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.
- **Immortality**: You are immune to aging and effectively immortal, requiring for your body to be completely 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 20 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. 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 decades, 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.

Ascendance (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 will increase in size and volume the longer the Cosmic Lord lives and by concentrating the Cosmic Lord may project and avatar of herself inside to interact with any objects or living beings inside.

Customization

While not the norm, there have been those who customize their Cosmic Vestments. While the base form provides remarkable protection, you may further enhance its capabilities with additional CP:

- **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 do not directly cause physical harm, 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.
- **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.
- **Further Hardening (200 CP):** Increase the defensive properties of your Cosmic Vestments, making them capable of withstanding the force of an average gamma-ray burst. Any failed attempts to damage the vestment are completely nullified, as if the energy behind them simply dissipated, stopping physical objects on their tracks while energies just dissipate.
- **Antimetamagical Pattern (200 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 creature that attempts to negatively interact with you or the Infinity Mantle will be instantly deconstructed into its most basic components upon contact, rendering it completely harmless.
- **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.
- **Existential Bleeding (400 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. This effect may be toggled on and off at your convenience.



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 the 100, 200, 400 and 600 brackets, and any discounted 100 CP 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 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. Your learning and comprehension capacity is increased tenfold. Additionally, you begin to passively understand the unique rules, concepts, and laws of any reality you enter.

Empyrean Presence (200 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. Predictions about you are always incorrect, and you remain invisible to precognition and divination.

Star Prodigy (200 CP): Your rate of learning and training is accelerated to 50 times your baseline, allowing you to master new skills and knowledge with unparalleled speed.

Magus (400 CP): You gain the innate ability to manipulate magic using your own energy reserves. While using magic is far less draining than reality manipulation, it comes with more restrictions. You find yourself initially able to manipulate up to what a planetary level magus can, and while you can use traditional spells for you is far more efficient to directly manipulate magic to achieve your objectives.

Techno Savant (400 CP): A spark of genius within you makes it significantly easier to conceive and implement technological projects, allowing for rapid innovation. Technology is capable of replicating many of the feats and powers in the known universe, though the energy requirements, size, and materials are key limitations. If combined with Matter Reclamation, objects can be understood and reverse engineered although this slows down the reclamation to a much more noticeable time.

Matter Reclamation (400 CP): Project a translucent beam that can disintegrate objects and convert their matter into your reserves. The ability fails if your reserves are full, and living targets can resist reclamation 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 (600 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 malleable and may bend in your favor for many useful effects. Should you possess an ability or method to directly alter reality, the effort required will reduce to half.

Inner Verse (600 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, and there is 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 this process takes 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.

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.

You receive an additional 800 CP to be used exclusively in this section.

Cosmic Potence



This mighty power represents more than just raw strength—it's a subtle manipulation of reality itself whenever you take intentional action. Whether executing any physical feats, activating existing powers, or utilizing perks with measurable outcomes, Cosmic Potence bends the rules of possibility to ensure success, operating up to the limits of the power's rank. Your actions are infused with an overwhelming force, bypassing normal constraints and exerting cosmic influence. However, the nature of the power, action, or perk used must be relevant to the outcome you intend to achieve.

Rank 1 (100 CP): You automatically succeed in actions, powers, and perks with enough force to affect or obliterate an entire planet. You can infuse this level of potency into anything you do, whether it's a punch, power activation, or perk use.

- Examples: Destroy a planet with a single blow, reshape entire continents with earth-based abilities, or empower an explosive ability to split a planet in two.

Rank 2 (200 CP): Your actions and powers can now influence an entire solar system or even destroy a star. The force you imbue is of stellar magnitude, allowing you to perform feats beyond planetary scale.

- Examples: Shift planetary orbits with telekinetic powers, extinguish or ignite a star using energy manipulation, or create solar-system-wide effects with a space-related power.

Rank 3 (300 CP): Your physical actions transcend physicality, allowing you to manipulate, resist, or counter forces like reality-warping, magic, esoteric energies, and the manipulation of space and time. Physical interactions with higher-dimensional entities or structures will partially affect their

higher-dimensional aspects if they interact with 3D space, enabling you to physically push, pull, or damage them.

- Examples: Disrupt reality warping around you by punching, break through dimensional barriers by forcefully tearing through space, nullify time manipulation by physically interacting with the flow of time, or engage higher-dimensional beings with physical strikes that affect their entire existence.

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 stay 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 though 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.

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. It is also possible to create thousands of minor rays in an instant, each with the power of a nuke upon impact.

- 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.

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, your power will automatically 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 your 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, and effort to fully manifest.

Items

Your awakening as a Cosmic Lord has not gone unnoticed, many objects of power have resonated with you and deemed you as their rightful owner, making themselves available to you soon after you jump begins. Any selected items are considered fiat backed, restoring themselves completely over the course of a few days in your warehouse should they be spent, destroyed or misplaced.

You receive an additional 400 CP to be used exclusively in this section. You also receive one discount for any item in this section. Any 100 CP discounted item will be free.

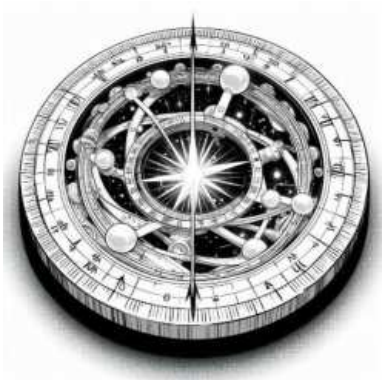


Stellar Communicator (100 CP)

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.

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 ten years. 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.



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 Solar 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.

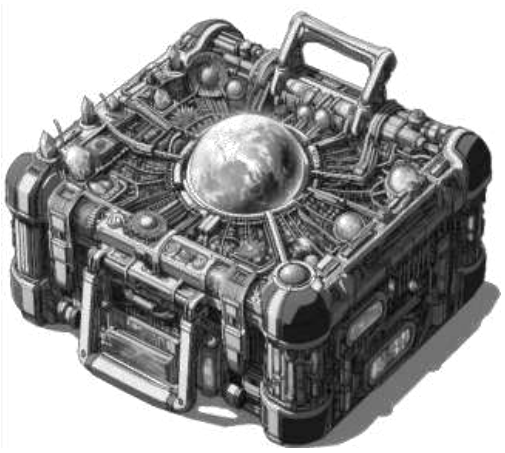


Dreamscape's Refractive Contraption (400 CP)

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.



Life Seeding Device (600 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 (600 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.





Potential Companions, Rivals, Beings and Sites of Interest



This section covers potential companions and other beings of interest that might cross paths with you in this jump. Potential companions can become friends with you, but it is not guaranteed that they agree to come with you at the end of your jump unless you can convince them to come with you.

You are bound to run into all potential companions during this jump, paying CP for them ensures an event that will lead you two much closer, making it easier to convince them or just be their friend.

Some things to consider for this jump:

- For **100 CP** you may import up to two companions into this jump or
- For **200 CP** you may import up to eight companions into this jump.
- Paying an additional **200 CP** grants 100 CP to each **imported** companion that may only be invested in Cosmic Powers. This option may be only selected once.
- You may only import up to 8 companions into this jump, but may take as many as you are able to from within the jump.
- Out of this jump's companions, Diatomyr is the only one who will initially follow you unconditionally at the very beginning and will try to aid you into fulfilling your role as Cosmic Lord to the best of her capabilities.
- In this jump, the laws of reality make it so if a companion dies and is not revived quick enough by some means available to you or them, they'll become unavailable for the remaining of the jump regardless of any fiat and non-fiat methods of resurrection. The *Heaven's Fall* scenario explores this matter, and may offer a solution to this issue.



Diatomyr Epsilon, the Last Custodian of the Universe



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 found her 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



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.

For **100 CP**, you will cross paths with Felfarris during a critical diplomatic moment that could significantly alter relations between the Grundth and other major civilizations. Your intervention will be crucial in achieving a successful outcome, and Felfarris will seize the opportunity to befriend you beyond mere diplomacy. In fact, he will go so far as to invite you to his daughter’s wedding as a close companion. What adventures or challenges may follow from this unexpected bond? Only time will tell.

Refresh, Mischievous Cosmic Lord Visitor



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." 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, though your companions and surroundings may not be so lucky. Over the course of a few years, she will come to see you as a good person, 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 kid instead.

Refresh wields the equivalent of 1,200 CP in Cosmic Powers, making her a moderately powerful Cosmic Lord.

For **100 CP**, you'll have the opportunity to turn the tables on Refresh after her third prank. If you manage to out-prank her in an epic and complete fashion, she will gain genuine respect for you, cease her pranks, and instead visit you to join forces in planning pranks of her own. She'll become a

reliable, albeit mischievous, friend, and will finally call you by your name—except when she's in the mood to tease, in which case you'll still be "baby."

Zayidd Elcarossa, 13th Princess of the Wish Granting Gyneesi



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 saw an opportunity to rid himself of the scandal by offering Zayidd as a bride.

Three months after your awakening, a diplomatic delegation from the Gyneesi will arrive on Earth. Among them, Zayidd will present herself to you, the Cosmic Lord, as a bride in accordance with her people's customs. The delegation, eager to be rid of her, will treat her with disdain, hoping that you will accept her and take her off their hands. But Zayidd has plans of her own.

Refusing to let the customs of her people dictate her life, Zayidd will use all her wit, strength, and charm to escape the delegation and hide on Earth. This act will spark a crisis, as the Gyneesi delegation demands Earth surrender the princess and you accept her as your 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.

For **100 CP**, if you search for Zayidd on Earth after her escape, you will eventually find her by chance. Though initially distrustful, if you offer her help, she will see you in a completely different light. With your intervention, the Gyneesi delegation will leave Earth, furious that they couldn't use her as a bargaining chip, and will swear revenge. Later in your journey, you'll embark on an adventure that takes you to the Kingdom of Gyneesi. There, Zayidd will reveal to you, and only you, the true reason she used her fifth wish and on whom. She will ask for your help one final time. Should you succeed, you'll restore her smile and, through the events of this adventure, her five wish orbs will be renewed.

Synapsis, the Void Huntress



The universe is a vast and closed ecosystem, brimming with both wonders and dangers. While many threats originate within its bounds, there are those that come from outside—beings of unimaginable horror that prey upon the universe's inhabitants. In ancient times, the Custodians of the Universe stood as the first line of defense, halting these incursions and safeguarding the cosmos. But as eons passed, many of these protectors vanished, leaving the universe vulnerable to an unprecedented influx of outsiders who seek to consume and corrupt.

Not all hope is lost, however. Some have taken up the mantle of the lost Custodians, dedicating their lives to hunting the creatures that lurk in the dark. Synapsis is one such protector. Long ago, she made a vow to exterminate these entities, driven by the suffering she endured at their hands. The loss of her family to these void-born horrors left her with a burning desire for vengeance and a fierce resolve to prevent others from facing the same fate.

Synapsis is a relentless hunter, equipped with advanced body armor and weaponry designed specifically to detect and eradicate any trace of corruption or incursion by outsiders. She wears a completely black helmet that conceals her face from the world, and her voice, transmitted through a robotic filter, carries an unyielding determination. Synapsis is highly focused, preferring solitude and rest over social interaction. However, at the mere hint of void creatures, she becomes alert, eager to join any effort to exterminate these beings.

Her armor is more than just equipment—it is part of her body. After a brutal attack that left her grievously wounded in her youth, Synapsis was rebuilt with cybernetics, replacing over half of her original form. These augmentations grant her superhuman abilities and a heightened sense for hunting the void's abominations, honed over years of relentless pursuit.

At some point during your jump, whether on Earth or elsewhere, outsiders will begin to bleed into reality, creating a dire situation. In the midst of this crisis, Synapsis will reveal herself and play a critical role alongside you in resolving the threat. From that moment on, should you ever face an incursion by outsiders or creatures of the void, Synapsis will be a steadfast ally, ready to fight by your side.

For **100 CP**, a later adventure will unfold where Synapsis seeks your aid. Her only other true friend has been abducted **into the Dark Universe**—a realm teeming with nightmarish abominations. This mission will be perilous, with unknown forces barring anyone but you and Synapsis from entering. Should you succeed in rescuing her friend from the horrors of the Dark Universe, Synapsis will come to trust you deeply and consider you a true friend. After the adventure, when you are alone, she will approach you stealthily. In a moment of vulnerability, she will reveal her face to you as a gesture of trust and friendship, and you will hear her natural, beautiful voice for the first time as she softly says, "Thank you." From that day forward, she will request that you call her "Sy."

Laura Minneti, Sorceress Supreme of the Aquila Quadrant



In the vastness of the galaxy, the title of Sorceress Supreme is reserved for only the most powerful practitioners of magic, and in the Aquila Quadrant, no one holds this title more deservedly than Laura Minneti. Born of a union between an Earthling and a Sylvandar—an elvish race of cosmic travelers—Laura carries within her the magic of both worlds. Her early years were spent on Earth, where she marveled at the differences in magical systems between her two heritages.

At the age of 15, Laura was compelled to leave Earth, her elvish features marking her as different in a world not yet ready to accept her. Joining the Sylvandar on their endless journey across the cosmos, Laura dedicated herself to mastering every form of magic she encountered. Over the decades, she forged a name for herself across countless star systems, her reputation as a prodigious sorceress spreading far and wide.

Now, at the age of 120—a young adult by Sylvandar standards—Laura is celebrated as the most accomplished sorceress in the Aquila Quadrant. Yet, her ambitions stretch far beyond this region; she seeks the title of Sorceress Supreme of the entire galaxy. Blessed with both beauty and talent, she is frequently pursued by suitors and courted by powerful organizations, but she dismisses them all, single-mindedly focused on her quest for magical supremacy.

During your jump, Laura will eventually return to her ancestral home on Earth, where your paths will cross. Upon meeting you, she will mistakenly believe you to be an Arch Sorcerer of great renown, sparking a rivalry where she strives to outdo your magical feats. Despite her formidable abilities, Laura will soon find herself outmatched by the true power of a Cosmic Lord. After an inevitable and rather embarrassing revelation, she will quickly move past her initial misjudgment and instead see

you as the benchmark she must surpass. From then on, Laura will frequently cross paths with you, alternating between friendly competition and collaboration as she seeks to elevate her own magic to new heights.

For **100 CP**, Laura will approach you after one of your adventures, requesting your help in locating a legendary magical artifact known as the Source of Magic. Said to contain secrets capable of enhancing one's magical prowess, the Source of Magic represents a key step in Laura's quest to surpass even the most powerful sorcerers. This journey will take you, Laura, and any companions through numerous star systems, a brief venture into the chaotic realm of Unreality, and ultimately to a hidden star system outside any known galaxy—Cassiopea XI. There, within a planet-sized dungeon sealed by ancient wards, you will navigate countless trials until the artifact reveals itself.

After a narrow escape from the dungeon—preventing a catastrophic threat from being unleashed—Laura will express her deep gratitude and take the artifact for study. Weeks later, she will return to you, her powers significantly amplified, now capable of harnessing magic potent enough to affect entire stars. Her joy at this newfound strength will solidify your bond, and she will begin visiting Earth more frequently, seeking out your company for both magical and mundane activities, simply happy to spend time with you.

Aurelia Zarathiel Caeloria the Third, Eternal Empress of the Caelorian Empire



Aurelia Zarathiel Caeloria the Third reigns as the Eternal Empress of the Caelorian Empire, widely regarded as the most powerful individual within the most formidable civilization in the known universe. From her majestic throne in the Crystal Palace, she oversees the vast dominion of the Caelorian Empire, an empire renowned for its strength and influence.

Upon learning of the arrival of a Cosmic Lord, Aurelia bides her time, understanding the significance of this momentous event. After months of waiting, she dispatches her finest champions to extend a formal invitation for the Cosmic Lord to visit her at the Crystal Palace. The journey to Caeloria is swift but fraught with peril, as enemies of the empire will go to great lengths to sabotage the Cosmic Lord's approach, though they are careful to avoid direct confrontation.

Once you arrive at the Crystal Palace, Aurelia will present herself as the epitome of grace and competence, perfectly suited to meet the expectations of a romantic partner. Over several days of lavish banquets and hospitality, she will extend an offer of alliance, promising anything in her power, even her own hand in marriage, in exchange for aid against the Blobs. These creatures are ravaging the eastern front of her empire, leaving her forces overstretched and vulnerable to other threats from enemies on their other fronts such as the Grundth and the Assimilators.

Aurelia is an exceptional ruler, adept in countless disciplines and known for her decisive leadership. However, her life has been confined to the palace, and she has never experienced a life beyond her

responsibilities. The concept of a mundane existence, and finding joy outside her devotion to the empire, is entirely foreign to her.

For **100 CP**, you may uncover that Aurelia's true motives involve two objectives: manipulating you to either stop or contain the Blobs in order to save the empire, and seducing you to perform a soul merge, producing an heir with the potential to become the greatest Fourth Eternal Empress. This process, which involves merging the souls of a Caelorian and another, is dangerous and often fatal for the one carrying the child. Aurelia seeks this union to ensure the Caelorian Empire's dominance and to create a powerful successor.

When confronted about these plans, Aurelia will initially demand your capture. However, you manage to capture her instead, leading to an unexpected turn of events. An enemy attack causes both of you to be stranded on a strange moon with grassy plains and an unfamiliar sky, disrupting your cosmic powers' ability to locate your exact position and return.

After living together for two weeks, Aurelia's demeanor shifts. As her perfect facade falls away, she begins to reveal her true self—her frustrations, her regrets, and the burdens of her life. She sincerely apologizes for her manipulation and expresses a deep desire to experience a simpler life. As a rescue team finally arrives, discovering that you both were stranded in a completely different universe, the Empress returns to her throne with a newfound perspective.

In a private moment before her departure, Aurelia asks for your forgiveness and requests genuine assistance against the Blobs. She promises to cease any further attempts at manipulation and expresses a wistful hope that one day she might see her own daughter running freely through grass fields, as she briefly did. Despite her earlier actions, Aurelia vows that the Caelorian Empire will remain your steadfast ally, and should you ever need their aid, they will stand by you without reservation, and wishes she can truly consider you a friend.

Aia, Awakened Star Seed and daughter of Vega



Among the countless stars scattered across the universe, a select few are truly alive, sentient entities that quietly live out their eons-long lives. Occasionally, these celestial beings shed fragments of themselves, which wander the cosmos aimlessly. Rarely, one of these star shards strikes an inhabited planet and merges with a suitable living being, creating a Star Seed. These individuals are groomed by their star shard into exceptional beings, destined to one day ascend into full awareness of their origin and eventually transform and become a star themselves, shining brightly for countless millennia.

Aia was once an ordinary orphaned young girl from Earth until an improbable astronomical event transformed her into a Star Seed a few centuries ago. Since then, she has been propelled to the peak of human potential, remaining forever youthful and at her prime. Aia possesses the Celestial Dialogue perk and a weaker version of Star Prodigy, granting her control over light, heat, and

radiation, as well as the ability to survive in the vacuum of space, travel at relativistic speeds, and project a magnetosphere around herself. Although not yet fully awakened to the extent of her powers, Aia is a formidable individual in her own right.

Despite her immense potential, Aia has chosen to lead a quiet, unassuming life on Earth, never venturing far from the planet. She moves periodically to avoid suspicion and spends her time conversing with Sol, Earth, and Luna about the universe. Her aloof yet determined personality stems from a deep sense of loneliness, as her immortal nature prevents her from relating to the fleeting lives of ordinary humans.

When you awaken as a Cosmic Lord, Sol, Earth, and Luna will inform Aia of your arrival, piquing her curiosity. She will be intrigued by the Cosmic Lord's presence and will take several days to locate you, content to observe from afar. It will take her months to muster the courage to approach you, seeking companionship with someone she views as a kindred spirit. Even then, Aia will prefer to maintain a distant friendship, offering occasional assistance as long as it doesn't put her in grave danger, before retreating to her home on Earth.

For **100 CP**, during one of your many travels, you will encounter the Vega star system and be contacted by the ethereal voice of its core star, Vega. Vega will introduce itself and humbly request that you seek out and protect one Star Seed in particular, Aia. The star will reveal that many Star Seeds are being hunted across the universe by an unknown force, harvested for nefarious purposes. Vega will also ask you not to reveal its identity to Aia, providing no further explanation for this request.

Upon returning to Earth, you will find that disaster has struck. Strange, powerful beings, completely black and seemingly absorbing everything they touch, have launched an attack on Earth, particularly targeting the area where Aia resides. Despite her Star Seed powers, Aia struggles to repel them. With your aid and that of your allies, the threat is eventually neutralized, but Aia is deeply shaken by the experience. Realizing the danger she and others like her face, she will agree to accompany you on a quest to uncover the origins of these creatures and put an end to whatever threatens her and her home.



Mara Blackthorn, Interdimensional Devil Hero and Survivor of the Cataclysm



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 traumatic experiences, Mara retains her carefree and well-intentioned nature. However, she is now more confident and self-assured, having learned to trust humans after her time at the Academy. For the past few years, she has lived among the Sylvandar, using her illusion magic to hide her true identity as a devil. She has become an invaluable ally to them during their travels, but her ultimate goal remains finding a way back to her home universe. Unfortunately, inter-universal travel is exceedingly rare and costly, and she has yet to find a solution.

For **100 CP**, during one of your jumps, you will receive a distress signal from a Sylvandar Cruiser under attack by Malignathus organisms. When you arrive, you'll find the cruiser torn in half, with one section nearly engulfed by a Malignathus growth. Using your heightened senses, you'll detect survivors trapped within the growth and venture inside to rescue them. As you make your way through the infested area, you'll encounter a massive creature about to crush a family. At that moment, Mara will reveal herself, striking the creature down with a single, powerful blow. She will recognize you and request your help in saving the remaining survivors. With your assistance, everyone will be rescued, and Mara will express her deep gratitude—perhaps a bit too enthusiastically. She'll remark that there’s something strangely familiar about you, though she can’t

quite place it. After more adventures, Mara will trust you enough and **reveal the location of the Rift at the End of Space and Time**, the place where she initially arrived into this universe, thinking that with your abilities as a Cosmic Lord you might be able to use it to help her to return home.

Urist Áiskjald, God-like Star Forger



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.

Urist's encounter with the Cosmic Lord begins with a ripple—a disturbance in the cosmic fabric that signals the birth of a new power. Initially, Urist mistakes this for the emergence of another god-like being, one like himself. Amused and curious, he decides to investigate, seeking to understand this new entity. What he finds, however, is not what he expected. The Cosmic Lord, though powerful, is unlike any being Urist has encountered before. There is a strangeness to this new entity that fascinates him, a potential that stirs something long dormant within the Star Forger. In a rare moment of spontaneity, Urist chooses to leave one of his earthen avatars with the Cosmic Lord, eager to observe and perhaps even influence their journey. For the first time in eons, Urist feels a spark of excitement—an opportunity to rediscover his purpose through the adventures of this curious new companion.

For **100 CP**, the Cosmic Lord and Urist Áiskjald find themselves reunited under dire circumstances. At some point after their initial meeting, a massive cosmic storm—born from the remnants of a dying galaxy—begins to tear through the universe, destabilizing stars and threatening to unravel the very fabric of space-time on anything it encounters. The storm's destructive path leads it directly toward a star system that Urist himself had forged long ago, a system that holds a deep, personal significance to him.

Upon sensing the imminent disaster, Urist, in his gnome-like avatar form, urgently seeks out the Cosmic Lord. Though proud and reluctant to admit it, Urist knows that even his immense power might not be enough to stop the storm alone. Together, they race to the endangered system, where Urist reveals the true nature of the stars in this region—they are not just celestial bodies but the embodiment of his earliest and most cherished creations. If the storm is not stopped, everything he has ever valued, the very essence of his existence, will be lost.

Through their combined efforts, they manage to dissipate the storm's core, saving the system and preserving Urist's creations. Exhausted but victorious, Urist looks upon the stars he forged with renewed respect, realizing that, for the first time in eons, he did not face the challenge alone. His bond with the Cosmic Lord deepens, and he begins to see the Cosmic Lord not just as a curiosity or a tool to stave off his boredom, but as a true ally, perhaps even a friend.

Rah Ze Xion, the Astral Phoenix

In this universe, there exist beings of unimaginable power. Among them, few are as renowned or as feared as the Astral Phoenix. This legendary creature has roamed the universe for a millennia, its fiery wings cutting through the void as it seeks out the most inhospitable planets to nest within. The Astral Phoenix thrives in the heart of high-temperature worlds, drawing sustenance not only from the searing heat but from a primal energy that only it can consume. After a few decades of residing on a planet, it will abandon its nest and embark on a journey across the cosmos to find a new haven, leaving nothing but molten remains in its wake.



The Astral Phoenix is an awe-inspiring sight, its body as large as a moon and blazing with an ethereal fire that can be seen from light-years away. Despite its immense size and power, it generally poses no threat to inhabited planets, preferring solitude and the company of celestial bodies rather than lesser life forms. However, this does not mean the Phoenix is passive; far from it. When it enters a star system already claimed by other powerful entities—such as Space Dragons, Krakens, or Outsiders—the Phoenix will not hesitate to assert its dominance, swiftly challenging these titans in a brutal contest for supremacy.

The Phoenix is not just formidable in its physical presence. It is also nearly impossible to destroy, possessing the ability to resurrect itself from the ashes of its own defeat. This legendary rebirth has given rise to countless tales of those who thought they had vanquished the beast, only to find it returning with renewed vigor. The Astral Phoenix's arrogance is as legendary as its might. Undefeated for hundreds of millennia, it believes itself to be the apex of all cosmic beings, unmatched and unique in the entire universe.

In battle, the Astral Phoenix is a living inferno, capable of altering its size at will and shrouding itself in a corona of fire and plasma. Its body is as tough as the hardest minerals, with the strength to shatter mountains and lay waste to landscapes. If left unchecked, it could devastate entire planets—something it has done twice in its long existence. Yet, despite its destructive potential, the Phoenix harbors a secret ability: it can assume a humanoid form. In this shape, it retains all its powers, though at a diminished level. The Phoenix despises this form, seeing it as a reminder of the lesser beings it holds in contempt, and only takes it when absolutely necessary.



Your adventures across the universe may one day lead you into the domain of the Astral Phoenix. To trespass in its territory is to invite its wrath, as it views any intrusion as a direct challenge to its sovereignty.

For **100 CP**, once you have settled into your journey after awakening, a mysterious gift will arrive—a box adorned with a strange, cute octopus symbol. Inside, you'll find a large blue egg, pulsating with a faint warmth. Intrigued, you decide to care for it, not knowing what it might contain. After a series of adventures, the egg will hatch, revealing a small female bird with bright blue feathers. The little bird quickly bonds with you, becoming your loyal companion. Strangely, it can survive in the vacuum of space and shows no need for food or water. As time passes, this seemingly ordinary bird accompanies you on many adventures, displaying a keen intelligence and an innate sense of the cosmos.

Eventually, your path will cross with that of the Astral Phoenix. The moment Rah Ze Xion lays eyes on the little bird, his ferocious demeanor changes. What begins as a battle for dominance quickly turns into something entirely different. The Phoenix stops its attack, transfixed by the sight of the blue bird hiding behind you in fear. Recognizing something in the creature, Rah Ze Xion shifts into

his humanoid form, a towering figure of molten rock and celestial fire, and introduces himself. He demands that you hand over the bird, but she clings to you, terrified of the Phoenix's power.

Should you refuse, Rah Ze Xion's pride will flare, but instead of attacking, he will calm himself, realizing that force will not sway you or the bird. In a moment of uncharacteristic patience, he declares that he will remain by your side, waiting until the little bird "grows into her true form." Though his presence is daunting, you sense a deeper connection between the Phoenix and the bird—a connection that may hold the key to understanding the mysterious origins of Rah Ze Xion himself. As the journey continues, this strange alliance will test your resolve, and perhaps reveal a softer side of the legendary Astral Phoenix as he watches over the creature that has captivated his ancient heart.

Vivi Twinkle Galactica, Galactic Idol



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 becomes intrigued. Always one to chase after new experiences, she decides 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.

For **100 CP**, after establishing yourself as a Cosmic Lord and at least some weeks after Vivi's concert on Earth, you receive an invitation to a special concert—a performance just for you, hosted by none other than Vivi Twinkle Galactica herself. Upon attending, you are struck not only by her talent but by the genuine warmth and joy she exudes. As the concert progresses, Vivi begins to incorporate the cosmic harmonies into her music, creating an atmosphere that feels both deeply personal and universally profound.

As the final note fades, you find yourself drawn to Vivi, who seems equally curious about you. After the concert, she invites you to join her on a tour across the galaxy, offering you a chance to see the universe from her unique perspective. However, as you travel together, you begin to notice that Vivi's team is pushing her harder and harder, and the once carefree idol starts to show signs of exhaustion. Realizing that her happiness is at stake, you are faced with a choice: help Vivi break free from those who seek to exploit her, or risk losing the light that makes her shine so brightly.

Armigrand, the Quantum Architect



Armigrand is a figure shrouded in enigma, a being who defies conventional understanding of life, technology, and the very fabric of reality itself. Known among high-tech circles as the Quantum Architect, Armigrand possesses an unparalleled mastery over quantum mechanics and probabilities. This ability to manipulate reality at a subatomic level enables Armigrand to create or alter matter, energy, and even the likelihood of events occurring. Such power makes Armigrand a versatile and unpredictable ally, capable of turning the tide of any situation with a mere thought.

Armigrand's appearance is as perplexing as her abilities. She is a strange and unique lifeform, an extremely intelligent impossible amalgamation of cybernetics and biological matter, altered to suit every need. Despite this complexity, Armigrand presents as an ungendered, extraordinarily beautiful person, leaving those who encounter her unable to determine whether she has a specific gender at all. This androgynous beauty, combined with a mysterious aura, adds to the intrigue that surrounds her.

Although not physically strong, Armigrand's ability to manipulate reality more than compensates, making her a formidable presence. She is highly sought after as a researcher, her talents coveted by

those who understand the true potential of quantum manipulation. Among the scientific elite, Armigrand is something of a legend, a name spoken with both reverence and curiosity.

However, beneath the surface of this remarkable individual lies a deep and unresolved mystery. Armigrand does not remember her origins—a consequence of a catastrophic error during one of her many reconstructions. In a moment of hubris or perhaps desperation, Armigrand accidentally overwrote crucial parts of her memory, erasing the truth of who she was before becoming the Quantum Architect. This loss of identity haunts her, even as she continues to explore the secrets of the universe with relentless curiosity.

Yet, despite this void in her past, Armigrand endures. She is driven by the thrill of discovery, the joy of unraveling the universe's mysteries one quantum fluctuation at a time. Each new revelation brings her closer to understanding not just the cosmos, but perhaps, one day, the truth of her own existence.

For **100 CP**, after establishing yourself as a Cosmic Lord, you encounter an unusual anomaly in space—a region where the laws of physics seem to bend and warp unpredictably. Intrigued, you investigate, only to find Armigrand at the heart of the disturbance, deep in experimentation. However, her experiment has gone awry, and the very fabric of space-time is beginning to unravel.

You intervene, helping Armigrand stabilize the anomaly and prevent a catastrophic collapse. Impressed by your skill and intrigued by your nature, Armigrand offers to accompany you on your journey, fascinated by the possibilities that your partnership could bring. Together, you set out to explore the furthest reaches of the universe, unraveling its secrets while gradually piecing together the fragments of Armigrand’s lost memories.

As you travel together, Armigrand’s fragmented memories begin to resurface in unexpected ways, sometimes manifesting in dreams, other times triggered by seemingly mundane encounters, leading to a deeper connection between you both.

Unknown, Avatar of the Ravager Nebula



In the distant reaches of the Ophidius Galaxy lies the infamous Ravager Nebula—a vast, self-aware expanse of cosmic dust and gas, known for its sentience and its eerie habit of consuming those who dare traverse it. The Ravager Nebula is more than just a natural phenomenon; it is a being of immense power, its consciousness spread across light-years of celestial matter. Many who venture into its depths are never seen again, leading to countless tales and legends about the nebula's true nature and intentions.

A month after your ascension as a Cosmic Lord, a strange phenomenon begins to occur. A soft whisper, faint and indistinct, begins to reach your ears. It happens sporadically, and no matter how you try, you cannot pinpoint its origin. The whisper

seems to elude even your most powerful senses, leaving you to wonder if it is a figment of your imagination or something more sinister. Over the course of several days, the whisper grows more persistent until finally, it resolves into a single, unmistakable word: "Help."

Once you recognize this plea, a peculiar vapor materializes around you, filling the space with shimmering clouds of vibrant colors. The clouds slowly coalesce into a humanoid figure, hovering not far from where you stand. The figure is that of a slim girl, her form semi-translucent, with a silhouette of deepest black, speckled with countless tiny stars that twinkle like distant galaxies. At the center of her chest lies a dark core, encircled by a mesmerizing display of swirling colors that dance around it in a hypnotic pattern. Her face, though expressionless, radiates a quiet desperation. You watch as her lips move in a silent plea for help, but no sound reaches your ears—only the ghostly impression of her words.

Finally, her voice breaks through the silence, a soft, ethereal sound that resonates in your mind. She introduces herself as the avatar of the Ravager Nebula and begs for your assistance, explaining that a grave danger threatens her existence. She confesses that, despite her power and awareness, she has been unable to contact anyone else who could help her and has turned to you in desperation. She urges you to accompany her to the nebula, offering means of rapid travel should you or your companions lack the ability to reach it quickly.

However, just as you prepare to depart, the avatar suddenly collapses, her form flickering as she clutches her chest in pain. Through gritted teeth, she warns that something is terribly wrong and that there is no time to waste.

When you finally reach the location of the Ravager Nebula, you are met with a shocking sight—nothing. The nebula, once a massive, luminous entity that dominated the region, is gone. All that remains is a faint residue of its former presence, a few wisps of cosmic matter drifting aimlessly in the void. The surrounding space feels wrong, as if the fundamental laws of reality have been weakened or distorted. The avatar stands beside you, her expression one of profound loss and confusion. She has no answers, no understanding of what has happened to her main body or any other avatars she may have created.

You can delve deeper into the mystery of the Ravager Nebula's disappearance but only **after investing 100 CP,** as you and the avatar investigate the remnants of the nebula, you will uncover evidence of a powerful entity or force that has consumed or displaced the nebula from this dimension. The journey takes you across multiple star systems, through hidden pockets of warped space, and into forgotten realms where the rules of reality are bent beyond recognition. Along the way, the avatar begins to develop a sense of self, gaining a personality and emotions that she never possessed before. As she grows, she becomes more than just a fragment of the Ravager Nebula—she becomes a sentient being with her own desires and identity.

In the final confrontation, you and the avatar face the entity responsible for the nebula's disappearance. Through your combined efforts, you manage to overcome this threat, restoring the nebula to its former glory. However, the avatar realizes that she can no longer merge back into the nebula as she once was; she has become something new, something separate. With a newfound sense of self, she turns to you and, with a shy smile, asks you to give her a name—a symbol of her new identity and the bond you have forged through your journey together.

Kirik Melon, Self Proclaimed Best Pilot and Navigator in the Universe

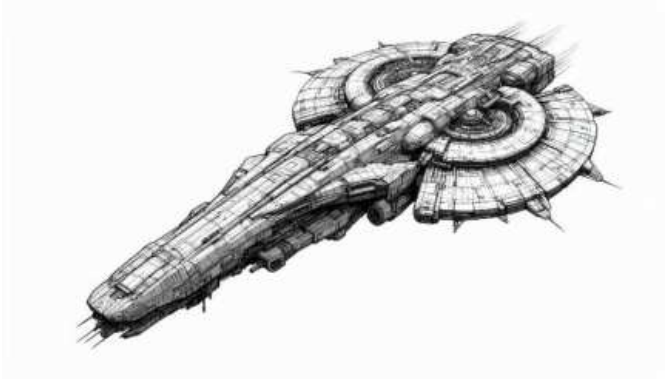
Kirik Melon hails from a race of rodent-like humanoids known for their shrewdness in trade and their tendency to wander the galaxy as merchants. However, unlike most of his kin, Kirik didn't settle for the life of a simple merchant. Instead, he turned his natural instincts for survival, speed, and cunning into becoming the galaxy's most skilled pilot and navigator—or so he claims. His reputation as a rogue and his uncanny ability to navigate the most treacherous of star routes make him a valuable ally, especially if you find yourself in a tight spot.



Kirik's piloting skills are legendary, and there's a good reason to believe his boast that he might indeed be the best there is. He's quick with a blaster, faster with a ship, and has an instinct for getting out of trouble—trouble that he often finds himself in due to a chronic gambling habit. Kirik has a knack for finding himself deep in debt, always on the run from one creditor or another, with a sizable bounty on his head that's ever-growing.

Currently, Kirik is on the run from a particularly dangerous crime syndicate after a string of bad luck at the gambling tables left him with more debt than he could ever hope to repay. Despite this, Kirik continues to take on jobs, hustling across the galaxy in hopes of earning enough credits to pay off his current debts. It's during one of these jobs that your paths cross, and it isn't long before Kirik's knack for trouble drags you into his chaotic world.

Despite your best efforts to stay uninvolved, Kirik's actions lead to a bounty being placed on your head as one of his associates. While the more seasoned bounty hunters quickly realize you're no mere associate, the low-level grunts won't be so easily dissuaded, leading to a series of bothersome encounters that ultimately force you to take action. Determined to solve the issue at its root, you set out to capture Kirik and put an end to the trouble he's caused you.



For **100 CP**, when you finally corner Kirik, he will beg for his life, explaining the dire situation he's in. If you're not careful, he'll slip through your fingers, using every trick and gadget at his disposal to make yet another daring escape. However, should you manage to keep him under control, Kirik will shamelessly request your help in retrieving his personal ship, which he claims is the fastest in the universe—piloted, of course, by the galaxy's best pilot.

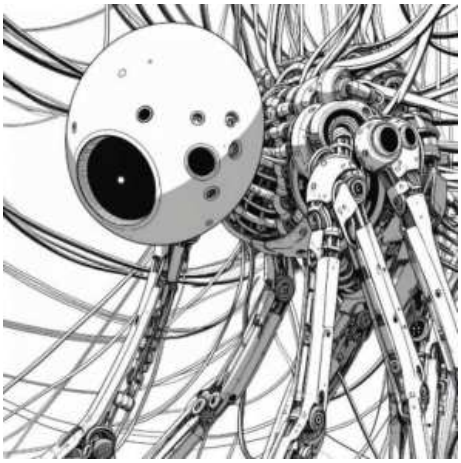
The quest to retrieve Kirik's ship leads you both undercover into a notorious Crime Syndicate Casino, where intrigue and danger lurk around every corner. The casino is a hotbed of criminal activity, with

high-stakes games and even higher stakes for those caught cheating. Moving through the casino requires all the cunning and skill you and Kirik can muster as you navigate the treacherous environment, avoiding detection and staying one step ahead of the syndicate's enforcers.

Eventually, the two of you find yourselves at a gambling table facing off against some very unsavory characters. With the casino rigged to detect any use of supernatural abilities or advanced technologies, it's down to luck and skill. Despite losing out earlier, Kirik manages to secure a victory on the final roll, winning back his ship and a substantial sum of credits. However, as expected, the Crime Syndicate doesn't play fair, and a brawl breaks out as they refuse to honor their agreement. As more and more criminals and hostile robots flood the casino, you and Kirik are forced to fight your way out, making a daring escape as you steal back Kirik's prized cruiser.

Kirik is ecstatic, profusely thanking you for your help. Just as you're about to inquire about his debts, Kirik nonchalantly produces a bag filled with stolen credits—enough to cover his outstanding debts, or at least enough to get the syndicate off his back for the time being. With his ship back in his hands and the debts momentarily resolved, Kirik is eager to embark on new adventures, and whether you like it or not, he seems intent on dragging you along for the ride.

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.

Vladius Alicius, the Ur Vampire of the Pegasus Galaxy



Vladius 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, Vladius 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; Vladius 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, Vladius 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.

Vladius'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 Vladius 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.

Archeron, Leader of the Cosmic Conclave



Archeron 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. Archeron 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, Archeron is a formidable entity, well-equipped to maintain his position of dominance.

As a master manipulator, Archeron 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, Archeron 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, Irregular Star Seed and 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 TON 618 into an abomination—a living singularity, a black hole seed corrupted beyond recognition.

TON 618 exists as a living singularity, 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 Elisium'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. 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, 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.



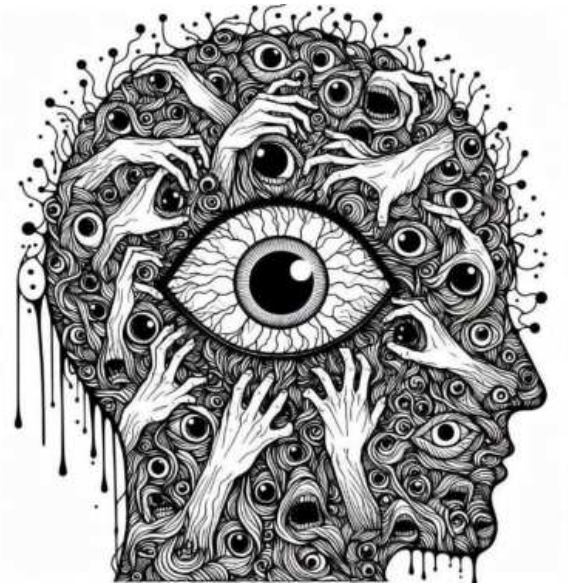
The Shattered One

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, **no perk can help against this**. 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 Pyraxis, 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 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

All scenarios are optional, but before taking any of them you must first have met all potential companions from this jump.

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!

For participating in the Galactic Cuisine Showdown and spending a fun adventure among your friends, you earn <u>100 CP to be spent in items</u>.

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. Laura Minetti, a half-human, half-Sylvandar sorceress, becomes a key figure during this journey. She shares glimpses of her personal history and the challenges of bridging two worlds, fostering a deep connection with the Cosmic Lord. 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.

Your experiences and moments shared with the Sylvandar make you closer to the nomadic space elves. Also interacting with Laura Minetti during these events has let you also get closer to her. Finally participating in all the events and confronting the Sylvandar pirate band and ending the problem with a satisfactory outcome for the Sylvandar will net you 100 CP.

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. The Cosmic Lord is 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. The Cosmic Lord and her companions can engage in a variety of activities, 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!

Stopping this ancient and avoiding its nefarious plot will award you 100 CP, while definitely banishing or destroying it will award an additional 100 CP. In any case, you'll also gain fame and reputation with the Kirtan Federation that may be useful should they need to be persuaded to help with something in 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 your friends and companions.

A Day of Mortal Love



One quiet day, you get a call from your friend Kirik. At first, you're tempted to ignore it—he's probably calling about his gambling debts again. But curiosity wins, and you pick up. Kirik insists he's got a good gig lined up this time: moving some crates filled with dirt from Carpatos to the Gynessi Kingdom. *"Nothing shady!"* he promises, but mentions the packages have to enter unnoticed. Smuggling again, huh? You're skeptical, but Kirik begs you to come along for luck and extra protection. Eventually, you relent, agreeing to accompany him.

During the trip, things get weird. There are strange noises coming from the cargo hold, dirt mysteriously appearing in odd places, and some of Kirik's pets start disappearing. You suspect something's off and attempt to check the cargo, but Kirik pleads with you not to. He claims the sensitive equipment (and other illegal goods) would trip alarms if tampered with. Reluctantly, you drop the matter—for now.

Upon arriving in Gyneesi, everything seems normal until later that night when a commotion breaks out near your ship. One of the crates has been tampered with—its dirt spilled everywhere, and whatever was inside it is now gone. The city guard suddenly goes on high alert, and word spreads that something's happened at the palace. If you investigate, you'll encounter none other than Vladius Alicius, the Ur Vampire, calmly making his way toward the royal towers, brushing aside the guards.

Chasing him into the palace, you find the vampire confronting none other than Minai Gynessi, the 6th eldest princess. But before things escalate, she intervenes, telling both of you to stop. She explains that Vladius is her husband—though due to complex political reasons and the nature of his being a vampire, they've been forcibly separated. Each year, using all the power of one of her precious Wish Orbs, with only two remaining now, Minai turns Vladius into a mortal for just one day, so they can spend time together as husband and wife. She pleads with you to keep their secret and help them enjoy this fleeting moment of love, asking for your aid to ensure their day remains undisturbed.

By finishing the day and ensuring the love couple manage to enjoy their yearly date without interruption, you'll earn the respect of Vladius Alicius and will keep it in mind should you ever need his aid. Also Minai Gynessi will be extremely grateful, but her reward will not come until several months later when you will receive notice that the Gynessi princess has become pregnant… and she along her husband have decided to name the child after you. The princess will use her final wish orb, her own wish finally coming true, to grant you happiness and great fortune… which by the powers of this scenario will transform into 100 CP for you to spend as you see fit.

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!

Participating in the Tournament of Stars has its own dangers and rewards, you'll receive recognition from everyone present in the tournament organized by the Caelorian Empire, but successfully winning first place in the Mythopoetic version of the tournament will earn you the respect of many of these god-like entities along with 200 CP.

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 shattered remnants of the attacker—a fragment of a larger, far-reaching plan aimed at discrediting the Cosmic Lord and destabilizing the Grundth Empire. As the Cosmic Lord delves deeper, a series of strange void-related events begin to unravel, leading her 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 Synapsis, with her vast knowledge of void creatures and Outsiders, together, they begin a race against time, following cryptic clues and unraveling the dark priest's intricate web of deception. The journey takes them to 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 they uncover more evidence, 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, Synapsis's Void Hunting expertise becomes critical to the mission, helping to identify void-infested leaders, Outsider spies, and corrupted locations crucial to the Void Priest's scheme. As the Cosmic Lord and Synapsis draw closer to the heart of the conspiracy, they discover 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. 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.

Defeating the Priest of the Void Sovereign's plans and stopping him will award 100 CP, while preventing the invasion from happening by destroying the avatar of the Void Sovereign will earn you an additional 200 CP.

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 as the Cosmic Lord delves deeper, she senses something far more sinister lurking beneath the surface.

As she investigates, 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. The Cosmic Lord uncovers small but troubling clues: 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.

Preventing the Assimilators from taking over humanity and manipulating you will net you 100 CP, while if you also give the Assimilators a well-deserved punishment and reminder of why they should not mess with you will grants you another 100 CP.

Regardless of outcome, you'll discover among the tech left on Earth a nice piece of technology you may take in your future adventures. You may pick one item up with a cost up to 400 CP for free.

Swallowed and Stranded



In an unexpected turn of fate, the Cosmic Lord and her companions are **swallowed whole** by the massive **Celestial Devourer**, a terrifying creature that consumes entire worlds and stars. Inside its gargantuan stomach, the remains of broken worlds, fragmented stars, and other cosmic debris drift aimlessly, forming strange islands of undigested matter. The Cosmic Lord quickly discovers that something about the Devourer's insides prevents her from using her powers—teleportation, most cosmic abilities, and even basic perks are useless as an exit method in this vast, surreal digestive landscape. Escape will be no simple task.

As the Cosmic Lord navigates this chaotic world within a creature, she encounters a **ragtag group of survivors** who have managed to scrape together a makeshift society among the ruins. Led by an eccentric starship captain named **Geppeto**, these survivors have been stranded here for what feels like eons, living off the remnants of the worlds swallowed whole. They've crafted homes from the debris of shattered ships and planets, scavenging anything they can find to survive the Devourer's digestive process. Geppeto, a quirky but determined leader, has tried every possible method to escape, but nothing has worked so far.

Together, the Cosmic Lord and the survivors must embark on a dangerous journey through the **stomach of the beast**, navigating its perilous digestive currents and battling otherworldly creatures that have adapted to this environment. Along the way, they'll encounter remnants of civilizations, strange fauna born from the remnants of devoured worlds, and the constant, looming threat of being digested. The only hope for escape lies in locating a **vulnerable organ**—a spot in the Devourer's anatomy that, if disturbed, might provoke it into **regurgitating** its captives.

As the journey unfolds, Geppeto and his crew will reveal their personal stories of survival, adding layers of intrigue and emotional depth to the quest. The Cosmic Lord must rely on her wits and resourcefulness, forging alliances with the survivors and perhaps discovering a hidden truth about the nature of the Celestial Devourer itself. Will they find the weak spot and escape, or will they become permanent residents of the cosmic beast's endless stomach?

Exploring, surviving and successfully navigating the entrails of the mighty Celestial Devourer is no easy feat, you will be awarded with 200 CP for surviving the experience.

Additionally, escaping the insides of the creature was achieved by rupturing an organ that granted the creature its tremendous resilience. You receive a fiat backed item named the "Celestial Bladder (remains)" that while diminished compared to the devourer in capabilities will grant its holder extreme resistance to physical damage (up to mountain level), resistance to acids, magic, and lock space around you preventing any teleportation abilities regardless of source.

Lapis and the Child Phoenix

[Requires having spent 100 CP in Rah Ze Xion]

The Cosmic Lord is drawn into a mystery involving a curious little blue bird that has been following her for quite some time. The bird seems ordinary at first, but its constant presence, as well as strange coincidences and small acts of luck surrounding it, make the Cosmic Lord wonder if there's more to this tiny creature. You'll have to find a chance encounter with Octavio the Multiversal Merchant, the truth begins to unravel. Octavio reveals that the little bird is no ordinary creature—it is, in fact, an Astral Phoenix, the second of its kind in this universe. He discloses that he made a promise to the bird's mother, the last Astral Phoenix of her universe, to watch over her daughter.



The journey with the little blue bird leads the Cosmic Lord to a secluded celestial plane where the remains of the mother phoenix's essence linger, carrying her final wish: to give her daughter a life of joy, companionship, and growth. It is here that the bird, bathed in the cosmic energies of the plane, undergoes a transformation into a small humanoid girl. She chooses the name "Lapis," symbolizing the deep blue of her former feathers. With Octavio's guidance, Lapis learns of her mother's tragic fate—dying not from injury, but from the crushing loneliness of outliving everything she had ever known. Astral Phoenixes, as powerful as they are, are also deeply vulnerable to the weight of eternity.

In this heartwarming scenario, Lapis's transformation and newfound identity are celebrated by the Cosmic Lord and her companions. However, the story takes an intriguing turn when it is revealed that Rah Ze Xion, with all his time alive, is also but an infant in the grand scale of time of Astral Phoenixes. The two, Lapis and Rah Ze Xion, are linked by fate, both tasked with learning how to live, grow, and thrive in a universe where they are the only Astral Phoenixes.

The scenario culminates in an emotional and hopeful moment, as Lapis begins her journey of self-discovery. With Octavio's wisdom and the Cosmic Lord's guidance, she finds that though her mother's legacy may have been one of loneliness, her future can be one filled with joy, friendship, and the warmth of companionship.

Experiencing this scenario rewards you with a new companion Lapis, a young Astral Phoenix, and the Astral Phoenix Rah Ze Xion will immediately request to be your companion in order to remain close to Lapis. Additionally the multiversal merchant Octavio will now appear very occasionally on his own during your adventures, offering useful items and wares that may be critical to your adventures and quests.

How far will Lapis develop and what powers she may attain will be up to you, her foster parent.

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." Curiosity piqued, you decide to head to 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. You'll witness 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.

To your surprise, you find that even the more familiar alien races are indulging in the trend of **alien cosplay**—a quirky twist to the festivities. Food from every corner of the universe is available, though only a few stalls offer cuisine that's palatable to human taste. The crescendo of the event is the highly anticipated **Joint Idol Concert**, set to break attendance records, with fans eagerly awaiting Vivi's grand finale performance.

However, disaster strikes on the final day. Vivi Twinkle Galactica is nowhere to be found. Concerned whispers spread through the crowd, and as you investigate her private dressing room, you discover troubling signs of a struggle—Vivi has been kidnapped! With the entire event hanging in the balance, it's up to you, the Cosmic Lord, to track down Vivi's captors and uncover the truth behind her mysterious disappearance. Failure to find her would mean the ruination of Cosmicon LLXII, crushing the hopes of countless fans across the galaxy. But beware—forces more nefarious than you anticipate may be at play, and this mission will test not only your cosmic abilities but your wits and resourcefulness.

Rescuing Vivi from her kidnappers will set the stage for her greatest performance yet, earning you 100 CP. Upon her rescue, Vivi will be overwhelmed with emotion and confess her love to you atop the Septima Grand Galactic Forum—a confession destined to be legendary. Will you accept her heart, gaining her as a companion, or choose to remain friends? Either way, Vivi's performance that day will be unforgettable, with emotions that echo through the galaxy for decades.

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.

As you dig deeper, it becomes 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. You realize that simply defeating the queen won't stop the invasion—the demon lords will just tear each other apart in a catastrophic power struggle. However, if you can destroy or subdue enough of the key nobles, you may give the Demon Queen enough breathing room to recall her forces.

As your descent through the layers of hell continues, you encounter towns and cities filled with demonic intrigue, political maneuvering, 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. Eventually, you reach **Pyraxis**, the deepest and most surprising of all the hells—a tranquil paradise of lush gardens, beautiful creatures, and towering black spires, all under the rule of the Demon Queen. At its heart stands an **onyx tower**, guarded by imposing sentries who bar any from entering.



Inside the tower lies 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. Here, you'll confront the Demon Queen herself, though her rage may subside if you offer a solution to deal with the ambitious demon nobility threatening her rule. Hidden away within her sanctum 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?

Unraveling the mystery behind the Demon Queen's attack on real space will reward you with 100 CP, with an additional 100 CP for convincing her to end the assault. Whether you choose to support her, confront the demon nobility, or find another path, the outcome is yours to shape. However, stealing the crystal orb—the only keepsake of Dabria's mother—will void all rewards and earn her eternal hostility. Choose wisely.

The Illusion of Omnipotence

The adventure begins with the Cosmic Lord responding to a call from the inhabitants of a small moon in a nearby star system, who are reporting strange anomalies. Upon arrival, she notices the region's reality has been altered, reverting 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 her, she suddenly grows quiet and, after observing the space, exclaims, "*Not these guys again!*" before disappearing without any further explanation for the rest of the scenario. Now alone, the Cosmic Lord continues her exploration until she encounters a figure who resembles herself in stature and bearing but radiates an unfamiliar cosmic energy. This is **Abel**, a Cosmic Lord from a neighboring universe.

Abel introduces himself with a slight air of superiority, addressing the Cosmic Lord as an equal but offering her companions (if present) little more than a dismissive glance. Abel explains that he is a member of a powerful group known as the **Cosmic Conclave**, a secretive organization of Cosmic Lords from across realities. He invites the Cosmic Lord to their headquarters, a grand space citadel suspended in a pocket universe frozen in time. Abel describes the Conclave as an elite, highly exclusive society of Cosmic Lords who cooperate to keep the cosmic balance, offering mutual aid, protection, and opportunities for power.

Intrigued, the Cosmic Lord agrees to visit the Conclave. Upon arrival, she is greeted by the sight of the immense floating citadel made of pure, hardened reality—an architectural marvel designed to withstand even the fiercest of cosmic forces. Inside, wonders abound: artifacts from countless universes, relics of power, and other Cosmic Lords engaged in their own activities along countless followers and servitors. Everyone greets her with polite formality, though the interaction feels a bit hollow.



Abel gives her a tour and leaves her in the courtyard to interact with others. During these interactions, the Cosmic Lord encounters **Cosmic Lord Gretel**, a shy and somewhat nervous freckled figure who warns her in hushed tones that not all is as it seems. Gretel reveals that the Conclave is not the bastion of mutual aid and cosmic cooperation that Abel painted it to be. Instead, most Cosmic Lords within the Conclave are self-absorbed and indifferent, obsessed with their own universes. Newcomers are often exploited for errands or treated as pawns in political schemes. The promised benefits of membership? Mostly illusions.

Before the Cosmic Lord can probe further, Abel returns to escort her to meet the leader of the Conclave, **Cosmic Lord Archeron**. Archeron is an imposing figure, seemingly the epitome of control and power, with an aura of quiet menace. He welcomes the Cosmic Lord but keeps a calculating distance, subtly evaluating her every word and action. Archeron has an agenda: he sees the Cosmic Lord either as a potential ally to manipulate or a threat to eliminate.

Here, the path diverges based on how much CP (Cosmic Power) the Cosmic Lord has invested in her abilities and cosmic vestments:

- **High CP Investment**: If the Cosmic Lord is too powerful, Archeron will immediately see her as a threat to his control over the Conclave. He will start making subtle moves to discredit her, placing her in dangerous situations or manipulating others within the Conclave to target her. Eventually, he may even arrange assassination attempts, believing the only way to secure his dominance is to eliminate her before she can challenge him directly.
- **Low CP Investment**: If the Cosmic Lord is more modest in her abilities, Archeron will take a different approach. He will attempt to manipulate her into doing his bidding, positioning her as a pawn in his schemes while making her believe these decisions are her own. He might dangle the promise of greater cosmic power, knowledge, or influence to keep her under his control.

In either scenario, the Cosmic Lord eventually realizes that Archeron's true motives are far from benevolent, and that the Conclave, far from being an omnipotent organization, is little more than a collection of self-interested Cosmic Lords, with Archeron pulling the strings. She must then decide how to navigate the political intrigue of the Conclave, either by outsmarting Archeron, escaping his influence, or outright confronting him.

The adventure becomes a high-stakes game of cosmic manipulation, where the Cosmic Lord must use her wits and alliances to expose the Conclave's weaknesses, free herself from Archeron's machinations, and decide whether to dismantle the Conclave's hold on the multiverse or leave it to rot from within.

Successfully escaping and leaving the Conclave to rot by itself without further involving yourself will earn you 100 CP, joining the Conclave and maneuvering the machinations of Archeron until revealing his treacheries to others and surviving will earn you 200 CP. Finally, should you be able to outsmart Archeron, expose him and definitely defeat him as the whole Conclave watches will earn you 300 CP and you may take the Cosmic Conclave as a warehouse attachment (The Cosmic Lords within may visit the Conclave during future jumps and interact with you offering you advice and counsel, but may not join you into your adventures outside your warehouse unless they've turned into companions, remember many are still adverse to danger and prefer to focus on their own universes).

Harvest's End

The adventure begins when the Cosmic Lord receives a formal invitation from the Caelorian Empire, specifically requesting her presence to visit the Empress. Rumors suggest that the Empress's health is in decline, but no other information is available. Upon arriving at the grand capital, the Cosmic Lord is led to the Empress's chambers, where the Empress greets her warmly on a balcony overlooking a shimmering skyline, a cup of fine tea in hand. Though she looks radiant, it becomes clear she is exhausted—both from the Blob incursions and from a string of smaller issues that have placed unbearable pressure on her.



Though she tries to conceal her fatigue, the Empress is relieved by the Cosmic Lord's presence, expressing gratitude despite having no knowledge of the invitation. Over the course of a week, the Cosmic Lord and her companions enjoy the hospitality of the Empire, although the nobility are eager to show off, inundating the Cosmic Lord with questions, praise, and requests.

As the Cosmic Lord prepares to leave, she is approached by the High Scientist of the Empire, a leading mind in researching the Blobs. He explains that the Blobs' behavior has become increasingly strange—they have started contracting and expanding at regular intervals, freezing in place before resuming their harvest of reality. This irregular behavior has led the scientist to develop a risky device designed to interface with the mind of a Blob, allowing for potential communication. However, getting close enough to use the device is dangerous, as the Blobs' unpredictable movements and immense power make any approach perilous.

The Cosmic Lord agrees to test the device, believing that if they can communicate with the Blobs, they might stop the harvest.

The Cosmic Lord and the Caelorian fleet travel to a star system under siege by Blobs. Upon arrival, the sight is bizarre—the Blobs' erratic contractions have worsened, and they are moving in strange, unpredictable patterns. The battle between the Caelorian fleet and the Blobs begins, with heavy losses on both sides.

Suddenly, the Blobs fuse into a massive, singular entity—an enormous Blob nearly equal to the Cosmic Lord in power. A fierce battle ensues, and just as the Blob begins to overtake the Cosmic Lord, she activates the scientific device and aims it at the creature's face. The Blob contracts violently, faster and faster, until everything fades into a blinding white light.

The Cosmic Lord finds herself suspended in a white emptiness. Slowly, she becomes aware that this is not mere emptiness, but a part of an impossibly vast, feminine face—a face strikingly similar to the Blobs. The being's thoughts and emotions are utterly alien, yet the Cosmic Lord can sense its pain and distress. This being exists across countless realities, its presence fragmented into millions of threads, each thread connected to the Blobs in the Cosmic Lord's universe and others.

As the Cosmic Lord watches, the face cracks. From the cracks, hundreds of yellow comets of light burst forth, flying through the white emptiness and disappearing into the unknown realms beyond. The Cosmic Lord feels the being's emotions—pain, joy, and hope—as it prepares for some cosmic birth. The comets are offspring, soon to breach the boundaries of this universe and enter others.

In this brief moment, the entity finally notices the Cosmic Lord. A wave of gratitude washes over her, before the entity closes its eyes and everything fades to black.

The Cosmic Lord awakens back in reality, surrounded by silent Blobs. They are no longer moving and are slowly evaporating into glowing motes of light, dissipating harmlessly. The Blobs' presence is gone, their harvest complete. The Cosmic Lord knows that what she experienced was far beyond the understanding of anyone else—this ancient, alien entity had not intended to destroy or conquer but was simply following its natural cycle of creation.

Though the entity's mind was too alien to comprehend fully, the Cosmic Lord knows that it felt hope and gratitude at the moment of their connection. Whatever the entity was, its purpose had been to create new life—life that would travel beyond this universe, into the realms that lie beyond the grasp of even the Cosmic Lords.

Upon return, it is revealed that it was the High Scientist who sent the invitation to the Cosmic Lord, hoping to be able to ask his request to the Cosmic Lord and out of concern for the health of his beloved empress. The Blob threat is no more, although the damage remains it is not all lost as some of it can be mended with the aid of the Cosmic Lord.

Stopping the assault of the Blobs on the Caelorian Empire will earn you its full friendship and the infatuation of Aurelia the Caelorian Empress. The experience of contacting the alien mind of a higher being and solving the mystery behind its actions will empower your cosmic powers, granting you 400 CP to be used only in cosmic powers.

The Singularity and the Star



The scenario begins with the Cosmic Lord and her companions responding to an innocuous call for help from a distant star system. The initial task seems trivial: assisting a malfunctioning starship trapped in a dangerous asteroid field. With the expertise of the Cosmic Lord and Star Seed Aia, they quickly navigate the hazards and rescue the stranded crew. However, as they finish, a strange shift in the cosmic winds catches the Cosmic Lord's attention. The distant stars seem to hum ominously, and then, without warning, a mysterious and urgent message from Vega—a sentient star known for her ancient wisdom and cosmic influence—interrupts their mission. Vega is calling for immediate assistance.

Intrigued by the sudden plea, the Cosmic Lord sets a course for Vega's system, unaware of the emotional and cosmic weight awaiting them. Upon arrival, they are greeted by the brilliance of Vega herself, her light radiant but laced with tension. Vega reveals a grim truth: TON 618, the monstrous black hole, is now hunting her. This threat is deeply personal—TON 618 had consumed the remains of Vega's ancient partner long ago, and now seeks to complete its cycle by absorbing her as well. It is not simply a matter of destruction; Vega's partner's essence, twisted within the black hole, has become obsessed with reuniting with her, and this obsession has been passed on to TON 618, transforming it from a cosmic predator into a tormented being driven by longing.

The Cosmic Lord, determined to save Vega, begins formulating plans with her companions. Several ideas are proposed: they could create a dimensional pocket to hide Vega, or relocate her to the universe's outermost edges where TON 618's reach might falter. Another possibility involves using the remnants of Vega's partner's nova to mask her energy signature, making it appear as though she's already been destroyed. As they debate these strategies, time begins to run short, and tensions rise as the group races to find a solution before TON 618 arrives.

During these critical days, Vega spends more time with Aia, bonding over philosophical discussions and musings about the universe. Their connection deepens, though Aia remains unaware of the profound truth Vega carries. In a private conversation with the Cosmic Lord, Vega reveals her deepest secret: Aia, who has long fought beside the Cosmic Lord, is actually Vega's daughter. After Aia merged with the Star Seed shard Vega sent out, Vega had sensed Aia's emotions, her yearning for a simpler, mortal life, despite now possessing agelessness and cosmic power. Feeling immense guilt, Vega never revealed the truth, believing she had imposed a burden upon her daughter that she might not have wanted—the burden of immortality. For centuries, Vega watched from afar, consumed by regret, unsure how to bridge the gap created by her silence and the weight of unspoken love.



Just as the group finalizes their plans, TON 618 arrives—an all-consuming force on a collision course with Vega. The battle is fierce. The Cosmic Lord and her allies throw everything they have to halt the black hole's pull, using cosmic shields, gravitational distortions, and even a fragment of Vega's partner's essence to distract TON 618. But the power of the black hole is unrelenting. Its hunger is too great.

In the final moments, as Vega is slowly drawn toward TON 618, she calls Aia to her side. Her once-flaming form now flickers, dimming as she approaches her fate. "*Aia*," Vega whispers, her voice trembling with emotion, "*I never had the courage to tell you...*" Aia stands in stunned silence, tears flowing unimpeded, her heart breaking as the truth finally dawns upon her, many hints said before in their previous interactions.

As Vega's form is pulled into the infinite darkness of TON 618, her final words echo in the empty void, a whisper only Aia can hear: "*Shine brighter than the stars, my sweet child.*"

With Aia emotionally compromised and Vega about to fall into the depths of TON 618, can the Cosmic Lord prevent this dark fate from happening? Or will Vega be consumed, and the universe be dimmer from her absence.

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. Additionally by saving her mother, you'll permit Aia to finally connect with her and thus granting her wish to not be truly alone along eternity, earning her greatest gratitude and admiration.

The Dreamscape's Hidden Truth



The Dreamscape of Unreality begins to bleed into the waking world, causing bizarre and terrifying phenomena to spill into reality. The Cosmic Lord is called to enter the Dreamscape and put an end to these incursions. Within this chaotic and ever-shifting realm, the Cosmic Lord must confront their deepest nightmares and uncover the mysterious force behind the disturbance.

As they traverse the surreal landscape—where time loops, gravity twists, and impossible creatures roam—clues lead them to an inevitable showdown with the Composer of Nightmares, the dream realm's enigmatic ruler. To stop the incursions, the Composer presents a twisted game, where only by winning can the Cosmic Lord halt the nightmare's advance. The game itself is layered with tricks and illusions, and each stage threatens to unravel the Cosmic Lord's sense of self.

The first round of the game takes place in a labyrinth formed from the Cosmic Lord's own haunting memories, twisted and reimagined by the Composer. In this maze of familiar faces and forgotten fears, the Cosmic Lord must confront emotional shadows they thought long buried. To progress, they must decipher a series of riddles, each more personal than the last, tied to their past failures and doubts. The walls themselves shift with each choice made, and the only way forward is through emotional clarity and acceptance of their deepest vulnerabilities.

The second round thrusts the Cosmic Lord into a mirror arena, where they face twisted, dark reflections of themselves. These warped versions possess fragments of their own power and attempt to break the Cosmic Lord's resolve by using their worst traits against them. The Cosmic Lord must outwit and outfight these shadowed versions, resisting the pull of self-doubt as each doppelgänger whispers poison into their mind. Only by mastering their own identity, accepting both strengths and flaws, can they emerge victorious from this phase of the Composer's twisted game.

The final challenge is played on a grand cosmic chessboard, where the pieces are entire galaxies, and each move alters the Dreamscape in a cascade of reality-bending effects. The game isn't just one of tactics but also of cosmic stakes, where every wrong move could unravel the very fabric of existence. The Composer smiles knowingly, confident in their superior understanding of the dream

world, but the Cosmic Lord uses their growing mastery of the Dreamscape's fluid rules to turn the tide, bending the fabric of the dream itself to create new possibilities. As the final checkmate is delivered, the Composer's smug demeanor falters, and the Cosmic Lord seizes the victory.

Having won the game, the Cosmic Lord secures a reluctant promise from the Composer of Nightmares to halt the incursions into reality. As a final reward for their triumph, the Composer reveals a hidden truth: the Dreamscape is but a fragment of a far greater cosmic being, a greater multiversal entity known as the Pansophont. The Composer themselves is merely a dream within this being's consciousness. Before releasing the Cosmic Lord, the Composer offers a cryptic parting message: "This is all a dream within a dream. The question is, who will wake up first?"

In an instant, the Cosmic Lord finds themselves back in real space, with the Dreamscape's incursions halted. Yet the haunting revelation lingers—was this truly the end, or merely a glimpse into a larger, incomprehensible reality?

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 200 CP in addition to any fame and renown you obtain for stopping the Dreamscape incursions. The secret knowledge of the name of one of the primordial entities in the Omniverse pushes your cosmic development with 100 CP more.



Heaven's Fall: Part One

[Must be taken after at least two years after the beginning of the jump and requires A Sister's Plight to be completed first]



Weeks after the events of one of the previous scenarios, the Cosmic Lord and her companions continue their mission across the universe. During a perilous encounter with a monstrous entity of the void, **one of the Cosmic Lord's trusted companions, valiantly sacrifices herself** to stop the creature from consuming an entire planet. Despite the Cosmic Lord's vast power and the advanced technologies at her disposal, every attempt to revive the companion fails.

Everyone watches in despair as their efforts, including powerful resurrection spells and even reality-altering abilities, come to nothing. Not even the companion's natural resilience and abilities, which had previously granted her survival in the most dire situations, can bring her back. Her body remains lifeless.

After exhausting all methods, Diatomyr speaks up, her crystalline voice soft but filled with uncertainty. She suggests that the reason for their failure might not be due to the lack of power, but because the companion's soul hasn't returned. Someone else points out that her soul could be held elsewhere. She speaks of a place where all souls are drawn after death: Elysium's Embrace, a mystical realm that no physical body can breach.

Without much information about Elysium, the Cosmic Lord turns to someone who knows souls and the afterlife better—Dabria, the Demon Queen of the Ten Thousand Hells. Her domain diverts souls from the heavens, and if anyone has knowledge of Elysium's workings, it would be her.

The Cosmic Lord and her companions traverse the layers of the Ten Thousand Hells, descending into a realm of suffering and grandeur, a world shaped by the delicate and dangerous beauty that Dabria controls. After several trials, including subduing unruly demon lords and negotiating passage through the hostile levels of hell, they finally reach Dabria's court, her dark beauty commanding the space around her.

When the Cosmic Lord explains their plight, Dabria, after some consideration, agrees to help. However, she demands a price: an unconditional favor in the future. Reluctantly, the Cosmic Lord agrees, knowing that the Demon Queen never makes deals lightly. As the pact is sealed, a black mark materializes on the Cosmic Lord's hand, a dark sigil of their agreement.

With the bargain struck, Dabria begins a powerful ritual. Dark energies swirl through her throne room as she draws upon her mastery of souls and death. The Cosmic Lord's soul is separated from her physical form, while her body remains safely guarded by Dabria. This soul projection travels through the infinite dimensions until it finally reaches Elysium's Embrace.

The Cosmic Lord's soul materializes in the radiant, serene realm of Elysium's Embrace as a semitransparent representation of her body, greeted by an overwhelming sense of peace. Time has no sway here, and the Cosmic Lord feels the pull of the realm, but resists its allure. Before her stands Amara Celestis, the Keeper of Elysium, an angelic figure of unearthly beauty. Amara approaches with a calm and gentle aura, welcoming the Cosmic Lord with serene grace.

The Cosmic Lord speaks with urgency, requesting the return of her companion's soul, revealing the tragic events that led to the companion's death. Amara listens, her expression remaining serene, but after a long pause, she softly declines. She confirms that your companion's soul has indeed arrived in Elysium, but she refuses to release her. Amara explains that no soul may leave Elysium once it has entered, as the purpose of this realm is to guide them toward eternal rest, where they will merge with the cosmic order.



In frustration, the Cosmic Lord demands the release of her companion. But Amara, wielding her authority over this realm, effortlessly rebuffs the request. She remarks that the Cosmic Lord's time to rest has not yet come and, without malice, forcefully expels her from the realm, returning the Cosmic Lord's soul back to her body.

Back in the Ten Thousand Hells, the Cosmic Lord awakens, her soul firmly back within her body. She contemplates using one of her more potent abilities to force her way back into Elysium. But each attempt is met with a cosmic resistance beyond her power, preventing any breach into the sacred realm. No matter how she pushes or bends the laws of reality, something far greater blocks her path.

Dabria, watching with intrigue, remarks that she observed the entire confrontation through the black mark on the Cosmic Lord's hand. She explains that Amara's power over souls within Elysium is absolute, and that no physical or magical force can enter the realm without being rejected. Only a soul can exist there.

As the discussion continues, Dabria's gaze lingers on Diatomyr, a glint of recognition in her eyes. She comments cryptically that there may be a way—something beyond the reach of Elysium itself. If the Cosmic Lord can gain access to a secret place known as the Sanctum of Hope and Dreams, there might be a chance to challenge the very nature of Elysium and its keeper. However, Dabria admits that even she does not know where the Sanctum lies, though legends speak of its connection to those closest to the Creator.

The Cosmic Lord, now burdened with the weight of Dabria's favor and the knowledge of Amara's refusal, leaves the Ten Thousand Hells. The group is left with one hope: to uncover the location of the Sanctum of Hope and Dreams—a place where the impossible might be made possible.

One of your most trusted companions has died, and cannot be resurrected by any means. Not even jump fiat methods seem to be working. You must search for answers in further adventures to find clues on an answer to this mystery. This adventure rewards you with <u>200 CP</u>, though remains unfinished.

The Last Message of the Creator



One day, an unexpected message arrives, not addressed to the Cosmic Lord, but to the Last Custodian of the Universe, Diatomyr Epsilon. The message is cryptic, containing little more than a request for a meeting and a name: Thalendra. Diatomyr's shock is unmistakable, and she informs the Cosmic Lord that she must attend this meeting alone. Concerned, the Cosmic Lord discreetly follows her companion on this mysterious journey.

Their destination, surprisingly, is the Crystal Library of the Cosmos, where the long-lost sister of Diatomyr, Thalendra, stands alone, her hand gently tracing the surface of one of the ancient crystals. Her face reflects a mixture of longing and melancholy as memories of the past resurface.

The reunion between the sisters is tense. Diatomyr, though composed, holds a reservoir of unspoken emotions—betrayal, confusion, and sorrow. Thalendra, who had abandoned her duties ages ago, knows she cannot evade these emotions forever. She quickly moves to the reason for the meeting: clues to the whereabouts of the Creator of the Universe, the one who set all things into motion.

Before she can finish, both sisters turn their attention to the Cosmic Lord, who, despite her efforts to remain hidden, has been detected. After a slight reprimand from Diatomyr, the Cosmic Lord steps forward and is introduced to Thalendra. Thalendra, momentarily stunned, realizes the significance of this encounter. She had sensed the awakening of the Cosmic Lord, but had been so absorbed in her quest for answers that she ignored the signs of the coming of the Cosmic Lord—until now.

Thalendra reveals that her search has led her to believe that finally she has found a clue for the Creators location. She has traced a lead to one of the moons of Cassiopea XI, where the ruins of a fallen civilization hold in a locked vault the answers she sheeks. However, retrieving the information from the moon will not be easy. The ruins are perilous, protected by ancient traps and reality-bending wards. Thalendra knows she cannot do this alone. She needs the strength of Diatomyr and if possible the Cosmic Lord to have any chance of success.

As they prepare for the journey to Cassiopea XI, Thalendra explains the Creator's gradual disappearance. In the beginning, the Creator walked among the Custodians, guiding them in their duty to protect the universe. But over time, her visits became less frequent, and one day, she vanished entirely. At first, the Custodians maintained the order of the universe in her absence. But as greater threats arose, more Custodians fell, and Thalendra, disillusioned and desperate for answers, abandoned her post to search for the Creator.

The journey to Cassiopea XI is fraught with tension. Diatomyr still feels the sting of abandonment, and Thalendra struggles to bridge the emotional chasm that has grown between them. As the group ventures into the vast underground ruins, they encounter strange, ancient technologies and structures that defy explanation. The ruins of Cassiopea XI are treacherous, filled with twisted relics



and deadly defenses. Strange technologies pulse with an eerie energy, recounting the rise and fall of lost civilizations. But the true danger lies deeper, in the vault at the heart of the ruins. After barely surviving a series of trials, the party reaches it, only to find an amethyst crystal—one of their fallen sisters, a Custodian lost long ago, held within a broken machine meant to analyze it. The discovery leaves the sisters shaken, but the vault offers no direct clues to the Creator's location.

Just as they are about to leave, alarms blare, and the very air around them turns viscous, as if the atmosphere itself has become fluid. Only those with cosmic strength can move through it. The ruins begin to shift and close in, attempting to trap them inside. With great effort, the party escapes, exhausted and shaken.

Thalendra, feeling defeated, believes her search has led to another dead end. But Diatomyr, now more understanding of her sister's choices, invites her to bring their fallen sister's remains to the Crystal Library, where they can lay her to rest alongside the others. Together with the Cosmic Lord, they return to the Library and find a place for the amethyst crystal to rest, uttering quiet words of remembrance for their lost sibling. Thalendra, trying to hide her vulnerability, sheds a tear.

As the Cosmic Lord kneels to place her hand upon the crystal, a sudden, silent cosmic call resonates through the void, addressing her directly. It is a summons from Earth—from the **Sanctum of Hope and Dreams**. The sisters, too, hear the call, though they cannot fully comprehend its meaning. When the Cosmic Lord reveals that the Sanctum is on Earth, Thalendra, desperate and humbled, falls to her knees and begs the Lord to lead them there. The Cosmic Lord asks her to rise and promises to guide them to the Sanctum and, hopefully, to the truth about the Creator's fate (*and perhaps change the fate of one of your companions should you have started the Heavens Fall scenario*).

The path leads to Antarctica, where the geomagnetic pole hides an enigmatic puzzle. The Cosmic Lord is the only one who can perceive and solve it, unlocking a hidden path through space and reality that has shielded the Sanctum from discovery. Once inside, the trio finds the Sanctum of Hope and Dreams—a small, beautiful place adorned with intricate murals and columns. At the center is a throne, and beside it, a single cup, unblemished and untouched by time.

The sight of the cup evokes a bittersweet memory for Diatomyr and Thalendra, a reminder of their youth, and Diatomyr softly whispers a name, known only to her and her sister. They steel themselves for what lies ahead. The murals on the walls tell the story of the Creator and the universe's many civilizations. The Creator, depicted as a white-haired woman, protects her "children," the Custodians and two little girls, and battles strange, alien forms threatening her creations from beyond the boundaries of the universe.



As the Cosmic Lord approaches the throne within the Sanctum of Hope and Dreams, the very air hums with ancient energy. The murals around them swirl with life—the Creator's story, her protective presence over the Custodians, and her struggles against incomprehensible entities beyond the universe. Every detail seems to pull the trio deeper into the mystery.

The Cosmic Lord, feeling drawn to the throne at the center, takes a deep breath and places her hand on the armrest. A sudden wave of fatigue crashes over her like a physical blow. Her legs tremble as an unseen force compels her to sit. The moment she lowers herself into the throne, the room's dim light flares into a blinding brilliance. Columns of light rise from the ground, their radiance etching shadows of the murals on the walls, as if the very space is coming alive. The cup beside the throne begins to glow with an otherworldly luminescence, casting long tendrils of light that reach out, brushing against the Cosmic Lord's form.

Suddenly, an immense pressure builds in the air, growing heavier with each passing moment. The Cosmic Lord gasps, feeling her connection to the universe deepen—its pulse, its rhythm, its very heartbeat floods her senses. But something is wrong. Hidden beneath the cosmic hum, she senses a discordant note, like a crack in an otherwise perfect melody. Her mind strains to grasp it, her cosmic awareness pushing to its limits.

Then it hits—an intense, overwhelming exhaustion, deeper than anything she has ever felt, sapping her strength as though the weight of a thousand stars presses upon her soul. Her vision blurs as the room warps around her, shifting from the Sanctum to something else, something vast and unknowable.

She sees her universe, floating in an endless void—a fragile bubble of life and existence. In its center, a white-haired woman slumbers, her form gentle and ethereal, her hands cradling the universe in a protective embrace. The Creator. But all around her, other bubbles—other universes—drift, and something unnatural stirs inside our universe. Like a predator, it watches, seemingly waiting for the perfect moment to strike.

As the Cosmic Lord gazes at the scene, a sudden, sharp pain pierces her mind. She flinches, her cosmic senses recoiling from the unknown presence. It's fragmented, **shattered**, its form chaotic and alien, shifting in and out of reality as though it doesn't belong. The Cosmic Lord's head pounds as fragments of incomprehensible images force their way into her mind—fractal shapes, swirling darkness, and a glimpse of a grotesque entity whose very presence defies reason.

The pain intensifies, growing unbearable as the presence claws at her consciousness. Its fragmented form begins to solidify, revealing parts of itself to her—a towering, monstrous thing of writhing parts and endless eyes, each one reflecting a different aspect of insanity. Its voice, a cacophony of alien whispers and screams, begins to echo through her mind, threatening to shatter it with maddening pain.

The Cosmic Lord clenches the throne, her grip tightening as she fights to hold onto her sanity. She tries to resist, but the presence—whatever it is—pulls her deeper, its influence spreading like a poison through her mind. Every second feels like an eternity as her vision fractures, her thoughts scattering under the weight of the presence's assault.

Just when it feels like she is about to be torn apart, **the white-haired woman in the vision stirs**. Her eyes slowly open—two pools of infinite depth, filled with kindness, sorrow, and unimaginable power. The moment her gaze meets the Cosmic Lord's, everything changes. A wave of calm washes over the Cosmic Lord, silencing the chaos. The grotesque entity screams in rage, its form dissolving into nothingness as the woman's presence fills the space.

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



The words are not spoken, but they echo through the Cosmic Lord's very being, resonating deep within her. The woman smiles—a soft, gentle smile that radiates warmth and comfort. The intense pain, the fear, the fragments of terror that threatened to consume the Cosmic Lord are swept away as if they had never existed. The vision fades, leaving the Cosmic Lord seated on the throne, her heart pounding, her mind racing with the enormity of what she has just witnessed.

As the light in the Sanctum dims, the Cosmic Lord opens her eyes, still feeling the lingering warmth of the woman's presence. Diatomyr and Thalendra are by her side, their expressions filled with concern. They, too, had felt the presence, though they did not experience the full vision. The Cosmic Lord breathes deeply, steadying herself before speaking to both of them explaining what she saw.

The Cosmic Lord looks down, her mind replaying the final words of the vision. She feels the weight of their significance—the Creator knew what she was, who she truly was, not just the Cosmic Lord of this universe but a Jumper, someone beyond the boundaries of the universe itself.

Silence falls over the Sanctum as the full weight of the revelation settles in. The Creator had reached out, but instead of answers, they are left with even more questions. What was the foreign presence lurking within their universe? And why had the Creator, in all her power, been unable to stop it?

As they leave the Sanctum, the sense of dread lingers. The universe, once thought secure and whole, now feels fragile. Whatever the Cosmic Lord had glimpsed, whatever that twisted presence was, it was still out there, waiting.

And the Creator had placed her hopes on them.

Completion of this scenario will grant you Thalendra of the Hidden Veil (see additional notes) as a companion as long as Diatomyr Epsilon is one. 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 The Last Message of the Creator scenario, you retain a part of the lingering warmth of her presence earning the following perk as part of your body mod:

- ***Little Jumper (Special): A greater being has acknowledged you, granting you reprieve when faced against the impossible. You may resist and invalidate only once every 10 years one effect, ability or action from any being up to the level of a benefactor.***

Heaven's Fall: Part Two

[Requires having finished the first part of this scenario and having finished *The Last Message of the Creator*]

After the events of The Last Message of the Creator, the Cosmic Lord and her companions finally discovered the location of the Sanctum of Hope and Dreams. They search tirelessly for any clues on how to break into Elysium's Embrace to recover their fallen companion's soul.



Once inside the Sanctum, a cryptic revelation points to the Throne as the key to unlocking the pathway into Elysium. At this moment, Dabria reaches out through the black mark on the Cosmic Lord's hand, revealing that the throne's immense power can focus enough energy to challenge the cosmic laws of Elysium itself.

The Cosmic Lord, with the aid her companions, and the little pair of Custodians, sits upon the Throne and taps into her full cosmic power. A brilliant pillar of light emerges around her, and above the Throne, a shimmering pathway opens, stretching directly into Elysium's Embrace.

The Cosmic Lord and her companions step into the light and find themselves transported into Elysium—not as wandering souls but in their living, physical bodies. They are immediately struck by the breathtaking, idyllic beauty of the realm. Unlike the last time the Cosmic Lord entered Elysium in her soul form, the overwhelming allure of the place is muted, as her soul remains anchored to her living body.

Dabria's voice echoes through the mark, warning the Cosmic Lord that Amara won't immediately sense them because they are alive, but it's only a matter of time before their presence is discovered.

The party begins exploring Elysium, wandering through ethereal landscapes that seem tailor-made for the souls dwelling there. Each soul appears to be in a perfect, personal heaven, living out their idealized afterlife. The more perceptive companions notice that even souls who, in life, were considered evil or corrupt also reside in their own versions of paradise—heavens reflecting their twisted ideals. One companion comments, surprised, "*I thought heaven was supposed to be for good people only.*"

As they venture deeper, passing through countless surreal heavens, angels and various celestial beings cross their path. But these creatures of light pay no attention to the party. Upon closer

examination, it becomes clear that these beings are not truly alive; they are hollow constructs, functioning like automated guardians bereft of real will or identity.

Suddenly, the Cosmic Lord senses a familiar presence and instinctively rushes toward a particular part of Elysium. There, they find the soul of their dead companion, residing in a heavenly illusion. She appears happy, living an idyllic life with a family, children, and even a partner who bears an uncanny resemblance to the Cosmic Lord herself. Yet, like the other angels and constructs in this realm, her 'family' and 'life' are hollow, lifeless creations—illusions designed to keep the companion's soul content.



Worse, the Cosmic Lord notices that the companion's soul is gradually weakening, as if it has been slowly dissipating since her arrival in Elysium. The longer she remains here, the more she merges with the realm, losing parts of herself.

The Cosmic Lord attempts to speak with the companion, but at first, the soul does not acknowledge her presence, trapped in the blissful illusion. After several attempts, the Cosmic Lord finally breaks through the veil, forcing the companion to confront the truth—that the 'life' she is living is false and her 'family' is nothing more than hollow imitations.

The companion is devastated by the revelation, her soul shaken. The party prepares to leave, but it becomes clear that something is missing. Parts of the companion's memory, personality, and powers have been drained, as if pieces of her soul have been stolen. She remarks, in a weakened voice, that she feels those missing parts calling her from the center of Elysium.

With the companion in tow, the party presses on toward the center of Elysium, passing through countless idealized heavens. At the heart of the realm, they find a vast chasm leading into an endless white void. In the middle of the chasm, a towering pillar of light stands, composed of all the souls that have merged with Elysium's Embrace. It is the anchor of the realm, connecting every soul to the cosmic order that governs Elysium.

At that moment, Amara Celestis appears before them, her presence commanding and serene. She requests the immediate return of the companion's soul to her heaven, insisting that she belongs here, in eternal rest. Amara warns that disrupting Elysium would bring chaos to the universe.

The Cosmic Lord refuses, and a confrontation ensues. Amara, wielding incredible power within her domain, initiates a battle. Her strength in Elysium is overwhelming, and it becomes clear to the Cosmic Lord and her companions that Amara, if she were ever allowed to leave this realm, might be the most powerful being in the universe.

During the intense fight, Amara declares that since they have entered her realm and threatened its sanctity, she will grant the Cosmic Lord and her companions eternal rest—offering them their own places within Elysium's heavens.

At a critical moment in the battle, the Cosmic Lord realizes that defeating Amara within Elysium is impossible. Here, she is invincible. Her attention is drawn to the pillar of light—the heart of the realm, the source of its laws. The Cosmic Lord decides to strike at the pillar.

Amara, for the first time, shows genuine worry. Her eyes widen as she rushes to block the Cosmic Lord from damaging the pillar. The party shifts its strategy, focusing all their efforts on the pillar. Amara becomes frantic, pleading with them to stop, warning that they do not understand the consequences of their actions.



The Cosmic Lord, despite Amara's warnings, succeeds in striking the pillar. Cracks form along its surface, and Amara looks on in astonishment and despair. She falls to her knees, weakened and disoriented as her near-omnipotent power begins to falter. Suddenly, the black mark on the Cosmic Lord's hand glows, and a black light fills the chamber. Dabria manifests herself within Elysium, her form slipping through the cracks in reality. Without hesitation, she rushes past her sister and delivers a devastating kick to the already weakened pillar, shattering it completely.

As the pillar breaks, Elysium begins to quake, its cosmic laws crumbling. The once serene and unshakable realm trembles as the souls within start to stir.

Amara, horrified, looks at her sister and whispers, "*What have you done, sister*?"

Dabria, her eyes filled with a mix of sorrow and determination, replies, "*I'm freeing you from a burden that should have never been yours to bear.*"

As the pillar of light shatters, a wave of energy pulses through Elysium, restoring the soul of the Cosmic Lord's companion. The companion regains her lost powers, memories, and personality. Her essence stabilizes, and she looks at the Cosmic Lord with a renewed sense of self, finally whole once more.

With the destruction of the pillar, the cosmic laws that once bound Elysium no longer hold sway over the realm. The Cosmic Lord, sensing the freedom from these restraints, opens a portal for the party to leave. The once-impossible escape from Elysium is now within reach.

Before stepping through the portal, the Cosmic Lord glances back at Amara and Dabria. The two sisters stand together amidst the fading perfection of Elysium, the realm trembling around them.

Amara speaks softly, her voice tinged with sorrow. "*Now that Elysium is broken, there is nothing to stop it, Sister.*"

Dabria, puzzled, looks at her with concern. "*What are you talking about, Amara*?"

Amara's gaze lowers, her ethereal calm shaken. "*Elysium was one of Mother's last creations. It wasn't just a resting place for souls. It was designed to hold something in check, though she never told me what it was. Now… I fear it's no longer contained.*"

Dabria furrows her brow, her voice softer now. "*Did you ever find out what it was?*"

Amara shakes her head, her usually serene composure faltering. "*I don't know, I even doubt it still exists. All I feel now is… lost.*"

Dabria steps closer to her sister, her tone gentle yet firm. "*Then come with me. To my home. You don't have to be alone anymore, not now and never again.*"

For the first time in what feels like an eternity, a soft smile spreads across Amara's face. She nods, her expression touched by a quiet relief, feeling the warmth of her sister again after a very long time.

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 400 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.



End Scenario: The Rift and the Return of the Shattered One

[This scenario requires having completed both *Heaven's Fall* and *The Last Message of the Creator*, though all other scenarios are recommended to also have been concluded before starting this one]



The galaxy is rife with whispers of chaos. Long-forgotten cultist activity has resurfaced, spreading like wildfire. The **Cult of the Broken Eclipse**, once thought vanquished, has re-emerged with a terrifying objective: to find their lost master, the so-called Eclipse.

Strange rituals and disturbances are reported from remote star systems, as entire regions descend into madness. Desperate and erratic, the cult's influence begins to fracture the very fabric of order across the universe. The Cosmic Lord, ever watchful and ever vigilant, is summoned by a coalition of worlds, all of whom seek her intervention against the rising tide of doom.

In her search for answers, the Cosmic Lord uncovers hidden temples, secret cultist gatherings, and disturbing rituals. As she delves deeper into this growing darkness, she realizes the cult is far more dangerous than anticipated. While many of their rituals seem aimed at summoning void creatures or Outsiders, some cells are attempting the unimaginable—bringing back their dark master, the **Eclipse of the End**.

But time is short. The cult seeks to perform a massive galaxy-wide ritual that would plunge all of creation into a state of irreversible entropy. The cult must locate a point of destined entry for their master to return, and as their influence spreads, entire star systems begin to fall into chaos. The stakes could not be higher.

In the beginning, the cultists' activities are erratic but focused on summoning their lost master. As the Cosmic Lord infiltrates hidden temples and tears through dark sanctuaries, the pieces of their plan slowly come together. These fanatics believe they can tap into a rift—a point between realities—that will allow their master to return from whatever void he was cast into. They speak in cryptic riddles, referencing a place beyond the stars where even time bends to the will of ancient powers. The rift, they say, is hidden somewhere deep in the galaxy—an anchor point for a forgotten deity.

At first, the Cosmic Lord encounters familiar foes—cultists summoning void creatures and other Outsiders—but nothing she hasn't faced before. As she disrupts these rituals, it seems like the tide might be turning. Small victories pile up as cult cells are systematically eradicated, and there is a fleeting sense that perhaps the situation is under control. Yet, with every encounter, an unsettling feeling gnaws at the Cosmic Lord's senses. The air feels heavier, reality seems to fray at the edges, and the very fabric of space seems more fragile with each battle.

But soon, she begins to notice strange signs—subtle at first, but quickly escalating in magnitude. The cultists, once unified in their devotion to the Eclipse of the End, start behaving erratically. Their rituals no longer follow the ancient rites, their voices crack with madness, and their once fervent



chants begin to descend into incoherent babbling. As the Cosmic Lord draws nearer to the core of their operations, she notices the cultists' eyes—once clear and sharp with fanaticism—are now glazed and distant. Their faces twist in fear, as if they are no longer in control of their actions.

The rituals themselves also begin to degrade. What once appeared as structured invocations to the Eclipse devolve into chaotic ceremonies, their chants no longer directed toward their master, but toward something far more ancient and terrifying. As the Cosmic Lord battles her way through these failing ceremonies, she hears strange whispers—voices not of the cultists, but of something darker, something other. The once-clear goal of resurrecting the Eclipse of the End seems to be slipping from the cult's grasp.

Then, the first real sign of deeper horror emerges. The Cosmic Lord witnesses the aftermath of a failed summoning—a temple filled with twisted, malformed bodies of cultists. Their forms have begun to merge with the very void they sought to control, their minds shattered beyond recognition. Symbols of the Eclipse are defaced, replaced with incomprehensible scrawlings, and at the center of it all, a pool of black ichor pulses with life, as if it is watching.

As she investigates further, the Cosmic Lord uncovers an even more disturbing truth—an unknown entity has wormed its way into the cult's ranks, twisting their intentions. What was once a plan to summon the Eclipse of the End has been hijacked by a far greater horror. It becomes clear that the cultists themselves no longer understand what they are summoning. Some have started to worship this new entity unknowingly, calling it **The Shattered One**. Others have gone completely insane, babbling incoherently about visions of fractured realities and endless madness.

This entity—the Shattered One—was not part of the cult's original design. It had been lying in wait, its influence creeping into the minds of the cultists, turning their desires into a catalyst for its own awakening. What the cultists believed to be the Eclipse is merely a fragment of this greater horror. It has been playing the cultists as pawns, using their madness to breach the boundaries of reality itself.

Finally, the Cosmic Lord's journey brings her to the edge of space and time itself—**The Rift at the End of Space and Time**. A place where reality seems to collapse in on itself, where the laws of physics falter, and the vastness of the universe converges into a single point. Here, in the heart of this ancient anomaly, the cultists have gathered their remaining forces. The energies that swirl around the Rift are ancient, echoing the whispers of a bygone era where a great cataclysm happened.

The Rift is unlike anything the Cosmic Lord has ever encountered. It pulses with powerful energy, a sealed tear in the fabric of space-time. The air is thick with distortion—reality flickers, dimensions overlap, and time itself seems to ripple in waves. The cosmic energies that flow from the Rift are powerful, warping the very essence of anything that comes too close.

At the heart of the gathering is the cult's leader, a powerful dark mage who has already begun merging his body with that of an Outsider. His eyes burn with the fire of madness, and he stands as

the last true servant of the Broken Eclipse. In his hand, he holds what he believes to be the key to completing the ritual—the final piece that will allow the Eclipse to enter through the sealed rift.



The battle between the Cosmic Lord and the cultist leader is fierce. The forces of reality itself seem to rebel as they clash—dimensional tears open around them, revealing glimpses of otherworldly landscapes, nightmares made flesh. The cultist leader summons eldritch horrors, creatures born of the void, but the Cosmic Lord's power is undiminished. She tears through these abominations with cosmic fury, driving her blade through the heart of the corrupted mage, ending his twisted existence.

But as the ritual collapses, a terrible truth is revealed—the cult's efforts were never truly about the Eclipse of the End. The rituals they thought would summon their master have only served to stir the sleeping Shattered One. A being so far beyond comprehension that its very presence breaks the minds of those who perceive it. The Cosmic Lord stands at the center of this revelation, watching as the remnants of the cultists succumb to complete madness. Their bodies twist and distort, becoming vessels for eldritch nightmares as they are consumed by the Shattered One's influence.

The universe itself begins to unravel. The Rift pulsates violently, and cracks form across the sky, like shattered glass. The influence of the Shattered One is no longer contained—it spreads like a plague, infecting entire systems with madness. Even the most powerful civilizations struggle to maintain order as the very fabric of space and time tears apart, unleashing chaos across galaxies.

The Cosmic Lord realizes the full scale of the catastrophe. The Eclipse of the End is no longer the threat; the Shattered One is. This eldritch being, this entity of broken realities and infinite madness, seeks to tear the universe apart, piece by piece. It thrives on chaos, drawing strength from the madness it spreads. The cultists were nothing more than pawns, and now, with their minds shattered, they are no longer in control.

The Cosmic Lord stands alone, knowing that time is running out. She must gather her allies, rally the greatest forces of the universe, and prepare for a final confrontation. But even she knows, deep down, that this time, her might alone may not be enough.

From the heart of the greatest void between galaxies, the single fragment of the Shattered One that was hidden within this universe reveals itself—a massive, undulating, non-Euclidean form, a nightmare of twisted flesh, eyes, and mouths stretching beyond the limits of sanity. The very act of observing it drives some to madness, as its maddening whispers worm their way into the minds of the bravest warriors.

As the universe descends further into madness, civilizations once isolated by light-years of distance now find themselves united by a single, overwhelming threat—the Shattered One. The anomaly at the center of the vast cosmic void, now visible across the entire universe, grows larger by the day. Its crimson glow pulses like a malignant wound in space, spreading corruption across the cosmos.

This terrible anomaly, like a crack in the universe itself, is no longer just a distant dread—it actively distorts reality and time.



Entire systems begin to crumble. Stars flicker out of existence. Planets twist and reshape as though reality itself is turning them inside out. And worst of all, any being—mortal or cosmic—that gazes too long upon the anomaly risks succumbing to its effects. First comes the whispers, quiet but insistent, burrowing into the minds of those who see it. Then, the whispers grow louder, until they drown out all thought, driving those affected into madness. Across the universe, leaders, soldiers, even gods themselves find their minds fracturing. The fortunate ones are merely driven insane. The less fortunate begin to transform, their bodies twisting into monstrous aberrations, puppets of the Shattered One's will.

It is in the face of this growing apocalypse that the great coalition forms—a desperate alliance of civilizations, factions, and beings from every corner of the universe. The Caelorians, the greatest empire in the known universe, stand shoulder to shoulder with the Grundth, the honorable reptilian warriors known for their indomitable strength. The Assimilators, a collective consciousness capable of absorbing knowledge and adapting their technology, rally their fleets. And countless others—smaller factions, independent worlds, ancient orders—lend their might.

The coalition's armada, the greatest force ever assembled in the history of the universe, moves toward the source of the anomaly. Thousands of ships, from sleek celestial frigates to hulking dreadnoughts, cut through the starry void. Some fleets resemble living organisms, organic and pulsating with life; others are mechanical behemoths, bristling with advanced weaponry. The sheer scale of the armada is awe-inspiring—each ship a symbol of its people's hope for survival.

But chaos strikes long before they reach their destination.

As the fleets travel deeper into space toward the growing anomaly, the corruption begins to take hold. At first, it is subtle—whispers echoing in the minds of the most sensitive among them. The telepaths of the Caelorians report hearing strange voices, while the Grundth warriors, hardened to war, find their temperaments becoming erratic. Some crew members start seeing things—shadows moving where no shadows should be. Then, slowly, the first signs of madness begin to show.

Entire ships fall silent. A massive Grundth battleship, known for its resilience, stops responding to communications. When coalition scouts investigate, they find the crew has torn each other apart, their bodies twisted into monstrous forms, their faces locked in expressions of primal fear and hatred. Within days, more ships succumb. The corruption spreads faster than anyone had anticipated. The Shattered One's influence is not just contained to the anomaly—it has seeped into the very minds of those who came to stop it.

Suddenly, a faction of the fleet turns. A battalion of Caelorian light-ships, once shining with celestial energy, now burn with a sickly crimson glow. Their minds, completely overtaken by the madness,

direct their weapons against their former allies. The first shots are fired, and what was once a united front against the Shattered One dissolves into chaos.

Space erupts into warfare.



The corrupted ships lash out wildly, their crews screaming in fury and terror, attacking anything in their path. Their once-beautiful designs twist into grotesque forms, as though the ships themselves are warping into nightmarish versions of their former selves. Entire fleets clash as confusion and madness reign. Celestial beams, plasma bolts, and void cannons light up the darkness of space, a kaleidoscope of violence. Beings of once-impeccable discipline are now driven to insanity, their minds shattered by the insidious whispers of the anomaly.

The fighting spreads like wildfire across the coalition armada. Fleets that had been preparing for a united strike against the anomaly now find themselves locked in desperate combat with their own allies. Commanders issue conflicting orders; captains struggle to maintain control as their crew members turn on one another. Even the most powerful civilizations, like the Caelorians and the Assimilators, are not immune. The collective mind of the Assimilators fractures, and for the first time in millennia, they experience true discord among their ranks.

Suddenly, through the chaos of the battle, two pillars of energy pierce the void—one of radiant light, and one of consuming darkness. The Celestis sisters, Amara and Dabria, appear as shimmering avatars of divine and infernal power. Amara, the previous keeper of Elysium's Embrace, and Dabria, the Demon Queen and Master of the Ten Thousand Hells, stand as beacons of hope in the midst of despair. The Cosmic Lord, standing at the helm of the forces of resistance, watches as their arrival causes the battlefield to briefly still—every eye turning to the celestial twins who embody the duality of creation itself.



Together, the sisters' power is awe-inspiring. Amara's brilliance shines like a thousand suns, while Dabria's darkness swallows all light in its path. As they unite their forces, the entire fabric of spacetime trembles, cosmic waves of energy rippling outward, distorting reality. Amara lifts her hands high, light radiating from her form in waves of pure creation, while Dabria, wreathed in shadow, stands proud with her arms crossed, calling upon the ancient forces of the Ten Thousand Hells under her command.

They focus their combined energies into a single attack aimed at the Shattered One's central eye. The force of their assault shakes the cosmos, as a beam of light and darkness entwined races toward the entity. For a brief, brilliant moment, the void is filled with dazzling colors—like the birth of a new universe—as their combined strike reaches the Shattered One.

But then, the unthinkable happens.

The Shattered One, though struck by their ultimate attack, barely flinches. Its form warps and bends under the sisters' combined might, but it does not fall. Instead, it releases a counterstrike—an explosion of maddening energy, a howl of infinite agony and rage. The force of its retaliation is catastrophic, and the two sisters are thrown back with terrifying speed, their celestial forms crashing into the debris of the shattered coalition fleet.



As Dabria hurtles through the void, her body slams into the remains of a massive cruiser, causing the once-proud vessel to disintegrate further upon impact. Her ethereal form flickers, weakened by the Shattered One's strike. As she lies motionless among the wreckage, a small, transparent crystal orb slips from her dress. It falls slowly, tumbling through the zero-gravity vacuum, glowing faintly with the memory of a family long gone.

The Cosmic Lord, still reeling from the failed assault, sees it all unfold—the looming terror of the Shattered One, its monstrous form now creeping toward Dabria with grotesque appendages of flesh, teeth, and eyes. The cult's twisted god-monster moves with deliberate malice, sensing its victory near. One of its many limbs reaches out, dripping with eldritch energy, as if to claim the fallen sister's very essence.

The Cosmic Lord summons every ounce of power she possesses, rallying her strength to intervene. She hurtles through the chaos of battle, her body blazing with cosmic energy as she attempts to intercept the Shattered One's strike. But despite all her might, she is deflected—thrown aside by the sheer magnitude of the being's power. Her attempts, while heroic, fall short.

Amara quickly reaches her sister to try to save her, but time is not enough, and can only try to withstand the onslaught of the upcoming attack from the Shattered One. The monstrosity's limb looms inches from Dabria and Amara, ready to consume them, when suddenly—the crystal orb shatters.

In an instant, a presence is felt beyond the battlefield, beyond even the universe itself. Outside the boundaries of creation, lying dormant in the void between realities, a woman begins to stir. She is an embodiment of cosmic grace and untold power. Her hair, white as the stars, flows like an ethereal river across the nothingness. Her form is a projection of beauty and strength, a being of unimaginable power, long thought asleep outside the boundaries of time and space.



As the orb shatters, she awakens.

Time itself slows to a crawl. Across the universe, only those with heightened senses—those attuned to the deepest cosmic energies—can feel her arrival. From the very edge of existence, a white comet, brighter than any star, streaks faster than anything



across the cosmos. It moves faster than the speed of thought, a blinding streak of light headed directly for the battlefield.

The Shattered One senses her approach. A cacophony of maddening screams erupts across the universe, as every eldritch voice within its twisted form speaks in unison, calling out a name filled with hatred and dread: "*Diva…nitri… ka…!*"

The white comet strikes the battlefield with impossible speed, and the very fabric of space shudders. **Divanitrika Celestis** emerges from the light—a being of untouchable power and beauty, the very **Creator of the Universe** standing before the Shattered One like an immovable force. The monster lashes out, hurling its reality-breaking appendages toward her, but they break upon her presence like waves crashing against ancient stone.

For a brief moment, all goes silent. Divanitrika is unstoppable extending her hand toward the Shattered One, her slightest touch causing the very stars to tremble. The entity recoils in agony as a radiant burst of light envelops the battlefield, overwhelming all senses.

In that moment, Divanitrika turns her gaze to the Cosmic Lord. Her voice, though no words are spoken, resonates within the Cosmic Lord's mind, carrying a message of both warning and hope:

"It is not over yet, **little Jumper**. *This... echo of mine... does not have the power to completely destroy it... but with what I have I can manage to give you all a chance. A chance to finally end this nightmare and give this universe and everyone within a future."*

With a final surge of light, Divanitrika's power engulfs the Shattered One, shattering its presence across the battlefield, weakening it beyond measure. The battlefield is ripped from real space, and the Cosmic Lord and her companions are transported to the Edge of Reality—a place where the final confrontation will take place.

Here, at the Edge of Reality, the Shattered One remains— gravely wounded, but not yet defeated. The white woman's intervention has severely weakened the creature, but the battle is far from over. The eldritch entity, though strongly diminished, still holds terrifying power. The Cosmic Lord stands at the precipice of the universe, where time and space blur into nothingness.



No longer are the maddening whispers driving the Cosmic Lord and her companions to insanity. The true test begins now as now the odds are even against you. The universe's fate lies in your hands, Jumper.

This is your moment to change destiny. To defeat the Shattered One. To end the madness once and for all and save this universe from the grim fate it had before your arrival.

The unexpected intervention of the Creator of the Universe has granted you a fleeting opportunity—one last, fragile hope against the impossible might of the Shattered One. The fate of the universe rests in your hands, Jumper. Either you destroy this fragment of the eldritch existential horror or be consumed by it, along with everything you have ever fought for. Victory will not come easily—this single shard of the Shattered One, though dramatically weakened, still stands just beyond your current power, its strength and abilities calculated to be slightly greater than your own, despite every perk, power, and ally at your disposal as a Jumper. However, should you manage to triumph over this nightmare will halt the madness unraveling reality and restore balance to this universe.

The challenge is monumental, but should you succeed, you will be rewarded with 1200 CP, reflecting the unimaginable peril of your quest. Steel your resolve, for the fight ahead is unlike any you have faced before. The endgame is here.

Good luck, Jumper.



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. 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 Innerverse? (+200 CP): The miniature universe Cosmic Lords access within themselves is now locked, 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 to Learn (+200 CP): For the duration of this jump, any learning multipliers you have—whether from perks, powers, or abilities—are disabled. You'll learn 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 Is Not a Scaling Enemy, Is It? (+800 CP): A fragment of the Shattered One will begin to wake on its own during the jump, without needing your involvement or the events from the scenarios. You'll have to deal with it, either forcing it back to sleep or destroying it, without aid from the Creator. Remember, it's far more powerful than anything in the universe—including you, a Jumper.



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 benefactor in strength, if not equal 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... thr…

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

" I've been waiting for this moment, through time, choices and fate, a moment where your very presence would appear and gave them a change for a potential future where everyone would be saved."

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 this piece of the devourer, not alone. But you—your strength, your choices—they allowed me to intervene, to stop 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 17, 2024] V.1.0 – Jump's mostly done, needs probably some feedback to fine costs tune 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 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.

