivities. There's a variety of activities to engage in, from watching dazzling holographic light shows that paint the skies with cosmic artistry, to enjoying galactic parades showcasing the diverse cultures and heroes of the universe. Competitive games and interactive exhibits offer fun and camaraderie, making the festival an experience of both celebration and remembrance.

However, the festival's light-hearted atmosphere hides a darker plot. He Who Smiles, the malevolent entity from the events 87 years ago, has finally returned to finish what it started. It plans to exploit the Cosmic Lord's artificial star to trigger a chain reaction that would destroy Maevis Prime and gravely tarnish the Cosmic Lord's reputation.

As the festival progresses, the Cosmic Lord must unravel the conspiracy and thwart He Who Smiles' sinister plan, looking for clues and meeting with the previous heroes that confronted this evil entity, finalizing with a final showdown at the planet depths to finally banish this entity once and for all!

REWARDS: Stopping the nefarious plot of He Who Smiles will earn you 100 CP and great reputation among the Kirtan Republic, but if you manage to confront him and finally put an end to the creature banishing it forevermore and to never return, you'll obtain an extra 100 CP.

Upon finishing this adventure, you may keep the artificial star you were handed as a fiat item:

Kirtan's Star of Remembrance (Reward Item)

A small, hand-held orb with a flower shaped like a miniature star, crafted from celestial materials such as stardust and nebula remnants. Its glow is enchanting, shifting through a mesmerizing spectrum of colors. Originally intended for use in the Lost Star Festival, the Star of Remembrance is a revered symbol within Kirtan's Republic. It honors fallen companions while representing the enduring hope of those who remain.



When used to remember someone who has passed, the star floats high in the air and brings forth memories of joyful moments, shared with everyone present. Those closest to the deceased may even experience vivid visions, allowing them to briefly interact with their lost loved ones. It is both a tribute to the past and a beacon of resilience for the future.

The Cosmic Lord's Day Off

It's finally time for a break! For once, the Cosmic Lord and her companions can enjoy a well-deserved vacation on Earth, far from the chaos of the cosmos. The group has agreed on a simple rule: no using powers, cosmic vestments, or cosmic abilities—just good old-fashioned relaxation. You'll spend the day fishing, hiking, and enjoying the mundane life of mortals. Sounds easy enough, right?

But things quickly take an odd turn when only the Cosmic Lord seems to be catching the strangest fish. These fish aren't just odd-looking—they're weird in a *cosmic* kind of way. Some seem to be glowing, others are see-through, and one even starts singing! While everyone else reels in perfectly normal fish, you're left wondering, "What the hell is going on here?"



Of course, all signs point to Refresh, the mischievous little prankster, who's been suspiciously missing during the whole ordeal. Is she behind these cosmic catches? You'll have to figure it out without breaking the rules—no powers allowed! It's a lighthearted mystery filled with laughs, bonding moments, and maybe a few pranks of your own as you try to outwit Refresh and enjoy your day off.

Successfully spending your entire day off with your friends and companions without using any powers, abilities, or perks will grant you a lot of fun, and you'll get a little closer to all of them.

As a souvenir, you may take the following fiat backed item once you finish this scenario:

Cosmic Fishing Pole (Reward item)

This seemingly ordinary (not!) fishing pole carries the memory of the Cosmic Lord's rare day of relaxation. Crafted from polished wood and sturdy line, it hums faintly with an otherworldly energy, a subtle reminder of the cosmic oddities encountered on Earth. Though it appears simple, the pole has a special charm that brings peace and joy to its wielder, rekindling the lighthearted camaraderie shared with companions that day. When used to fish, any creature caught by it will gain some weird characteristic, in a cosmic way, making whatever you watch strange and wondrous. The taste however, will be superb regardless of how your catch is cooked.



A Day of Mortal Love



One quiet day, a close friend or acquaintance contacts you with an opportunity. His latest venture involves transporting some rather unassuming crates of dirt from Planet Carpatos to the Gynessi Kingdom. He insists it's a straightforward job, but the fact that the cargo needs to enter unnoticed raises your suspicions. While this person pleads that nothing shady is involved, you know better than to take him at his word. Deciding to investigate further, you soon find yourself amidst a curious adventure.

Upon arrival in the Gynessi Kingdom, things take an unexpected turn. One of the crates that were being transported has been disturbed, and whatever was inside it is missing. To make matters worse, the city guard has heightened their security, and rumors begin circulating that something strange is happening at the royal palace. Investigating further, you discover Vladius Alicius—the infamous Ur Vampire—making his way through the city, on a mission that seems far more personal than political.

You will find Vladius in a secretive meeting with Minai Gynessi, one of the royal princesses. Minai reveals that Vladius is her husband, but their relationship has been hidden due to political complications and the nature of Vladius's existence as a vampire. Once a year, Minai uses the power of a Wish Orb to turn Vladius into a mortal for just a single day, so they can be together. She begs for your help, asking you to ensure that they can spend this fleeting time undisturbed. However, Vladius's presence could attract unwanted attention, and complications may arise. You must decide how to handle the situation—whether to aid them in their secrecy, expose them for your own advantage, or find an alternative solution to the complex web of emotions and politics at play.

REWARDS: *Participating in this scenario and achieving a satisfactory resolution to the situation will award you 100 CP. Achieving a more permanent solution for the lover's plight might may earn you the earnest respect of both the Ur Vampire and the Gynessi princess, or other potential consequences depending on your actions.*



Maybe, just maybe, if the couple gets to enjoy their one precious day together without any interruptions, a long-cherished dream of the Gynessi princess might finally come true—something even the legendary Gynessi wish-granting orbs couldn't make happen. If it does, expect a letter from her with some wonderful news, all thanks to you!

The Tournament of Stars

Once every thousand years, the galaxies come alive with excitement as the legendary Tournament of Stars is held. Champions from all realms, each representing their people, gather to compete in extraordinary trials that test not only physical strength but intelligence, creativity, and mastery of both magic and technology. The Caelorian Empire, renowned for their supremacy, hosts the event, seeing it as a way to reaffirm their galactic dominance. This year, however, they've extended a prestigious invitation to none other than the Cosmic Lord, urging her to take part and demonstrate her immense power.



The tournament features breathtaking battles, creative problem-solving challenges, and mind-bending tasks that push the limits of every participant. The Cosmic Lord, alongside her companions, faces off against not only warriors from across the stars but also the finest minds and talents each galaxy has to offer. The conclusion sees either the Cosmic Lord or one of her companions emerging victorious, celebrated as a new legend. But as the crowd cheers and the tournament appears to end, something unexpected happens: the real Tournament is about to begin.

Suddenly, the Cosmic Lord and any cosmic-powered companions, including Urist, are pulled into a secret pocket dimension. Here, mythopoetic god-like entities from this universe, who dwell beyond the reach of ordinary beings, gather to host their own true tournament—a cosmic contest to determine who among them deserves the title of the greatest in the universe. The trials here are far more dangerous, testing the very essence of existence itself. Meanwhile, Refresh, ever the playful prankster, tries to sneak in and compete but is rejected for not being a native cosmic entity of this universe. Undeterred, she plots a grand revenge prank to disrupt the finale with her usual brand of mischievous chaos.

As the stakes rise to unimaginable heights, the Cosmic Lord must navigate this divine battlefield, where even a small misstep could spell doom. Yet, even as mythopoetic forces clash and unimaginable powers are unleashed, the final twist may come from the least expected place—Refresh's prank might just be the key to victory or total chaos!

REWARDS: *Participating in the Tournament of Stars comes with its own risks and rewards. Simply competing earns you recognition from everyone present, including the prominent figures of the Caelorian Empire who organized the event. However, securing first place in the Mythopoetic version of the tournament will not only bring glory but also earn you the respect of many powerful god-like entities, along with a bonus of 200 CP.*

Before you depart, a rather suspicious and diminutive Mythopoetic God will sneak up to you, offering a small token of participation before quickly disappearing, leaving you little time to react:

Golden God-like Male Medal (Reward Item?)



This golden medal feels remarkably heavy, as though it's made of a metal far denser than gold. The moment you touch it, your muscles begin to swell, becoming more defined and impressively masculine. If held for a few minutes, you'll even grow a truly manly beard, one worthy of the mightiest gods. On the back of the medal, ancient runes spell out "For a 'Refreshing' participation on the Tournament of the Stars."

This medal transforms your body into a muscled, god-like, bearded version of yourself, exuding raw masculinity. Be warned, though—it's quite the dangerous item for women! Fortunately, the effects are temporary. Once you stop holding or wearing the medal, your body will return to its normal appearance. Who knows? Maybe the next tournament will feature a feminine counterpart to this powerful artifact!

The Void Sovereign Must be Stopped

When an assassination attempt on the Cosmic Lord narrowly fails, it uncovers a dark and complex conspiracy. The first clue reveals itself in the broken remnants of the attacker—a part of a larger, far-reaching plan aimed at discrediting the Cosmic Lord and destabilizing the Grundth Empire. Should you delve deeper into this, a series of strange void-related events begin to unravel, leading to the realization that this is only the beginning of a much larger plot to open a direct gateway for the Void Sovereign, a cosmic entity of devastating power, to enter with his army into reality for conquest.



Enlisting the help of others with knowledge of void creatures and Outsiders, a race against time begins, following cryptic clues and unraveling the dark priest's intricate web of deception. The journey will take place across many locations, from ancient ruins where void energies are felt pulsing beneath the ground, long-forgotten void tombs deep within the empire's core, and even to secret Grundth temples where the priesthood has been corrupted by whispers from beyond the void. As more evidence is discovered, the dark truth becomes clear: the Void Sovereign's invasion has been in motion for centuries, and the cosmic forces in place to stop it have been slowly dismantled from within.

With the forces of the Grundth stretched thin, it becomes critical to the mission to identify void-infested leaders, Outsider spies, and corrupted locations crucial to the Void Priest's scheme. The final part of the priest's plan—a massive ritual aimed at summoning an avatar of the Void Sovereign to lead the invasion personally will require the intervention of the Cosmic Lord. The climax brings the Cosmic Lord face to face with an unstoppable tide of void creatures, the Dark Priest, and finally, the Sovereign's terrifying avatar. Only with the full strength of her cosmic power and her friend's brilliance can they hope to turn the tide and seal the void gateway before it's too late.

REWARDS: Stopping the plans of the Dark Priest and preventing the arrival of the Void Sovereign's army or defeating it will award you 200 CP, but actually managing to defeat its Avatar and give him a reminder why he should not mess with your universe will earn you an additional 100 CP. Should the Avatar be defeated, its mighty weapon will remain at your disposal as a fiat item:

Armament of the Void (Reward Item):



Forged in the infinite darkness by the Avatar of the Void Sovereign, this weapon pulses with the very essence of the void itself. Cloaked in a swirling, shadowy mist that seems to devour light, it radiates a palpable sense of danger. Wielding this armament is no simple feat—any being lacking a cosmic constitution will find themselves consumed by its corrosive void energy, their body and soul slowly twisted into a void entity.

A single strike from the Armament of the Void reverberates through existence, destabilizing the fabric of reality itself. Repeated strikes erode not just the target's form, but their very essence, corroding them into a formless void and attempting to erase them from all realms of being. Merely holding this weapon infuses the bearer with an eerie awareness of the void, granting them the ability to detect any void entity, no matter where it lurks in the universe. The cold presence of the void clings to the bearer, a reminder of the weapon's unstoppable, devouring power.

Is this... Earth?



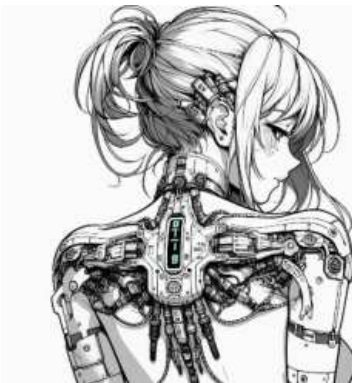
After a long journey across the stars, the Cosmic Lord returns to Earth, expecting to find the familiar planet she once knew. However, something feels off. Earth has advanced remarkably during her absence—new, highly sophisticated technology is integrated everywhere, and cyborg enhancements seem to have become the norm. The citizens praise their newfound advancements, with many hailing the breakthroughs as miracles. At first glance, this technological leap seems like a major success for humanity, but should you look deeper, you will find something far more sinister lurking beneath the surface.

Strange anomalies and disappearances begin to surface. People with extensive cybernetic modifications act... differently, their individuality slowly dissolving into a collective, monotone hive-like behavior. Small but troubling clues manifest themselves: hidden transmissions, technological signals linked to an unknown source, and rogue AIs that offer cryptic warnings. It soon becomes clear that Earth has fallen prey to the Assimilators, a mysterious, parasitic race known for integrating entire civilizations into their hive mind. They have subtly infiltrated Earth during the Cosmic Lord's absence, using humanity's ambition for advancement as a foothold for their control.

In a race against time, the Cosmic Lord must unravel the extent of the Assimilators' influence and eliminate their hold on Earth before the entire population is fully assimilated. The climax reveals the true nature of the invasion: the Assimilators, recognizing their inability to directly overpower the Cosmic Lord, are trying to use humanity as a bargaining chip. They reveal their plan to threaten to convert Earth into a massive, cyborg hive to manipulate the Cosmic Lord into submission. If she does not comply, they will assimilate the entire human race.

REWARDS: If there was a time where Humanity needed a Savior it is now. Stopping this secret invasion and ensuring it does not happen again will award you with 200 CP. Additionally during this adventure you'll run into a particular technology used by the Assimilators that you can adapt for your own purposes:

Prometheus Cyberization Technology (Reward Technology):



Developed by the Assimilators, this transcendental cybernetic technology is beyond the reach of others in this universe, thanks to a memetic and conceptual safeguard preventing replication or understanding by anyone but them. However, you now hold the key to understanding it. These advanced implants slowly transform living beings into incredibly sophisticated synthetic versions of themselves, granting them immense power and immortality. Unlike the Assimilators' version, which strips away individuality, your implants are guaranteed to preserve the unique identity of those who receive them. The implants are simple for you to replicate, allowing entire species to ascend into powerful, immortal synths under your guidance.

Swallowed and Stranded



In a sudden twist of fate, you find yourself and your companions swallowed whole by the Celestial Devourer, a colossal entity known for consuming entire worlds and stars. Now, trapped within its vast, surreal stomach, you are surrounded by remnants of civilizations, fractured stars, and cosmic debris that form strange, drifting islands. You quickly realize that any ability or power that could allow you to simply escape this place is suppressed. Teleportation, cosmic abilities, and other exit methods are useless here, forcing you to confront the reality of your situation—you must find a way out from within.

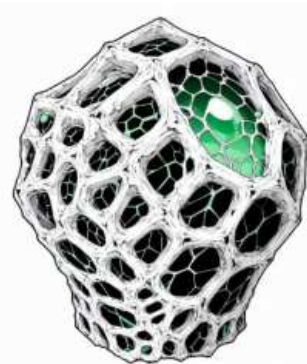
The inner landscape of the Devourer is as dangerous as it is bizarre. Digestive currents sweep across islands of undigested matter, strange fauna lurk in the shadows, and the constant threat of the creature's digestion looms over you. Among the debris, you encounter other survivors—those who have been stranded for ages, eking out an existence by scavenging what remains of devoured worlds. They've formed a small, precarious society, led by the eccentric starship captain Geppeto, who has attempted countless ways to escape but remains trapped.

In this environment, your task is to explore, survive, and find your own way out. The survivors speak of a vulnerable organ, a spot within the creature that, if disturbed, could provoke it to regurgitate its captives. But this is just one of many potential paths. You are free to explore the Devourer's stomach, unravel its mysteries, and devise any method you see fit to escape. Whether through careful observation, manipulating the creature's anatomy, or perhaps even bargaining with the sentient forces that reside here, your fate is in your hands.

REWARDS: These may differ depending on your approach, but successfully escaping the Celestial Devourer grants you 200 CP, a testament to your survival abilities. Additionally, should you manage to rupture the organ that grants the Devourer its unnatural resilience, you will receive a unique fiat backed item:

Celestial Bladder (Reward Item):

A fragment of the mighty Celestial Devourer's anatomy, the Celestial Bladder pulses with a strange, potent energy, radiating an otherworldly vitality. When held or attached to anything, this organ imparts a fraction of the Devourer's immense resilience to its wielder. Those in contact with the remains gain heightened resistance to physical damage, rendering them nearly impervious to conventional harm, even from devastating forces. The bladder also grants immunity to corrosive acids and slowly disrupts magic in its vicinity, unraveling spells and enchantments slowly over time. Additionally, it locks down the space around it, nullifying any form of teleportation or spatial manipulation within its immediate area, effectively creating a zone where no escape or movement between dimensions is possible.



Lapis and the Child Phoenix

In one of your many adventures, you come across a mysterious merchant, Octavio, who offers you an unusual egg—small, radiant, and pulsing with a strange energy. Perhaps it's curiosity, or the odd sense that something powerful lies within, that compels you to accept this egg. The merchant offers no details, only an enigmatic smile and the promise that "its journey will be worth your while."



What happens next is entirely up to you.

The egg hatches unexpectedly, revealing a tiny blue bird. At first glance, the bird seems simple enough, but it quickly begins demonstrating odd characteristics. It flies effortlessly in the void of space, shows an uncanny ability to adapt, and appears to thrive in environments no ordinary creature could survive. The bird also seems drawn to you, following you no matter where you go, often bringing small acts of luck or odd coincidences in its wake.

How you deal with this little creature is your decision. Do you study it? Protect it? Leave it to its own devices? The bird's peculiar qualities become more apparent as time passes, and eventually, you begin to suspect there's more to this creature than meets the eye.

Eventually, through your exploration, you might find yourself stumbling upon a celestial plane or uncovering ancient cosmic lore hinting at the bird's true nature. Whether it's through a vision, a meeting with Octavio once again, or through your own investigative efforts, you come to realize this is no ordinary bird—it's a Child Astral Phoenix, one of the rarest and most powerful beings in existence.

How you proceed from here is still open. The bird, having identified herself as Lapis, seems to be searching for something—perhaps you'll aid it in finding its identity, or simply watch over it as it grows and changes. Through your journey, you might even discover traces of its mother's essence lingering in the celestial planes, leading to new revelations. Or perhaps, you might choose an entirely different path for yourself and the creature.

REWARDS: Exploring and discovering hints about the origins of the little bird and having many adventures with her will eventually allow her to mature enough to gain the ability to transform into a humanoid form:



Lapis, the Child Astral Phoenix (Companion)

By nurturing and protecting Lapis through her journey of discovery, she will join you as a companion. Lapis will gain the ability to take the form of a young human girl but retaining her astral phoenix nature. She's incredibly resilient, able to survive in space, consume nearly any material as food, and shows a unique affinity for cosmic energies.

Still in her early stages of development, Lapis's potential is vast and her powers will grow alongside her experiences with you. As her foster parent, her evolution will be shaped by the paths you take and the choices you make together.

Cosmicon LLXII Edition

The long-awaited, galaxy-spanning event of the century has arrived—the **LLXII Cosmicon**! Held only once every hundred years, the galaxy buzzes with excitement, as trillions of beings across the cosmos gear up for the spectacular festivities. This year, the spotlight shines on the highly anticipated performance by the adored Galactic Idol, **Vivi Twinkle Galactica**, who is set to deliver her greatest show yet. However, as the event approaches, there are forces that conspire against its success.



Amid the hype, you, the Cosmic Lord, receive several mysterious invitations to attend, including a particularly intriguing one—humming a catchy tune and signed by a secret admirer using the callsign "V." The event will take place within the **Septima Grand Galactic Forum**, located in the Star System Septima Secundus within the Kirtan Federation. The Forum is a colossal commerce station decked out in dazzling lights and holographic displays, bustling with life as thousands of alien species arrive to join the fun. The place will hold hundreds of exhibits showcasing advances in magic-tech hybrids, wild theories, strange contraptions, and performances from galaxy-renowned entertainers. There's an overwhelming sense of celebration, as musicians, illusionists, and eccentric performers keep the crowd spellbound.

The festival is a spectacle of alien cosplay, magic-tech hybrids, bizarre contraptions, and galaxy-renowned performers. There's an overwhelming sense of celebration, and you're free to explore its sprawling exhibits, sample food from every corner of the universe, and engage with the eccentric performers. Fans from across the galaxy gather to witness the main event—the Joint Idol Concert—where Vivi Twinkle Galactica will perform in front of record-breaking crowds.

But on the final day, disaster strikes. Vivi Twinkle Galactica has disappeared, her dressing room showing signs of an apparent struggle. Panic ripples through the crowds as rumors of a kidnapping spread, and the fate of the entire event rests in your hands. Will you find Vivi before it's too late, for the safety of the galactic idol and the success of the Cosmicon?

REWARDS: *Participating in the LLXII Cosmicon, finding out what happened to Vivi, and solving the issue that caused it, will set the stage for her most spectacular performance yet, contributing to your growth and granting you 100 CP.*



*In the aftermath, atop the shimmering heights of the Septima Grand Galactic Forum, Vivi—revealing she has had a deep crush on you for a long time—will confess her love for you in a heartfelt moment destined to become a legend across the cosmos. Whether you choose to accept her affection or remain friends, Vivi's final performance will be unforgettable, resonating through the galaxy for generations to come, and at the end of everything she will gift you a dear item of hers: **A personal Handwritten Songbook** of hers filled with her dreams, songs and emotions. There's also a little plushie along with it, is that a... mini Cosmic Lord?*

A Younger Sister's Plight

The **Demon Queen's fury** can no longer be contained, and a massive, brutal invasion into real space begins, spreading chaos and destruction across the galaxy. As cities crumble and worlds burn, it falls upon you, the Cosmic Lord, to minimize the devastation and seek out the true cause of this sudden onslaught. Your journey will take you deep into the **Ten Thousand Hells**, where the truth behind the invasion awaits. At first, the hells seem like nothing more than a nightmarish wasteland, home to feral, mindless demons who revel in carnage and destruction.



However, as you descend through the layers, you begin to notice signs of civilization—strange as it may seem. Demons down here are cunning, organized, and far more dangerous in their ambition.

In the deeper layers of the hells, towns and cities will become more and more frequent, filled with demonic and political intrigue, and a level of sophistication unexpected in such a realm. In contrast to the upper, savage hells, the lower layers of hell are a reflection of demonic ambition and intellect. It will become clear that the **Demon Queen's invasion** is not born of her hatred for real space but rather a desperate attempt to maintain control over the unruly demon nobility. Without constant bloodshed and external conflict, they would turn on her, plunging the infernal realms into civil war as the nobles vie for the throne. A simple conclusion is defeating the queen will not stop the invasion—the demon lords will just tear each other apart in a catastrophic power struggle.

At the bottom of the Ten Thousand Hells lies **Pyraxia**, the deepest and most surprising of all the layers—a tranquil paradise of lush gardens, beautiful creatures, and towering black spires, all under the rule of the Demon Queen. Inside the most startling revelation of all. The home of the Demon Queen is not the dark, foreboding lair you might expect, but a cozy, **welcoming place**, a sanctuary from the chaos of hell. Hidden away within her abode is the greatest secret of the Demon Queen: a single **crystal orb**, containing an image of two little girls—one with **golden hair and angelic appearance**, the other with **black hair and horns**. Standing beside them is a **beautiful figure in pure white**, her identity shrouded in mystery, but with an expression of love for the little girls.

Your final challenge is not just to stop the invasion but to **unravel the mystery** behind the Demon Queen's plight and find a way to pacify her restless nobility, restoring a fragile balance between hell and real space. Will you manage to strike a deal that spares the cosmos from further destruction, or will the infernal realms spiral deeper into chaos?

REWARDS: *Solving the issues behind the Demon Queen's attack on real space will reward you with 300 CP, in addition the Demon Queen may owe you a favor... if you can avoid falling into her schemes.*



Strange and yet familiar Bronze Coin (Reward Item)

You were supposed to get the orb as a reward, but the Demon Queen just wouldn't let it go. What's so special about it anyway? It doesn't seem to do anything... Still, as an additional reward for completing this scenario, you'll receive this bronze coin, engraved with an intriguing depiction—a simple memento of your adventures here. Although, now that I think about it, it feels that it has some hidden power for you to find...

The Illusion of Omnipotence

The adventure begins by receiving a call from the inhabitants of a small moon in a nearby star system, who are reporting strange anomalies. The region's reality presents signs of recent alteration, having reverted to a near-original state that seems eerily out of place with the rest of the cosmos. The inhabitants are confused and scared, unable to explain what has caused the strange shift.

If Refresh is with you, she will suddenly grow quiet and, after observing the space, exclaim, “*Not these guys again!*” before disappearing without any further explanation. Alone for now, you will continue to delve into this mystery until meeting a man radiating an unfamiliar cosmic energy. This is **Cosmic Lord Abel**, a Cosmic Lord from a neighboring universe.



Abel introduces herself with a slight air of superiority, addressing the Cosmic Lord as an equal but offering any non-Cosmic Lord companions (if any is present) little more than a dismissive glance. She will invite you to visit or join a secretive organization of Cosmic Lords from across realities, the Cosmic Conclave, explaining they have been observing you from afar and seem interested in you. After giving you some strange object to serve as a key, she will prepare to step through reality and bid farewell to you.

The **Cosmic Conclave's Citadel** lies within a hidden pocket reality, accessible only through secret passages between universes using the key you now hold. If you choose to visit, you'll find yourself entangled in a web of deceit and intrigue, with **Cosmic Lord Acheron** at its center. Though the Conclave presents themselves as saviors and protectors, their true motives are far from noble. Even if you refuse their invitation, you'll notice traces of their meddling in your future adventures, complicating your journey to serve their hidden agenda.

The objective of this scenario is to uncover the Conclave's secrets, expose the truth about their leader, and put an end to Acheron's schemes, ensuring they no longer interfere with you or your universe.

REWARDS: *Participating on this scenario, learning the truth about the Cosmic Conclave, and successfully ensuring Cosmic Lord Acheron will no longer be a bother or danger to you or your companions will earn you 300 CP. As an additional reward, the Cosmic Conclave's base will become attached to your warehouse:*



The Cosmic Citadel (Warehouse Attachment)

A marvel of cosmic engineering, the Cosmic Citadel was forged through the combined might of many cosmic lords. Its structure is composed of hardened reality, making it virtually impervious to damage—even capable of withstanding the destruction of an entire reality without flinching. Inside, you'll find a vast array of facilities and wonders, remnants of the creative works left behind by the lords who once called this place home. At the start of a jump, you can choose to place the Citadel anywhere within that reality. As long as it's stationed outside your warehouse, you may receive intriguing visitors from time to time!

Harvest's End

The adventure begins when you receive a formal invitation from the Caelorian Empire, specifically requesting your presence to visit the Empress. Rumors suggest that the Empress's health is in decline, but upon arrival, it becomes clear she is merely exhausted—worn down by the relentless Blob incursions and a string of smaller issues that have placed unbearable pressure on her.



Over the course of a week, you and your companions will enjoy the hospitality of the Empire. The nobility, eager to impress, will inundate you with questions, praise, and requests. However, you will also have the opportunity to explore, investigate, and uncover interesting secrets around the capital at your leisure.

Before long, you are approached by the High Scientist of the Empire, an expert in Blob research. He explains that the Blobs' behavior has recently become erratic—they have started contracting and expanding at regular intervals, freezing in place before resuming their harvest of reality. To address this strange phenomenon, the scientist has developed a risky device designed to interface with the mind of a Blob, potentially allowing for communication. However, using the device is dangerous due to the unpredictable movements and immense power of the Blobs, and he seeks your assistance.

Your task will be to learn how to operate the device properly and travel to one of the star systems currently under siege by the Blobs. There, you must find the right opportunity to use the device, but be warned—these beings are incredibly dangerous, and they won't take kindly to your intrusion.

Activating the device will grant you the chance to uncover the Blobs' origin and possibly understand their mysterious motivations. For the first time, you may communicate with them and find a way to end their ruthless invasion of reality.

REWARDS: *Managing to activate the device and linking with the Blob's All Mind will give you the opportunity to end their harvesting of your universe as well as learning their origins and motivations. Succeeding at this will earn you great respect within the Caelorian Empire, now seen as an imperial hero on top of any status you had, and the dangerous adventure will promote your growth granting you 400 CP to be used in Cosmic Powers.*

The Hatchling (Companion?)

After the conclusion of your adventure, a yellow comet of light will burst through the space between realities and into your universe, streaking directly toward you. However, before it reaches you, the light fades, revealing a small, pink, and slightly slimy creature standing before you. Instinctively, you'll recognize its presence as similar to the Blobs, yet distinctly different—it's clear that, unlike the Blobs, this little one is a true individual.



It seems smitten with you, like a baby bonding with its parent, and it will follow you wherever you go. Its body is amorphous, with the faint suggestion of a face, though perhaps as it grows, it will develop more defined features. For now, it can change its form slightly, and strange appendages into the void between realities, bringing back odd trinkets or seemingly useless objects. But once in a while, it might surprise you by retrieving something incredibly useful.

The Singularity and the Star

The scenario begins with a routine call for assistance from a distant star system. You and your companions respond to the request, tasked with aiding a malfunctioning starship trapped in a dangerous asteroid field. With the expertise of your team, you swiftly navigate the hazards and rescue the stranded crew. However, just as the task is completed, you notice an unusual shift in the cosmic winds. The stars themselves seem to hum with tension. Shortly after, a message of utmost urgency reaches you from Vega—a sentient star known for her ancient wisdom and cosmic influence.



Vega is calling for immediate aid.

TON 618, the monstrous black hole, is now hunting her. This is more than a mere threat of destruction. Vega's ancient partner, whose remains were consumed by TON 618 long ago, has left behind an essence that now resides within the black hole. Twisted by time and space, this essence has developed an obsession with reuniting with Vega, driving TON 618's relentless pursuit.

Time is of the essence, and the more you deliberate, the closer the Avatar of TON 618 draws. The choice of strategy, the approach to safeguarding Vega, and the method of execution are entirely yours to decide. In any case, the Avatar of TON 618 will eventually arrive, a cosmic force that threatens to consume everything in its path. You will face the black hole's overwhelming might, employing all your skills, knowledge, and resources to combat its pull.

Will you succeed in protecting Vega from being consumed by TON 618, preserving her light in the universe? Or will she be lost to the endless darkness, leaving the cosmos forever dimmer?

REWARDS: Saving Vega and driving away the walking apocalypse that is TON 618 is no easy feat even for the Cosmic Lord, achieving this is a testament of your development and resourcefulness, granting you 300 CP.



During the course of this adventure, if you choose to explore the hidden bond between Aia and Vega, you may begin unraveling the long-buried truth of their connection. Aia, unaware that Vega is her celestial mother, has lived her life without realizing the watchful presence that has lingered over her for eons. On the other hand, Vega has harbored a deep fear of rejection, unsure if Aia would accept her after all this time.

Though you may not resolve their emotional struggles completely, your involvement can help create a bridge between them, setting the first step toward healing their fractured relationship.

As a token of gratitude and friendship, Aia will **gift you a simple yet meaningful necklace**—a seashell pendant from the time when she was still mortal, lovingly adorned with a small fragment of Vega's radiant essence. This necklace will serve as a reminder of your invaluable support during their darkest times, symbolizing the beginnings of a reconciliation between mother and daughter.

The Dreamscape's Hidden Truth

The Dreamscape of Unreality has begun spilling into the waking world, unleashing bizarre phenomena that warp reality itself. You are tasked with entering the Dreamscape—a chaotic and shifting realm where nightmares take shape and impossible creatures roam—to stop these incursions before they consume the universe. Within this surreal landscape, you must face your deepest fears and uncover the force behind the disturbance, all while navigating a world where time loops, gravity twists, and every step challenges your sense of self.



At the heart of the Dreamscape lies the Composer of Nightmares, its enigmatic ruler, who challenges you to a twisted game. To halt the nightmare's advance, you must overcome a series of trials designed to break your resolve. The first trial places you in a labyrinth of haunting memories, forcing you to confront shadows of your past. The second thrusts you into a mirror arena, where you must face dark reflections of yourself that use your worst traits against you. Only by mastering your identity and accepting your flaws can you outwit these twisted versions of yourself and move forward.

The final stage is played on a grand cosmic chessboard, where entire galaxies serve as pieces and every move reshapes the Dreamscape. The Composer, confident in his mastery over this realm, manipulates the game with ease, but to win, you must learn to bend the fluid rules of the dream world. This ultimate confrontation will test your strength, wisdom, and resilience. Victory requires more than raw power—it demands strategy and an unyielding spirit, as defeating the Composer of Nightmares is the only way to stop the incursions and save reality from unraveling.

REWARDS: Traversing Dreamscape and defeating the Composer of Nightmares in his own games will put your might and wits to the test, and successfully passing these dangerous challenges will improve you with 300 CP in addition to any fame and renown you obtain for stopping the Dreamscape incursions.

As an additional token of your victory in this scenario, the Composer of Nightmares will vanish and leave a small stone where he once stood:

The Dreamstone (Item Reward)



A small, spherical stone, iridescent and shimmering with colors that shift and change like a kaleidoscope. Embedded within its translucent depths is a tiny, swirling vortex, a miniature representation of the infinite realms of dreams and nightmares. It is a token that, when touched, evokes a profound sense of déjà vu, a fleeting awareness of the illusionary nature of reality. It whispers a silent message: "This is all a dream within a dream. The question is, who will wake up first?"

What use could this mysterious stone have? For now, it seems to give you pleasant dreams if you sleep next to it, though surely this is the first of many secrets his item holds.

Heaven's Fall: Part One



In the aftermath of a fierce battle against a monstrous void entity threatening an entire planet, you and your companions are left reeling from a devastating loss. One of your most trusted companions sacrificed herself to protect everyone. Despite your incredible power, all attempts to revive her—whether through cutting-edge technology, powerful resurrection spells, or reality-warping abilities—fail. Her body remains lifeless, impervious even to the most potent forces.

Your companions look to you, the Cosmic Lord, for answers, but nothing seems to work. Emotions run high. Diatomyr, usually soft-spoken and insightful, offers a theory: perhaps the issue isn't with your methods but with the companion's soul itself. Could it be trapped somewhere beyond your reach?

Now, you and your companions must race against time to find a way into Elysium's Embrace, the mythical heavens of this universe. Its keeper, Amara Celestis, shepherds the souls of the dead, but there's a significant obstacle: Elysium only allows souls to enter. Perhaps the Demon Queen can help? Though she may ask for a favour related to saving her own sister. It's up to you to find the answers and a method to gain entry to Elysium—to bargain for your companion's soul or fight for it.

PARTIAL REWARDS: Partial Reward: Discovering a way to enter Elysium's Embrace as a soul and confronting Amara Celestis grants you 200 CP. The true reward—the recovery of your companion's soul—remains uncertain, requiring further adventures.

A few notes about this scenario

This is the first part of the scenario, so a conclusion is not expected yet. Amara Celestis will not relinquish a soul that has entered Elysium's Embrace easily. Within this realm, her control over souls is absolute.

The likely outcome of this part is that Amara will deny your request and easily banish you from Elysium if you are there only as a soul. The second part will deal with finding a way to enter Elysium physically, confronting Amara, and rescuing your companion's soul. Recovering the soul through other means will conclude the scenario but forgo the second part and its rewards.

If you're expelled from Elysium's Embrace without a clear path forward, Dabria may mention a hidden backdoor to the heavens. However, it lies within the Sanctum of Hope and Dreams, a place even she does not know the location of.



The Last Message of the Creator

One day, an unexpected message arrives—not for you, but for Diatomyr Epsilon, the Last Custodian of the Universe. The message contains only a cryptic request for a meeting and a name: Thalendra. Visibly shaken, Diatomyr insists that she must attend this alone, her demeanor firm but conflicted. However, after some thought, she requests that you accompany her, though she reveals few details.



Diatomyr quickly makes her way to the Crystal Library of the Cosmos, where a long-awaited reunion awaits. Thalendra, her long-lost sister, stands amidst the ancient crystals, her face filled with sorrow and contemplation. The air is thick with unspoken emotions as the two sisters meet for the first time in millennia.

Their reunion is tense, but after the initial clash of emotions, the focus shifts to Thalendra's message. She presents a carefully preserved cloth, within which lies the remains of one of their long-lost sisters—a Custodian who perished eons ago, discovered by Thalendra on her long quest through the cosmos.

After spending several days laying their sister to rest, an unexpected cosmic call resonates through the void, addressing the Cosmic Lord directly. The message comes from Earth, from the fabled **Sanctum of Hope and Dreams**. Using the clues from this message, you'll need to locate the Sanctum on Earth, unlock its secrets, and uncover the **Creator's final message**.

The message, however, may be both a request and a dire warning.

REWARDS: Completion of this scenario will grant you Thalendra of the Hidden Veil (see additional notes) as a companion as long as Diatomyr Epsilon is already with you. By solving the mystery and quest to locate the last message from the Creator, along with directly receiving her last request empowers you with 400 CP.

After finishing this scenario, you'll receive the following perk as part of your body mod:



Little Jumper (Perk):

A greater being has acknowledged you, granting you reprieve when faced against the impossible. You may resist and invalidate once every 10 years one effect, ability or action from any being on you up to the level of an omnipotent being or a benefactor.

*" Perhaps if its you little child... no... little **Jumper**... please help **them**..."*

Heaven's Fall: Part Two

[This scenario can be started at any point after finishing the first part of this scenario and having found the location of the Sanctum of Hope and Dreams]

This adventure continues the search for an answer to the trapped soul of your companion in Elysium's embrace. By now, you've already discovered the location of the Sanctum of Hopes and Dreams and now you must search within for the secret backdoor to enter the high heavens.

The secret lies again within the throne, and through it you may open a portal that grants passage with your body into Elysium's Embrace. You must search for your missing companion's soul exploring Elysium, all while attempting to remain undetected by its beautiful keeper. This journey will lead you through many secrets found within Elysium, its beautiful side, the idyllic paradises for every soul in it, and the harsh reality of the fate of all souls that enter it.



Rescuing your companion will not be easy, as he or she will be trapped within a heavenly illusion. She appears happy, living an idyllic life with a family, children, and even a partner who bears an uncanny resemblance to you. Yet, like other being and constructs in this realm aside from souls or Amara, this 'family' and 'life' are hollow, lifeless creations—illusions designed to keep the companion's soul content.

Wake up your companion's soul, and rescue it from being trapped within Elysium before the heavens absorb it completely. Escape will not be easy, as exit still will require Amara's cooperation or the destruction of the rules that keep the high heavens held together, and you can bet this time she will not let you go without a fight.

REWARD: Completion of this scenario allows you to revive your fallen companion back to life without further issue. Additionally, your fallen companion due to the ordeal was infused with a bit of power from Elysium, earning 200 CP to be spent in Cosmic Powers for the companion, while your growth during this quest results in 400 CP for you as a reward.

During the final confrontation with Amara, one of her feathers will fall near you. You may keep it as a fiat item as a reward for all your troubles:

Feather from an Older Sister (Reward item)



A silvery feather once part of the Keeper of Elysium's Embrace, imbued with a trace of her ethereal beauty and power. Holding this feather grants you a sense of calm and serenity, along with a subtle boost to your luck. It also fosters a quiet kinship with the souls of the departed you may encounter on your travels.

Once every decade, this miraculous feather can protect you from death, though its radiant luster will fade slightly after use. Over time, it will regain its glow, ready to shield you once again.

The Rift and the Return of the Shattered One

Whispers of chaos sweep across the galaxy, heralding the resurgence of the Cult of the Broken Eclipse. This once-vanquished group now seeks to summon their dark master, the Eclipse of the End, through ancient and dangerous rituals at the Rift at the End of Space and Time. Their influence spreads like wildfire, with entire star systems falling into madness. As the Cosmic Lord, you are summoned by a coalition of worlds to investigate and stop the cult's plans before they can bring about an era of galactic ruin. The cult's erratic activities hint at something darker lurking beneath the surface, a force far more terrifying than their original goal.



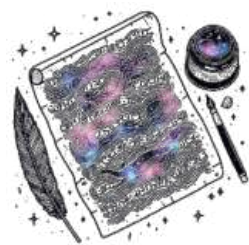
As you delve into the cult's activities, the situation becomes even more dire. What was once a unified plan to summon the Eclipse begins to unravel. Cultists grow insane, their rituals twisted and malformed as if they are no longer under their own control. Your investigation uncovers a chilling truth: the cult has become pawns in a greater entity's game—a being known as The Shattered One. This entity's influence has corrupted their efforts, and now, the galaxy and the very universe is at risk of descending into complete entropy. Strange signs and eldritch horrors begin to manifest as a single piece of the Shattered One slowly awakens and pushes the boundaries of reality itself.

With time running out, the universe teeters on the brink of collapse. The Shattered One's influence spreads like a plague, twisting space, time, and sanity. The coalition of civilizations forms a desperate armada to confront the threat, but madness and infighting strike before the final battle even begins. It's up to you to rally allies, confront the Shattered One's growing influence, possibly receive aid from the very Creator of the Universe herself, and decide the fate of the universe. How you solve this existential crisis is up to you, but beware—the fabric of reality itself is unraveling, and not all your foes are of this world.

This is an extremely powerful single shard of the Shattered One, even after being dramatically weakened at the moment of the final confrontation, is still very close to your current power.

REWARDS: The challenge is monumental, even as a jumper, but should you succeed, you will be rewarded with 1200 CP, reflecting the unimaginable peril of this quest and the stakes involved. Steel your resolve, for the fight ahead is unlike any you have faced before. The endgame is here.

Good luck, little Jumper.



*After completing this scenario, you will awaken one morning to find **a beautiful letter** beside you. It is brief, written not in words but in a strange, ethereal language of emotions and feelings that only you as a Cosmic Lord can truly comprehend. The letter expresses deep gratitude for all you have done, resonating with a heartfelt sincerity that lingers as you read. At the end, it is signed by Diatomyr, thanking you on behalf of all living things in the universe.*

The Reborn Custodians of the Universe

[This scenario will assume that it will happen later in the jump after you have finished any previous scenarios that you picked, feel free to adjust any inconsistency to align with the choices you have done in this jump]

After many events and trials, the universe stands preserved with your guidance, but even you, as a Cosmic Lord, may not always be present to safeguard it. One day, Diatomyr will approach you with a respectful but serious request. She nervously asks you to come to the Crystal Library of the Cosmos, her ancient and hallowed home. There, she tearfully will bow before you, humbly pleading for you to use your cosmic power to reawaken her fallen sisters, the original Custodians of the Universe, to restore her lost family and ensure that they may once again protect the cosmos.



Reawakening the Custodians is no simple task. To achieve this, you must commune with the crystal network of the remains of each fallen sister within the library, entering a meditative state where your mind will be drawn into the vast and interconnected mindscape of the Custodians. Inside, you will experience their lingering consciousnesses, vivid memories of their triumphs, defeats, and the lives they once led. Every Custodian has a distinct personality: some are kind and nurturing, others stern and unyielding, or perhaps suspicious of anyone but the Creator. As you journey through their memories, you must earn their trust and sway each one to accept you as their new leader and master. Fail, and the Custodians may remain forever beyond your reach, their consciousness trapped in an eternal sleep within the crystalline abyss.

Any remaining living Custodians, those lost, those that abandoned their duties, or those that simply choose to live for themselves, will detect your attempt no matter where in the cosmos they were, and will arrive but not to intervene. They will gather to witness whether you can succeed in this monumental task. As the process intensifies, should you falter but show care, conviction, and the ability to revive their sisters, these Custodians may offer their aid. They will channel their power into you, allowing you a final chance to succeed where you might otherwise fail. Should you succeed, you will reawaken the fallen Custodians, restoring the lost family of Diatomyr and securing the universe's safety once more.

REWARDS: *The Custodians of the Universe are once more, the Sisters have returned to walk the Crystal Library of the Cosmos, speak to the stars and protect the universe, happiness and joy abound and you were the one that made it happen. Diatomyr and any other surviving Custodian will rejoice with their return, now becoming older sisters themselves to the reborn ones, and all will pledge their loyalty to you, their Cosmic Lord and master. This legendary feat will grant you 200 CP. Before leaving the Crystal Library of the Cosmos, one of the sisters will approach you and give you something:*

The Custodian's Heart (Reward Item)

This exquisite item is crafted from a fragment of each Custodian's crystal, a testament to their bond with you. Holding the Custodian's Heart allows you to sense their feelings—gratitude, joy for their revival, and hopes for the universe's future. The crystal radiates warmth, a constant reminder of the sisters' devotion and the family you helped restore.

Though it remains inert for now, with time and the infusion of your Cosmic power, this crystal may one day awaken into a completely new being, shaped by the collective will of the Custodians and your influence. Until that day, it stands as a beautiful symbol of your connection to the Sisters and their undying loyalty.



A Farewell Party

[This optional scenario will occur just a few days before the end of your jump, after every story and plot thread of your jump has been resolved, as you prepare to make your final decision.]

The vast cosmos, filled with wonder and endless adventure, has felt your influence—changing the lives of both friends and foes alike. Whether for better or worse, your journey has left a lasting mark on the universe. But no matter how infinite the cosmos may be, your journey began on a small blue planet called Earth. Now, as the end approaches, everyone you hold dear will gather on this familiar world to throw a grand farewell party in your honor.



The event will be a joyous celebration, filled with strange and marvelous music, heartfelt gifts, and fond memories. Friends, companions, and even some rivals will come together, setting aside any lingering animosities, at least for this one night. Those no longer among the living will be remembered with warmth, never forgetting that they too left their mark during this adventure. This party is your moment to bask in the love and camaraderie of all who have shared this journey with you, including your companions and allies from across the universe.

Only those you've told, and any companions, will know that this is more than just a party—it is the precursor to your final decision. Yet, for now, it's not the time to dwell on such things. Tonight is for enjoying the present, for celebrating with those you care about before the curtain finally falls on this chapter of your cosmic journey.

REWARDS: *This party is your reward, my friend. As both a Cosmic Lord and a Jumper, you've shaped the lives of countless individuals across your journey. Every person you've met, every life you've touched, is alive with their own dreams and desires, changed by your presence. And in turn, they've left their own marks on you, ensuring that you'll carry their memory with you into the future. This celebration is a reminder of the connections you've forged, and the lasting impact you've made on those around you.*

Once the party finishes, you'll find a cardboard box in a corner with your name:

A Box of Gifts and Mementos (Jump Reward):

A simple cardboard box, tagged with your name, awaits you. Inside, you'll find an assortment of heartfelt, mundane gifts from the many people you've crossed paths with during your time as a Cosmic Lord. It's filled with framed pictures capturing moments with your companions—snapshots from adventures, victories, and quiet times in between. Mixed among them are recordings of shared laughter, camaraderie, and the memorable experiences you created with others.



Alongside these memories, the box holds a variety of other treasures: handwritten letters, intricate figurines, handmade decorations, and more—each one a token of appreciation, friendship, or remembrance. While none of these items possess grand cosmic power, they are uniquely personal, a lasting reminder of the relationships you've forged and the joyful times spent across the universe.

These mementos serve as cherished reminders of the lives you touched, the friends you made, and the adventures that shaped your journey in this universe.

Drawbacks

Supplement Mode (Free): You can take this jump as a supplement, merging it with another jump. CP from both jumps remains independent from each other.

Extended Stay (+100 CP each): Want more time to explore? With this drawback, you'll stay an additional 10 years in this universe. **You may take this drawback up to 10 times**, extending your stay by up to 100 years.



Limited Body (+200 CP): Any CP you spent enhancing your body in this jump will revert to the free option for the duration of the jump. If you initially chose the free option, you'll now be stuck using your base body mod form without additional enhancements for the rest of the jump.

Stunted Mind (+200 CP): The same principle as Limited Body, but applied to mental enhancements. Your mind reverts to the free option, or, if you already chose it, you're stuck with your baseline mental abilities from your body mod for the duration of the jump.

Fleeting Soul (+200 CP): Any CP spent enhancing your soul will also revert to the free option. If you started with the free option, you'll retain only your base soul abilities from your body mod for the rest of the jump.

Flawed Vestments (+200 CP): Something went wrong with the creation of your Cosmic Vestments. Their protection is severely diminished, and no enhancements can improve them during this jump.

Where's the Inniverse? (+200 CP): The miniature universe Cosmic Lords access within themselves is now locked to you, reduced to a tiny 5x5 meter space, limiting its usefulness for the remainder of the jump.

There's Something Wrong with My Personal Reality Field (+200 CP): Your personal reality field is malfunctioning, causing unpredictable gravity issues and disabling your adaptive true form. Other abilities relying on this field will occasionally fail, often at the worst possible times.

Missing Cape (+200 CP): Your Infinity Mantle has mysteriously vanished. You'll have to manage without it until the end of the jump.

Taking Your Time (+200 CP): For the duration of this jump, any multipliers you have—whether from perks, powers, or abilities—are disabled. You'll do everything at the normal pace.

No Upgrades (+200 CP): Any customizations or upgrades to your Cosmic Vestments are locked and deactivated. If you didn't select any, this drawback will instead disable your most powerful perk or ability.

Dark Genesis (+400 CP): A corrupted part of your reality fragment now periodically ejects you into a dark, twisted micro-universe, forcing you to survive its horrors for a day before returning. This happens once a month, and at the end of the jump, you'll face a final challenge: destroying an amalgam of all these micro-universes to cleanse your fragment.

Cosmic Limiter A (+200 CP): All your Rank 3 Cosmic Powers are locked, forcing you to rely on their Rank 2 versions for the rest of the jump.

Cosmic Limiter B (+200 CP): [Requires Cosmic Limiter A] All Rank 2 and 3 Cosmic Powers are now locked, leaving you only with their Rank 1 versions.

Cosmic Limiter C (+200 CP): [Requires Cosmic Limiter B] All your Cosmic Powers are drastically weakened, reduced to a tenth of their normal strength, requiring much more effort and time to use.

Missing Powers (+200 CP): [Requires Cosmic Limiter C] All Cosmic Powers and out-of-character (OOC) powers are locked until the jump ends.

Flawed Items (+200 CP): Any fiat-backed items malfunction randomly, particularly in critical moments, before resuming functionality. Expect plenty of frustration.

Adverse Items (+200 CP): Your fiat-backed items develop a mind of their own, actively trying to sabotage you. They'll stop at nothing to cause misfortune—unless you keep them stored in your warehouse.

What Happened to Lost and Found? (+200 CP): All fiat protections on your items are gone. Anything lost or destroyed during the jump stays that way until the jump ends.

Bad Impressions (+200 CP): You will always make a poor first impression on potential companions. This effect will wear off after the first few encounters, but by then, the damage may already be done.



Hostile Intentions (+300 CP): All potential companions now perceive you as a threat. They will either try to harm you or rally others against you. This can be resolved with enough effort, but don't expect an easy fix.

Dangerous Individuals (+300 CP): All non-companion individuals mentioned in this jump are now far more powerful and dangerous to you, having gained specialized skills and resources aimed at stopping you if provoked.



Hostile Locations (+300 CP): Every location you visit is far more hazardous. Even peaceful places like Earth now hold hidden dangers, while perilous regions like the Dark Universe become downright lethal.

A Threat to Our Plans (+400 CP): Antagonists from this jump now see you as a major threat and begin mobilizing against you from the outset. They may even join forces to devise schemes specifically targeting you. Even if you eliminate them, new enemies will arise from time to time.

More Interesting Scenarios (+400 CP): Scenarios become far more convoluted and dangerous. Stakes rise dramatically, making simple challenges perilous and complex plots potentially lethal, with dire consequences looming around every corner.



Universal War (+400 CP): You arrive in a grimdark universe embroiled in endless war. Every civilization is at each other's throats, and space travel is fraught with danger. Many factions follow "Dark Forest" rules, treating all outsiders as enemies. Ending this eternal war will require immense effort.

What's One More Existential Threat? (+600 CP): Near the end of the jump, a crack will appear in the Rift at the End of Space and

Time. It's your duty to stop the Eclipse of the End from breaking through. Failure to do so will lead to the universe's destruction, and you will fail the jump.

This WAS a Scaling Enemy, was It? (+800 CP): The fragment of the Shattered One will begin to stir on its own during the jump, there will be no clear signs on where and why, but only you will notice it. The others that may aid you against it whether they be civilizations, mighty allies or even enemies will either not see it, believe it, or refuse to do anything about it. It will be up to you, and only you to stop it before it's too late.



One final decision

Your journey as a Cosmic Lord has been filled with battles, alliances, and unimaginable discoveries. However, every adventure must eventually reach a conclusion—or perhaps, a new beginning. The moment has come for you to decide how your path continues. Will you stay and carve out a permanent place in this universe? Will you return home to where it all began? Or will you venture forward, seeking new worlds and greater challenges?

Stay

You've made this universe your home. The bonds you've formed and the struggles you've faced have solidified your place here. By choosing to stay, you embrace your role as a Cosmic Lord, ready to oversee and protect this universe for as long as you desire. Perhaps you will guide civilizations to greatness, or rule over them as their immortal guardian. Here, you will find permanence, though your powers and responsibilities will shape the cosmos around you for eons to come.

Return Home

The pull of home can never be underestimated. For all the power you've gained, returning to Earth—or wherever your true home may lie—allows you to bring your story full circle. When you choose to return, you will bring with you the wisdom, experience, and perhaps even some of the power of your cosmic journey. Life may return to a simpler form, but you will forever be marked by the vast adventures you've experienced. Who knows? Your home may never be the same again after your return.

Move Forward

Your thirst for adventure, knowledge, and challenge remains unquenched. You are a Cosmic Lord, but before that you are a Jumper and there are infinite universes, realms, and dimensions that lie beyond the one you've just experienced. By moving forward, you open yourself to a new jump, a fresh universe filled with unknowns. What awaits you next? Perhaps it's another cosmic threat, a quiet life or perhaps a world of unimaginable beauty and mystery. Regardless, your journey continues, and the multiverse will once again feel your presence.



Additional Notes

Thalendra of the Hidden Veil, the Lost Custodian

[Bonus Companion]

Thalendra is one of the many artificial life forms created by the Creator of the Universe, just like her sister, Diatomyr. However, unlike Diatomyr, who remained committed to her duties, Thalendra abandoned her post in search of answers regarding the mysterious disappearance of their Creator. Once a diligent Custodian like her sisters, Thalendra became increasingly disillusioned as the threats to the universe grew and the Creator remained silent. She made the difficult decision to leave the Crystal Library of the Cosmos, believing that the truth of their Creator's fate lay beyond the limits of their duties.



Physically, Thalendra appears very similar to Diatomyr—a radiant, angelic woman of unearthly beauty who shares an almost exact copy of her face—save for her striking emerald eyes and the emerald crystal located in her chest, a distinguishing feature among the Custodians. Like Diatomyr, she is capable of projecting her ideal form as a manifestation of her will, altering reality as needed.

However, Thalendra's journey has led her to adopt a more fluid, adaptive approach to her powers, often altering her appearance and using other identities to move unnoticed through the cosmos.

Thalendra has wandered the forgotten corners of the universe, seeking knowledge in places even the Custodians rarely venture. She has delved into forbidden knowledge, ancient ruins, and even made dangerous pacts with powerful entities to piece together fragments of their Creator's whereabouts. Unlike Diatomyr, who remained resolute and anchored in her duty, Thalendra became a seeker—constantly questioning, constantly searching.

Though her departure caused a rift between her and her sister, Thalendra always intended to return once she found something truly significant. She now seeks Diatomyr's aid, having discovered a lead that will eventually lead to the Sanctum of Hope and Dreams—a place hidden even from the Custodians, where answers about their Creator may lie. Her return is not without emotional weight, as Thalendra carries a deep sense of guilt for leaving her sister alone to shoulder the burdens of the universe.

Thalendra is more open and daring than her sister, willing to take risks and confront cosmic forces others would shy away from. Despite her strength, she is haunted by her past choices and the uncertainty of whether she made the right decision in leaving her duties. Her loyalty to the Creator, while tested, remains strong, and her love for her sister, though complicated, runs deep.

As a Custodian of the Universe, Thalendra shares many of Diatomyr's abilities: impervious to age, cosmic strength, the power to alter reality through her projection, spatial flight, and the ability to withstand immense cosmic forces. However, her time away from her duties has honed her skills in stealth, subterfuge, and survival, making her more versatile in unconventional situations. Her knowledge of forgotten cosmic lore and hidden paths will prove invaluable as the two sisters seek the truth behind the disappearance of their Creator.

Now, at a critical moment in the universe's history, Thalendra has reappeared, bringing with her not only the hope of answers but also the possibility of reuniting with Diatomyr to face the greatest mystery of all—the fate of their Creator.

Additional Notes

Divanitrika Celestis, Sovereign of the Cosmos

An echo of the long-lost Creator of this Universe, Divanitrika rests outside the boundaries of existence—beyond space, beyond time. She is a perfect, eternal replica of her true self, created to watch over the universe and protect her daughters while the original Divanitrika ventured beyond to face an ancient foe she once believed vanquished.

Though she may appear to be akin to the Cosmic Lords, Divanitrika is something far beyond their comprehension—perhaps just a few steps beyond, perhaps more. The universe and reality itself bends to her will, her mere presence a force of unfathomable power. Yet, this is only a shadow of her former might. Her true self, if such a thing could be described in our terms, would come close to rival a multiversal being in strength, if not surpass it entirely.



Eons ago, the very first universe she crafted, the place where her much loved daughters were meant to flourish, was besieged by a multiversal horror of unspeakable scale. In a final battle, she **shattered it into countless fragments**, each one... sc... scattered... th... through the multivers...e...

*" Hello, **little Jumper.** "*

*" I've been waiting for this moment, through time, choices, and through **your** very imagination, a moment where your ideas and actions would bring a potential future that would give way to a brighter tomorrow. "*

The text seems to fade, replaced by a voice—not a voice heard with ears, but felt in your very essence. **Divanitrika is speaking to you.**

" I see you've come far. For that, I must thank you. My power, left behind in this echo, was never meant to face that piece of the devourer, not alone. But you—your strength, your choices—they allowed me to intervene, to aid you in preventing what could have been the end of all things. "

There is a pause, a sense of warmth and quiet gratitude filling the void.

*" My true form left long ago to pursue **a far older enemy**, one that predates even the creation of this universe. I left this echo to guard my daughters, to protect the life I created, but I never imagined one of the devourer's fragments would survive here, hidden in the dark corners of the cosmos, I am glad this mistake was able to be corrected thanks to you, and for that you will always have my gratitude. "*

You can feel her presence dimming, as if her strength is fading once more.

*" The power I left here is spent, drained by this battle. I must return to my slumber soon, to still be able to guide my daughters if they need me again in the future. But before I go, know this: you have my deepest thanks, little Jumper. Without you, all would have been lost. **Perhaps one day, our paths will cross again**—perhaps that time with my true self. Until then, I wish you happiness and peace, wherever your journey leads... "*

The voice begins to fade, her presence slipping away like a dream.

" May you forge your own fate filled with happiness, little Jumper. Farewell... for now... "

Changelog

- [SEP 25, 2024] V.1.1 – First jump update.
 - Fixed some font sizes for titles and corrected a few typos in the document.
 - **Higher Dimensional Thought** now specifies that it boosts intelligence, problem-solving, simulation, and more.
 - Added a new section to customize your starting **Inner Verse**. This may be expanded in a future update, but we'll see how it's received for now.
 - Expanded the **Vestment Customizations** section with new upgrades and more options. You now receive 5 discounts for this section and may integrate additional features into your Vestments, like weapons, armor, guns, and more customization options.
 - Added new perks, increasing the selection from 12 to 21.
 - Balanced and modified several existing perks, including **Magus** and **Techno Savant**, to work better with overlapping cosmic powers that previously caused confusion.
 - Added a perk to hint at a future jump, but it won't be the next one I create.
 - Rewrote **Cosmic Potence** to hopefully make it easier to understand.
 - Removed the **Omega Gamma Ray Burst** Rank 1 ability, which allowed the Cosmic Lord to instantly create thousands of minor rays with the power of a nuke.
 - Added **Photonic Mastery** as a new Cosmic Power, for beam attacks with nuclear power, solid light constructs, and other photon-based shenanigans, along with a little reality alteration.
 - Introduced **Absolute Magic** as a new Cosmic Power—if we have a tech power, why not a magical one?
 - Clarified **Future Prediction** to state that if you have ways to gather relevant details for a prediction (e.g., a perk or the **Cosmic Awareness** power), **Future Prediction** will automatically do so without your intervention.
 - Added **Cosmic Boost** as a new Cosmic Power, allowing you to push beyond your limits, showing others how it is to go even further beyond.
 - Increased the number of items in the item section from 15 to 22.
 - You now receive three discounts instead of one in the item section.
 - Added an option to spend CP to turn one of your companions into a Cosmic Lord for 400 CP.
 - Removed the text stating that dead companions cannot be revived during this jump.
 - Updated the **Companion** section to remove railroading from character entries, leaving only general information. Some companions have had partial or complete rewrites to reflect this, while remaining conceptually the same.
 - Updated **Archeron's** name to **Acheron**—I always thought the river of Hades had an "R"!
 - Updated **TON 618** to mention that it's a living singularity, and the corrupted star seed became an avatar of its will. This may need further updating if it's still unclear.
 - Added **Dabria's** last name to her character entry.
 - Removed all mentions of **The Shattered One** being capable of piercing your defensive perks to induce madness, as this was disliked by many jumpers.
 - Compacted the entry for the **Sanctum of Hopes and Dreams** to take up less space.
 - Updated some images in the **Locations** section.
 - Made a major update to the **Scenarios** section. Scenarios were rewritten to remove railroading and avoid a predetermined story, allowing you as the Jumper to choose how you wish to resolve them. One downside is that the original storyline for the jump scenarios is now more hidden or even absent—let me know your thoughts on this.
 - Added two new scenarios after **The Rift** and **The Return of the Shattered One**—hope you enjoy them!
 - If any scenario could still be improved or has other issues, let me know and I'll take notes for the next update.
 - Every scenario now includes an extra reward, ranging from items, companions, and weapons to technologies, mementos, or small things to enrich your jump experience.
 - Updated a few drawbacks with minor text changes.
 - Made minor text updates to **Divanitrika's** entry at the bottom of the document.
- [SEP 17, 2024] V.1.0 – Jump's mostly done, needs probably some feedback to fine tune costs but I feel the jump should be complete and perfectly jumpable.

Author's Notes

This setting is something I've had in mind for a while, and I hope it provides you with a fun and engaging jump for your adventures. It's a high-power setting, with you—the Cosmic Lord—arriving in a universe riddled with various problems that, if left unchecked, could eventually lead to its downfall. Of course, the universe isn't guaranteed to collapse during your ten years here, but with all the cosmic power at your disposal, perhaps you'll be able to prevent that fate.

I've always enjoyed creating companions, and I hope some of the ones included here capture your interest. If they do, feel free to take them with you on your journey across the multiverse and make them a part of your growing story.

If you've read my previous jump, the *Interdimensional Academy*, you might recognize a companion character from there, along with a few references to that world scattered throughout this jump. I really enjoyed making that jump, though it was my first attempt, and I've mentioned wanting to update and balance it... but I've been lazy, always putting it off for another day. Maybe this is a reminder for me to finally get around to it!

I've also left some elements of the scenarios here open-ended, like the relationship between Diatomyr and her sister to the Creator, and how they might react to her in the final scenario. My hope is that you can tie these threads into your story, giving them the closure they deserve. The same applies to the reactions of the other two sisters when they finally see their mother arrive at the most critical moment.

In any case, I hope you and your Jumper have a fantastic time exploring this jump. May it bring you countless memorable adventures, excitement, and creative fun in your jumpchain.

