Ravenwood

The town of Ravenwood was originally a quaint little town in a clearing within the Ebonwood Forest, dealing in the strong heartwood of the Ebonwood as their primary source of income and largely undisturbed by large conflict, though they did deal with the occasional raid from bandits and the rare ogre or troll. This was largely mitigated by their ability to prepare thanks to the divine protectors of the town, the Ravens, servants of the nature god; Kaine. When danger approaches the town, the ravens go completely silent and one makes its way to the mayor and head priest to start directing the people to fight whatever is coming. This has allowed Ravenwood to develop a decent tactical mindset for dealing with larger threats, something that serves them well once pulled into the demiplane.

When the town is pulled into the demiplane, there were several visitors present, adventurers aiding a nobleman named Erod Mirrah II and a traveler by the name of Edward Roman. These figures help to calm the townsfolk enough to organize and fortify the town, the adventurers brought along acting as scouts and defenders in equal measure until local hunters can be properly trained to do similarly. While this occurs, the high priest forged a bond with Kaine, who guides him in the process of binding a familiar, which he then passes to the townsfolk, something that is a great aid as well as discovering the use of the Pact source.

In the normal course of events after this, Ravenwood would become a center for Pact use, specifically in the realm of Cultist and Priest style Pact use, though Merchants aren't uncommon. The only rarity lies in the Dealer category. This makes Ravenwood highly defensible as the ceremonies and favors augment the abilities of the militia and allow for a much faster spread of information. However, not all hold an affinity for Pact use, and those that tried to force it often found themselves mentally influenced by outside forces, leading to the small number of dealers within Ravenwood's walls, many quickly detained and cleansed by the head priest, removing their strained link to Pact use. It is these individuals that found the sources of Drift, Dream, and Anima, Delirium not found until much later.

This is the point where the creatures of the demiplane started to find Ravenwood and attacks began, furry goblin-like creatures started the attack, arriving in small numbers they proved a nuisance at first, but a later discovery made them much more dangerous. This prompted the townsfolk to start fortifying the town, starting by building a wall using Ebonwood trees reinforced with alchemically treated iron and ceremonial imbuements. This was sufficient when the first Lumberers tested the walls, barely even able to splinter the wood before they were taken down by Erod and his bodyguards. This allowed the local undertaker and taxidermist to examine the creatures, parts of it examined by Edward Roman and his students to discover their alchemical properties.

Several scouts were lost at this point, though two returned, worse for wear, and were able to describe several other creatures found in the region to add extra preparations. One later died from the poison that had been on the spines both sported. The other, however, somehow internalized it and was able to secrete it from his fingertips to coat his arrows. This was the first occurrence of what became known as Curse Twisting within Ravenwood's citizens, and only them. Believed to be a blessing of Kaine, it caused a great increase in the potency of belief used by Cultists and garnered a few more Priests amongst the townsfolk.

A key point is the lack of fighters inherent to Ravenwood, most of the people are artisans, farmers, and trappers, with some militia training for many of them. This led to many dedicating to their craft more readily, trying to apply what sources they learned to use towards their crafts. Pact aided greatly in bringing in crops, which also had the added bonus of being quite well aligned with natural magic, something a number of locals picked up from Edward Roman. However, this really kicked off when Delirium was brought back by Teral Bowman, the militia commander and best hunter in Ravenwood. Delirium was found to greatly enhance the quality of objects made while utilizing it,

infusing small amounts into the object and making it better, knives sharper, shields absorbing greater impacts, rope that seemed to come alive to make secure knots, and such.

This is also around the time when more people started to experience Curse Twisting effects, however, it also came with an increase in mental scarring that hardened the people some, an effect that made them more ready for combat and the hardships to come. Before long, most people in town possessed at least one twisted curse, with many having a handful of them. Still, despite everything, morale was kept up by simple faith and cynical stubbornness, even with almost a fifth of the population ending up dead within the first three month.

Notable Characters

Mayor Arthur Wilhelm (100cp): The mayor of Ravenwood before it was pulled into the demiplane. Arthur is a half-elven man who has dabbled in sorcery, but was not well suited to it, however, he knows a number of minor utility spells from years of using his minor talent. A good man, he has a great amount of intuition that gives him insight into people, and has enough charisma to put it to use. He is good at keeping morale up and was the one to organize the town for defense after it was moved to the Demiplane with the help of the Militia Captain. Arthur possesses enough of a connection to pact magic to have a raven familiar and a wolf summons, but he specializes in the use of Rhythm. Like most survivors within Ravenwood, he is capable of using Curse Twisting.

Father Walter Anderson (100cp): The main pact user in Ravenwood, Father Walter Anderson is the head of the Church of Kaine and has the blessings to prove it. He is a minor healer, but his greatest boon is the ability to summon spectral ravens, which he can share senses with as a way to scout around Ravenwood, which allows him to identify threats more easily than others within the town. Beyond these blessings, he is an old man with a lot of experience to draw on, not to mention knowing most everyone in Ravenwood. He possesses an angelic ancestry that has given him youthful vigor despite his advanced age and which he can use with his spectral ravens to great effect.

Amelia Blackmoor (100cp): A local hedge witch, Amelia was originally known for producing minor healing poultices and charms, as well as her care for animals of all sorts. Her new access to pact has allowed her to form strong connections with several familiars which she draws strength from. She is very knowledgeable about various plants and animals and is known to be able to grow plants normally considered incredibly difficult to care for with ease, the same with taming animals, which she often bonds as familiars or summons.

Torg Ironnail (100cp): An older ogren, a half-orc with dwarven blood, trained in the traditional dwarven arts of runesmithing, as well as being a minor shaman in his own right. However, it is his raw physical strength and vitality that carries him through the dangers of the demiplane. Torg is skilled with a warhammer, the traditional variety rather than the mauls of the dwarves or the oversized clubs of the orcs, and has the endurance to keep on fighting well passed most others while his runes provide him with the protection armor would normally grant. In the normal course of events, he dies only a few months in, but, maybe you can change that.

Teral Bowman (200cp): As far as the people of Ravenwood are concerned, Teral is *the* hunter. Skilled with a bow and spear, he is one of the better fighters in town, only pushed further by his discovery of (and talent with) delirium. Additionally, his time as a hunter and elven nature has made him quite the scout; agile, athletic, stealthy, and graceful, he is more than able to keep out of sight of the monstrous beings in the Demiplane while using sniper fire to take them down. Even up close he shows great skill with his shortspear, though this isn't to the same level as his skill with a bow. He is the trainer for all of Ravenwood's scouts and leads them, as well as the one to train the Phoenix Guard, those he has trained in archery and delirium use.

Doctor Cecil Morgan (200cp): The town doctor, Cecil is an old dwarven man, having been around since Ravenwood's founding. Cecil is a capable user of both anima and pact, though he aims largely for healing and preventative measures over being able to fight. His real claim to fame is the creation of his own patron, a greater spirit born of feeding a gleaning the power of other gleanings until it grew strong enough to give Cecil some degree of strength beyond normal anima use.

Erod Mirrah II (200cp): Erod is a nobleman that has had significant dealings with Ravenwood in the past. Erod has an eccentric mindset that, combined with his tactical and strategic abilities, makes him a moderately skilled tactician. Erod also carries on his family legacy of invention, being a skilled blacksmith and engineer and is the developer of the revolver style of magelock pistol after his family's original development of the gun. Erod is particularly skilled in using a saber and his revolver, augmented with his use of Dream and a small degree of study in the use of mana for simple spells to increase his accuracy and offer some utility.

Edward Roman (200cp): A traveler passing through Ravenwood, Edward Roman is an eccentric man with an odd array of talents. A skilled alchemist and a Kiln, allowing him to make use of Delfire, he has a lot of tricks up his sleeves and puts them to good use. Oddly, he is not very talented in the use of any of the sources associated with the demiplane, but can make use of the drift source externally, allowing him to empower his alchemy somewhat by infusing the ingredients and materials with drift. His greatest asset, however, is his creativity and adaptability, giving him any time to prepare makes him quite a bit more capable against whatever is to come.

Evelyn Nightingale (300cp): The only proper mage in Ravenwood, Evelyn is Erod's niece, one of his escorts to the town, and a skilled sorceress in her own right, even before gaining a connection to the Ink and learning to use pact for summoning combat familiars. While originally possessing little skill as a fighter, Evelyn's connection to the Ink has allowed her to develop into a bit of a skirmisher. She specializes in magical theory, favoring magics that can be cast quickly or charged up for greater effect. Because of her specialization in theory, Evelyn is a great teacher when it comes to the use of mana and the creation of spell matrices, aiding even those that utilize natural magic rather than direct mana manipulation.

Lucian Blackfrost (300cp): Also known as Hellbreaker Lucian, Lucian Blackfrost is a holy warrior and healer, dedicated to the God of Repose, The Peaceful Night. Lucian has shown skill with the use of pact, as well as possessing an umbral heritage. His title of Hellbreaker comes from a brief visit to the demon homeplane caused by an enemy mage, making his way out in only a few days' time. This did have the side effect of imbuing his favored weapon, a scythe, and his armor with demonic power as they were coated in fresh demonic blood repeatedly for several days. This grants him the ability to produce a golden form of demonfire from his scythe and generate an aura of fear while wearing his armor, as well as the ability to summon both to him at will. The demonfire he uses is similar to red demonfire in strength, but is able to purify things that are otherwise corrupted or cursed, himself included.

Adrian Wright (400cp): Adrian is a local fisherman, in any other circumstance, he would be a very forgettable person, however, his claim to fame is his possession of a symbiotic creature known as the Phaezroot, making him the strongest drift user in Ravenwood. That isn't to say he is the best, merely the most powerful. Still, this bonded entity allows Adrian to be a formidable warrior despite his lack of true combat skill, as well as refining his abilities to sneak around the more dangerous creatures to get enough food for the town by simply swimming through the rivers. He is also the one to make good relations with the Salat-Ka race, being considered an honorary member of the race despite him deciding not to become a member of the race himself.

If you possess the Phaezroot item, Adrian does not bond with it and loses much of what makes him a prominent figure within Ravenwood. If this is the case, he only costs 50cp.

Creatures

Kenku: Barring outside influences, the kenku race doesn't come into existence until several decades after Ravenwood first comes to the demiplane and not until years of experimentation with ritual magic have been performed. The kenku quickly become the predominant race in Ravenwood once the process is discovered and are the key to their return to the material plane, though some do choose to remain behind on the demiplane. The kenku themselves, in their base form, look like dark-skinned humans with black or white feathers in place of their hair, and yellow or orange eyes. They are intrinsically linked to the Pact source, naturally building up false divinity while in their base form, useful for performing ceremonies, binding spirits, and empowering their familiars. They also possess a few unique uses for their false divinity, the first being their ability to take on an empowered form, which can be manifested partially or fully, through the expenditure of false divinity. This empowered form resembles a raven-human hybrid, akin to a raven therianthrope, but may focus their false divinity while in this form to sharpen and harden their talons and feathers, effectively turning their wings into an effective offensive and defensive tool. The second use for their false divinity is to reduce their weight, which makes them more agile and, in their empowered form, makes flying easier. The final ability is the ability to form spectral ravens, an ability shared by the creator of the race even before he created the form. This final ability creates permanent spectral ravens that the kenku can see and hear through at will, needing no use of false divinity to maintain, only to create the ravens, however, individual kenku can only maintain so many at any given time, usually between five and twelve. You cannot choose to be a kenku with the Inhabitant perk unless you take the Magic, Static, Call Me a Fanatic drawback.

The Conspiracy: Kaine's ravens, sometimes called the Conspiracy, are surprisingly intelligent birds that have shown to be able to align with various sources. These ravens tend to follow the natives of Ravenwood beyond its borders, sometimes even bonding with specific individuals and acting as a familiar even when not so bonded. Their high intelligence makes them quite useful as scouts, messengers, and distractions and have saved many lives from attacks. It is known that some ravens can develop a connection to a source, and can be trained to do so, changing their features to a degree, as well as altering their benefits as familiars. These ravens, when taken as familiars, clear their host's thoughts and weakens effects that would impair the mind, though ones with a connection to a source tend to offer additional minor benefits related to said source as well.

- **Augmented:** Ravens with a connection to delirium. Such ravens, when taken as familiars, provide their master with an improved learning speed and an increased speed of physical conditioning.
- **Linked:** Ravens with a connection to dream. Such ravens, when taken as familiars, provide their master with an inertial barrier that blunts attacks slightly and a minor boost in willpower.
- **Twilight:** Ravens with a connection to anima. Such ravens, when taken as familiars, provide their master with the ability to extend their reach by a small amount and a degree of spiritual protection.
- **Dire:** Ravens with a connection to drift. Such ravens, when taken as familiars, provide their master with the same responsiveness to beneficial magics they possess, though to a much lesser degree.
- **Psychopomp:** Ravens with a connection to pact. Such ravens, when taken as familiars, provide their master with a minor charm effect that makes them more persuasive and dampens mental influences.
- **Inkwell:** Ravens with a connection to the Ink. Such ravens, when taken as familiars, provide their master with improved reflexes and a resistance to anything that would alter or impair their memory.
- **Choir:** Ravens with a connection to rhythm. Such ravens, when taken as familiars, provide their master with improved situational awareness and the ability to make illusions less effective on them.

- **Nevermore:** Ravens with a connection to delve. Such ravens, when taken as familiars, provide their master with the ability to calm their emotions more easily and improved luck.
- **Tempered:** Ravens with a connection to delfire. Such ravens, when taken as familiars, provide their master with increased stamina and resistance to both diseases and poisons of all sorts.
- **Alchemical:** Ravens with a connection to alchemy. Such ravens, when taken as familiars, provide their master with an increased healing rate and enhances the beneficial effects of ingested substances, including making food more nutritious as a result.
- **Spellwarped:** Ravens with a connection to mana. Such ravens, when taken as familiars, provide their master with either enhanced precision with their mana or the ability to better cycle dormant mana to allow it to grow faster.

Wolpertinger: A fairly common beast found in the Ebonwood forest and Ravenwood itself, some keep them as pets. A wolpertinger naturally looks like a blank slate of an animal, mammalian in nature but having no traits they'd be called out on as being unique, at least in their base appearance. Wolpertinger possess the magical ability to assimilate the traits of other animals they eat, often resulting in them appearing to be a hodge-podged mix of multiple animals. However, wolpertingers are primarily vegetarian, only eating meat rarely, so most only have a few such traits, and magical ones don't carry over. There is a larger version called the chimera, which besides being much bigger and more carnivorous, are able to gain the magical traits of what they eat, plant or animal. Wolpertinger and chimera familiars are far smarter than other familiars and grant an affinity for appearance or form altering effects, making them last longer and be more robust.

Nims: Named for the noise they make, which sounds like 'nimnim,' nim's are a feral creature similar in size and build to goblins, but with bluish-grey fur, incredibly sharp teeth in an inhumanly wide mouth, and claws. These creatures regularly attack Ravenwood from the Ebonwood forest and would be about as dangerous as normal goblins if not for one key feature… their ability to cannibalize their fallen. A fallen nim shrivels up, growing much smaller in the process, which allows one of their brethren to feed on it. This prompts a transformation that increases their size, physical strength, and resilience. This can even be done multiple times by the same nim, allowing them to become stronger than ogres after only six consumed fallen. They seem to gain a lesser version of this boost from consuming flesh from creatures they personally kill, and this has been found to be how they breed, consuming beyond their biological requirements then, at a certain point, spitting up another one, which grows to maturity in mere days. A nim's body must be completely destroyed to prevent another from eating it, the easiest method found has been to burn it, as the withered husk they leave behind burn exceptionally easily. It is impossible to bind a nim as a familiar, even trying can have devastating consequences to the one attempting to bind them.

The Ebonwood Forest

Surrounding Ravenwood is their main claim to fame, the Ebonwood Forest. Ebonwood is a black or grey hardwood with a number of useful features that make it highly sought after. Ebonwood itself is both tough and lightweight, easily carved before it dries completely, and dries over the course of only a few days without cracking. Nuts seasonally grow on the branches of ebonwood trees, which have been compared to walnuts in appearance but taste more akin to a cashew. The fruit the nuts grow within are great for fermenting into alcohol and have a flavor similar to a strawberry with a texture closer to a pear. Ebonwood heartwood is as strong as steel once dried and shreds of it are useful in the creation of potions that improve physical toughness. Finally, the trees are reactive to a number of energies due to their constant exposure to ley lines, making them highly sought after by druids.

The forest is home to a number of animals, both mundane and magical in nature, which many hunters and trappers take advantage of. The most common magical beast within is the wolpertinger, a minor chimera that gains the traits of creatures it eats, even if only a small part of. Even with them being the most common magical beast, wolpertingers are rare, to the point most see them as a myth. Rarer are the twilight shades, the tales of which are used to scare children into behaving.

Dryads will sometimes make their home among the ebonwood trees, seen as a boon by many as the fey protect the woods and those that coexist with it, while deterring attempts to over harvest the trees, keeping the supply of Ironwood stable as they accelerate the growth. However, now, some of these dryads have been corrupted along with the tree they were bound to and are assimilated by it, becoming parodies of their former selves. These newly sentient trees are malignant, hardy, and most of all, voraciously carnivorous, using special fruit to bring them food. The remaining uncorrupted dryads attempt to simultaneously ward off these attempts while trying to save their sisters trapped within the corrupted trees.

Other forms of flora and fauna have shown signs of corruption, though these signs are usually minor mutations or increased aggression and cunning. This is due to the presence of new ley lines, ones that clash with the natural ones already present within the forest. This mixing creates a flux of drift that, while minor, manages to seep into the plants and animals, though the presence of uncorrupted dryads has allowed this to slow as they aid in directing the ley lines into a more natural series of flows that will eventually stabilize.

Notable Characters

Rat King Ma'llo (100cp): A half-goblin girl who makes her home in an underground series of tunnels filled with rats. She refers to herself as their king, and has some abilities to show it. Besides her ability to speak with rodents of all sorts and the rat-like traits she possesses herself (including a long, whiplike tail and claws she knows how to use in a fight), she can empower rats with extra size, strength, and durability, while allowing them to maintain their natural agility. She can also summon a small horde of rats or a couple of dire rats, though this is somewhat draining for her. She keeps two bone rats and a skiurid as familiars, on top of several normal rats.

Isolde (100cp): A life-sized and quite realistic doll made from a surprisingly resilient ceramic, similar in appearance to porcelain, and wood. Isolde lives in a small, two room house next to a cemetery that she maintains and is willing to play host to anyone that doesn’t mind her inhuman nature. Soft spoken and caring, she is a knowledgeable healer and can calm almost any monster found within the Ebonwood, no matter how ferocious it normally would be. Her home, and several acres around it, are considered safe havens within the Ebonwood.

Jizo Solst (200cp): Jizo is a young jadar that has combined a… rather ill tempered form of Drift with his natural abilities with Ink. He possesses the ability to shape the Ink within his fur far more easily and can even use it to form faux musculature to augment his strength and speed. However, this comes with a downside. Jizo is not fully suited to drift use and, when badly injured, a primal form will take over his mind, naturally shaping the Drift-infused Ink into a large, shadowy shell in the form of a rat-like monster, powerful, but animalistic. It will recognize friends, but is very much like a wounded animal until calmed.

Asher Black (200cp): A powerful pact-using merchant, his shop can be found almost anywhere, but his home is found within the Ebonwood, protected by hundreds of traps deadly enough to keep even the local beasts from trying to get at him. He is a lone wisper and his bonded spirit gives him an amazing level of awareness, which he uses to learn more about potential clients, while also making him an Inkwalker. He is not, however, a fighter, preferring diplomacy and avoidance to combat.

Rajje Evolt (300cp): A fey-blooded, planar elf botanist that has somehow gotten to the point where he can, and often does, make small, highly mobile plant creatures with unique abilities from existing plants. He began his path after studying the Mazak Jars and has largely focused on minor feats of witchcraft, wizardry, drift, and delve. His inner world is his primary garden where he cultivates potent plant-based creations, though his favorites seem to be the flowers that produce pollens with many unusual effects from healing to illusions to poison to suggestibility.

The Necrobiologist (300cp): Going by the name Boris M. Calle, The Necrobiologist is an odd one. A master of natural magic in his own right, he makes use of it with his study of the necrotic energies that fuel undead to create his own monstrous guardians, even going so far as to utilize both anima and delirium to give them a pseudo-soul. His ability to create soulsparks and synergize them with his use of natural magic makes him quite versatile.

Claymore (300cp): One of a number of undead warriors created by The Necrobiologist, Claymore is the youngest, as well as the only one to remain with Boris after his creation. Resembling a demonic skeleton covered in black fibers that act like muscle, he is a skilled swordsman, favoring his namesake sword. The incredibly dense bone sword he carries is bound to him, acting as a part of him, and one that grows with him. While he doesn't have access to any source, his combat skills, strength, and agility are exceptional, and he is literally tireless.

Cole Noire (400cp): A rather old Jadar that's only still going because of the First Verse echoing in his mind, Cole is the oldest of his kind to ever exist, pushing well into his eighties. However, this gives him a great deal of experience with both his racial ability to use the Ink and the power of the First Verse. He has a wealth of forms at his disposal gained from his use of the First Verse, which he uses in several combinations to give him an advantage in battle. He is the idol of many within his race, and for good reason and has been called the leader of the race by many despite him not actively trying to lead.

Serra Dertak the Fusionist (400cp): One of the more interesting figures on the Demiplane, Serra is a young human with a knack for advanced ritual magics, specifically in the art of transmutation, though she specializes in an incredibly complex ritual designed to take two or more creatures and fuse them into a single entity, a ritual that has yet to be replicated by anyone else, earning her the title of Fusionist. She is uncaring of people in general, lacks empathy for those she views as 'materials' for her work and is highly manipulative with anyone else, but her skill and curiosity make her easier to deal with than one would think. She has begun to dabble into rituals that change a creature in more subtle ways, as well, imparting natural abilities to creatures that pass on over generations. She has a small army of creatures she has created and bred over the years using her rituals and stored in a grimoire she carries with her everywhere that allows her to summon the creatures with a simple flex of mana.

Creatures

Jadar: Resembling humanoid chipmunks with fur that is either black or a near black blue or purple, the jadar were originally created by Echidna as one of her many Children. However, a twist from including a small bit of skiurid in the mix granted them an innate connection to the Ink, greater intelligence than their brethren, and a resistance to Echidna's control, bordering on immunity. The fur of a jadar is infused with energy drawn from the Ink, which allows them to cloak themselves in a dark shadowy haze that can be shaped and condensed to form claws, blunt attacks, or retaliate with spikes of Ink, though it is most commonly used to blend into shadows to hide from Echidna and her children instead. These armaments carry the same chilling effect as a skiurid's dark cloud and can be used to drain life force in much the same way, rejuvenating the jadar in the process. The jadar are hunted by Echidna, who wishes to return them to her graces in an attempt to reclaim control over them, she has not been successful, primarily due to an ability rarely used by the race, the ability to metabolize the Ink for a boost in physical ability. This greatly empowers the jadar, but also reduces their mental faculties to be more savage than they otherwise would be. On top of this, the Ink itself is poisonous when used in this way, and many jadar have pushed themselves to death while using this in their struggle to keep away from their creator. You can choose to be a jadar with the Inhabitant perk, gaining a discount on The Ink as a result.

Skiurid: These red-eyed, black-furred rodents were a nuisance in the Ebonwood before it was pulled into the Demiplane. Afterwards, however, they grew more dangerous due to an innate connection to The Ink and a small bit of drift that gave them the ability to summon a cloud of cold darkness that would drain the life force of those within, then condense into a nugget that the skiurid could eat to grow stronger and keep fed for a full week. This nugget also made hunting these squirrel-like creatures a valuable endeavor as they are a potent resource for natural magic and those with a connection to the Ink. Skiurid familiars are somewhat common and actually grant a small insight into the use of the Ink or enhanced night vision that can even see through magical darkness.

Thralls: The most common form of naturally occurring undead, thralls are emaciated corpses animated by fell energies from an unusual phenomena that replaces their heart on animation. While only slightly stronger and more resilient than the average person, they are slower and have no proper intellect. However, necromancers are easily able to take command of thralls with the barest bit of magic and can be easily modified by most necromancers as they can naturally maintain spell matrices incorporated into them with the nexus of unlife that replaced their heart. While not truly possible to take a thrall as a familiar, it is possible to bond one to you as a guardian, a sort of pseudo-familiar that doesn't grant their host a benefit.

Mazak Jars: An unusual phenomena within the Ebonwood, mazak jars aren't truly creatures. They appear to be wooden jars or urns able to hold between a pint to a little over a gallon of liquid and shaped like a pear or gourd. The living plant matter that makes up the jar has an unusual effect on any liquid held within, imbuing it with unusual properties or concentrating existing ones. This is quite useful for alchemists and brewers. However, in the wild, mazak jars naturally fill with rain water, nectar, and bugs attracted to the scent within. This liquid is mildly toxic, but, will spawn tiny oozes that resemble leeches. These oozes, called mazaks, are highly protective of the mazak jar and will hunt for prey animals to feed to it, producing more of the oozes over time. After a time, these oozes harden and hatch into a variety of creatures that have traits of the animals the mazak caught to feed the jar, resulting in a menagerie of creatures. These creatures are bound to the Jar, and will protect it even if it would kill them. Fortunately, most mazaks aren't too dangerous to anything larger than a squirrel. There is rumor of an exceptionally large mazak jar somewhere in the Ebonwood, with equally large mazaks protecting it, but this is just a rumor. It's unknown whether a mazak jar is intelligent or not, but once cleaned out of their natural sap (which can be used to distill a potent alcohol), they become unable to produce mazaks ever again.

Ebonwood Symbiote: These black shelled insectoid creatures are only about half the size of a raven, but more closely resemble a praying mantis crossed with a stick insect. Their spindly legs glow slightly yellow at the tips when pressure is exerted on them or when they use their primary ability. Ebonwood symbiotes are actually intelligent fey creatures that favor those of elven or sylvan descent. They can speak telepathically with others of their kind and with those they touch directly with their two frontmost limbs. Additionally, they can give a sudden surge of speed and agility to those they touch, though they can't do so more than once every few hours without going dormant for an extended period. Taking one as a familiar offers a minor degree of empathic sense.

Skull Rats: A lesser rodent that acts similar to most other rats, their main differences are that they will eat bones they scavenge whenever possible and they are quite active when it comes to hunting undead. They are named for the fact that they will naturally form bony growths on their bodies that will eventually resemble their own skeleton overlaid over their bodies. They can spray needles of bone from their mouth when threatened. As familiars, they reinforce the bones of those they are bonded to, making them harder to fracture or break.

Drift Avatar - Echidna: While originally a wanderer, the younger avatar of drift eventually made the Ebonwood her home. Echidna has a rather tragic history before becoming an avatar, an elven woman, pregnant when she first arrived on the demiplane, she cared for herself and her child for months in the dangerous lands she arrived within, using drift to aid in her task. However, her child was stillborn, not strong enough to handle the drift magic she used. This broke her spirit, the drive to continue leaving her. This caused the abundance of drift magic within her to riot against her control, and latch on to that which broke her, the desire for a child. This desire slowly consumed her, and she absorbed greater and greater amounts of drift magic in an attempt to give birth while alone, until she grew quite mad. In a fit of madness, she took a rat, infused it with drift, and simply absorbed it into herself. Within a week, she gave birth to a ratling, a humanoid rodent about the size of a halfling, maybe a bit smaller. This triggered something in her, or, more accurately, the drift within her, and it consumed all that she was to create Echidna, the mother of monsters.

She still desires to have more children, and does so by using animals and even some humanoids, absorbing them into her body only to give birth to hybrid creatures, the essence of those absorbed stored and used to create new breeds. Her collection of absorbed beings is vast, and she adds to it as her children find more victims to bring to her, though she is meticulous and picky in her choices, leaving those she chooses to leave alone to their own devices, though she has been known to give a 'blessing' of sorts to females brought before her, giving them a weaker version of her ability, the ability to absorb an animal essence and give birth to creatures with the traits of that animal.

Echidna's strength is her children, not just in numbers, but her literal ability to take the attributes of her children and add them to her own, though the amount she can take individually is small, it adds up quickly, and this can even be in more magical traits such as the abilities of magical beasts, she may even imbue her children with a portion of this strength, to act as guardians or for specific tasks. This also allows her to act as a deity for priest type pact users, granting them druidic magics, though those devoted to her eventually receive her 'blessing' and are rendered as little more than mobile incubators to add to her strength, leading many of her priests to ruin.

Finally, Echidna is able to create much stronger monsters at a whim by using drift, summoning a simulacrum of a monster created from those within her collection, which she uses to great effect with the strength of her children to combat abominations.

Echidna appears as a beautiful, 12ft tall elven woman with bronzed skin marked by tribal tattoos in red and is usually lightly clothed or wearing nothing at all. Her hair is in a brindled pattern and her eyes are orange.

Bluth'aven

One of the few true settlements within the Demiplane, Bluth’aven is also the oldest, founded millennia ago by goblins, hobgoblins, and kobolds. The peoples within gradually changed from ambient drift over generations, turning them into what are known as Yasha and Zshar in current times. While the settlement originally started as a relatively small encampment, like would be founded by bandits, it has evolved with its people. The psychic natures developed by the yasha and zshar found its way into the construction, resins replacing wood and stone easily, with crystal adornments becoming more and more common over the generations. This has eventually led to its current configuration of towers, obelisks, and narrow planks and ropes running between them as pathways.

Besides its age, Bluth’aven has two major claims to fame, the first is it is *the* hub for the use of Dream within the demiplane, the yasha and zshar natives naturally capable of utilizing the psionic power for themselves, with yasha reinforcing their bodies and athleticism and the zshar producing psionically resonant resins for construction and more. The second, however, is the one the people are most proud of; they hold the only full record of the demiplane, stretching back all the way to when the goblins and kobolds were originally pulled there, though much of it is written from oral tradition after several generations, leading to some of the history being less accurate.

One unique feature of Bluth’aven is that, unlike any other settlement in the demiplane, it has no walls. Instead, the towers the people live in are the main defensive measure. From on high, yasha archers and zshar weavers utilize the resonance from the towers to enhance their use of dream to make their offensive potential much higher. As well, the towers create a field that acts like a low key alarm that warns of anyone coming towards the city, in what numbers, if they were hostile, etc. This altogether makes them well organized in the defense of the city. In recent times, however, the zshar amongst the leadership have petitioned to have a wall installed, both as a way to enhance the field further, but to defend against anything that may be able to trick the field into believing they are harmless, like it does with smaller animals.

Bluth’aven has a good relationship with Aberinth’s Gullet and has a trade agreement with the Crimson Fields that ensures they aren’t bothered overly much by the bandits from those lands, though this isn’t foolproof as several go rogue and attack regardless, though these individuals are usually repelled. Part of these good relations is due to the fact Mathas and Kas reside within and act as an intermediary between other settlements.

Notable Characters

Scabbard (100cp): An odd sort, Scabbard, or Scab to those he considers friends, is a zshar artisan with the unique ability to commune with the spirits of items through an application of both dream and anima, allowing him to access the skills and abilities of past users. He primarily uses this for his crafting tools, something passed through his family for generations. While young for a zshar, he has a focused edge that makes him seem much older than he is. He does, however, suffer from a birth defect that renders him devoid of scales and tail, something he does not like to speak of.

Psibrand (100cp): This creature is an experiment of Serra Dertak that traveled to Bluth’aven due to the psychic energy the spires emit. It is a genderless goblinoid, a minor telepath, and a petty thief. Its main form of self defense, besides a short sword and sling, lies in its ability to feed on psychic energies through its telepathy, which can cause disorientation, mental strain, and fainting depending on how long it maintains the feeding. This consumed energy can then be used to accelerate its natural healing or kept stored up to keep it fed for several days.

Adam Reach (200cp): A fey-blooded yasha, Adam Reach is unusual in that he lacks an affinity for Dream, even lacking the ability to create foci common to his race. Instead, he has an amazing affinity for the use of Anima and Glamour, as well as being a minor sorcerer. His talents are unusual, in that he focuses on creating minions to fight for him. By using a combination of all three of his abilities (Anima, Glamour, and Mana), Adam is able to create Eidolons, magical constructs forged from magic, to fight for him. With mana, he creates a matrix to hold it all together, with glamour, he gives it substance, and with anima, he imparts skill and power. Because of his focus, Adam himself is a fairly poor fighter, though he does possess his races natural athleticism.

Ghost (200cp): One of the few bartenders in Bluth'aven, a rarity due to alcohol's affect on dream users, she is a changeling shapeshifter with access to none of the sources found within the demiplane beyond glamour. However, what she lacks in a source, she more than makes up for in skill. Formerly a thief and spy, she retains her skills from both, and is quite skilled in disguise due to her ability to alter her form at will. Her only other advantage lies in her brews, which her biology processes differently from most, allowing her to heal, breath a fairly weak fire, or similar based on the ingested spirit.

Damien Black (300cp): A young zshar ritualist who learned under the now late elder ritualist, Malroc, he is one of only three that knows how to maintain the ritual of propagation for both the zshar and yasha. He is quite skilled as a ritualist, even having a good bit of talent in combat rituals and basic blood magic despite his lack of special heritage to aid in fueling the rituals. Despite his obvious talent, he feels in over his head in most situations and has the mentality that he's primarily just lucky. He possesses a living ritual candle as a familiar, which he calls Aiden. No relation to Asher Black.

Minerva (300cp): A yasha and mithral reforged, Minerva is the premier warrior of Bluth'aven. She is a master of the dream source and is quite in tune with rhythm, giving her excellent situational awareness and power behind her blows. Additionally, her status as a mithral reforged makes her a force to be reckoned with when it comes to melee combat, as well as close to mid ranged with her access to Dream crystals, lances of burning Rhythm, and her own reactor blasts. She can even combine these to create what she calls prism bolts, crystalline lances charged with Rhythm and the energy from her reactor. Still, it is melee where she shines. Her speed makes her incredibly dangerous already, added onto the strength and endurance of being a reforged, and finally her ability to discharge Dream into her blows to amplify them, she is a menace to face up close.

Mathas the Seeker and Kas the White (400cp): Mathas is a yasha that works as an enforcer, the equivalent of captain of the guard, for Bluth'aven. He is a shifter that makes use of dream to enhance his already impressive senses when tracking his targets. He is largely well liked by the citizens of Bluth'aven, but is equally feared due to his rather intense drive, as well as his primary companion, a ghost-like soulspark named Kas, who partially possesses Mathas and gives him umbral traits. Kas is actually a well cared for aethermental that has bonded with Mathas, though neither know this yet, and not a soulspark. Kas has given Mathas a unique fighting style, using a mace that is heated through her power, those struck being branded with their combined power so they may always be found.

If you possess the aethermental item, Mathas does not bond with Kas and loses some of what makes him a prominent figure within Bluth'aven. If this is the case, he only costs 200cp.

Creatures

Yasha: Goblins were the first race to tap into dream, a fact that shaped their evolution within the demiplane to become the modern day yasha, appearing quite different from their ancestors. The main defense of the goblins was to run, for the longest time this was the case, and they evolved to be faster as a result, growing taller, more flexible, more agile, and overall more athletic. Additionally, a minor demonic ancestry led to certain other traits becoming prevalent, including a short tail, black sclera (the whites of the eye), and irises that glow slightly. The end result of this evolution has led to modern yasha resembling an exaggeration of an elf, to a degree. Besides the physical changes, the yasha possess an innate connection to Dream, one which replenishes their stamina at an extreme rate even while in the middle of intense activity, this has allowed them to become quite fit physically and natural sprinters since they can keep going far longer than other races. Additionally, a yasha naturally produces a minor telekinetic field that protects them from harm to a degree, akin to wearing light shoes or padding. This field can be enhanced if the Yasha knows how to gain foci for a number of purposes, including, but not limited to; blunting impacts, making themselves fall slower and/or land more lightly, or adding power to their movements to the point they could potentially jump dozens of feet from a standing start. You can choose to be a yasha with the Inhabitant perk, gaining a discount on Dream as a result.

Zshar: The zshar are much akin to the yasha, and evolved alongside each other for most of their races' collective histories. The zshar emerged from an industrious race of dragon-descended reptilians called kobolds, and turned to using dream, alongside their nature as craftsmen, to hold down an area where the two races made their home. With the two races in such close proximity, and the yasha having started their changes prior to the zshar's own, the zshar started to take on traits akin to the yasha, but were also inclined to their own mutations that aided in their crafts. The zshar themselves are humanoids with skin that has a normal human tone, though may have a tinge of another color to it from their dragon ancestry, and is quite thick, almost like a layer of leather. They also possess small patches of scales in a roughly symmetrical pattern on their bodies and a tail that's nearly half again as long as they are tall, which houses a reservoir for special substances that, when extruded through the hollow end of the tail, becomes a psionically active resin. The substances are produced through an application of dream, which are easily shapeable through the same power as a result, and can be extruded through their tails, hands, and from under some of their scales. Most zshar are able to create a clay-like resin that can be sculpted into shape or strands of a thread-like resin that can be spun like silk or cotton, but many learn to produce other forms of resin with practice. You can choose to be a zshar with the Inhabitant perk, gaining a discount on Dream as a result.

Gem Moths: A common and welcome sight during the Spring and Summer months, gem moths are actually a breed of butterfly. They are essentially normal butterflies with a gem-like lattice in place of normal wings and possess an empathic sense tel tell when something wants to harm them. When threatened, their wings emit a blinding light as a form of defense. As caterpillars they feed on a mix of leaves and crystal and will eventually weave a cocoon of crystalline silk that, once shed, is often collected for use in making embroidery in zshar-made clothing. Taking one as a familiar is simple and provides protection from bright lights, though some have learned to also replicate the flash of light the moths can produce if they bind more than one.

Brain Moles: A real pest in Bluth'aven, a brain mole is both a nuisance and a real danger to dream users. It is a nuisance in that they feed on psychic energies and can stunt a person's ability to use dream for a time after doing so. This is not too dangerous and merely an annoyance that can be worked around. However, brain moles carry a psychic disease that causes dream within the user to become chaotic and uncontrolled, any use of dream beyond that point will cause it to run wild in a domino effect that can easily leave the user completely drained of dream after likely causing serious damage to the area around them or to themselves, some even lethally so. Brain moles, oddly, are effective familiars for dream users, making it easier to focus dream.

Aeon Crystals: A naturally occurring creature born of dream, they are rare outside of regions where psychic energies gather, making Bluth'aven a perfect home for such creatures. Resembling little more than emerald pearls surrounded by a thick corona of wispy energy, they have an unsettling quality to them and are treated largely as a pest by those residing in Bluth'aven. Those that see past the corona around the pearl will make out a single glyph or image, which holds a meaning that carves itself into the minds of those that see them and can cause various effects, both beneficial and detrimental. Those with the dream source or the ability to bend curses may use this to their advantage, but those unprotected are sometimes changed by the experience, sometimes in ways that are good, sometimes in ways that are decidedly not. While difficult to bind as a familiar, it is possible, granting the benefits of their glyph or image while negating any downsides. However, aeon crystals are fragile, so protecting them is somewhat difficult.

Examples of such glyphs include - An eye symbol that grants truesight but enhances the effects of visual memetic hazards, a glyph that causes its user to have enhanced tactile senses including the lowered pain tolerance that would come with, or a blood drop that makes them regenerate blood faster but also inhibits clotting.

Spire Lizards: These reptilian creatures usually measure between two to three feet in length with their tails taking up a good half of it, they latch onto the spires around Bluth'aven where they feed on crystal growths and emit a psychic field that amplifies Dream based powers, including the protective field generated by the spires. Additionally, their rapid growth and high yield of eggs makes them a decent food source, functioning similarly to chickens for other cultures. Spire lizards can be taken as familiars easily if you possess access to dream, and even if you don't, though it's certainly more difficult to do so. The benefit of having a spire lizard as a familiar is a small amount of faster healing and the ability to regrow lost limbs, though this is an exceptionally slow process if you only have a single spire lizard familiar.

Cerebral Eyewing: Eyewings are a subtype of insect-like creature common to the demiplane, each of them resembling dragonflies that are about the length of a human's forearm, on average, and a wingspan up to twice that length. The cerebral eyewing is a variant common to Bluth'aven that possesses a fey ancestry and a minor connection to dream. They can speak telepathically and are about as intelligent as a young child (between 3 and 7 years old, usually), along with having a similar personality to a child. They are known for their songs, which are often compared to those of a songbird, though they can be layered with fey magic to induce drowsiness and even sleep. Cerebral eyewings feed on the ambient energy produced by nightmares and dreams. Taking a cerebral eyewing as a familiar grants you a few minor benefits, including a more melodic voice, a reduced need for sleep, and resistance to magics that force sleep.

Doma: One of the most terrifying creatures on the demiplane for how viscerally they affect those around them, the Doma are a threat only if they are desperate. A doma resembles a large, red- and black-bodied spider with a gaping cavity in place of its head, this cavity is filled with small, black threads that can extend outwards to manipulate things and, when rubbed together, create a hissing noise similar to a cat. This cavity and the threads within are their most dangerous feature. With these threads, they can quickly and painlessly remove a creature's eye from its skull and pull it into the cavity, where the threads start to penetrate and weave into the eyeball. This then gives them a storage space and conduit for dream that they naturally produce, which can provide a number of effects based on the eye ranging from sight based telekinesis, hypnosis, ESP, or even beams of concussive force. A doma can keep such an eye maintained for months before it degrades to the point where they must search for a new one. Oddly enough, most Doma only ever go after animals, avoiding provoking humanoids. As familiars, rare though this is, a doma provides its master with enhanced sight and a weak hypnotic gaze.

Dusk Village

This village is a small, ramshackle place in a copse of trees near the Duskfall Lake with surprisingly good camouflage. This is the home of the race known as wispers, the sole race of natural pact users in the demiplane. As a newly emerged race, wispers don't have much history, many don't even know how the village began or where their race came from. Similarly, their neighbors, the salat-ka, didn't realize the wispers were there until after the village was torn down the first time. Since, the two races have taken to aiding each other during rougher times.

Dusk is a small place, with an adult population still only in the low hundreds, they survive largely from their use of spirit channeling and their dealings with the salat-ka of Duskfall Lake. Every wisper possesses the ability to bind a spirit once they reach a certain age, anywhere from thirteen to twenty five years of age, and they are not considered adults until this occurs. These spirits almost always grant the wisper a set of skills, defining their role in Dusk, at least most of the time. Any spirit bound is recorded, and if a binding method is found, it is also recorded to allow for more options for the priests of Dusk.

The most obvious trait of Dusk is its composition. Every home is designed to fit back together easily if broken or otherwise destroyed due to how commonly scuttled attack the town and its lack of proper warriors. The presence of the salat-ka and Silver Priest in Dusk is the main reason they haven't been so broken down that they would have found it easier to flee and settle elsewhere. It helps that crafting is a significant enough trade amongst the people of Dusk that they are able to put out quite a bit of usable goods.

Many reforged and forgehearts come from Dusk due to the presence of Silver Priest and his apprentices. Not many reforged stay after the process is finished, even among the wispers themselves, however, this has promoted the use of anima in Dusk, and it is used nearly as much as pact as a way to compensate for the younger wispers' disabilities. On top of this, Delfire is more common in Dusk than anywhere else, being the home to the first Forgehearts to ever exist, with only a small number emerging from elsewhere.

Dusk has small dealings with Aberinth's Gullet and, later, Ravenwood in addition to the salat-ka of Duskfall Lake. Additionally, there is a small cabal of vampires found near Dusk Village, they aren’t very aggressive and feed rarely, but they experiment extensively with magic, blood, and sacrificial rituals. These vampires are a splinter group to a larger, far more dangerous group, selected because they are less aggressive. Wispers are resistant to vampirism, but not immune, and a few wispers have become vampires in recent years, it is only from the last couple of generations. This will likely result in a number of dhampirs being born in the near future.

Notable Characters

Professor Samantha J. Addams (100cp): A strange woman, originally thought to be human when she arrived in Dusk Village nearly a century before Ravenwood, she still appears to be only in her early forties despite her actual age. She is an eccentric woman with a penchant for the mystic arts, though in a more scholastic sense rather than a practical sense, her downright pathetic reserves of mana making her a poor mage. Her true talent, however, lies in her knowledge of magical beasts, including how to rear them. She possesses several magical beasts that she has raised from a young age, which are quite docile unless provoked. The one she keeps with her at all times (and acts as her familiar) is a metallic, slime-like creature she calls Yhorme, which can freely shape and harden its body at will to act as a weapon or shield for its master. Surprisingly, the boon from this metallic slime is an unnatural celerity and, less surprisingly, flexibility.

Azer Colt (100cp): Azer is the classic example of the bumbling idiot with more luck than sense. Too curious for his own good and far too happy to just sit back while other people do his work for him, Azer has made himself quite the nuisance in Dusk, the only real saving grace being that it is quite difficult for a Kiln to get drunk and his actually quite skillful use of Delfire. While not particularly bright, Azer does possess a few good orbs of Delfire that he's gotten fairly good at using, though he doesn't go searching for more than he already has.

Ark'os Ja'yra (100cp): A reforged created by Gai'el rather than his father, Ark'os was a wisper that fell ill and grew frail without a spirit bound and, as a result, lost the use of his arms and legs at a young age. He was also Gai'el's oldest friend, resulting in him working to bring his friend back to strength. Heartmetal was used in the process for the first time and proved to be quite the boon to the new reforged. His frailty and sickness were completely removed, his reactor countering the downsides, but using almost all of its power to do so. When his spirit finally came to him, it freed up the power of his reactor and made it easier for him to create his reforged components from anima. However, if his spirit ever unbinds for some reason, said components collapse and must be created anew the next time he rebinds the spirit.

Revenant (200cp): The being known as Revenant is a form of undead that occurs when someone crosses into the demiplane while on the brink of death, still possessing many traits of the living but gaining benefits from their undeath. While he does remember his original name, he believes that a new life deserves a new name, a new beginning, one he has taken to with surprising vigor. He is an arcanist with a focus on witchcraft and wizardry, though he has some experience with shamanism as well. His reserves of mana are quite deep, owing to his undead nature reacting with the mana in his body to produce more than he once possessed. He does not, however, possess any other source.

T'aella Avo'tinas Ne'cota (200cp): T'aella is the foremost expert on anima use in Dusk, a fact that often leaves her frustrated trying to teach people how to use anima better and getting her to much prefer being out in the wilderness, something aided by her spirit's defining her as a hunter. Her spirit is a totemic animal, a panther-like creature, that gives her unnatural skill on the hunt and allows her to tap into a primal sort of rage that enhances any anima she uses. However, it comes with a debilitating downside. When unbound, T'aella's senses of sight, hearing, and smell are greatly diminished to the point she'd be practically helpless if not for her use of anima to compensate. Her favored anima artefact is a bow that creates its own arrows.

Angelica Eisen (200cp): Angelica is an odd member of the wisper race, having been a yasha prior to their induction into the race through a ritual of propagation. Why she came to Dusk and why she chose to use the ritual of propagation is unknown, however, she knew Samantha Addams prior to coming to Dusk and treats her as a friend. She is a skilled fighter, with access to dream, anima, and drift. However, these sources are heavily intertwined, to the point where they may as well be a single source. Her foci are used to 'fill' anima reserves that amplify the mutagenic effects of her drift, causing spontaneous, but controlled, mutations through her body. While these mutations only last a minute at most, she is quite adept at using them. Her spirit is an odd one as it doesn't grant any skills, but instead focuses on a single ability, granting Angelica telepathy and mindsight, the ability to sense where beings are based on their minds.

Malna Ki'eer (300cp): Unlike most wispers, Malna is a practitioner of several forms of pact magic beyond just the Priest style of spirit binding. She favors cultic pact magic as the false divinity aids the growth of spirits and familiars, while her familiars are able to benefit from the spirit bindings she makes using such false divinity. She favors herself a merchant, but has been known to take a soul as collateral on occasion, with several simply failing to return to get them back, though she won't use them unless truly pressed. Her primary familiar is a chimera that she dotes on like one would a puppy despite its rather insectoid appearance resulting from its diet of fish, amphibians, giant bugs, and crustaceans.

Joseph Waltz (300cp): A wisper artisan, Joseph is a master enchanter, and considered the best in the field, even by those that have been around far longer than he himself has been. His skill in the use of natural magic, legacy forging, and ritual enchantment ensure such is the case. This is largely due to his spirit, which initially set him on his path and granting him insights into various crafts. However, the biggest aspect that sets him apart from other enchanters is his heritage. He has the blood of a Dao and Ifrit running through his veins, a genasi of earth and fire. When his spirit is unbound, he is blinded, though this doesn't seem to hinder him much.

Voren Malkuth (300cp): A relatively young and surprisingly passive vampire that developed an alchemical solution to resist sunlight's harmful effects, though not the pain of being under the sun, this solution is formulated to his specific composition and is less effective on other vampires. They are a researcher that studies the source of vampirism and is a highly intelligent with all their studies over the decades, he has made it his mission to create the perfect strain of vampirism to remove its weaknesses. He acts as the primary contact between Dusk Village and the vampire cabal. Additionally, he possesses a spellbook that both stores his notes and stores great amounts of mana to form wizardry style spell matrices.

Gai'el Drom'as (300cp, Discount Silver Priest): The first forgeheart created by Priest, a child raised by the man and inheritor of his adoptive father's medical knowledge. Gai'el possesses an early model of delfire reactor, making him a lesser Kiln, able to store a few orbs of delfire. This is not, however, where his specialty lies. Gai'el has a unique ability amongst forgehearts, able to manipulate heartmetal he creates, reshaping and moving it with but a thought. This makes him quite good at creating components for the reforged process. He does not, however, see himself as a fighter and tends to shy away from a fight.

Silver Priest (400cp): One of few to survive the Hostel of Screams, and the only one still in living memory to this day, Silver Priest is a major figure on the demiplane. He was once an elf, but was significantly changed by his time in the Hostel, primarily in the form of living metal grafted onto his skin, along with claws that carry a potent anesthetic. His unique mutations go far deeper, but he rarely reveals more than the surface level. He is a master surgeon due to his use of delirium, drift, and anima that allow him to alter the bio-template of a being as he works, effectively using the body's own "memory" of itself to repair damage and accelerate the healing process. Finally, he has perfected the process of turning someone into a reforged and can do so with nearly any material with only a few days of preparation, less if he rushes.

Dolguun Rend (400cp): A middle-aged wisper that is one of the longest running delirium users outside of The Crimson Fields, largely due to the Shards of Rust and Ruin and his primary spirit giving him a number of skills that synergize well. He supplements this with pact and anima use, giving him an exceptionally wide array of skills to apply his delirium towards, combat and otherwise. He favors the use of a warhammer named Bellows, which is enchanted to absorb fire and wind oriented mana to create powerful flames, this provides the base of his fighting style.

If you possess the Shards of Rust and Ruin, Dolguun still possesses much of his skill and his fighting style, but is more focused on the use of enchantment rather than using delirium to shift how they work, reducing the price to recruit him to 200cp.

Delfine, the Sea of Flames (800cp): Delfine is an example what happens when someone manages to control the influx of power during the process of becoming an Avatar, though it was marginally easier for her due to the power she utilized. Delfine is a unique entity, narly 12 feet tall with matte black skin, a bronze mask and bandages that seem to be a part of her body with how they regenerate, and piercing green eyes.

Her form gives her a great deal of physical strength, though still no more than her size and musculature would normally give, but she also possesses a good deal of durability and an impressive regenerative healing that is considered absolute as she always seems to come back, regardless of how severe her injuries, with no scars.

Her true strength, however, lies in her use of Delfire. She is the most powerful kiln in the demiplane, possessing thousands of orbs of delfire to do with as she pleases. However, with the number held in her body, there is a downside. Fueling more than a few orbs at once causes heat to build up within her body as they start to bleed into each other, a runaway reaction that, if left unchecked, turns her into the Sea of Flame that is her title, leaving her a masked skeleton engulfed in an inferno of multicolored flames that can stretch for several miles. The magic of this process spawns delfire orbs across the demiplane as it runs wild, something she tries to keep to a minimum, but fails at due to her insistence of fighting any and all abominations that end up on the demiplane, which requires her to go all out with her use of delfire.

With how overwhelming her own power is to herself, Delfine prefers to use Delfire as individual orbs she physically holds, a process much easier to control and handle, and she is quite skilled in using Delfire in this way due to constant practice over centuries. She is also more than willing to provide Delfire to others if they prove trustworthy as she is always collecting more, even being able to turn someone into a kiln if they have a strong constitution, though she does find this draining, resulting in her trying to avoid it if she feels an Abomination may attack soon. While she resides near Dusk Village, she is rarely seen there, and is actually more often found on the border to the Crimson Fields.

Creatures

Wispers: Wispers are a relative unknown on the Demiplane, some claim they're spirits given an incomplete physical form, others say they're a sudden mutation of one of the more common races, such as humans or elves, and still others just think they're disabled individuals that learned how to mitigate their disability. Still, wispers are the first intelligent race to ever possess a connection to pact on the demiplane. The defining characteristics of a wisper are their disability and their primary spirit, every wisper possesses one of each, whether they are blind, deaf, lame, mute, or slow, they possess some kind of disability, a disability that is completely mitigated when a spirit is bound, usually their primary spirit, which they can bind with a simple act of will rather than needing to contract with it. However, wispers are not taught the trick necessary to bind their primary spirit, or any others, until they come of age, usually after 15 years. Spirits bound to the wisper are fully integrated, having their effects greatly enhanced, and the primary spirit of a wisper will even grow stronger as the wisper does. However, if a wisper ever has a spirit unbound, their disability will return within moments, requiring them to bind a spirit once more to reclaim their full function. Those that become a wisper are usually imparted with a disability of their own, though these are far more varied and usually remove something of their previous race. You can choose to be a wisper with the Inhabitant perk, gaining a discount on pact as a result. If you do, you also gain +100cp due to the disability imparted by being a wisper. This disability is lost post jump.

Reforged: The reforged were made as an answer to normally crippling injuries, missing limbs, damaged organs, and the like, traits even the abilities of the wisper cannot compensate for. The process was created by Silver Priest by modifying a similar process used by the Master of the Hostel, simply adding a soulspark to the prosthetic to allow it to meld with the reforged, grow with them, and otherwise become a true part of the body, with the materials spreading to incorporate themselves more thoroughly through the body. This results in their base form looking very similar to their previous race, with the incorporated material seeming to fuse into parts of their flesh.

The biggest change to the reforged is a glowing ring that forms on the torso, an anima reactor that inevitably forms on every reforged. Normally, this ring is simply inert, however, it can be 'spun up' with an investment of anima. While spun up, the reforged is physically empowered and produces an energy that can be used to fill anima artefacts, at a greater amount than the anima invested in the reactor, and can even allow for over filling such an artefact. However, this is not easily sustainable, keeping the reactor empowered in this way strains the reforged greatly and can result in burnout, a state in which their reactor stops working for a significant period of time and their bodies are drained of stamina. This can be pushed through, with appropriate training, but doing so is both painful and causes significant damage to the reforged's body, especially their prosthetics. A reforged skilled in the use of anima can form additional grafts and augmentations using only their anima, providing themselves additional abilities over time. You can choose to be a reforged with the Inhabitant perk, gaining a discount on anima as a result.

Forgehearts: Another creation of Silver Priest, and one he never expected to actually come to fruition, the forgeheart were created by imposing a living bio-template onto a synthetic body made from a simple metal alloy with a reactor core in place of a heart, one designed to mimic the reactor of the reforged when fed fuel. When the bio-template finally took hold, the first forgeheart was born, the metal converting to a more flesh-like substance, internals emerging from the core, and otherwise turning the golem-like body into a human one. The forgeheart themselves are fairly generic humanoids with dark skin that seems ash stained, hair in various metallic colors, and eyes that are a single solid color, usually red, orange, white, or yellow, though some will have the intensity of the color fade as it spreads from where their pupils should be. A forgeheart does not need to eat, drink, or sleep, normally, but can benefit from doing so if they wish to, building up a reserve of power in their reactor core, which can be used to fuel delfire, the favored source of the forgehearts, to accelerate their healing, to produce and control heat or flames, or to produce heartmetal. Heartmetal is an odd bio-metallic alloy that is warm to the touch and pulses at a regular rate, akin to a heartbeat, lending to its name. This metal, if allowed to build up internally, infuses into the flesh of the forgeheart's body, reinforcing it further and greatly increasing their overall durability until they reach the point where they match, or even exceed, the durability of a helmed drudge. Externally, however, heartmetal is a relatively soft metal that naturally attunes to its user, seeming to alter its balance and almost move on its own to aid its user. On its own, however, it is fairly weak, needing to be alloyed or used as an inlay to an object rather than acting on its own. When alloyed, the metal is nearly on par with mithril in terms of durability, with other properties present based on the other metals in the alloy. You can choose to be a forgeheart with the Inhabitant perk, gaining a discount on the Kiln perk as a result, rather than a discount on a source. Additionally, a forgeheart Denizen may choose to gain the Kiln perk for free in place of gaining a discount on one of the other sources.

Duston: These small, orb-like creatures are commonly collected in Dusk Village due to a simple fact, they naturally draw in and store false divinity, as well as being attracted to it, which is useful in the contracting of spirits. Despite this usefulness, they are treated with care due to the dust that they shed, which is highly allergenic, making it potentially dangerous to keep around. They breed slowly and few are found every year, but their usefulness makes the effort worth it for some.

Duston come in several colors, with black, brown, and white being the most common, though red, blonde, orange, and even calico or brindled dustons are known to exist. These color variations actually tell a lot about the individual duston, specifically what kind of dust they produce and its effects as well as just how much false divinity they can store up at a time.

Finally, Duston are known to collect delfire orbs, however, doing so often results in them permanently bonding with the delfire in question and effectively tying up their false divinity in fueling the delfire, making them more dangerous and less useful except as familiars. Such dustons are, simply enough, called delfire dustons. As familiars, they either allow one to store false divinity within their own body or reduce the amount of stamina needed to hold an orb of delfire, depending on if they are a delfire duston or not.

Devil Doves: These are a common sight around Dusk, and a major nuisance for the wisper race due to their nature as anti-spirit creatures. A devil dove, so named for their grey and red coloration, is actually a peaceful creature, much like pidgeons, and are sometimes caught and eaten by the locals. However, they have a natural ability to sense spirits and send them away if, for some reason, they dislike the spirit or the person hosting the spirit. It is a, somewhat uncommon, belief that these creatures are actually fey in nature and are trickster spirits themselves. As familiars, devil doves allow their master to sense spiritual beings, with greater range and clarity the more are bound.

Shell Hounds: Magical beasts that are often traded by kruxan to both the Salat-ka and wispers and tasked as guardians or companions. A shell hound is very similar to a wolf, but has certain properties from the kruxan that trade them. While normally appearing as simple wolves, they possess a grey pearl on their foreheads and may grow a hardened shell-like armor over their bodies. They possess a natural affinity for both Rhythm and the Ink. Rhythm connects an entire pack of shell hounds or, if bonded to a single person, their owner, granting them a natural empathic and pseudo-telepathic link, while the Ink allows them to summon jets of blackness that they can spit at great distances with terrifying accuracy. The kruxan are tight lipped when it comes to where these creatures came from. As familiars, shell hounds enhance their masters senses of hearing and smell, along with giving a minor increase in their awareness of allies and themselves.

Vampires: Vampirism on the demiplane is a potent thing, a substance that builds several natural spell matrices within the body and inducing changes within the composition of the body. The matrices formed give a minor boost to strength and speed, perfect night vision, the ability to grow claws and fangs, a hypnotic gaze that slows the reaction time of those affected by it, the ability to produce a mist from their bodies, the ability to reduce their effective weight, a small amount of hemokinesis that includes a degree of regeneration, and the ability to extract and refine magic to fuel these matrices from blood. The changes to the body itself are mainly in the brain, making them more aggressive (noticeable, but not extreme) and turning them nocturnal, but it also makes their muscle and bones denser, and thus stronger and changing their organs to be far more efficient, the end result making them need very little sustenance and their aging to be retarded to the point they can live ten to twenty times longer than the average member of their race.

However, the matrices come with downsides of their own, each spell matrix has extraneous parts that combine to form a vampire's weaknesses. Sunlight burns as badly as fire, it is not immediately lethal, but it can kill if exposed to it for too long, this is true of all vampires and is their biggest weakness. Blood is also a necessity, the body of a freshly turned vampire cannot process normal foods and they need to rely on the magic extracted from blood to survive until the spell matrices refine enough to allow them to properly process normal food once more, if this runs low, it can lead to a Blood Rage, a potentially disastrous condition that causes a vampire to go into a feeding frenzy. The enhanced senses from vampirism are unprotected and can overwhelm a newly turned vampire, strong smells, bright lights, and loud noises could leave a vampire vulnerable. Finally, anti-magic materials can disrupt the spell matrices within the body, triggering a pain response that's downright debilitating, silver in particular triggering it when it touches blood. This is similarly true of normal healing magics, with stronger healing spells causing worse pain, though specifically designed healing spells can counter the pain of this process.

These matrices are rough at first, but refine as the vampire ages to make them stronger and more efficient, as well as reducing the negative effects tied to their spell matrices as their patched up. Additionally, new matrices may emerge if the vampire explores and pushes their abilities. This can even be pushed into the vampirism they spread, resulting in variant strains of vampirism. It can also absorb other forms of vampirism or similar conditions to add to its properties. Vampirism does not pass along automatically, requiring a conscious decision to do so when the vampire isn't in a blood rage. Though carriers often don't have the mental capacity to prevent the spread.

If you gain vampirism during this jump, you can choose to maintain it post jump, though you will not lose the downsides unless you have a way to mitigate them.

Repeated, brief exposure, such as through voluntary feeding through the wrist rather than the neck, and keeping the vampire calm can result in a minor case of the virus, turning an individual into a Dhampir, as per the Heritage perk, instead of a vampire.

Carvers: Also called bone dancers, carvers are incredibly flexible humanoid creatures with their forelimbs replaced by incredibly sharp, blade-like bone protrusions. Their movements are incredibly fast and their reflexes make it difficult to catch them by surprise or hit them when they're not surprised. The real danger these creatures possess is that they are the creations of vampires, designed to absorb blood to feed their creators, and older carvers almost always carry vampirism and can even utilize blood echoes like actual vampires, though their rudimentary intelligent makes it very basic. Worse, they can infect others with vampirism, which is difficult to counter. The only way to properly counter this is an herb that, if chewed prior to fighting a carver, will prevent the infection from taking hold. Most are already familiars to vampires, so it is rare for one to be taken as a familiar, and those infected by vampirism cannot be. The rare instance they are, they provide some of their supernatural flexibility.

Blood Lanterns: Another vampire creation and the precursor to the carver, blood lanterns are orbs of magically animated blood that float and shine with a magic light, giving them their name. They were intended to provide a portable supply of regenerating blood for the vampires to utilize, however, the blood that makes up the lantern's body is infused with light and healing magic that is anathemic to vampires. This lead to most of them being destroyed, though some did manage to escape and multiply. Now they are a common sight around Dusk Village and Duskfall Lake. Blood Lanterns themselves are useful creatures as the blood that makes up their body has healing properties that they can infuse into someone to heal them and can be used to focus the light magic within them to fire off rays of light that can cause some minor damage. On top of this, they are intelligent, roughly as smart as a human teen. They bond closely as familiars, giving their master an affinity for healing and light magic or a boost to their healing rate.

Duskfall Lake

This lake connects two rivers together, one leading towards Aberinth's Gullet and the other towards Ravenwood. It is also the home of the amphibious Salat-ka race, where they reside within underwater caverns, and the beasts known commonly as scuttlers, which merely make their homes in the silt at the bottom of the lake. The lake itself is murky, having a green tinge to it that makes it difficult to see through and is surprisingly deep, stretching down far enough that the bottom is dark, but not quite lightless. It is in this darkness where scuttlers reside.

The Salat-ka, however, easily navigate these dark waters to make their homes, swimming through the water with powerful tails and webbed limbs able to propel them at a rapid pace. Reaching these depths is difficult for non-aquatic races, making dealing with the Salat-ka without magic for aid even more so. This is not entirely helped by the common use of Rhythm to communicate rather than physical speech. Only one human has ever stepped foot into a Salat-ka community, and that is Adrian Wright, the bearer of the Phaezroot and a specialized drift user. Even so, Salat-ka do trade with those that live above water just as easily as they do with some of the other aquatic races, including the kruxan and a small community of 'civilised' scuttlers that reside at the very bottom of Duskfall Lake.

Kruxan are actually a common sight in Salat-ka communities, traders that swim the river passed Aberinth's Gullet to reach the lake, bringing goods and services that would otherwise be unavailable to the Salat-ka. These, however, are merchants, and do not normally aid in the defense of the communities or their allies beyond a simple smokescreen of Ink, unless they are directly threatened. There are two other common races to pass through the lake for trade, the atlan, an aquatic subspecies of human that are thought to be the origin of the wisper race, and a small breed of fishmen that cannot leave the water due to a curse.

This degree of community and trade makes Duskfall Lake a hub for trade amongst aquatic and amphibious species, and with the tentative truce with the local scuttlers to keep them from attacking, other than the occasional greedy sort that attack Dusk, this is one of the more peaceful places in the demiplane.

There are, however, still dangers present, specifically a vile race known as the khadafere, but are otherwise largely left alone by the influences of the demiplane. It is unknown why this is, but some believe that water acts as a deterrent to the corruptive influence of the demiplane's natural magics while others point to the green tinge in the water and speculate that it is the algae that somehow absorbs the magic to protect those that reside below.

Notable Characters

Sa'ska Tre'an (100cp): A young Salat-ka that has learned a bit of spirit channeling from his friends among the wispers, which he combines loosely with his natural affinity for Rhythm, specifically the ability to form a Battle Hymn between himself and the spirits he has bound. This allows him to more easily utilize the abilities his spirits grant without the need for practice. He does, however, only have enough skill to bind low level spirits.

Utchur Gruthm (100cp): A kruxan trader that is often found in the Salat-ka town under Duskfall Lake, only rarely coming to trade with Dusk Village. His main trade is in magical reagents, including ones he himself has discovered. While not a user of natural magic himself outside of some basic potions alchemy, he is quite adept at identifying the magical traits of nearly anything he sees due to a "shadow" cast by the material. No one knows what that actually means, however.

Sel'mon Tyg'n (100cp): An example of what a Salat-ka can actually do as a fighter, Sel'mon is actually one of the few true warriors amongst the Salat-ka race, an expert in both using her unique physiology to surprise her opponents and interpreting her use of Rhythm as a sort of combat sense. She is a beginner in the use of Delirium.

Hash'char As'toxa (200cp): Hash, as most people call him, is not exactly what one would expect when talking about the Salat-ka. His dragon blood has given him scales and horns rather than the rubbery hide and frills of his people, making him look far more like a dragon than even other dragonkith. While not a mage, his draconic heritage has given him a degree of arcane potential that he has made good use of, along with his use of Rhythm, as a greenspeaker, effectively a magical botanist.

Tsu'sha Ket'thas (200cp): Tsu'sha is the leading expert on the use of Rhythm without access to the First Verse. She's explored nearly every aspect of the power, and has come to find it is one of the more intellectually inclined powers out there, requiring interpretation of the many songs out there to glean information and has thus pursued the use of the Ink to enhance her mind enough to better interpret what she hears. She's taken to using this expertise in investigation more than anything else, becoming one of the best law enforcers in the region.

Vasher Hyde (300cp): Vasher is not of any known race, being a completely unique entity on the demiplane, a rarity for non-drift users or those that have been touched by drift at the very least. He possesses a natural inclination for Delve and possess some method of living underwater without issue. His greatest trait, however, lies in his use of heritage based magics. He is confirmed to have used Demonfire, Holy Magic, Moonlight, Blood Echoes, and Ephemera, with some evidence that he may possess troll blood or be a water genasi. In truth, he is the result of an experiment in mixing all bloodlines, possessing the blood of demons, angels, giants, trolls, vampires, therianthropes, ghosts, dragons, fey, and the four types of genie. He is, however, limited by what he's been able to unlock using his Delve source, a limitation placed on him by his, now deceased, creator. He is also technically ageless. He is incapable of accessing other sources and is too unstable, physically, to survive a ritual of propagation.

Garnet Haava (300cp): Garnet was originally a human that ended up in the area that would become Dusk Village years ago, well before Ravenwood found itself in the demiplane. She became a Salat-ka through the ritual of propagation within the first few years, followed shortly by the kruxan equivalent only a few years later. She took on an odd combination of appearances somewhere between human, Salat-ka, and kruxan as a result. When the Wispers made contact with the Salat-ka, Garnet took the chance to undergo their ritual as well, shedding her shell so she looked more like a standard Salat-ka. The ritual succeeded despite the number of rituals she had gone through prior, leaving her more human in appearance and only removing her ability to form a shell when she did not have a spirit bound. Finally, she underwent the process to become a reforged, returning to a mostly human appearance, something she desired quite heavily after the first ritual. From the various rituals, she has gained access to the Rhythm, Ink, Pact, and Anima sources, even if only in a rudimentary way. She also has exceptional luck with rituals that modify her form and can likely undergo many without negative side effects.

Desmona Altho (300cp): When coming to the demiplane, Desmona was on her deathbed from an illness, a contagious form of undeath. The transition gave her new unlife and bonded the infection to her body in a way that left her personality and mind intact as well as filling her with necromantic power that she has since begun to explore. She also possess a natural predisposition for Dream which, when combined with her necromantic abilities, makes her quite potent. One of her favored methods of fighting is to form mental links with her opponents and infusing the connection with necrotic power to sap her opponent's willpower and vitality, eventually leaving them too exhausted to fight, though this is not her strongest ability, that lies in her ability to manipulate and grow bone to the point where she was able to turn several acres of land into a bone forest, though it would leave her unable to move for several days afterwards unless this is done slowly.

Quil'ot Or'ka (300cp): An example of a combat ritualist, Quil'ot is one of the few to manage to make it to mastery, though only really in the use of combat rituals and blood magics. He uses his own blood, most of the time, but has enchanted his shed skin to absorb blood spilled upon it, blood that has its power preserved while contained within the skin. This allows him to use his own natural armor as a way to fuel his rituals without needing to go through making a proper sacrifice, though he does say it has an odd effect on some of his rituals due to the mixing of bloods. He is aided along by his use of delirium, which allows him to bend the rules of his rituals enough to make them more accessible.

Ostrix Gaol (400cp): Ostrix is young and ambitious, a kruxan with a plan and too little sense to see what lies right before him, but enough power to push through regardless. Reckless, unruly, and far too willful for his own good, and all because of chance that he has the power to back it up. He possesses a potent, dream-based treasure known as the Catalyst, one that has suffused his whole body, pearl, and shell, giving him incredible power with the power of dream. With the Ink giving him intellect, and dream giving him focus, all he really lacks is the experience to use that intellect and power properly. However, if you can direct this focus, he *will* get things done and do so efficiently, if not in the best way possible.

If you possess the Catalyst, Ostrix is a very different person, far less motivated and with access only to the Ink. He is still an intelligent man, but his intellect isn't backed by raw ability, leaving him… unfulfilled. Without intervention, he will turn to pact, a source of power he is ill suited towards. He will only cost 50cp and will not possess the Catalyst himself if this is the case.

Creatures

Kruxan: Even more inhuman than the Salat-Ka, the kruxan are a soft-bodied race thought to be related to a clam or oyster more than a human. Their bodies are incredibly soft, almost ooze-like, and are incredibly pale, with the only solid parts of their body being a wide, beak similar to that found on an octopus and a black pearl-like structure that is actually the origin of their shell. Without their shell, a kruxan is virtually helpless on land, and are only slightly better off when underwater, but most kruxan wouldn't be caught dead without their shell formed. Said shell grows from their pearl and can be shaped as it grows to offer a number of armaments and alter the way their armor works. They can also grow internal shells, like those that can be found in squid, to act as bones to give extra leverage. While most kruxan naturally form a shell to give them a humanoid appearance, they can alter this, with some taking on a more crab-like appearance and some even going so far as to take on a form more reminiscent of an urchin or snail. Even amongst those that prefer a humanoid form, they can vary their shell to various thicknesses and patterns for different sorts of armoring or to create armaments, such as a pincer similar to a crab, which can be made exceptionally sharp for offense or thickened to act more like a shield, some even being capable of creating claws that can snap shut hard enough to fire concussive blasts, which are loud enough to deafen those nearby. On top of all of this, the kruxan possess a natural connection to the Ink, with their pearl acting as a focus and anchor for their use of said connection, allowing the kruxan to manifest clouds of Inky darkness that blinds and hinder those trapped within, even after they escape the actual cloud, though kruxan themselves are immune to this, able to see through the cloud perfectly. This does, however, possess a downside. With the pearl acting as an anchor, it is difficult for a kruxan to inkwalk normally, needing training to attain what is normally the most basic ability of the ink. You can choose to be a kruxan with the Inhabitant perk, gaining a discount on The Ink as a result.

Salat-Ka: One of the least human looking of the intelligent races of the demiplane, the Salat-Ka look much like a scaleless lizardfolk with thick, rubbery skin that's more akin to what's seen on salamanders or frogs, even allowing them to breathe partially through their skin. The Salat-Ka are an amphibious race, able to live their entire lives underwater as easily as above it, they are also built to live underwater with powerful, digitigrade legs that are suited for jumping, long torsos that are quite flexible, a reptilian head, clawed and webbed hands and feet, and a tail almost as long as the Salat-Ka is tall (which is considerable as only the n'mak rival their height) that's able to propel them near as well as a crocodile's could. Salat-Ka naturally shed their skin as they grow, and can even initiate the process voluntarily, which can take a few days to finish. This skin will harden to act as a simple form of leather armor, some Salat-Ka take these skins to craft into better fitted armor. This skin is infused with rhythm, which naturally resonates with the wearer, something that provides slightly better protection than other forms of leather. A Salat-Ka's tongue is the single strongest muscle in their body, as well as being nearly long enough to reach twice their body length, and with enough force to actually knock out those struck by it. This tongue is also prehensile, almost acting like an extra limb, and is tough enough to resist all but the sharpest blades. Finally, the Salat-Ka are innately connected to rhythm in a few unusual ways, the first of which is their ability to produce a rhythm based sonic attack that stuns, disorients, and confuses the one its focused on, however, this is a little known ability compared to their second, which allows them to translate the input from rhythm into a second form of sight that extends quite a ways beyond their normal vision, making them notoriously difficult to sneak up on. You can choose to be a Salat-Ka with the Inhabitant perk, gaining a discount on rhythm as a result.

Scuttlers: While the name given to these creatures does not sound very menacing, scuttlers are quite dangerous. Resembling nothing more than a cross between an ogre and a crab, these armored humanoids are thankfully rare. About half again as tall and nearly four times as bulky as a human, scuttlers are plated with chitinous armor that makes them incredibly difficult to harm. However, it is their claw that is their most dangerous feature, one of their hands is a large crab claw about four times larger than their other arm and with chitin much thicker than the rest of their body. This claw is commonly used both as a shield and as a blunt weapon, though some sharpen the part they strike with for more devastating strikes. The main upside is their poor senses. Scuttlers have poor eyesight and virtually no sense of smell, relying on hearing which is only slightly better than that of a human. Scuttler chitin is often found on the edge of the Doran River that connects to Duskfall Lake and runs through the Ebonwood Forest farther down the river, which is where most scuttlers make their home. Some have been known to make trade with humans, usually those that find human foods appealing, but most would rather just eat them over trading. It is thought that scuttlers are to the kruxan what ogres are to humans. It is actually possible to bind a scuttler as a familiar, but they are domineering and dangerous to keep as a familiar as they can wear any such bond down if you don't secure the bond right. If you manage it, however, you an increase in both strength and durability that is actually noticeable with a single scuttler.

Red Eyed Carp: Little more than giant fish that don't look much different from normal giant carp, these creatures are still sought out for one special feature, wherever they make their home is filled with a unique magic from the scales shed by the creature which often manifests as strange growths within their home that have unique magical properties. Additionally, their eyes are useful in alchemy. While they can be taken as familiars, their tendency to cause magic to go wild makes them a poor choice.

Dragon Eel: Or a river dragon, if you prefer. These beasts are true dragons, growing and gaining power constantly as they age, and they are both smart and magically capable creatures. They are straightforward in ability, however, possessing an electrical breath and a poisonous bite. They are capable of flight but rarely leave the water until they grow past their first century. Only hatchlings can be taken as familiars and they provide water breathing or a limited form of levitation, though this grows quickly as the dragon eel ages.

Drunaei: A type of plant-like creature created by Aria that resembles a lily pad with a tuber underneath, they are a significant source of food for many of the underwater creatures as they produce edible vines from their main body which are imbued with a song that promotes healing and sustenance. This is bitter unless roasted, something that gets several Salat-ka to come to the surface just to cook them. These creatures are actually somewhat intelligent, on par with your average (non-Ravenwood) raven, and can recognize when something truly means to harm it, leading to it lashing out with a lance of Rhythm. Drunaei can be taken as familiars and grant an unusual ability to manipulate one's own hair, which some believe is based on their vines.

Rhythm Avatar - Aria: One of the few avatars that can be considered benevolent in nature, Aria resembles an odd cross between an otter, a merfolk, and a panther, though she does possess a distinctly human-like face and head, with red hair that contrasts against the bluish black fur and scales on the rest of her body. She is able to use Rhythm to, somehow, weave the perceptions of others so she seems completely human, if a supernaturally beautiful one. This extends to weaving other potent illusions and other mind magics that can even affect Abominations despite their resistance to such tricks and magics. Her illusions can even cause physical damage in those affected by them.

Her personality is meek and quiet most of the time, but friendly. However, when confronted with something she finds abhorrent, such as abominations or certain beasts of the demiplane like the Doma, she will become quite zealous and manic in her destruction of them. She is always embarrassed when these… episodes pass, especially because she drops her illusion of humanity when she goes into one of these rages. She will commonly comment on how her dislike or fear got the better of her.

She refuses to speak of who she was before becoming the Avatar of Rhythm, but has let slip minor details that speak to her once being a human or half-human of some variety, and that she chose her path rather than having it forced on her like many other Avatars. She also has a tendency to stammer when talking about the Archivist.

One thing of particular note is that she created the Salat-ka through her use of Rhythm, a feat she has used to create a few other creatures of much lesser ability, including the red eyed carp. This has led to her being imbued with a small amount of divinity through the Salat-ka's reverence for her, making her one of the only Avatars to possess access to another source, even if only minorly so.

Aberinth's Gullet

One of the few cities located on the demiplane, and by far the largest of them, Aberinth's Gullet is one of the most storied places on the demiplane and the one that's been present the longest. The city began as little more than a few houses around an old, abandoned and decrepit church on the material plane. Something small and unassuming to most. But, that changed when a child going by Aberinth came to the small, nameless village. He brought with him faith, not in a god, but in a concept, the very idea of growth, evolution, and change. Progress. At the time, he was little more than a minor sorcerer, but he brought with him the knowledge of alchemy, a skill which he shared freely with the people of the village as he repaired the church. This brought them something unique, a resource to share with the greater world... and word spread, bringing with it trade and income. People from all over began to settle in the, now much larger, town and came to call it after the very one that gave them their rise, Aberinth. It also attracted the attention of the demiplane. The town grew quickly into a city and began to prosper, even as Aberinth himself aged and began to approach his end. This is when the Demiplane took the city.

Aberinth was the first to notice the transition. His time had nearly been up, but the transition did something to him, it changed him, in many ways. However, only two are important. The first was his spark of divinity awakening, something hidden within him that even he himself did not realize he possessed. The second was his conversion to an unliving, his body now far more resilient, and his spark of divinity much more powerful than any before it. He had become an unliving demigod, something that was once unheard of in all the planes of existence. More than that, one of his domains coalesced immediately into existence, the very moment he became a demigod, the ideas of evolution, change, growth, and *progress* became integral parts of his being. He was a half step above a demigod, yet not at the level of a lesser god. It was still more than enough. He quickly built defenses around the city, putting his very presence into them as a way to ward off lesser beasts and began to explore his divine nature, resulting in the creation of the first symbionts. Through what he now calls Divine Alchemy, Aberinth made life, life that coexists and empowers others. And this was his gift to his people.

He began to spread these symbionts to his people, granting them powerful weapons and defenses to survive the demiplane, as well as a direct connection to him as he could speak through his divinely created symbionts, making him seem more a god than a demigod. Worship grew quickly once this began, prompting the growth of Pact within the city. It also made the people look stranger, other, even by the standards of the demiplane. This led to the city becoming known as Aberinth's Gullet by the denizens of the demiplane, what few existed at the time anyway, and the name stuck, much to the chagrin of Aberinth himself. Eventually though, Aberinth opened the gates to his city as things calmed and he was able to better utilize his divine abilities to root out those that would cause his city harm, turning Aberinth's Gullet into a major hub for trade. Over the years, interbreeding with locals, the constant presence of symbionts within the human bodies of the locals, and the ever present changes wrought by drift lead to the locals becoming an entirely new race, and discovering a new source of power at the same time. The aberrants and the power of Delve.

It did not take long before Aberinth's Gullet became what was essentially the capital of the demiplane and home to several races. Even the previously entirely nomadic N'mak and Boska started to settle within the walls of Aberinth's Gullet. With the presence of so many, it is clear that many powers are present. Aberinth's Gullet is the home to colleges dedicated to the study of magic, alchemy, pact, anima, drift, and delve, making it the hub for learning with such powers, however, every power is present within the city if you know where to look and who to ask, you can find a teacher for any common power on the demiplane. With this, Aberinth's Gullet has survived longer than any other civilization to ever come to the demiplane.

Many wonder how the city will evolve when Aberinth finally attains true godhood, and the citizens eagerly await when it occurs.

Notable Characters

Charles Masq (100cp): An aberrant that has taken the time to explore his inner world beyond just gaining aberrant mutations, he is a collector of the treasures within his own mind. He has a penchant for masks due to his profession as an actor, taking on many roles in his life and each one manifesting as a mask within his own mind, with ever more emerging. Each mask gives abilities related to their role, but are subtle in what they offer him, primarily giving him skills and minor quirks associated with the role.

Danitha Kree (100cp): A boska that acts as a chef for one of the bigger inns in the Gullet, she is always accompanied by a few of her drones that help her fetch things and have enhanced senses she can tap into at will. She uses drift heavily in her cooking, both to enhance the flavor and to improve the nutrition of the meal, to the point where it can actually speed healing slightly. This has also led to her being a minor alchemist, good with various spiced brews that taste good and provide some minor benefits, but her focus on flavor over effectiveness means her actual potions aren't all that potent.

Kohl Ashiina (100cp): Kohl is a young aberrant, but one with a lot of information and knowledge on the various symbionts within the Gullet's walls, and many outside them as well. He is quite enthusiastic about discovering or creating new breeds, though he's not really all that talented in the magics necessary for creating new breeds. If given the chance, he would show an impressive aptitude for various forms of biomancy and genetic manipulation, but has been kept away from such things by his elders up to this point due to his enthusiasm being perceived as immaturity rather than a passion for the art itself.

Torrq Afokc (100cp): Torq is an older n'mak with an affinity for animals and woodcraft, something that's served him well as a stablehand and repairman for wagons. He has a small talent for drift and pact, his drift good for healing animals and plants and his pact good for forming a familiar-like bond with animals. This bond allows him to do something strange and unique to himself, any animal he bonds with grants him a spell-like ability. They're usually minor spells, but, he can use them in tandem to create stronger ones. This makes him quite the druid. Add his physical strength and the gaze ability from his race and he is able to hold his own despite his lack of training.

Lapis Shierd (100cp): Lapis is a dwarf hunter who favors a rather large, heavy, and powerful crossbow with a bayonet attached to it for if anything gets closer. She is a bit of an artificer and tinker when not out hunting and has created a number of tricky gadgets to use while hunting, all without the use of magic. She's even been able to use these trinkets to hunt down magical beasts, including a scuttler. This is all done without the use of any source, special heritage, or power, only raw skill and innate ability. If one could convince her, she'd be well suited to Dream.

Cadence Dollier (100cp): A human woman that has stubbornly resisted the effects of the demiplane for nearly two decades now, seeming to resist any attempt to change her form completely, even being immune to both vampirism and therianthropy. This even extends to things such as disease and poison, even time seems to have little hold over her since she has not changed in appearance since before arriving on the demiplane. This does, however, seem to be the only unique property she possesses. Her blood carries this property and can be used to aid in resisting corruptive influences of all sorts, or even cure supernatural diseases or poisons. She doesn't use any sources beyond mana with no focus to give her a bit of stamina.

Gregory Silva Argent (200cp): A half-orc and a long standing soldier, Gregory is a highly skilled combatant and tactician with decades of experience under his belt. He is a kiln, though he only keeps a few delfire orbs on him at any time, and has a talent with the Ink that he uses to form his weapons, though he tends to hold his inkwalking in reserve. His true skill, however, is his understanding of motion, balance, and leverage, which he implements in his fighting style extensively to great effect. This displays his philosophy of mastery of a few skills rather than a broad array of half trained skills. When he goes to learn something, he dedicates himself to it and will learn as much as he can to get as much mastery as he can. He has a sense of humor, though he is very good at hiding it.

Autumn Acacia (200cp): One of the Acacia triplets. Autumn is an athlete and is far more physically inclined than her sisters, showcased by her talent in the use of Delirium and Drift. While they are identical triplets, Autumn herself has a much better physique due to her constant exercise, with a well defined musculature. She also keeps her hair short compared to her sisters. She and her sisters share a mental bond and are capable of combining their physical forms through some unique quality thought to be the result of a ritual applied to them before their birth. This fused form possesses all the abilities of the three sisters.

You may pay 400cp for all three of the Acacia sisters instead of 600cp, however, you must purchase all three sisters to get this discount.

Amber Acacia (200cp): One of the Acacia triplets. Amber is the more intellectual of the sisters, with a penchant for Dream and Ink that enhances her mental abilities. Amber is well read, well mannered, and highly intelligent. She is the sister with the longest hair and traditionally wears glasses that have been enchanted to grant several modes of vision. On top of this, she is quite skilled in the more subtle arts, such as stealth, tactics, and investigation. She and her sisters share a mental bond and are capable of combining their physical forms through some unique quality thought to be the result of a ritual applied to them before their birth. This fused form possesses all the abilities of the three sisters.

If you buy all three of the Acacia sisters, you may pay 400cp for them instead of 600cp.

Artemis Acacia (200cp): One of the Acacia triplets. Artemis is the most artistic and spiritually oriented of the triplets, her talents lying in Anima and Rhythm over other sources. Artemis is the most social of her sisters and the best at emphasizing her looks through make up and clothing. She has an exceptional degree of empathy and charisma compared to her sisters and is very good at using her songs to aid or hinder others. She and her sisters share a mental bond and are capable of combining their physical forms through some unique quality thought to be the result of a ritual applied to them before their birth. This fused form possesses all the abilities of the three sisters.

If you buy all three of the Acacia sisters, you may pay 400cp for them instead of 600cp.

Azalea Acacia (All Three Acacia Sisters): The fused form of the Acacia sisters. This form has traits from each sister present and access to all of their abilities, which she can combine with exceptional ease even without apparently practicing. This form can be maintained indefinitely, but the sisters tend to not like remaining in this form for too long, resulting in the form rarely lasting more than an hour at a time barring unusual circumstances.

Victor Keyton (200cp): Victor is an example of an eahrwhrm that possesses a rather ominous natural song that is at once intense and hair raising to any that hear it, and he is a master at projecting his thoughtsong. For his allies, it increases alertness and stamina, for his enemies, it causes paranoia and triggers the fear response. While not a warrior, he is skilled in the projection of Rhythm and is one of the most accurate with discordant lances. Combined, his thoughtsong and discordant lances makes him a great defender. He tends to work with Docyan Rague.

Orion Wilt (200cp, Discount Delfine): Orion is a morose former gladiator from the Crimson Fields, freed by Delfine. He is the leading expert on Delirium in the Gullet but rarely takes on any students due to having fallen into a rut ever since he'd left the Crimson Fields. More specifically, ever since he met Delfine. He is rather enamored with the pseudo-avatar of delfire and even set aside the normal mentality of a gladiator since meeting her. If you can get him motivated, he has the skills of a champion of the Crimson Fields, the issue is getting him motivated enough to actually fight seriously.

Roland Hart (300cp): A self-proclaimed archmage, Roland is a somewhat arrogant, but well meaning, mage of exceptional power. His skills in all facets of Mana and ability to switch between dormant and active mana with but a moment's notice makes him quite the arcanist. Combined with his skill as a Dream user, his magic is quick, efficient, and powerful, making his claim to be an archmage quite likely more accurate than most people want to admit. His only failing in the manipulation of mana is his utter ineptitude when it comes to alchemy and rituals, a sore point for him given his home is a hub for alchemy.

Maria Pael (300cp): In a contrast to Roland, Maria is an unusual case of someone with exceptional power, but lacking the talents necessary to use that power. Maria herself is an elf with vast reserves of mana, far larger than anything else on the demiplane barring the Weaver, an Avatar-like manifestation of mana. The main downside to this lies in her inability to make her mana active, it stubbornly remains dormant no matter what she does. However, she is capable of using it in both rituals and alchemy, which she is exceptionally skilled in. The upside to her lack of active mana is her focus on Enhancement and Protection, giving her exceptional physical power and resilience, augmented further by her utilization of Drift, which she uses to form internal spell matrices, akin to those possessed by magical creatures, to use her mana. She and Roland do not get along and it is a bad idea to have them in the same room without a distraction for both.

Docyan Rague (300cp): One of the few khelan to leave their home environments, Docyan is an emberstone khelan that has made a name for himself as a first responder to allies of Aberinth's Gullet. His ability to fly using his innate racial abilities and sensory skills from use of Rhythm puts him at an advantage when going into a situation to provide aid. On top of that, his race's natural adaptability has given him additional mutations that make him even better, including a couple of heat vents on his back that he can expel air from to speed himself up when in flight. He has received one of Aberinth's flesh shaping blessings, allowing him to alter his form further and greatly enhancing his racial abilities.

Eli Sixteen (300cp): Descended from a therianthrope breeding program, Eli is one of the strongest Moon-Touched to ever exist, much like his grandfather was the strongest therianthrope. His shifter form is potent, enough to match a Crimson Field berserker in the throws of their rage, and offers even greater utility with his form's natural weapons, hardened hide, and senses. And that's not even mentioning his use of Drift and Moonlight for druidic magics. This is further reinforced by a bloodshard formed into a spike that he can, and does, use when in a tough fight, and he is quite good at taming the added aggression this object imbues into him. When using both his shifter form and the effects of the bloodshard spike, his use of Drift and Moonlight are also empowered as he taps into primal instincts to aid his use of both. He is also an expert in therianthrope and other magical diseases, including vampirism and the ghoul virus.

Zargo Tibbit (300cp): Zargo is one of the stronger therianthropes to reside within the Gullet, mainly because of his use of Delirium and alchemy to change the rules and manifestations of its properties. He, with the help of Eli Sixteen, studies ways to make his therianthropy stronger than it otherwise would be and has taken great pains, quite literally so, to achieve the same level as Eli's grandfather, who Zargo idolizes to a small degree. With his array of potions and delirium use altering the way his beast form manifests, he is one of the strongest fighters in the Gullet.

Victoria Hayden (300cp): Victoria is the only example of a boska-eahrwhrm hybrid on the demiplane, or, rather, she's the first. The combination of boska and eahrwhrm has an unusual amount of synergy as each drone created carries a bit of their mother's thoughtsong, which mutates into its own song, and can produce music of their own with similar internal structures that seem to emerge entirely on their own. This gives a much wider range of thoughtsongs available for her to utilize. More than this, using the song she can actually much more easily create new kinds of drones, something that normally requires quite a bit of trial and error. Her actual skill, however, lies in incorporating the traits of other creatures into her drones and her rather extensive knowledge of monsters. She acts as a teacher at the main college of the Gullet, teaching creature studies.

Velik Hex (400cp): Though rarely actually seen in Aberinth, Velik Hex still calls the place home. He was once a human with a bit of fey blood to him, but has since grown to be the rough equivalent of a fey prince with the title of Lord of the Silver Cloth. The reason for this title is the way he uses Glamour, which naturally forms threads that he weaves into scarves that carry a magic that induces fatigue, drowsiness, sleep, and unconsciousness, on top of which he can use a bit of glamour infused Rhythm to turn such unconsciousness into a full on coma that could last several days. This is enhanced further by the fact he knows how to build a proper legacy, turning the cloth into armor. While glamour and legacies are his focus, he does know enough about pact to act as a Merchant. Finally, he's one of the luckiest men alive and has accomplished much through sheer luck rather than skill.

Taylor Rose (400cp): *The* expert on ritual magic, Taylor has knowledge of every single ritual of propagation present on the demiplane and has made use of them to create a new race, hers. She hasn't shared this ritual or used it on anyone besides herself, mainly due to her wanting to refine the process further, but she has studied her own abilities extensively as a result. She is also capable of stabilizing those that have undergone a ritual of propagation, allowing them to use another with less danger and a greater degree of success. She calls her race Atlan, which are innately tied to ritual magic. Tattoo-like runic markings cover her forearms, parts of her back, and curl around her left eye, these tattoos build up and store energies that can be used to fuel various rituals, including sacrificial rituals, in place of the normal energies required, as well as being able to store and amplify the effects of rituals themselves, a fact that actually makes her quite dangerous. Additionally, she can focus these tattoos to change how they manifest, giving her the various effects known to the runescar archetype.

Teresa (400cp): An older boska who obtained the Idol of Aspects early in her life and is one of the most well practiced of those that use the source artefacts, having used her own for nearly two centuries. She has a large array of drones, several of which normally reside within her inner world, that she can call upon at will to create a truly massive swarm of insects she can sense through and command with exceptional precision. From her inner world, she gained several arsenals worth of armaments that speak primarily to her insectoid nature. She even has a dozen drones that she imbued with power from the Idol, elevating them to be intelligent enough to use it. She considers these drones her children. Her attitude tends to unnerve any jadar she meets due to its similarity to Echidna.

Even without the Idol, Teresa is dangerous enough to match those that use these artefacts of power, her power very similar to what it is now, though with far fewer armaments from her inner world to draw on. She still has access to delve, a large array of drones, and a few intelligent ones that she can delegate to. If you take the Idol of Aspects for yourself, Teresa will cost 300cp instead of 400cp.

Xavier Arnin (400cp): The holder of the Remnants of Creation, Xavier is a calm and collected individual with a penchant for careful experimentation with his use of anima. He himself is an aberrant that has a n'mak ancestor, giving a bit of an understanding of anima use even without the remnants bolstering his abilities. While not the most impressive of individuals, being whip-cord thin and quite short despite his ancestry. Most of his anima constructs are

geared towards observation, information gathering, and stealth rather than combat, making him quite the scout and spy. He instead relies on the inherent abilities of the remnants for combat capability.

Without the Remnants, as is the case if you purchase the item yourself, Xavier is much the same, but he is more knowledgeable with the nature of symbionts and has supplemented his form with several and his anima constructs are a bit less refined. In this case, he costs only 300cp.

Aberinth (800cp): Aberinth is an unliving demigod, bordering on lesser god, of change, symbiosis and progress and the founder of the Gullet, in a sense. He is a genius in the fields of biotechnology, living tools, symbionts, and general lifeshaping capabilities, and he's even better at shaping his own flesh, which he can imbue with a tiny pinch of divinity and bestow onto someone else as a way to grant them a portion of his flesh shaping capabilities, which is what originally led to the aberrant race being born. He uses this same ability to stabilize the ambient drift so it won't cause random mutation as it normally does elsewhere on the demiplane, covering a wide area even outside of the Gullet. Finally, he can use this ability to talk with people at a distance by carefully applying it to mimic the effects of actual sound on the ear, which he often does to communicate with those that speak to his Messengers. Oddly enough, this ability is more closely linked to mana and ritual blood magic than it is Drift, though Aberinth does augment this with the use of Drift rather extensively. He refers to this ability as Divine Alchemy as it relies on his divinity to achieve.

Outside of his lifeshaping capabilities, Aberinth is a potent user of Pact, especially of the cultist style, and has a vast reserve of false divinity. False divinity that, because of his own true divinity, he slowly refines to be closer in nature to his own divinity. This empowers his use of pact to a great degree. He even established a bond with a species he created that is so strong that each and every one is born bonded to him as a familiar. These are his messengers, a symbiotic race that wander the Gullet in great numbers (see below). These messengers further refine the false divinity he gathers to the point that he has more true divinity than most lesser gods, the only thing holding him back is his unliving nature, which makes him require much greater amounts of divinity to ascend up the ladder of godhood.

His unliving nature is a sore point for him, but is based entirely on his innate divinity, which supercharged his use of mana by infusing it with some of his divine power, granting him dozens of innate spell matrices he did not need to construct himself, born of his divinity, though he has worked to refine these spell matrices over time. These matrices can be fueled with either mana or his rather large reserves of false divinity.

Aberinth himself is a compassionate and caring individual, willing to help those in need. But, having lived as long as he has, he has a healthy paranoia that has prevented many disasters from those looking to use his kindness for their own benefit. He is more intelligent than even the greatest of ink users, being on par with the avatar of the Ink known as the Archivist, though you'd never be able to tell with how he acts most of the time.

Creatures

Racial Variants: The following are variants of the common races of the material plane that have emerged due to drift. Most such races have settled in Aberinth's Gullet due to the added safety, though some have settled elsewhere. These races can be taken as a racial option for 100cp.

- *Elf Variant:* Planar Elves are an odd mix of traits caused by a natural affinity for nature combined with passive drift influences. Firstly, their forearms and hands have a wooden appearance to them and are universally ambidextrous. Secondly, their legs are digitigrade and hooved, giving them exceptional speed and agility. Finally, their skin is laced with a copper-like substance that offers a bit of extra protection.
- *Dwarf Variant:* Demiplane Dwarves are typically physically stronger, by a good bit at that, have dense bones that makes it harder to hurt them with blunt force trauma, and have fur on their shoulders, back, and part of their chest. This is more prominent in men where it forms a sort of mane. Also their nails are black and resilient, along with being anchored to their bones, so they can be used as claws if shaped right, though females have stronger claws.
- *Orc Variant:* Orcs that have been on the demiplane for a while grow curled, ram-like horns with strengthened neck and back muscles and a reinforced skull with a cushion to dampen the effect of heavy impacts to their brain, all of which help them handle the use of those horns in battle. They also possess a inherent 'rage boost' that allows them to ignore physical pain, have a heightened reaction speed, and can push their physical strength farther than they could normally. Of course, the downside of this rage is that it causes fatigue and can take up to an hour before it can be used again.
- *Halfling Variant:* The halflings of the demiplane are exceptionally flexible to the point of being triple jointed in every joint. This allows them to use their feet as hands if need be. They possess small but efficient organs which, besides giving them a much smaller range of vital areas, are able to be shifted about within their chest and abdominal cavity. Finally, their skin possesses a number of pigments in them that can be brought forward to change their skin color to help blend into their surroundings.
- *Gnome Variant:* Planar gnomes are taller than their material cousins, though still a full foot shorter than your average human, and have a short, fluffy tail, like that of a dog. Such gnomes possess sharp fangs with a poison reservoir in the back of their throat, with their fangs able to be used to spit like a cobra, or they can secrete it from their abnormally long and flexible tongue to apply it to other things. They also possess a sense of smell on par with a bloodhound.

Aberrants: When the Gullet was first built up, the aberrants didn't exist, but the foundation for their emergence had already been laid. The blessings granted by Aberinth to the people of the Gullet were more closely integrated than any had thought, Aberinth himself included, allowing them to pass from parent to child. Similarly, symbiotes released bits of themselves into their hosts while attached, carrying over into the children and altering them over the generations just as much as the blessings Aberinth granted did. These changes, alongside the intermixing of elves, dwarves, humans, orcs, halflings, and gnomes, led to the race known today as the aberrants. Aberrants, baseline, look kinda like muscular elves, but almost always have a red gem of some sort on their chest, shoulders, forehead, or back, with a rare few having it replace an eye, this is the source of an aberrant's power, a replica of the blessing Aberinth gave to his people so long ago. The gem contains an inner world that the aberrant, through meditation, can access with ease. By passing the challenges within this inner world, the aberrant can awaken traits dormant within their body and gain access to them as a sort of alternate form. An energy similar to false divinity, but not quite, naturally builds up within the gem and is used to awaken these dormant traits once they are unlocked. Some are even able to form whole symbiotes from this inner world, which they have an innate control over and can bond with far more easily than natural symbiotes. You can choose to be an aberrant with the Inhabitant perk, gaining a discount on delve as a result.

N'mak: The n'mak are the descendents of a slave race transported to the demiplane shortly after a failed attempt at rebellion, the n'mak were disheartened and in despair when they were transported, attracting anima aligned with the emotion and binding to them quite readily, leading to the racial sorrow all n'mak now possess. The ancestors of the n'mak were bred from orcs and giants, resulting in their impressive stature, standing over seven feet tall for even short members of the race, they are not as physically imposing as such a heritage claims due to the mutative properties of the demiplane. They are unusually thin, almost willowy, which makes them appear quite frail in their current form, but carry an unnatural weight to their presence which offsets their seemingly frail appearance. More so, they are actually just as strong as their heritage would suggest, able to uproot and carry whole trees with ease even before augmentations are considered. The n'mak are able to focus anima through their musculature, which has a minor effect on their physical appearance, but has a profound effect on their physical strength, with simple applications even allowing them to carry boulders larger than they are. On top of their physical strength and imposing aura, the n'mak possess absurd levels of pain tolerance, to the point where some believe they don't feel pain at all. Many a n'mak will counter, saying they can feel, and tell when they are damaged, but the reaction they have to even the most painful of stimuli, direct applications of magical pain, barely even register to the race. This often leads to them being quite heavily scarred as they seem to not care if they are harmed in any significant fashion. Finally, a n'mak's glare carries with it the burden of their sorrow, which imposes both a mental and physical weight on those it is directed at, enhanced further by an application of anima. Those exposed to this glare for extended periods or that are subject to the glares of multiple n'mak can fall comatose for hours, or even days, and those that attempt to power through can cause significant damage to their bodies from the added strain. You can choose to be a n'mak with the Inhabitant perk, gaining a discount on anima as a result.

Boska: The origin of the boska is a relative mystery, they emerged from an underground cavern centuries back, around the time Echidna became an Avatar, and have traveled the demiplane since. The boska themselves are an all female race of humanoids with distinctly insect-like traits, though they still look surprisingly human. Boska naturally possess a soft form of chitin in place of skin, similar to what's found on caterpillars, and is surprisingly durable even with it feeling like normal skin, though it does usually have an unusual color, like yellow or a bluish green. They are, however, able to grow more solid chitin plating as armor if they feel the need, which is often in a color very different from their normal skin tone, sharply contrasting the two types of chitin. However, this is minor compared to the true strength of the boska themselves, they are the center of a hive mind composed of themselves and their swarm, insect-like drones produced from the boska's own body. These drones, in their base form, are relatively small and better served as a distraction more than anything else, their greatest weapons being their ability to fly and their bite, however, such drones can be produced in large numbers compared to the more specialized drones that require time and investment to produce. Through an interesting biological process, the boska are able to change their drones before they emerge, changing them in a desired direction for a more specialized type of drone, which takes a degree of focus and study or trial and error to actually accomplish properly. The only one that's naturally intuitive to them, besides their baseline drone, is the breeding drone, the only males produced, frail and delicate, these drones are unable to be modified, hard coded as they are, but are the most reliable way for a boska to produce another of its kind. As former nomads, the boska traveled in tribes and passed along the drones they developed through the generations, resulting in some common ones emerging, including the dragonfly-like scouts and large, beetle-like guards, however, new ones are produced with some regularity. An unusual trait of the boska allows them to interbreed with other races, however, the child will almost always be a member of their father's race rather than a boska themselves, though they are likely to possess an affinity for drift. You can choose to be a boska with the Inhabitant perk, setting your gender to female as a result. You do not, however, get a discount on a source from being a boska, instead gaining +100cp. Only females may be transformed into a boska through the ritual of propagation.

Magebred Creatures: A simple example of ritual magic applied to common animals, magebred creatures are common in the Gullet. They possess inbuild spell matrices and small reserves of mana to fuel them, usually in the form of a physical enhancement such as a horse designed to run faster or a hound capable of tracking the psychic trail of a creature rather than its scent. They are also a bit smarter than their mundane counterpart. Magebred familiars bond more closely with their master and provide them the same benefit as three of their more mundane brethren and can speak telepathically with their master rather than only giving empathic messages.

Therianthropes: Those that have been affected by one of the many strains of therianthropy, of which lycanthropy is the most infamous, a magical affliction similar to vampirism. This affliction is thought to be derived from the bodies of chimeras, with each strain coming from the infection of an animal prior to it being passed onto a humanoid. Once afflicted, an individual will undergo a series of slow changes that are far subtler than those that affect vampires, forming a core spell matrix that won't solidify until the light of the full moon rests on them, solidifying and tainting the unusual mana that the spell matrix is composed of, at which point it automatically triggers and transforms the one afflicted into an animal human hybrid. This initial transformation is dangerous as the human mind struggles against the instincts imparted by the spell matrix, which makes them act like the animal they transform into with heightened aggression and a human cunning to back it up. This is actually rather easy to overcome normally, though some have a poor reaction to the matrix and go feral, becoming little more than a wild animal. The decrease in mental acuity from aging can also allow these instincts to eventually overwhelm an afflicted individual and cause them to go feral as well, permanently shifting into their transformed state as a result.

Unlike vampirism, therianthrope has a brief window of growth, with its full strength determined by how long it takes for the spell matrix to solidify and how strongly the moon hits the afflicted. For most, this lasts anywhere from a few hours to four weeks, about how long it takes to go from one full moon to the next, which results in little actual difference in power. However, some can go far longer without being exposed to the full moon and this is where the increased power really starts to show through. These individuals start to build up connected matrices that allow the afflicted to have some access to their power when outside their transformed state and greater control over the actual transformation itself. The peak is for those that go a year without exposure to the full moon, at which point they gain the ability to, by consuming a creature, add some of its physical traits to their transformed state.

These transformations actually offer a great deal of physical enhancement, including adding a good foot and a half to their height, adding a good deal of muscle, and giving them a disproportionate amount of strength, speed, agility, and endurance, with even their durability being enhanced as their hide thickens to the point it acts like armor. However, the greatest advantage any therianthrope has is their regeneration, which is almost on the level of a troll blooded, though nowhere near what you'd expect from an actual troll, though unlike a troll, this regeneration is magical in nature and can be disrupted by anything that hinders magic, including silver. However, this also means that anything that enhances magic can also be used to enhance their regeneration.

Such transformations actually breed true, and a breeding program was implemented by a particularly ambitious group of therianthropes several centuries ago, which eventually resulted in what was known as the were-chimera, Edwin Sixteen. He possessed the ability to absorb the magical traits of creatures he consumed as well as the physical, resulting in a variant strain of the affliction that allowed others to do the same, which was promptly extracted and sealed so that it could not be utilized, though their is the possibility of finding it. It is out there, if you want to go looking.

If you are affected by a strain of therianthropy during this jump, you can choose to maintain it post jump, though you will not lose the downsides unless you have a way to mitigate them.

If you take a dose of wolfsbane, a poison that destabilizes and removes the virus before it sets, just before stepping into moonlight then you become a moon-touched, as per the Heritage perk.

Hybrid: It is a known fact that vampirism and therianthrope violently clash when in the same body, but it is also known that the two can work in tandem under the right circumstances, though what those circumstances are is largely unknown. A proper mixing of these two afflictions results in them working together to form much stronger and more refined spell matrices within the body, causing both to be greatly empowered and their effects to compound and mutate to gain new abilities. One common trait is that other such magical afflictions are repelled, but also analyzed. Repeated exposure to such an affliction can potentially have it incorporated into the mix to further enhance the hybrid affliction. This does, however, have its downsides as the instincts of therianthrope and aggression of vampirism combine, which can be fairly detrimental if the hybrid doesn't have a strong will.

If you are afflicted by both vampirism and therianthropy, you are guaranteed not to die from a rejection, but it is likely the second will be negated unless you have a way to have them synergize (such as Curse Master) or have another way to have them get them to play nice, such as the theorized alchemical formula that could allow them to fuse properly.

Forge Beast: A type of elemental that has become quite common around the Gullet and resembling a mix of lizard and big cat with six legs and made of molten stone and heated metal. A forge beast eats stone to extract metal and other minerals from it which it alloys within its body and condenses as armor scales. This metal can be harvested harmlessly from the beast, with the metal itself being strong, light, and durable, on par with mithral, though without the magical qualities mithral possesses. Their main form of defense, besides a bite capable of crushing even the toughest of stones, is their ability to projectile vomit out molten stone and slag. Older ones are known to instead form needles of heated metal that they can fire from their mouth instead of the much more wasteful "slag breath" most use. Forge beasts can range in size from a housecat all the way up to the size of a full grown ox. Taking a forge beast as a familiar gives resistance to fire and the ability to shape metal with an act of will, though this is slow.

Red Honey Bees: Both a pest and a valuable resource, red honey bees produce a honey that is ruby red that carries incredibly potent alchemical properties. On its own, this honey acts as a healing agent and antitoxin, acting like a weak healing potion without any additions at all, and it can be used to significantly enhance the properties of any potion it is added into, even after the potion is finished, it does not need to incorporate the ruby honey in the creation process to gain this benefit. The sting of these bees is painful and can cause anaphylaxis just like normal bees and the drone of their wings has a hypnotic quality that disrupts concentration. It is possible to take an entire hive of red honey bees as a single familiar as they are effectively a minor hive mind. Taking one as a familiar grants their master the ability to recreate the drone of these bees and focus it onto someone. Those with a few hives can produce small amounts of ruby honey with an application of mana or false divinity. Additionally, the bees can form harmless holes in their master's body to form a hive within their body, which causes small amounts of red honey to constantly be present in their body and granting a minor healing factor.

Rookas: A common sight within the Gullet is the rooka, a large, shelled creature that is able to carry and drag extremely heavy weights. While relatively slow, they are highly resilient, need little food, and can move larger loads than even oxen. Their shell is their main defense, but mostly unseen is a pair of short pincers that can move exceptionally fast and are razor sharp. If anyone gets within melee range, they will usually find their feet cut off at the ankles before they can even realize it, followed by several chunks being cut off. Rookas are surprisingly intelligent, typically a bit smarter than most horses or dogs, and significantly more so than the oxen they replace. Binding a rooka as a familiar is a difficult process as they need to like you before they'll let such a bond take hold, but, if you do, you gain the preternatural quickness of their pincers and some of their carrying capacity.

Aberinth's Messengers: One of the most numerous creations of Aberinth, his messengers are oddly eel-like creatures with mouthless heads and several vent-like holes on their head and back that they breathe out of. They are capable of flight through psychic means and are capable of utilizing dream to a small degree, primarily in the form of their flight and an ability to conjure a sticky substance similar to glue that they can fire off with surprising force. Aberinth is able to hear and see everything his messengers can, and can speak through them if he feels the need. It is impossible to take a messenger as a familiar as they are innately born as familiars of Aberinth himself, though some think it's possible to bind one if Aberinth ever revokes his bond with one.

Symbiotes: An entire classification of creature commonly found in Aberinth's Gullet. Symbiotes bond physically with a host, usually gaining sustenance from waste products in their host, and providing a benefit to their host. This can range from their host being able to control the symbiote as if it were an extension of themselves to augmenting the physical capabilities of the host to granting entirely new abilities such as a forcefield or the ability to fire off beams of electricity. Most are fairly weak and provide abilities geared towards aiding in a profession rather than combat ability, such as an ant-like creature that secretes an acid from its mouth that is good for etching metal or a small mollusk creature that rests on the ring finger which can produce a small flame at will. Stronger ones, however, include a creature that looks like a cord of muscle that binds itself to the host's actual muscles and projects a psychic barrier and increases the strength of its host or a starfish like creature that binds to the arm and gives the ability to launch projectiles of magical energy. Such symbiotes can be taken as familiars and provide an array of benefits to their master as wide as those they provide to their host.

Beyond normal symbiotes are what are commonly referred to as armor symbiotes, these entities are an ooze-like creature that binds incredibly closely with their host, infusing every cell and altering them from the inside out. These incredibly rare symbiotes, only a few dozen ever made, feed on the magic within their host's blood and provide benefits far greater than a normal symbiote, almost all of them combat oriented. When called upon, they form a second skin that overtakes the normal appearance of the host and provides greater protection, they can even harmlessly 'dissolve' their host within this second skin to better protect against damage. Oddly enough, most users of these symbiotes work in high risk jobs that don't involve combat, mainly because they provide significant protection and a great deal of strength or precision useful in those specific jobs.

Symbiote Collectives: A rare occurrence in the Gullet, a symbiote collective is what happens when several symbiotes come together and form a hive mind, weaving together their forms into a complete whole. Such collectives display several abilities that combine those present within each symbiote in the collective and often includes a near human intelligence. These collectives can be bonded with as a normal symbiote, but they possess a strong will and can sometimes take control temporarily if they feel strongly enough about something. A small number of collectives will sometimes bind and permanently take control of a person, though this is incredibly rare, it is a hazard some have to watch out for. Regardless, these collectives are considered full citizens of the Gullet, so long as they have human level intellect. Only two such collectives have one of the armor symbiotes incorporated into their hive mind. One led to the khadafere race, the other has yet to reproduce.

Vril Sprites: A magical creation designed to act like a personal assistant, they are incorporeal symbiotes that link to the mind of their host and can speak telepathically to them. The sprites are nominally fey creatures, giving them a good deal more personality than most symbiotes and, more importantly, making them the most intelligent of symbiotes. They have an instinctive use of dream that they share with their host to a small degree, indirectly. They can even wear down mind magics quickly enough to effectively make their host immune. Rarely, a sprite can be found in a collective, where they have complete control over the collective itself and are hardly affected by the other minds in the hive mind. A sprite can be taken as a familiar, resulting in enhanced thought speed and focus, though this also more closely binds the sprite to their master if they're also hosting the sprite, which can make the bonding quite permanent as the minds of the two seem to intertwine.

The Crimson Fields

The Crimson Fields. One of the most dangerous places on the demiplane. This large, sprawling, ramshackle, and dilapidated ‘city’ is filled with crude, bloodthirsty, and legitimately dangerous drunks, raiders, and brawlers. The people here are akin to what you’d find in a bandit camp, a pirate town, or other lawless areas where wild and reckless hedonism are commonly practiced. Drugs, alcohol, and debauchery flow like water throughout the entire settlement and are sold out in the open like a normal store would try to sell a shovel. This sets the tone for the entirety of the Crimson Fields.

Wild eyed, raving madmen that radiate delirium fueled madness, feral gladiator beasts with oddly bulging muscle, and calculating serial killers and assassins wander the streets as often as the more stable, though by no means sane, individuals that make up most of the fields, making just walking through a dangerous proposition. And then there are the slavers that abduct those not of the fields, and even sometimes those that have started to come down from the insanity of the place, and bring them to the massive Arena at the very center of the fields, where Lord Blood, one of the avatars of Delirium, orchestrates fights between volunteer and enslaved fighters, wild beasts, and dozens of other events that cause massive amounts of bloodshed and violence.

There is a small section of the fields that is considered safe, where artisans, workers, and prostitutes reside, this region has a lower concentration of Delirium and has the sanest people to work with, it is also the only place that is remotely considered productive. Weapons and armor of exceptional quality are produced in this part of the fields and shipped out to the Arena, food is butchered and preserved before being sent out to market, alcohol is distilled and sent to bars and more. These individuals are marked and by a brand on their shoulders and are avoided by most everyone in the fields due to what they provide most of the people there, though they are not treated well, simply ignored and are not taken to be slaves. They already are.

The most important part of the Crimson Fields is the Arena, which is a building designed to be a full on ritual base, taking the chaos, madness, anger, fear, and desperation of those fighting within and infusing it with the life energy of those that die, their ki. This is then funneled into the arena and distilled into a physical form, the psychic drug that led to the Delirium source coming into existence and what birthed Lord Blood’s nature as an avatar of Delirium. This drug form of delirium is sometimes used as a currency in the Crimson Fields, primarily paid to arena fighters, which can then be used to eventually become one of the races common to the Crimson Fields, such as the gladiator or berserker.

There are few that’d be considered leaders here, but trade agreements have been established periodically, though it’s more like tribute to avoid being raided by the Crimson Fields directly, though indirectly is another matter. These agreements are made with Lord Blood. Despite his nature, he is open to trade, but is just as likely to turn a messenger into one of his fighters, in fact, he usually does this first, only listening to the negotiations after the messenger proves themself in the arena, at which point he often “rewards” them with an infusion of delirium. This can obviously cause problems for the messenger, which is why delirium users are normally sent as they can better handle the infusion. And refusing the infusion is not an option, the last settlement that tried to was wiped out, down to the last man, woman, and child, leading to the genocide of an entire race, except one, who became the Master of the Hostel after his encounter with Lord Blood. The two are still bitter enemies to this day.

Notable Characters

Gladiator Nine (100cp): Part of the Arena is dedicated to creating basic fighters for the actual warriors to fight and kill, simple fodder to the meat grinder that is the Arena. Gladiator Nine was one such fighter, the result of rapid breeding of slave knights and 'summoned' creatures to create quick growing, expendable fighters. He surpassed many expectations by, against all odds, surviving through six different Arena battles, earning himself the interest of Lord Blood, enough to be turned into a gladiator and allowed to roam the fields, though with a compulsion to return to the arena when he was set to battle. He eventually earned his freedom from the arena after surviving another year of combat. While not a strong example of a gladiator, he is a survivor and knows enough to keep from getting killed.

Vanessa Azoria (100cp): One of the many escorts from the artisan's quarter, Vanessa is a kiln, as well as a member of the local resistance under Delfine. Her main use of delfire, combined with delirium, is to make disguises and alter her physical form within human norms, making her a minor shapeshifter. This makes her a fairly decent spy and information broker, though she is entirely self taught.

Zane Lictor (200cp): A former slave knight and newly minted champion of the arena, Zane was originally a khelan, but after living through the Arena, he was 'gifted' the form of a berserker. Due to the arena's influence on his natural adaptations, his form is rather heavily armored, has enough endurance to fight for days with next to no food or water, and his claws are sharp enough to cut through solid steel. With him becoming a berserker, his strength and endurance were increased even further and he could use the rage of this form to enhance his mutations as well as getting even stronger than he already was. He revels in battle most of the time, but has moments where his old personality shows through, which is slowly becoming more common.

Rulch (200cp): A half-ogre, half-troll that somehow became an artisan rather than an arena fighter, though his role was more about construction than any finer form of crafting. He is primarily used to working in the Arena itself, making adjustments for Lord Blood and providing a bit of life force for the few healers that work their to keep the fighters healthy, most of whom use the life drawn from those that are defeated to heal those that survived. Working in the Arena, Rulch gained an understanding of the ritual array worming its way through the entire building, giving him access to a small number of minor rituals.

Dorian Wilhelm (300cp): One of the only people outside of Ravenwood who possesses the ability to bend curses to his advantage, and even then he was originally a local to Ravenwood before moving elsewhere and getting pulled into the demiplane years before Ravenwood was. He became known as the Witch Knight due to him turning the effects of the arena on him, as well as repelling delirium, into a proper fighting style. He later escaped while Lord Blood was giving someone else one of his "blessings" and helped found the resistance alongside Delfine.

Brother Grey (400cp): One of the many slave artisans in the Crimson Fields, Grey is the best amongst them and the one to create Rust and Ruin, the twin blades of Delirium, which were later shattered by an abomination and turned into the Shards of Rust and Ruin. Despite not possessing alchemical or ritual skills, Grey is able to create potent, artefact quality weapons and armor, and he does so by using sheer skill supplemented with Delirium alone. He bought his freedom and obtained the abilities of a gladiator, but decided to maintain his position as an artisan where he aids the other crafters in the Crimson Fields as a mentor. This changed the nature of his gladiator form, refining the Delirium to be closer to ki and giving him greater control. He is effectively his own race because of this. If he were to learn ritual magic, alchemy, or legacy imbuement, he may just become the greatest crafter on the demiplane, rather than just the best in the Crimson Fields. Better yet, he has the raw talent to be able to excel in those fields, as well as any other form of crafting and enchanting.

Creatures

Arena Fighters: The main attraction of the arena, outside of general slaughter, is the combat between his elite, warriors created through applications of delirium by Lord Blood himself to battle within his arena and put on a good show of fighting prowess and brutality. These elite are collectively known as the arena fighters. All varieties of arena fighter possess incredible strength provided by delirium, and all possess an innate ability to utilize it..

- *Berserkers:* The most common of the arena fighters, berserkers possess the ability to infuse their delirium with rage and store it within the depths of their body, sitting in wait for a spark to ignite it and grant the berserker its strength. When this happens, the berserker grows in size and muscle mass significantly, providing them with much increased strength and durability as well as a savage ferocity that rivals nearly any other being in the Crimson Fields, and most outside of it. Most berserkers are those that were forced into the arena, ones that do not revel in the fighting but did so to survive, and many of them hate their rage as it is difficult to control. However, a rare few are able to tame this rage, and alter the effects, such berserkers are far more dangerous than their more savage brethren. Such berserkers are usually those that have learned to utilize delirium directly rather than simply through their racial abilities.
- *Champions:* Only created from those that revel in battle and bloodshed, the champions are the elite of the elite, the warriors that act as Lord Blood's honor guard and the final event for any other arena fighter to pass in a grand event. Anyone that defeats a champion is free to leave the arena, unhindered by Lord Blood or those under his direct command, as well as being the only time Lord Blood will ask before trying to infuse an individual with more delirium, defeating one of his champions earns his respect. Champions themselves are powerful warriors, even by the standards of other arena fighters, due to the simple fact that they are naturally much stronger and have greater fighting ability than their fellows. A champion instantly knows how to use any weapon, armor, or tool they come into contact with to optimal efficiency, making them truly deadly warriors with any weapon. Additionally, champions are always adept at the use of delirium, possessing the same level of skill with its use as they do with arms and armor.
- *Gladiators:* Less common than the berserker, gladiators are still quite common in the arena. Unlike other arena fighters, the gladiators don't enhance themselves with their use of delirium, instead reinforcing and enhancing their equipment, almost acting as if their weapons are enchanted. A gladiator is able to imprint weapons and armor onto their innate delirium, carrying over the best traits of each when using similar equipment in the future, though they must have used the weapon or armor for an extended period of time in order to imprint it in this way. An exceptionally sharp, but brittle, sword imprinted onto their delirium would make any sword they wield in the future equally as sharp. This does not include ritual enchantments or legacies, but would include alchemical properties and enchantments that guide combat ability or enhance inherent properties of the item. This also comes with an ability to analyze items and identify unique properties that make imprinting useful. They can extend this to other forms of equipment if they know how to properly utilize delirium outside of their racial abilities. Gladiators are created from those that learn to play to the crowd, make themselves too entertaining to be simply killed off.

You can choose to be any type of arena fighter with the Inhabitant perk, gaining a discount on delirium as a result. If you choose to be a champion in this way you gain Delirium for free rather than at a discount, but must take the That Adrenaline Rush When Weapons Fly drawback for no CP.

Volkan: For those that fall in the arena, there is always the chance that Lord Blood will see some worth in keeping them alive, and in doing so, turn them into a volkan, a slave artisan. With a simple brand infused with delirium, the Lord labels an individual his property. Immediately imbued with the knowledge of various crafts, such individuals are tasked with making weapons, armor, traps, and tools for the arena's use, and making them ever better. While not as physically capable as an arena fighter, volkan are resilient and do not need to sleep, instead able to replenish their stamina in mere minutes as if they had slept for a full night.

However, it is the volkan's use of delirium that sets them apart. Where most delirium using races are destructive and wild, the volkan are creative and at peace, which extends into their delirium as well. Using such calm and focused delirium is far easier, but less powerful, focused on precision rather than power, useful for the careful applications found in delirium forging. However, this does not provide any new abilities that a skilled user of delirium could not already perform. Instead, a volkan's power lies in their ability to mix parts harvested from dead and living beings with metal and create a functioning alloy that adds some traits and strength from the creature to the finished product. This synergizes exceptionally well with alchemy. You can choose to be a volkan with the Inhabitant perk, gaining a discount on delirium as a result.

Gladiator Beasts: Various animals infused with enough delirium to make them much stronger than they otherwise would be and adding in a good deal of malicious bloodthirst. These beasts are usually only found in the arena, but some do make their way out into the streets of the Crimson Fields where they hunt and kill the people, leaving half eaten corpses until they're hunted down and either killed or dragged back to the arena. Taking one as a familiar is a dangerous proposition, but offers skill in battle on par with an actual fighter. Do beware though, gladiator beasts are known to bite the hands that feed them, they are bred that way.

Corpse Eaters: Corpse eaters are animals that look like a cross between a hyena, a vulture, and a beetle and feed exclusively on carrion, especially bone and internal organs. While physically they aren't all that impressive, they are able to bite through almost any bone that isn't reinforced with metal and can fuel a few unique abilities with the things they eat. The most common being their ability to fire off bone shards coated in poison. They carve into the ground and naturally form drainages where blood and water fall along with leftover bits carried by it. Taking a corpse eater as a familiar is actually fairly easy. As familiars, they offer the ability to eat rotten foods without getting sick and allow the user to see life, sickness, and poison.

Blood Vines: Growing from the tunnels left by corpse eaters, this is more of a fungus than a plant. This creature is an unusual cross between a mushroom and creeper vines, though far more animated than either normally is. The actual creature grows underground with its vines going through the ground and onto the surface where they will wait. If something comes close, they'll try and grab it, constricting like a snake until whatever it grabbed escapes or dies. Should it die, the vines burrow into the flesh and begin to drain the blood and other bodily fluids before discarding the corpse. After feeding, the vines will begin to bloom with dark purple flowers that eventually become fruits, which can be harvested by severing the vines, which will regrow after a time. These fruits are used to make alcohol, a strong form of spirits that is favored by some within the fields. It can also be used as an alchemical base.

Rot Grubs: The larval stage of knell flies, rot grubs feed on partially decayed meat and viscera. They are large maggots, about the size of a leech, and have razor sharp teeth that mince any meat they come into contact with. They feed constantly until the corpse is gone, then turn on each other, or any other source of meat (living or dead) in the area, if they have not reached their full size. Once they reach the size of a human finger, they pupate and begin their change into the much more dangerous knell fly. It takes nearly a week for the grubs to hatch from their eggs and only three days to reduce an adult human corpse to nothing but bone.

Maddened: Once simple men, these are those who weren't able to handle the drug form of delirium, turning them to little more than man shaped animals. The delirium that turned them into maddened augments their physical forms so that even the scrawniest of these creatures can throw around a full grown man over a building with ease. A maddened is prone to attacking things at random, including each other, which Lord Blood uses to his advantage by gathering them up and throwing them into the arena. Finally, when a maddened dies, they don't stay dead, rising as undead thralls known as Rippers (see below). A maddened can't be taken as a familiar.

Rippers: A delirium fueled undead that mutates from a dead maddened. These undead are just as strong as the maddened they were born from, are even faster, and possess extendable claws that are sharp enough to slice through stone and metal. These claws are sometimes harvested from dead rippers to use as swords by the arena fighters. Rippers also emit an aura of weakness that reduces muscle power that wasn't discovered until some escaped the fields as Delirium directly counters the effects of the aura. This aura can also be retracted and focused into a blast from the ripper's mouth, vastly weakening the body of anyone struck by it that doesn't possess delirium.

Knell Flies: One of the more esoteric dangers in the Crimson Fields are the knell flies, fist sized flying insects that somewhat resemble a cross between mosquitoes and dragonflies, though it should be noted that they're rarely seen since they have a natural form of invisibility. They possess the ability to induce emotions in those around them, though it's usually a blunt form of it and fairly obvious, still, it can be overwhelming if you're not expecting it. However, this is not the reason they're dangerous. That lies with their death knell, the source of their name. When a creature is near death and unconscious, a knell fly will latch onto the body and produce a loud sound like the tolling of a bell, instantly killing the creature and absorbing what remains of its life energy, which it then distills into an orange liquid it stores in its abdomen, which can open to reveal an organic capsule that holds the liquid. They store these capsules in a nest underground, which they drink from periodically as a source of food. A single capsule can last a single fly months. These nests are sometimes raided by the people of the Crimson Fields. Knell flies can be taken as familiars and are actually quite potent due to the liquid life force they produce. When the knell fly uses its death knell, its master gains a sudden surge of vitality, strength, and a small amount of false divinity, making them massively sought after by familiar focused pact users.

Filth Ooze: Clumps of rot, urine, and excrement, mixed with blood, vomit, spilled alcohol, and various drugs to form a mindless ooze that soaks up more of what makes up its body. Their main danger is the diseases that inevitably fill their bodies, but they clean the streets and actually produce an oddly sweet, spicy scent that just seems to perfume the entirety of the fields. However, this scent is actually a pheromone that causes reduced inhibitions and mild euphoria. The ooze itself can, given time, gain animal level intelligence and control the production of this pheromone and gains a degree of control over the diseases it has stored. Taken as a familiar, the master becomes able to carry diseases in their body without harm and can produce a more focused version of the pheromones in short puffs that can cause severe confusion.

Iron Gladiator: Essentially an iron golem crafted and animated using delirium instead of mana or ritual magic, they are a bit different from their magical counterpart due to the nature of delirium. They move more naturally, more like a living being, and seem to have some innate programming to make them more skilled in battle. Variants, such as the bronze sentinel, possess a different focus and construction that gives them the same level of skill towards that instead of battle. More than this, they possess a capacity to learn and will slowly develop sentience and sapience over time, and can even learn to feel emotion given enough time. However, they do not possess a soul without aid from an anima or pact user. An iron gladiator can be bonded as something akin to a thrall, rather than a familiar.

Emotivores: A rare type of ethereal creature that is known for feeding on emotions, with variations based on the type of emotions they can eat. The most common to be found in the Crimson Fields, or anywhere really, are the cat-like fear eaters and the serpent-like rage eaters. These creatures burrow into the mind of a host creature and feed on both their emotions and the emotions of those around them. This doesn't remove the emotion, but can dull it, which they actually use to aid those they prefer the flavor of so they can continue to feel the emotion. This feeding produces a form of delirium tinted with that emotion, which both sustains them and can be used to empower their host if they feel the need to. Emotivores are technically a type of symbiote and have been found in some collectives. Emotivore familiars gain the ability to feed on any emotion their master feels.

Delirium Avatar - Lord Blood: Lord Blood's story is an interesting one. He was once a normal human monk with a bit of ki training that found himself on the demiplane. He started to build up a settlement with the few people with him, mostly fellow monks, and accepted others into the fold slowly as the settlement grew. It quickly became apparent that the little ki use that they possessed wouldn't be enough to defend themselves and they didn't have a base in anything else to derive the other sources on the demiplane. This led to them looking for ways to better use, or at least enhance, their ki to better defend their new settlement, which eventually led to Blood finding a way to enter a battle trance, using the chaos of battle to give himself a boost in effectiveness. This path of study led to his, and the entire settlement's, downfall.

The ki users started to study this boost and the effects of actual battle on ki use, as well as a few other increases in effectiveness, such as how adrenaline from rage or fear further boosted the effects. Eventually, Blood figured out how to manifest ki into a semi-physical form that could be stored and infused with the same 'feel' that it had in battle. Storing this up, he started to give it out to his allies to give them a necessary boost whenever they were in battle, as well as teaching other ki users how to distill their own ki. It wasn't until months later that they discovered the downsides of this power, it was not only addictive, but also impaired cognitive functions of the users in higher doses, but by that point, they were in too deep to discard the power.

They tried to find ways of "cleaning" the power, and built a building that would gather the ambient ki of those within and wash out the tainted essence from it. This, however, backfired. Spectacularly so. The ki gathered was instead more thoroughly mixed with the taint within it, and the first time Blood used it, he was overwhelmed and slaughtered his fellows, producing even more of the tainted ki, which he used to further boost himself, where the already overwhelming power tore his mortal form apart and recreated him as the avatar of this tainted power, Lord Blood. In his moment of ecstatic power overwhelming, he called the substance Delirium, and the name's stuck ever since. His change caused waves of Delirium to infuse the settlement and its people, tainting them all with the same madness that had struck Blood in his final moments as a human.

The fields are now his playground, leading to its current form. Blood himself is a master of battle and impossibly capable with his physical abilities exceeding most everything on the demiplane other than the abominations. Even more, he has a mastery of Delirium that allows him to do the impossible, including such things as reattaching his head after it was cut off, acting without his head for a good fifteen minutes before he recovered it, making a slash so fast it hits a dozen times by, in his own words, 'cutting through time,' and making his equipment effectively indestructible.

The Hostel of Screams

Quite possibly the most dangerous place within the entirety of the demiplane, the Hostel of Screams has a deceptively unassuming appearance that has led many to despair. The hostel itself is a squat building that rests on top of a relatively small hill encircled by a grey fence with a gate that resembles teeth facing the single, gravel strewn road that leads right up to its front door. If one were to be especially perceptive, they might notice fingernails and bits of blood mixed in with the gravel, the only outward sign that the hostel is anything worse than a normal clinic, if a slightly run down one. That is, unless you were familiar with Delirium or Drift, the entire hostel reeks of both. The last thing most people do is touch the door, which reveals itself to be a type of mimic as it drags anyone that touches it through to the other side with enough strength that the only way to avoid the fate that lies beyond would be to cut the body part off before it could drag the rest of the person through, or kill them. It would be far more merciful than what they'd otherwise experience.

For those unfortunate enough to find themselves within the hostel, it is far larger on the inside than the outside, and it's likely that they'll find themselves somewhere far from the entrance as it can deposit a person directly into any one of the many rooms within. Some will be fortunate enough to be placed into an empty room, or one with dead and comatose patients. But it's more likely they will be deposited in a room with a chirurgeon and/or a few drudges that will try to keep their new patient from fleeing. These rooms do have resources, useful ones even, but everything has been touched by the Delirium and Drift that blankets the entirety of the hostel, and everything you touch lets a bit of that into the one that touches it. This is what allows mutations to set in so quickly within the hostel's walls, and are what the Master of the Hostel studies with every new test subject.

To study these influences, the Master of the Hostel has crafted several beings to aid him in keeping the people that are trapped in the Hostel from escaping. At first, these were simply weak flesh golems, little more than zombies, but he refined the designs and captured some of his subjects over time. He experimented on these captured subjects, learning to replicate certain mutations and how to incorporate multiple into a single individual, these were then supplemented with the crafting of integrated tools and enchantments as he learned greater and better methods, which occurred at a rapid pace. He even developed methods to make them do what he told them to and eventually found a way to make it all happen through mental commands, and finally to the point where they acted as extensions of his will rather than separate entities. Each captured individual became another tool to capture more people and bring him more test subjects.

The first, and most common, success was the Drudge, which became a common race on the demiplane after some managed to escape before the final few steps and those that managed to awaken the ability to use Delve, which he simply views as an interesting side experiment as he *allows* some drudges to escape with a way to monitor them built in. It is the ones he can't monitor that draw his ire, and the ones that are hunted by some of his more… interesting creations. It is these creations he uses as a proxy when it comes time to fight Abominations, with each one on their own able to last, if not win, against another Avatar, each one unique and possessing some measure of free thought, though with minds he himself crafted.

However, there is one other thing of interest. The Master of the Hostel is focused to an unhealthy degree on medicine, surgery, and other forms of medical knowledge, and finding something new will always bring him curiosity. The desperate may be able to go to him to have what ails them studied, and if it is interesting enough, the Master will bring them to his personal lab, devoid of the Drift and Delirium that infests the rest of the Hostel, and personally study, and eventually cure, the illness, something that often brings him enough satisfaction to allow the individual to go free, though ones that lie to him or that waste his time, by his standards, quickly wish they hadn't as they become one of his proxies, a slow and painful process that he drags out for as long as possible.

It is possible to contact the Hostel and negotiate, though it is a risky proposition. If one were willing to garner a few test subjects, or offer materials outside of the Master's means to obtain normally, you could potentially gain his favor or request, and get, for him to modify you in ways you ask, though it is almost guaranteed he will add his own little flair to the mix. But, once a deal is struck, he will honor it, just be sure to pay his price or his proxies will hunt you down as surely as those that escape do.

(The story of the Hostel is the story of its Master, the two are so intertwined that it's impossible to talk about one without going into the other in excessive detail)

Notable Characters

Foreword: Each of the notable characters in this section are Proxies of the Master of the Hostel, and while taking one as a companion is possible, you must first either neutralize the Master's hold on them or remove the Master of the Hostel entirely, otherwise they will remain on the demiplane after you've left. It is recommended you not take one of these proxies without some manner of breaking them free prior to coming to this Jump.

Proxy - Adam (800cp): The first of the Drudges and the oldest proxy the Master of the Hostel created, with the greatest number of augmentations made to him, Adam is an example of just how resilient the Master's creations can be. Adam's toughness far exceeds that of a normal drudge, including the effects of the helmet, allowing him to withstand damage that an Abomination can dish out, and even when so damaged, the concoction that replaced his blood, consisting of troll and hydra blood mixed with several reagents found in healing potions and a type of fungal spore known accelerating growth, allows him to heal from the damage at a speed that makes any single one of the components seem pitiful. Additionally, Adam stands as tall as a giant, towering nearly three times over the already large n'mak race while being built more like an orc, with a proportionate level of strength to go with his size. All this together makes Adam a juggernaut that can hold down an abomination while his younger siblings, better designed to deal with such creatures, inflict actual damage. Adam is incapable of speech and is fairly passive, with the least defined personality of the proxies other than Eden. The only significant sign of his own personality is an enjoyment of stories, especially with illusory accompaniment, though it's unclear if he actually understands or if he just enjoys the sensory stimulation. You can take both Adam and Eve for a total of 1200cp.

Proxy - Eve (800cp): The Master's favored Chirurgeon, Eve is equipped with a far more sophisticated set of limbs than any other chirurgeon, which have been reinforced heavily with delirium, each one able to move with unnatural celerity, dexterity, and coordination. These limbs are able to shift shape to a number of different surgical implements that double as weapons and are enchanted to provide a magical anesthesia to numb and sedate those cut. Eve herself has had her body enhanced with the procedure developed by Silver Priest, turning her into a reforged as well, replacing her original limbs with ones made from a mithral-silver alloy on top of the extra limbs all chirurgeons possess. Much of her power comes from the mixing of delirium and anima as a result, her own more thoroughly composed of anima and metal than flesh and blood. While durable because of this, her true strength is her speed and precision. At her best, she is able to perform surgeries so quickly that the person undergoing them doesn't even realize until they see the end result. This extends into combat where she was capable of moving her additional limbs fast enough to, in the middle of a rainstorm, prevent a single drop of water from falling to the ground within her reach, all without moving her feet by even a millimeter from where they started, during a fight against Lord Blood himself, where she held him off long enough for Adam to throw him back to his arena. You can take both Adam and Eve for a total of 1200cp.

Proxy - Eden (800cp): The first incubator to return with vampirism and the first to return with therianthropy were kept even after the two viruses were extracted. While the two died in the extraction, the Master of the Hostel decided to use the two to create a composite being that he revived, possessing memories of both incubators, including the brainwashing, as well as some of the spell matrices possess by vampires and therianthropes, though broken and haphazardly combined with the only thing holding them together being the delirium used by the Master to reanimate her. Eden naturally draws in viruses, diseases, and mana to herself, creating a complex mix of all three that steadily evolves over time, she is the achievement that the Master wanted, but is still a failure as the disease kills any infected with it that aren't immune to it to begin with, however, he has taken to experimenting with the disease, pulling some of the disease from Eden whenever she returns, both to see how it's evolved and to see if he can make it more survivable for his purposes. This causes Eden great pain, but does not kill her due to a change he made to accommodate the extraction. Eden herself is not the strongest of proxies, however, she can unleash her virus at will, which will inevitably kill anyone susceptible to it in mere minutes, and even slows down those that should be immune to it, including abominations.

Proxy - Isaac (800cp): A dreaming apothecary that was recaptured and subjected to a far more rigorous series of surgeries, alchemical augmentations, and a form of mental conditioning that allowed the Master to regain control of Isaac after his initial escape. Isaac is the most passive of the Master's proxies with the least motivation to do anything on his own, instead functioning almost exclusively at the mental command of the Master with a near robotic efficiency. Isaac is much larger than other apothecaries, both in terms of overall size and girth, having been grown to allow for more organs and potential concoctions available. Isaac also possesses a massive metal brace around his torso that forces him into a hunched position, giving him a stooped, almost quadrupedal gait. This brace is connected directly to many of Isaac's internal organs and leads to what is essentially a cannon, which can forcefully eject hundreds of gallons of alchemical sludge in seconds, which is by far his greatest weapon against abominations. Isaac's mind is completely intact, and fights for control, but the delirium that prevents him from doing so is very solidly stuck, barring him from interacting with his own body in many ways. Only every now and then can he even twist an order from the Master as a way to fight back.

Proxy - Lazarus (800cp): Lazarus is the largest Proxy under the Master's control, it wasn't truly designed as a proper creature all its own, it was instead intended to be a meat puppet that would be piloted by an undertaker, or a team of them if going up against an abomination, which were plugged into the puppet, most don't survive long while plugged in this way. However, this also proved to be a boon as every undertaker plugged into Lazarus had their mind uploaded into it, which were broken down and reorganized to form a mind all its own. It took several dozen such uploads before Lazarus gained the ability to move on its own, and with the memories of all the undertakers within it, Lazarus is the most knowledgeable Proxy when it comes to medical lore. Lazarus still requires a creature to be plugged into it to fuel its more potent abilities, however, each time a creature dies while so plugged in, Lazarus gains a greater level of control over itself.

Proxy - Azazel (800cp): Azazel was a volunteer from before the Master of the Hostel became the avatar of Delirium, and remained so even afterwards, even when he no longer wanted to be. He is the Proxy that's been with the Master longest, however, he only recently was deemed ready to act as a proxy. A concept used in magic, known as the bio-template, was discovered by the Master of the Hostel, and Azazel was the subject of his experiments in the manipulation of this concept. Twisted dangerously over and over again until he was unrecognizable. Azazel is immobile on his own, relying on a mobile chair pushed by specially designed drudges immune to his abilities to get where he needs to go. Azazel looks like nothing more than a humanoid tumor and is in constant pain, but his abilities make him more dangerous than his pitiful form suggests. Azazel may freely manipulate the bio-templates of those around him, causing bodies to twist and shift in ways they were never meant to, and it can take days for their bio-templates to return to normal.

Creatures

Drudges: There are three known varieties of drudge, only one of which is controlled by the Master of the Hostel, though they are also the most common. All drudges are created through a surgical process that replaces or reinforces organs, grants redundancies within their biology, and adds extra muscle, along with a few added benefits to make them more resilient and a bit of extra power. Additionally, both the Broken and Helmed Drudges possess a helm that further augments their resilience and strength.

- *Broken:* The most common variety of drudge, these poor souls don't manage to break free from the process that turns an individual into a drudge and are unable to fight off the effects of the helm, the broken are mindless examples of the drudge race completely controlled by the Master of the Hostel. They are used specifically to capture individuals and bring them to specialized rooms within the Hostel, depending on the Master's mood and desires for experimentation.
- *Helmed:* The rarest form of drudge, the helmed are those that completed the process of becoming a drudge, but both unlocked the ability to Delve and fought off the negative effects of the helm itself. These drudges possess the same level of strength and durability of the broken, but are completely free of the Master's influences and are capable of thought all their own. Additionally, their access to delve makes them quite formidable as they expand on the power offered by defeating the enchantments on their helm. You can choose to be a helmed drudge with the Inhabitant perk, gaining a discount on your use of Delve as a result.
- *Free:* Free drudges are those that didn't complete the process of becoming a drudge and never had the helm placed on them. They retain the benefits of the surgeries, but do not gain the magic offered by the helm itself. However, a free drudge enhances the effects of beneficial magics placed on them to a small degree, and only temporarily so for most, unless trained. You can choose to be a free drudge with the Inhabitant perk, however, you do not gain a discount on a Source and instead gain +100cp as a result.

Apothecaries: The most drastic and invasive surgery performed by the Master of the Hostel is the one used to create his apothecaries. The apothecaries were inspired by the few zshar the Master was able to capture, designed to produce a variety of alchemical concoctions that could then be released in a number of different ways, including injection, inhalation, or and ingestion. The procedure to create an apothecary is highly invasive and includes incorporating several organs grown specifically for the purpose into the one undergoing the procedure, as well as rearranging, and in some cases even replacing, several parts of the skull to account for a muzzle that houses an incredibly sophisticated olfactory organ. The digestive system is entirely retrofitted, making the apothecary incredibly efficient in their digestion, able to break down virtually everything from a meal down for more energy and nutrients, which naturally builds up a layer of dense fat over time, a useful protection for their internal organs. The final step includes several tubes and valves being incorporated into the body, along with an array of stingers, to help deliver their various alchemical concoctions. Most apothecaries are partially lobotomized during the skull rearrangement, with several parts replaced by alchemically grown bits to allow for greater control over their internal organs, which brings about a more submissive nature.

Very few who undergo the procedure to become an apothecary are able to retain themselves, and those that do are usually quite susceptible to mental magics. However, a select few, ones that possess an affinity Dream, may find their minds untouched by the procedure, their brain no longer storing their consciousness, instead residing completely within the Dream connected to the body. These individuals are the ones capable of escaping. So called Dreaming Apothecaries do not truly possess a talent for dream use itself, but have a greater awareness of their internal processes, allowing them to augment such with their foci. You can choose to be an apothecary with the Inhabitant perk, gaining a discount on Dream as a result.

Chirurgeons: This species is rarely seen due to their work primarily being done on unconscious individuals, but, they are the hands of the Master, the ones that perform surgeries in his stead. Lacking their normal arms, the chirurgeons instead possess brass and silver mechanical limbs sprouting from their back that end in a variety of tools, often numbering upwards of six such limbs at a time. The part that actually interacts with the body is a silver alloy enchanted to be completely sterile at all times and are incredibly precise and steady. They are also lightning fast and useful for slicing up anyone that tries to attack the creature. The body of a chirurgeon is adapted to lacking its natural arms and they naturally possess enhanced balance, agility, and flexibility. The goggles, brass and dark tinted glass, are similar to a drudge's helm and are fused directly to the skull.

Free chirurgeons are rare and often lack the precision of their brethren, but the extra limbs they possess are a formidable weapon and tool. It is not known exactly how a chirurgeon escapes the control of the Master, and this has made the Master quite intent on *reclaiming* any that escape, but it is known that each and every one has somehow gained access to Rhythm. You can choose to be a chirurgeon with the Inhabitant perk, gaining a discount on Rhythm as a result.

Incubators: After a failed attempt at making a magic virus on par with vampirism or therianthropy, resulting in the ghoul virus, the Master of the Hostel created the incubators to help him make a second attempt. Incubators are made with one of the simplest procedures the Master uses, an injection of a special alchemical substance that rearranges several aspects of the body while leaving them virtually unchanged externally, but very different internally. This rearrangement is described as being painful enough to dull any future pains they may experience, though that may also be an effect of the injection rather than an effect of the pain. After the injection runs its course, the patient is technically a complete incubator, able to absorb any disease or virus they come into contact with, acting as a carrier. Most incubators undergo a severe brainwashing regiment to force them into obedience, always seeking out new diseases and returning every now and again. Sometimes, an incubator will come into contact with vampirism or lycanthropy, at which point they will immediately attempt to return to the Hostel, where the magical virus is almost always lethally removed for examination.

An odd occurrence will sometimes emerge when an incubator travels, they will briefly flicker into the Ink, as if inkwalking, only they'll emerge at exactly the same spot. This flicker simultaneously frees the incubator from the Master's brainwashing and binds the essence of the Ink to the diseases within the incubator's body, altering them into a sludge-like substance that flows through them, seeming fill the empty spaces in the body. This sludge is able to cover the incubator and become, effectively, a second skin. This second skin combines traits from every disease the incubator and alters it to have a magic element similar to the ghoul virus, granting enhanced physical abilities on par with a ghoul, altered slightly based on the other diseases the incubator absorbed, with those that absorbed vampirism or therianthropy having far greater capabilities. You can choose to be an incubator with the Inhabitant perk, gaining a discount on The Ink as a result.

Undertakers: Initially a rare sort of creation of the Master meant to dispose of corpses that had no further use to him, he made very few and allowed them more freedom than most of his creations, he later found a better use for them as aids to both himself and the chirurgeons, effectively becoming the nurses of the Hostel. Undertakers are made from corpses, not living beings trapped within the Hostel, and only really know it, barring some memory bleed from who they used to be. They are thus one of the few beings that seem willing to remain of their own free will, despite their intelligence and ability to empathize with the others within the Hostel. While physically unimpressive, undertakers think far more quickly than other races, actually matching some low level Dream users with their thought speed.

Some undertakers, those that are more empathetic than the rest, develop an odd affinity for Drift, one that allows them to blunt things as much as it can enhance them, which they often use to help patients escape from the Hostel, though even with the help they offer it is rare that they make it out. They are also far more precise with their use of Drift, at least as far as drift's ability to enhance things go, they are not as affected by the mutagenic nature of drift due to their undeath. Only a handful of these kinds of undertaker exist, and of them, only two are known to have ever left the Hostel themselves. You can choose to be an undertaker with the Inhabitant perk, gaining a discount on Drift as a result.

Graphers: The newest race to emerge from the Hostel of Screams, graphers are a perfected version of what Azazel was made to be, though on a smaller scale. By twisting the bio-template of an individual repeatedly and constantly, the Master loosened the hold of it, making it more flexible, easily changed and reverted. The only thing that cannot be changed of the grapher, through any means other than injury, is their eyes. Pitch black orbs, the eyes of a grapher are designed to allow them to see the bio-templates of others and open them up to interaction, which the Master uses extensively by having the graphers act as a diagnostic tool, keeping most in close proximity to himself. Offensively, a grapher is able to alter their bio-template in simple, but effective, ways. Things like making their arms longer for the time it takes to punch or turning their head completely around to see behind them without needing to turn their whole body.

The Master keeps graphers in line using a simple serum, which most graphers require to prevent their bio-templates from collapsing completely, a slow and painful process that would even leave a champion of the Crimson Fields begging for the serum or death if they tried to power through it. Only those that have access to anima (or, in particularly rare cases, mana) are able to ignore this, reinforcing their bio-template with the spiritual source enough that it will not collapse, not on its own anyway. This same anima can be used to interact with the bio-templates of others, which can be used for both beneficial and detrimental actions. You can choose to be a grapher with the Inhabitant perk, gaining a discount on Anima as a result.

Ghouls: While common outside the Hostel, the virus that creates these creatures was created by the Master of the Hostel. Ghouls themselves are those that died to the virus and were reanimated by it, a minor seed of necromantic magic acting to keep them active even after death. A ghoul is able to push its body far harder in death than it could in life, and the necromantic energies ensure they heal quickly from the damage from pushing themselves as hard as they do. This makes them generally faster, stronger, and tougher than they were in life, as well as offering the nearly limitless stamina of the undead. However, this comes with its own downsides. Ghouls require life energies to maintain the seed of necromantic magic that keeps them animate, not just healing magic, but the life force of a living being, as fresh as it could possibly be. This means that most ghouls are carnivorous predators that will feast on a creatures as soon as they can, sometimes even before its fully dead. Additionally, their brains aren't able to function at their highest level without a large excess of life energy fueling their animation, making most quite animalistic. There are a few variants of the ghoul virus, such as the ghast, which occurs when a ghoul regularly gluts itself on life energy, expanding the seed to produce more energy with the same amount of intake, making them even faster, stronger, and tougher than before, as well as allowing them to access more of their intelligence. The highest form, however, has yet to be achieved fully, but someone may figure it out. The ra'ghul, or Enlightened Ghouls, are those that have made the animating force within them self sustaining and returned themselves to a living state rather than remaining undead. This allows them to manipulate the necromantic energies that would otherwise be used for animation for their own purposes. You can choose to be a ghoul with the Inhabitant perk, however, you do not gain a discount on a Source and instead gain +100cp as a result. You can instead be a ghast, gaining only +50cp as a result.

Delirium Avatar - Master of the Hostel: Often considered the most dangerous and deranged of the Avatars, the Master of the Hostel's connection to delirium is tainted, heavily, by the insights and desires of another. The whole affair was originally instigated by a gnome by the name of Leonard Press who, after seeing the effects of delirium in the Crimson Fields and hearing the story of Lord Blood, became obsessed with achieving a more stable version of it, of what became of Lord Blood. The Hostel was the first step, a building designed to mimic the arena and yet, taking cues from the failure of Lord Blood, different, using other sources in its construction to aid in his work. For this, he had an ally, a drift user by the name of Xavier. With the use of drift to supplement the delirium, Leonard hoped to to emphasize certain traits within the construction and dampen others, effectively achieving the results Lord Blood had with the original arena. It was a legitimate success. The Hostel started to draw in both delirium and drift, acting as storage for the energies and refining it to a more stable and focused form. Leonard learned to tap into this form of delirium and turned the Hostel into a place of learning and healing, a place where people could help others. Still, he sought to achieve the same level of power as Lord Blood.

Leonard, however, did not become the Master of the Hostel, nor his close friend Xavier, no. The Master of the Hostel was one of Leonard's apprentices, though it is not known which of them it actually was. One of his students simply did not have the mindset to safely use delirium, and became consumed by it, but never showed the signs present in the Crimson Fields, the focused form of delirium instead inducing a type of hyperfocus and obsession that seemed to simply draw in more delirium, slowly at first, but accelerating until it was impossible to stop. Leonard was one of the first casualties when his apprentice became the Master, and his screams were what changed the very nature of the Hostel from that point forward. Leonard remains, even now, now hosting the name Adam and acting as the Master's proxy. The Master doesn't truly realize what he's become, that he's partially achieved what the delirium was telling him to achieve, the intent that was imbued into it by the Hostel and its creator from the very start, nor will he listen to either of his former mentors when they try to plead with him, that all he need do is rein himself in and regain control of himself to become that which he seeks, and he refuses to believe that the goal is not his own.

Since his creation, the Master has reigned in the Hostel as a godlike entity, but only while so ensconced, and he lacks the truly earthshaking power of other avatars outside the walls, so, he remains hidden, operating through his work rather than directly, leading to the creation of his proxies and the races they are based on. His ever expanding repertoire of skills and abilities from his constant studies granting him more options with every passing year. And yet, there is still hope. Frustration has started to set in, and the Master's mania has had moments where it has calmed, even allowing him to let some of the people he's trapped go to… act as a further experiment, one where he can observe the result. The Masters methods have also grown calmer, more focused and less manic over the centuries, some even believing he is starting to return to who he once was. Others, however, claim he will only grow worse, seeing it as the calm before the storm. That he is contemplating a grand project that will change the demiplane more than any avatar before, and he is merely biding his time for the moment of opportunity.

The Master himself is rarely seen, but those that do see him and live to tell the tale, claim he looks like a four armed human or elf, with two of his arms being longer, thinner, and far more precise than his normal ones, his face always masked and with goggles over his eyes and brown hair pulled back under a cap of some kind, but is otherwise unremarkable, looking like a normal human. His movements are described as precise, quick, and efficient, no wasted movement at all and perfectly placed, but it is also described as stiff, disturbingly so. Beyond this, all that's really known about him is in regards to what he has created and the journeys people have taken through the halls of the Hostel, and not about the Master himself.

The Wastes

In the very center of the demiplane lies a wasteland, blasted by some great event before the plane even started to drag creatures into itself, and even now it has not recovered. The wastes are inhospitable, molten stone, jagged spires and sheets of razor sharp rock, pools of tar, ash falling across everything and hiding potential dangers, and toxic gasses forming clouds of noxious fumes, and yet there is worse. The wastes are a nexus point for magics of all sorts, mixing in ways that cause unusual effects, wild magic… a hazard that is unpredictable, virtually undetectable, and can strike at any time. And one that will be present for the entire stay, a week of travel as the crow flies, and even longer for those bound to the land, and even then, that is without incidents to delay the travel time.

Despite this danger, the wastes are considered a final hope of salvation for those freshly trapped on the demiplane as rumors abound about a portal back to the material at its very center, and many are more than willing to brave the wastes in their desperation to return home. Few last more than a day, fewer still make it out alive, still fewer make it to their destination, and even amongst them, stories of the Avatars barring the path, The Gate and The Keyholder, to most means that even those that make it could potentially be turned away. It is unknown why the two Avatars bar the portal to the material, but the way is locked by them, and only by both Avatars working in tandem is anyone allowed to pass through.

However, even those that don't manage to cross through, if they survive, can find great reward within the wastes. Rare and potent materials for alchemy, greater in potency than anything else found in the demiplane, are spread throughout it, delfire orbs are everywhere and sustained by the wild magic that led to their creation in the first place, and even wild forms of enchantments that can bind to a person exist within this hellscape. Should one survive, the bounty they can acquire can bring them comfort within any settlement in the demiplane til the end of their days. Of course, many of these substances can also carry harmful effects; curses, strange phenomena, and possessive entities fill the wastes and add even more danger to this already dangerous place, and makes any attempt to harvest from it a fools errand at best if you do not possess some method to counter these curses.

Notable Characters

Tori Kaano (200cp): One of only two people to even attempt to regularly brave the wastes and gather what she can and survive. She is a powerful kiln, or, rather, she was until the curses of the waste worked their way into her. Now, she can barely apply any real power to her delfire, her work now is to undo the curse and regain her ability to utilize her delfire as she should be able to. She has adapted somewhat to her condition and has gained a great deal of efficiency in its place, and will retain such once she regains access to her full power. Tori camps in the grasslands surrounding the wastes, roughly half way between a much larger settlement, though it is more an outpost, and the actual wastes themselves. She relies on Davi Mace to bring her supplies regularly from said outpost.

Davi Mace (200cp): Davi is a half-dwarf that acts as a caretaker for a close friend, Tori Kaano, who hunts in the wastes. He is a minor delve user that has focused more on expanding his base within his inner world to act as storage rather than actually performing any delving. It makes it much easier for him to transport equipment to his friend. He also searches near constantly for ways to remove or dampen curses, often bringing several along the way for Tori to use before he leaves. His pursuits have made him a decent alchemist in his own right, and his horse summon, one of the few advantages he's gained from his use of delve, makes such journeys quicker than they otherwise would be and allows him to bring along more with him should he feel the need. He willingly acts as a guide to anyone trying to enter the wastes, bringing them to Tori so she can give some information on the current state of it.

Knull (300cp): A wild magic construct that has gained sentience and sapience, Knull is… dumb as a brick, but incredibly powerful. Knull is completely immune to the danger of wild magic, curses, poison, fire, and pretty much every form of danger found within the wastes, simply plowing through it without even noticing. He also has the strength to be able to knock back The Gate, the larger of the two Avatars within the wastes, with a single punch. However, his direct methods simply allow him to be tossed aside into one of the many chasms dotting the wastes and get lost until he can find them again. Knull himself is a roughly humanoid golem made from some kind of black, glassy substance and is unnaturally quick and light on his feet given it is believed he is made of stone. His time in the wastes, what he considers his home, has caused many enchantments to anchor to his form from the wild magic, giving him the wide array of abilities he possesses, possibly even including his mind.

Creatures

Wraiths: Throughout the entirety of the wastes can be seen these ghostly entities, wraiths are magical entities possessed of a weak soul that desires to grow, and does so by absorbing various energies. Depending on the energies absorbed, a wraith will manifest differently and gain abilities based on the energy they consume most, which can lead to fairly strange results if multiple energies are consumed. On the material, the most common form of wraith are the necrotic wraiths, which absorb life force directly and appear as a flying bundle of cloth fragments with shadows mixed in. In the Demiplane, however, most wraiths feed on one source or another, with some feeding on lightning or fire instead. Wraiths, despite what many would tell you, are not undead, though necrotic wraiths share many traits with undead. Wraiths cannot be taken as familiars.

- *Wild Wraiths:* The most common form of wraith on the demiplane. When wraiths mix multiple energies with their feeding, they become wild wraiths. This variant of wraith is virtually mindless, feeding on whatever energy comes close and following it as they go in an attempt to purify the energies they absorbed. Few succeed. However, this does lend to some interesting phenomena throughout the demiplane as these wraiths follow storms, wild fires, living beings, and other such things. This often leads to them being separated from a source of energy as what they followed died out, leading to them fading and leaving behind echoes of their existence in the form of Mad Wraiths.
- *Mad Wraiths:* The result of a dying wild wraith, mad wraiths are bits of mixed energies with a tiny bead of life force that will latch onto something in their last moments, often leaving behind bits of their energies that then lead to either forming an orb of delfire or creating a supernatural phenomena of some kind. Many cursed places in the demiplane are a result of mad wraiths.
- *Demiwraiths:* An incredibly rare existence, demiwraiths are normal creatures that had one or more mad wraiths latch onto them at their moment of passing, infusing the creature with their power. This gives them the same energy absorbing capabilities of a wraith and makes it so they gain a slight ghostly heritage that allows their children to potentially gain an umbral bloodline. Like with normal wraiths, absorbing energy grants you some minor abilities and absorbing multiple types of energies can have unforeseen results, as well as acting as a way to heal themselves. Absorbing energy is also addictive and can cause madness if overdone, though willpower and time can counter this.
- *Manawraith:* One of the rarer forms of wraith, manawraiths feed on raw magical energy, requiring they keep close to mages or locations rich in magical energy. Manawraiths are one of the most intelligent forms of wraith and are easy to bargain with, though drawing ones ire is the same as angering a powerful mage given their abilities with witchcraft and shamanism. Manawraiths are also known for awakening the mana of others if allowed to feed on the mana, to the last drop, before the person moves on. This is an exhausting process but kickstarts the generation of mana and can make those awakened in this way progress significantly faster than normal mages could.

Aavarak: One of the few corporeal beasts to stalk the blasted landscape of the wastes, the aavarak are a type of highly intelligent predator that appears to be a cross between a crocodile, a panther, and a cobra. While physically formidable and quite strong and agile, the real danger of an aavarak is their various means of using poison and venom. The bite of an aavarak includes a necrotizing venom, they can breathe clouds of paralytic or anesthetic poison, their blood is a pain inducing poison that works on simple contact, and they can spray a stream of blinding, near acidic poison. Exposure to other kinds of poison allows an aavarak to reproduce it within their body and even develop new poisons given time and practice. Aavarak familiars are a rarity, not just because of any resistance on their part, but because their bonds are naturally poisonous, an individual unprepared for such an occurrence may simply die from trying to bond with one, though if it likes you, unlikely given their preference for solitude, they can dull this to mere sickness rather than outright death. A successful bonding, however, provides the ability to coat any weapon with a moderately powerful poison, incorporate a poisonous element to their spells, and gain an extreme level of resistance to all poisons, even magical ones, as well as making the master immune to all forms of aavarak poison and venom.

Delve Avatars - The Gate & The Keyholder: The only two Avatars not born from another race or creature, both The Gate and The Keyholder were born from the consciousness of the demiplane itself, summons of its inner world. The two are inseparable. If you spot one, the other is not far behind. The level of synergy and teamwork displayed by the two is their greatest strength, and is incredibly hard to neutralize.

The Gate is an odd, armored being with disproportionate limbs and several lengths of chain linked to its armor and draped over them as added armor, as well as binding it into a… rather uncomfortable looking position, seeming more like a statue than an actual being, though it is able to float for locomotion. The Gate is not a direct fighter, relying more on its other capabilities, however, the chains that bind it are a potent weapon and can move with exceptional speed. Most of the time, however, The Gate does not rely on its chains, it instead imposes its inner world on its surroundings and controls those aspects to create an evolving environment with the only goal being to prevent the approach of anyone the two Avatars disapprove of. This can easily turn deadly, however, the Gate shows an unusual level of care in not killing those approaching, leaving that to its siblings.

The Keyholder, on the other hand, looks like a more human proportioned statue with a blank mask covering where its face would normally be. It is clothed in various artefacts that offer it an even larger variety of abilities, and carries a very powerful spear, seemingly made of a spinal column, that it can summon to its hand at a moment's notice. The Keyholder's power is based on its ability to send a mental representation of itself into the inner world of another being, allowing them to steal the artefacts, summons, and spell fragments within their inner world, empower their challenges, which can have significant mental side effects, and force the target to fight a battle within their own mind as well as physically. While this can, in and of itself, unlock the power of Delve in someone, and is in fact what made the source widely known, it also has the effect of weakening anyone so affected as the Keyholder effectively steals their potential. This is, however, temporary. Usually.

Working in tandem, The Gate and The Keyholder can extract power from the inner world of a being and make it a permanent addition to their power, shrinking the inner world of the one so affected and expanding that of The Gate, removing artefacts that are then fused into those used by The Keyholder, and effectively permanently weakening the target. After they do so, they often allow the person to leave, or even access the portal to the material, if they so desire, without being targeted again. Few ever recover from the damage dealt when the two do so, leading to many dying shortly thereafter.

Other Locales

The locations listed above are not all there is, many other locales exist and have their own creatures native to them, however, they often have a good deal less history and importance compared to the other locations. Most such locations are fairly self contained or are only relevant in small ways or are told in stories rather than being commonly visited or seen. Such locations are exceptionally varied and may possess unique properties or traits, but we will not be delving into such things here, just know that they exist and that the characters and creatures below come from these locales.

Notable Characters

Xander Highfield (50cp): While not a user of pact, Xander was selected as a champion for the Goddess of Knowledge, a lesser goddess whose power, while limited, is still quite potent. This blessing provides Xander a perfect memory, an enhanced learning speed, and protection from mental influences that borders on immunity, only a greater or elder god would be able to counter this protection. Xander himself has an eclectic mix of skills and has a bit more athleticism and acrobatic skill than most scholars. He carries a magic censer provided by his Goddess that can produce smoke with various effects based on how well he can speak an old, dead language, ranging from minor healing, invigoration, and even poison, which he can control as long as he has a hold of the censer, which is soulbound to him. If Xander is your only companion, he is free.

Trisha Tucker (50cp): Trisha is an unfortunate case of someone that has no affinity with any of the main sources available, no special heritage to draw upon, and a complete lack of talent in thaumaturgy, nothing more than a bog standard human. However, she is a skilled individual nonetheless. Trisha favors strategy and war games, something that has honed her tactical mind over the years, even catching the attention of a lesser God of Intuition, giving her a clear understanding of the human mind, emotions, and how best to predict and read situations, making her quite the diplomat as well as tactician. She also carries a ring with a connected chain that offers her a minor form of magic based on absorbing emotional energy to shape effects, such as rage manifesting as flames, though she mainly uses it to dull certain emotions while bolstering others. If Trisha is your only companion, she is free.

Rook (200cp): One of Templar's pawns that managed to escape his programming as she progressed, Rook is a potent dream user, able to push and utilize far more power than normal, at the cost of burning out her physical form, just like most of the Pawns that go through the Templar's procedure. She collapsed outside a hark village, where she was taken in and healed, allowing her to make the transition from pawn to full rook, taking her name from that very transition. The excess life force created from such giving her a boost to her use of Dream as she can channel far more of the power without burning out compared to before. Additionally, she carries with her a charm that mimics the healing abilities of a hark to help keep her from reaching that point. Rook sees herself as a protector and will not hesitate to go on the offensive against those that threaten her or her allies.

Daj Ogedd (200cp): The Peaceful Night is the title given to the God of the Afterlife, an elder god known for walking amongst mortals at times. This is how Daj became their oracle, originally a minor alchemist and poison maker, Daj found himself faced with the patron of assassins, and was given the chance to become greater. While not himself an assassin, Daj gains a great deal of insight into the minds of assassins and how they operate thanks to his priestly connection to The Peaceful Night, as well as how to analyze a scenario in order to best utilize that mentality. Rare though it is, Daj also receives visions from The Peaceful Night, which he has grown quite good at interpreting after a particularly bad situation where he misinterpreted a vision meant to save someone as a divinely mandated assassination. He has failed to interpret before, but, now is methodical and takes in more information before acting rashly, and rarely needing to actually kill anyone, as he is not 'meant to' according to The Peaceful Night.

Avery Salteir (200cp): Avery is an elven gemcaster, a type of hedge mage that focuses on gemstones and semi-precious stones to create their magics. Originally, Avery specialized in semi-precious stones, especially opal, amethyst, and other mind enhancing stones, he acted as a scholar and aid for other researchers. With refinements in both alchemical skill and obtaining higher quality, and even innately magical, gems he has managed to become a decent battle mage, though his emphasis on mental enhancement still remains as his primary method. During his time in Aberinth's Gullet, he obtained a crystalline symbiote that has become his constant companion, granting him greater levels of mana to utilize in his gemcasting and acting as a perfect focusing crystal for his magic as well.

Yasa Hiro (200cp): Yasa is an energetic, but sometimes indecisive, human with a love for the more monstrous races and body modification. A skilled drift user, Yasa has ingratiated himself amongst several tribes of khelan, the yasha of Bluth'aven, and many of the aberrants in Aberinth's Gullet and has used this to alter himself on several fundamental levels, including making himself smaller, gaining wings, and forming retractable blades of bone in his arms that are sharp enough to cut through steel, and even damage mithril. He is pursuing a relationship with Delfine, though his relationship at present is merely a close friend that likes to flirt. Some believe he's the only reason Delfine hasn't gone insane from the power she wields. Yasa Hiro is discounted if you take Delfine as a companion.

Gozen (300cp): Gozen is a gnomish alchemist with a talent for psychometry, the ability to read the imprints left behind on an object to examine its history. He is one of the first to feel out what happened to Ravenwood and learn a few of the underlying principals of how it occurred, which has led to him being able to create small pocket realities, though this takes several years for him to develop, even with the aid of his future wife, Taylor Voss. He refines the skill to the point he can create a pocket dimension virtually at will, often set up with unique rules and functions that he can use to create effects akin to spells. How he accomplished this is something he keeps a secret for himself, though he did teach the basics to Taylor so she could design a race for both of them. If you take both Gozen and Taylor, it would cost 500cp total instead of 700cp.

Taylor Voss (400cp): One of the few ritualists to get brought into the Demiplane while visiting Ravenwood, Taylor Voss is exceptionally skilled, but is hindered by a perfectionist streak that makes her rituals take much longer to set up than they should, as a side effect of this, her rituals are more powerful, efficient, and likely to succeed. She uses this to great effect as she learns nearly every ritual of propagation for each of the races on the Demiplane and works out how to refine them to the point she can reliably perform three on a single individual before they're too unstable to continue further modifications. This also gives her great insights into how to create new rituals that can change someone's race, though it can take her years to figure out how to make a new one, and several more to refine it to the level she considers it ready for use. If you take both Gozen and Taylor, it would cost 500cp total instead of 700cp.

Lisa Higgs (400cp): When describing a Pact master, Lisa Higgs is usually the first to come up, one of the oldest beings on the Demiplane, Lisa is a true master of the Pact source, though her specialty lies in that of the Merchant and Dealer styles rather than the Cultist and Priest styles, with familiars as a supplement. Originally a tiny halfling woman with scrawny features and born into poverty, she was one of the first pact users on the demiplane, and to this day holds the title of being the greatest pact master. Lisa's biggest claim to fame is her "Devil Form" as she calls it, a form built from the features and abilities she's collected and infused with a form of soul magic from her Dealer capabilities, a soul magic not linked to Anima use. She's virtually immortal and has even come back from death on a few occasions, including coming back from being completely disintegrated on one such occasion. And she draws power from wealth instead of a Patron, both in the literal sense and in what she can offer to others. In her Devil Form, she appears as an albino, human woman with a tail and small horns, and is strong enough to put up a decent fight against an Avatar as long as it doesn't get too serious.

Gorge (600cp): A deity with the domains of gluttony, predation, and cannibalism, the creature known as Gorge is very much a dangerous one. Originally born as an elder god, a rare thing, Gorge was cast down to the material plane by his fellow gods after his attempt to consume another of his kind, where he fed for generations as a force of nature, being put into dormancy by adventurers every time he awoke. Each time he was sealed, some of his power was sheered away, and he was never able to fully regain what he had lost, but always a threat even then. So, a ritual was devised to seal him away in a more permanent fashion, leading to him being cast into the Demiplane, something the casters did not envision happening. This ritual also rendered Gorge a demigod, though it did not restrict his growth once more. He reformed as a lesser god when the seal finally broke, making him a god once more, though his domains were now different. While still possessing the domains of gluttony and predation, Gorge's new insights from his repeated failures and ability to rebuild himself allowed him to forge the domains of retribution and patience. Through his failures, Gorge learned to moderate himself, to a degree, he learned how *not* to eat. How to hold back his hunger and let it stew, so he can sate it on those he believes deserve it.

Gorge himself is a black-skinned entity, with thick, leathery hide covered in smooth, transparent, almost snake-like scales, his head is almost all mouth with four small eyes perched just above it and wide holes for nostrils. His mouth is lined with teeth like a shark, designed to rip, tear, and grip, not letting anything escape his maw once it has a hold, and his tongue is long, muscular, and prehensile, strong enough that Gorge can throw boulders several times heavier than he is with it. His body is like that of a muscular humanoid, however, his arms are disproportionately long and end in hook-like claws rather than normal hands, his back has several tentacles growing from it, and his stomach has a distinct paunch to it. He tends to walk on all fours.

An unusual trait that Gorge has gained, thought to be a result of his constant sealing, is his ability to shrink down into an ovoid cocoon that floats ever so slightly above the ground. While like this, Gorge is largely dormant, though he can still sense his surroundings, but his metabolism is greatly slowed, to the point he could, potentially, go for years without eating and not feel the slightest pang of hunger. More so, his divinity does not degrade while in this dormant state, and in fact grows if he is still worshipped, resulting in his slow return to power.

Taking Gorge as a companion ensures he won't see you as food.

Creatures

Khelan: It is well known, the mutagenic properties of drift, and no race shows it as greatly and thoroughly as the khelan. The khelan are an isolationist species of humanoids that live in generally inhospitable regions, ones few other races would choose to reside, there's even said to be a small group within the Wastes, though this is not confirmed. This choice of living in these hostile environments has led to the race, as a whole, being quite mutable and receptive to the influences of drift, taking on a unique array of abilities to help them survive their chosen homes. This is done through a highly efficient digestive system that generates its own drift, extracting and empowering whatever it can from anything the khelan ingests and using it as building blocks for their adaptations. This makes the actual mutation aspect of drift far faster and more effective for the khelan than it is for any other race, as well as allowing for the creation of truly magical mutations, unlike what is normally seen in drift users which are merely biological mutations enhanced with drift or another source. The way this occurs is similar to the process used to make alchemical artefacts as the khelan extracts the spell matrices from the things they eat and incorporate them into themselves, however, these natural spell matrices are often broken down without the material in question to act as a bridge, resulting in a patchwork magical mutation. This is further aided by the fact a khelan can eat virtually anything as long as it's not tougher than most magical metals. These magical mutations are difficult to alter once set, however, they can be added to fairly easily, it's merely removing pieces that is difficult.

Khelan naturally form clans with similar mutations, leading to some giving birth to khelan that naturally possess some, or even all, of their clan's mutation, though some remain clanless. Known clans include the Emberscales, the Stormguards, and the Bleakbloods, which have established mutation assortments. You can choose to be a khelan with the Inhabitant perk, gaining a discount on Drift as a result. You can choose to be from one of the clans listed below when taking the Inhabitant perk or to remain clanless.

- *Clanless:* The closest to a base appearance for a khelan you'll find is in the clanless, which have a cat-like head, a slightly elongated neck, small horns, a short and furry tail, stubby claws, and a thin coat of fur on most of their bodies. Clanless khelan are all born with these traits and often keep at least a few of them throughout their lives. Clanless khelan have the chance to build up new magical mutations not yet seen on the demiplane. However, as a clanless khelan has no innate advantage to start with, choosing to be one grants you +100cp.
- *Emberscales:* A clan that possesses metallic scales, an immunity to fire and heat, and the ability to generate and control heat enough to cause their scales to glow cherry red with the heat. Some even possess a limited ability to fly, which is accompanied by pushing their scales to a more orange color, far hotter than those that cannot fly. Emberscales almost look like a mix of rat, cat, and lizard, only humanoid, with a long, whiplike tail and metallic claws that are actually quite blunt, better for climbing than for attacking, though they can be honed to a razor's edge and they hold heat quite well, additionally, the scales around their head form a crest of sorts as they age, making them look more draconic over time. Their flight and heat generation are magical in nature, the latter of which is aided by drift use. If you choose to be an Emberscale with the Inhabitant perk, you do not gain the flight capability unless you pay an additional, undiscounted 100cp.
- *Stormguards:* The Stormguards are a clan that possesses large horns and what looks like a second spine growing from the back of their head and merging into their actual spine, Stormguards are the largest form of known khelan, standing a good head taller than most others. Stormguards are completely immune to the effects of electricity and possess an organ that actually stores up electricity, both from external sources and that produced biologically. This electricity can be used to enhance the thought speed of the khelan, enhance their reflexes, or to augment their strikes with electricity. Some, however, possess the ability to focus their electricity through their horns to create a blast of plasma, which, at its strongest, is enough to carve into a mountainside. This plasma blast and their ability to store electricity are magical in nature. If you choose to be a Stormguard with the Inhabitant perk, you do not gain the plasma breath capability unless you pay an additional, undiscounted 100cp.
- *Bleakbloods:* This is the smallest clan of khelan, numbering half that of the others, but are also considered one of the most dangerous. Bleakbloods possess dark, eel-like skin, large fangs, an immunity to all forms of poison, and a number of spines growing from their back. These spines may be plucked and thrown with a fair degree of accuracy and regrow quickly. They also possess several patches of skin that produce an oily toxin that can be rubbed onto a weapon or person to poison them, one of which is always on their tongue. Additionally, housed in their forearm is a short, blade-like stinger that carries the same poison as the patches on their skin. These poisons are normally mild, but use of drift can make them far more potent with a surprising ease, and can incorporate the poisons, either through exposure or consumption, to make it more potent. Finally is the reason Bleakbloods are as dangerous as they are, their gaze impairs the mind, as if heavily intoxicated, though this isn't present in all Bleakbloods and is a form of magical mutation, along with their ability to add the traits of other poisons to their natural one. The gaze of a Bleakblood becomes more intense the stronger their poison is. If you choose to be a Bleakblood with the Inhabitant perk, you do not gain the mind impairing gaze capability unless you pay an additional, undiscounted 100cp.

Eahrwhrm: One of the absolute rarest humanoid races on the demiplane, the eahrwhrm are also one of the most fragile and least physically suited for survival on the demiplane. Eahrwhrm resemble elves with horn-like protrusions over the leading arch of their ears, two smaller horns on their head, and what looks like decorative embossing across their chests, shoulders, forearms, calves, back, and neck. Their skin almost has a smoothed wooden or gilted look and feel to it, which is the only defense the eahrwhrm even possess, physically speaking. However, the bones of an eahrwhrm are hollow, their musculature makes them thin and willowy, with even the most physically capable being svelte at best, and their internal organs, while efficient, aren't very durable. This is largely due to the series of tubes, vents, and air-sacks found within the eahrwhrm's body, all connected to the incredibly efficient lungs of the race, which, in point of fact, they barely need given their ability to operate with little to no oxygen for hours at a time with no harmful effects. These air-sacks, tubes, and vents are all connected to the lungs and can be used to create various tones and sounds within the body that resonate through the embossing on their skin to project the sound outward, as well as through their horns, which themselves are hollow and produce sounds when air is passed through them. This allows the eahrwhrm to produce complex musical works, and more than this, these songs carry the effects of Rhythm, giving them actually useful effects, akin to a bard. When used in conjunction with other eahrwhrm's doing the same, they form an anthem that vastly amplifies the effects of the song. Additionally, all these mutations and traits make the eahrwhrm incredibly light for their size, which has its upsides and downsides. You can choose to be an eahrwhrm with the Inhabitant perk, gaining a discount on Rhythm as a result.

Gaians: The newest race to emerge on the demiplane, gaians, as a race, are not even a single generation old, having only been created within the last few years. The gaians are the creation of a newly ascended greater god. Gaians are a form of plant elemental, being composed entirely of plant matter, with a high degree of variation between their individual forms based on the types of plants incorporated into them. One constant is that all gaians possess a form of flowering, fruit bearing, or otherwise productive form of plant in their makeup, possibly more. Any flowers, fruits, or other forms of production from the gaian contain a mote of drift once fully grown, which takes anywhere from a few hours to a few days, depending on their use of drift, these plants can then be tapped like a personal ley line to gather motes from. On top of this, the plants that make up the gaian's body often possess abilities that, when empowered by drift, can be quite useful, which can be expanded on as a gaian can incorporate other plants into their bodies over time, though this requires extensive use of drift to actually fully integrate the plan. A gaian can actually reset to their base form at will, including returning to their prime of their life, allowing gaians to live virtually forever as long as they are not killed and don't choose to let themselves pass on, though this does not heal damage done to them. Finally, gaians do not have a nervous system, as most would define it, and can regrow, with full memories, from even the smallest piece of their body surviving an attack. You can choose to be a gaian with the Inhabitant perk, gaining a discount on Drift as a result.

Lenak: The lenak are a race of humanoids with a natural affinity for the magical arts, and though they have traits that make them look mildly draconic, they share no actual relation to dragons or dragonkin normally. The lenak are monochromatic, with skin, eyes, and hair in various shades of a single color, whether that's blue, red, green, yellow, brown, or any other color. This is true of all lenak and even additions made to them, such as reforged components or mutations from drift use, will take on that color within a few weeks. Beyond this trait, lenak appear mostly human with a few unique features. Firstly, they possess short and somewhat thick tail that is known to flick when they are excited. Secondly, their ears are long, furred, and flat, positioned at the side of their heads, and can swivel around and perk up or droop down, which is often done subconsciously, making the lenak exceptionally expressive. Thirdly, their pupils and tongue naturally glow, their eyes brightly so, with mana, giving them enhanced vision and an improved sense of taste, not to mention the lenak's ability to change the shape of their pupils at will, and sometimes subconsciously. And finally, they have several stony 'plates' on their skin, two under each eye, two on each shoulder, three on each hip, one on each knuckle of their hands, and several down their tail, though some have them in a few other places.

Lenak are instinctive fighters, brawlers that can generally survive a fight without any training by simply doing what comes naturally to them, though they can also incorporate tricks and styles they learn into their fighting style over time. This is not, however, the main advantage of a lenak. That falls to the simple fact that each and every lenak is a mage, with their mana's color naturally matching their coloration and giving hints as to where their affinities lie, not to mention their instinctive combat abilities also applying to their magic. A lenak's tongue has a minor magical quality, allowing a lenak to anchor a spell matrix to it even when they'd normally be unable to do so, which usually gives them a breath weapon of some description, the most common being fire breath. And unlike most mages, a lenak can instantly switch their mana from active to dormant or vice versa with no loss of efficiency.

You can choose to be an lenak with the Inhabitant perk, gaining a discount on the Mana Wellspring perk as a result, and gain a single purchase for free. A lenak adventurer gains four instances of Mana Wellspring for free instead of the two an adventurer of another race would or the one of a non-adventurer lenak.

Ra'Ghul: The end result of the ghoul virus created by the Master of the Hostel, the Ra'Ghul have only just started to have hints of their existence begin to show themselves amongst the ghoul population. The Ra'Ghul are just as physically capable as a normal ghoul and their claws are actually a good deal sharper, however, unlike a normal ghoul, the Ra'Ghul are not restricted in their use of the various sources found on the demiplane, though they do not have a natural affinity with any single one. Instead of possessing an affinity for a source, the Ra'Ghul possess a power unique to themselves. This power is based on the very necromantic power that fueled the virus and reanimated their bodies originally, focused into a nexus within the body that actually forms a stable source of power for the race. This nexus of necromantic energies is very similar to those present in thralls and can be used to fuel many traits possessed by undead, such as unnatural toughness, immunity to pain, poison, or disease, claws that paralyze those cut by them, a disease-infused breath weapon, an aura of fear, etc. A Ra'Ghul can even spread the original ghoul virus, gaining control over the ghouls created, with a bite using this ability. However, like with mana, they have a limited resource to draw on compared to many other sources that needs time to regenerate, to help with this, the Ra'Ghul can, with a bit of work, make such an ability permanent at the cost of minutely decreasing their overall pool of power.

You can choose to be a Ra'Ghul with the Inhabitant perk, however, you do not gain a discount on any source and instead gain access to the power listed above, which is, in effect, its own unique source. If this is gained from the Don't Let the Dead Bite drawback, the form comes with an innate instinct to get you started.

Daemons: Daemons are a type of nature spirit mildly corrupted by demonic energies to give them a physical form and render them immune to the whims of those that would attempt to manipulate a spirit. Most are somewhat intelligent, though they are only just smart enough to comprehend speech, which leads them to being quite difficult to deal with normally. However, daemons possess a very useful ability, they can fashion false divinity into usable objects. Usually in the form of consumables, such as potions, scrolls, or even magic foods. If offered false divinity, they will sometimes craft a portion of it into one of these consumables in trade for the divinity offered, though it is recommended to not try and cheat them as they can just as easily curse someone with their power. Each daemon can only craft a single type of item with their false divinity, but the items they craft are usually pretty potent, and they are thus named for the item they craft. Estos Daemons, for example, create a distilled spirit that possesses strong healing and anti-toxin properties, while Tag Daemons create paper slips that act to bind a specific power.

The key identifying feature of a daemon is their head. While quite varied in overall appearance, every daemon possesses a writhing mass of energy that comes out of their head in place of hair, often taking the form of smoke, flames, mist, or light that streams off of them. This is actually a manifestation of their false divinity and signifies

how much power they actually possess. Additionally, every daemon lord possesses a gem on their forehead, a condensation of their power and a focus for their creation abilities.

A daemon can gain the abilities of another of its kind, though this requires them to find a way to absorb all the false divinity and demonic energies possessed by the other daemon. This minutely increases their intelligence, enhances their physical capabilities, and offers them more options in their crafting. Each new item added to their repertoire giving them more options than just the one they gain as the items seem to synergize and mix with each other to provide greater benefits. A daemon can, with effort, ascend to become a Daemon Lord by absorbing a large number of lesser daemons, possessing significant strength and intelligence, as well as a truly massive repository of items they can create from their equally vast reserves of false divinity.

It is possible for a non-daemon to gain the abilities of a daemon or daemon lord. However, for non-daemons, this is incredibly painful and causes significant mental strain as the mind of the daemon tries to incorporate itself into that of the person absorbing its power, something that would lead to the individual being taken over by the daemon if allowed to happen. The mind of the absorbed daemon is always present after this and can continue to attempt to take control until it is fully internalized and absorbed without it subsuming the mind of the non-daemon. Curse bending speeds up this process significantly.

Daemons can be taken as familiars, providing a significant increase in ones ability to shape materials and effectively providing insight into various crafts, however, daemon lords cannot. Though a daemon familiar ascended to a daemon lord can choose to remain a familiar, providing a much larger increase in crafting skill compared to their lesser brethren.

You can choose to be a daemon with the Inhabitant perk, gaining a discount on Pact as a result. Additionally, this grants +100cp. You can instead choose to be a daemon lord with the Inhabitant perk, gaining Pact for free rather than at a discount and you do not gain the +100cp from being a daemon. If you choose to be a daemon lord, you must take the And It Keeps Getting Stronger drawback linked to Pact as the daemon's absorbed to allow your ascension to a daemon lord were not quite as subjugated as they could be. Absorbing the power of any other daemon will make these daemon's attempting to gain control of you stronger.

Harks: A rare breed of minor celestial being, harks are marked by their possession of a ring of glowing runes floating around their heads that can, with practice, be dimmed to the point of being unnoticeable. They otherwise resemble well proportioned humans. Harks possess an innate affinity for healing and are even able to bolster the life force of an individual with their healing abilities, and can even bottle and 'age' their healing to be more potent, similar to a form of wine. The use of this healing can, with repeated use over a short period of time, cause someone to gain a rune on their foreheard that generates and stores small amounts of life force over time, allowing for bursts of healing and vitality.

You can choose to be a hark with the Inhabitant perk, gaining a discount on the Heritage perk to be a Nephilim as a result. If the Heritage perk for Nephilim would already be discounted, the perk is gained for free instead. A denizen hark may choose to apply their discount to the Heritage perk instead of a source.

Implings: Similar to the imps found in the lower planes, implings are a type of demon that have lived outside the lower planes for so long that their demonic nature has become diffuse. All implings possess a form of grey demonfire that is oddly inert but can absorb mundane and magical flames of another nature, which eventually result in a seed of flame that allows for the generation and manipulation of mundane flames. These seeds can be used by anyone and can even be fortified with a bit of life force, tying the seed of flame more closely to the user, which eventually leads to the development of unique properties within the flame.

You can choose to be an impling with the Inhabitant perk, gaining a discount on the Heritage perk to be a Cambion as a result. If the Heritage perk for Cambion would already be discounted, the perk is gained for free instead. A denizen impling may choose to apply their discount to the Heritage perk instead of a source.

Goeth: The long lost creations of a titan, the goeth are similar to ogres, standing half again as tall as a human and possessed of great strength and fortitude. The goeth took after the nature of their creator, who himself was a lesser god of knowledge and mathematics, leading to his children being scholars. The goeth possess an ability to think and calculate at high speeds, this makes them seem smarter than they actually are at times and significantly improves their reaction time, but the true use is when combined with their natural resilience, which they can subtly manipulate to better counter or enhance spells, if they can formulate the right equation. Those that learn the mathematic formulas used by the goeth for this gain a minor form of magical resistance and the same ability to use the equations in the same way, though they lack the enhanced mental speed and innate resilience of the goeth themselves.

You can choose to be a goeth with the Inhabitant perk, gaining a discount on the Heritage perk to be a Jotunbrud as a result. If the Heritage perk for Jotunbrud would already be discounted, the perk is gained for free instead. A denizen goeth may choose to apply their discount to the Heritage perk instead of a source.

Eider: Trolls are an odd rarity on the demiplane, even with their blood being quite present within the people of the demiplane itself. This is largely due to the eider, a race descended from trolls and dedicated to the peaceful cultivation of their own life force rather than the murderous nature of their ancestors. Natural monks, the eider are known for their ability to use their own life force to alter themselves, making themselves calmer and more intelligent being the most common, though a few have focused more on the physical. The disciplines developed to accomplish this are applicable to any race, though the eider have the easiest time actually utilizing it due to their innately potent and prevalent life force.

You can choose to be an eider with the Inhabitant perk, gaining a discount on the Heritage perk to be a Troll Blooded as a result. If the Heritage perk for Troll Blooded would already be discounted, the perk is gained for free instead. A denizen eider may choose to apply their discount to the Heritage perk instead of a source.

Janni: Known as the least of the genies, janni are physically akin to an athletic and acrobatic human, physically capable but not too the extent of some races. Jann practice what they refer to as Wish Casting, a minor form of combined elementalism with aspects of the four main elements and the ability to draw power from all four elements to create a subtler, universal energy. This energy can be used to boost the jann's innate elemental resistances and augment anything related to their element, even on a conceptual level.

You can choose to be a jann with the Inhabitant perk, gaining a discount the Heritage perk to be a Genasi (only a single element) as a result. If the Heritage perk for Genasi would already be discounted, the perk is gained for free instead. A denizen jann may choose to apply their discount to the Heritage perk instead of a source.

Sovin: The sovin are a very rare race that is partially immune to vampirism, which was then passed on throughout the species as a whole to give them all a degree of blood-based magic. Every sovin is infected with an inert, non-infectious form of vampirism, making them dhampir, they are also resistant to the addiction from taking blood from a sentient being, so long as the blood is willingly given. However, it is the bloodstones held by the sovin that makes them unique, a small stone formed from the sovin's own blood and empowered by being fed blood echoes, this stone carries the memories of these echoes, along with the echoes of the sovin's own memories, for as long as they live and eases the use of blood echoes in general, especially for the control of the sovin's blood. It has been

proven that these stones, if extracted, can be used to gain a degree of control over blood and access the memories and skills stored in the stone.

You can choose to be a sovin with the Inhabitant perk, gaining a discount on the Heritage perk to be a Dhampir as a result. If the Heritage perk for Dhampir would already be discounted, the perk is gained for free instead. A denizen sovin may choose to apply their discount to the Heritage perk instead of a source.

Kith: Like the sovin, the kith are infected with an inert magical virus. However, where the sovin carry vampirism, the kith carry therianthropy. The kith are all able to manifest a chimeric hybrid form when using moonlight and possess enhanced regenerative abilities while so transformed, however, their true potential lies in their ability to conjure a totem using moonlight. A totem can, effectively, be conjured by anyone if they know the proper methodology and acts as a teacher and spiritual guide for the individual, with kith gaining significant benefits to their base transformed state from doing so. Once a totem is conjured for an individual, they cannot gain another. A totem can gather a small amount of moonlight and shape it in a few ways to aid their host, as well as being a constant companion, even if it cannot interact with the physical world.

You can choose to be a kith with the Inhabitant perk, gaining a discount on the Heritage perk to be a Moon-Touched as a result. If the Heritage perk for Moon-Touched would already be discounted, the perk is gained for free instead. A denizen kith may choose to apply their discount to the Heritage perk instead of a source.

Iif'n: Also known as grove fairies, iif'n are a lesser fey that live out their lives in small communities within forests. Iif'n are similar to dryads in some respects, but are not bound to any single tree or area, leaving them a greater degree of freedom. Only slightly shorter than humans and a good deal more willowy, iif'n are primarily known for their ability as gardeners, their natural use of glamour lending well to the trade. Iif'n are capable of turning glamour, on its own, into a physical substance, which can be used to feed and empower plants of all sorts, some even knowing how to apply this to animals. This binds the glamour to the plant and gives it magical properties. With a high enough concentration in a single plant, this can do the same for an animal or person that eats the plant in question, effectively granting a minor form of glamour-based enhancements to them.

You can choose to be an iif'n with the Inhabitant perk, gaining a discount on the Heritage perk to be a Changeling as a result. If the Heritage perk for Changeling would already be discounted, the perk is gained for free instead. A denizen iif'n may choose to apply their discount to the Heritage perk instead of a source.

Wyver: A small breed of draconic humanoids, the wyver are only a bit taller than a halfling and covered in brown scales, with their mouth covered by a beak-like set of scales. Wyver possess digitigrade legs and tend to walk on all fours when they can, though they can walk on two legs easily and move very quickly while doing so. The wyver are related to true dragons and, as such, carry the draconic organ that makes a dragon's breath weapon possible, turning anything the wyver eats into magical energy to fuel their breath weapon, which in the case of the wyver is a spray of an obsidian-like substance known as dragon glass. Wyver can shape this substance before it leaves their throat, turning it into needle-like shards, a single chunk of it, or even mimicking the shape of flames if they so choose. Dragon glass has mildly magical properties that are enhanced by being mixed with metals or gemstones, which it can smelt with even when this shouldn't be possible, resulting in them being able to store a bit of draconic magic that the wyver can access, even across great distances.

You can choose to be a wyver with the Inhabitant perk, gaining a discount on the Heritage perk to be a Dragonkith as a result. If the Heritage perk for Dragonkith would already be discounted, the perk is gained for free instead. A denizen wyver may choose to apply their discount to the Heritage perk instead of a source.

Shadar: The shadar are an odd race born from a region where ghostly energies gather and coalesce into a physical form, with the shadar being one of the most well known examples of this transition. Shadar are ageless twin entities, split between the physical and the spiritual, that are connected from birth until death. The two entities share a mind but can have and express different personality traits, or even gender identities, that make them sometimes seem like separate entities. The physical body of a shadar is mostly identical to a half-elf, though they weigh less and are grey-skinned, making it easy to identify them, they are flexible and carry themselves with an almost predatory grace, even the civilians. Their spiritual body, however, is more interesting, being a focus of ephemera given shape and a mind. The energies of this twin can be focused to create a potent aura that aids their sibling and allies or form a sort of suit around them to take on a more monstrous form, effectively fusing into a single entity that's a good deal more physically imposing than normal, though this is considered a last resort in a fight as, if slain, both the spiritual and physical bodies will die at the same time and overuse of the form can deplete the ephemera that sustains the spiritual twin. The spiritual sibling is effectively immortal as long as their physical sibling lives and will reform within hours if 'slain' on their own.

You can choose to be a shadar with the Inhabitant perk, gaining a discount on the Heritage perk to be an Umbral as a result. If the Heritage perk for Umbral would already be discounted, the perk is gained for free instead. A denizen shadar may choose to apply their discount to the Heritage perk instead of a source.

Spellthieves: A nuisance, if a beautiful one, of the Lenak race, spellthieves are butterfly-like creatures with wings of silver and mana that carry a collection of stolen spell matrices, shrunken down, within an unusual orb, essentially a permeable barrier that the spellthief can reach through to organize, move, and otherwise rearrange the spell matrices within. Spellthieves are actually rather intelligent, able to calculate and use spells with ease, but they are not truly sentient or sapient beings, simply running on instinct. It is considered dangerous to kill a spellthief due to the fact the barrier holding the spell matrices will collapse the moment they die, which can release any spells that are primed for use. Not to mention the fact that they can use their stolen spells with the mana that they collect within their wings. A spellthief taken as a familiar gives their master a small reserve of mana that is separate from any others they may possess, however, they do not naturally refill, instead needing to take mana from another source to fill them.

Kabu: A deer-like creature with green scales and short horns that hold a small bit of magic, the kabu are a common farm animal for the lenak and khelan, due in part to the minor healing factor possessed by the species. Their horns are a common trade item, as are their scales, and their milk is both quite nutritious and magically active, which grows stronger if it is churned into butter or aged into cheese. Their meat is also quite favored, though it is a case where killing the animal ruins the meat, it needs to be allowed to die naturally. Taking a kabu as a familiar provides a small amount of mana generation.

Nnengar: Nnengar are a rare creature found throughout the demiplane in pockets of two to four pairs at any given time. These small creatures are able to fit in the palm of a human hand comfortably and are similar in appearance to small monkeys found on the material known as tamarins, however, they possess sapphire blue fur swirled with darker blue patterns. However, nnengar possess four, multi-jointed arms and two vestigial legs that act more like a seat when they decide to sit down than a means of locomotion, which shows, quite readily, that the nnengar are different. Additionally, they possess a long, prehensile tongue that is able to move with exceptional speed and is tipped by a small cutting edge. This tongue is used by the nnengar to feed on gems, cutting the gem down to a more pleasing form and offering sustenance to the primate. Gems cut by a nnengar are shaped perfectly to utilize their mystical properties, either by a user of witchcraft or in the creation of a natural magic artefact. Taking a nnengar as a familiar gives great manual dexterity and speed, as well as enhancing dream use slightly.

Gels: A type of slime, gels were exposed to and changed by drift to gain a number of diverse forms with abilities that vary greatly between their individual forms, which are almost universally identified by color. The average gel has a body mass almost twice that of a human and can control its density to be almost as runny as water or become as solid as clay. All gels, regardless of variant, possess a minor magical sense that allows them to see and hear without eyes or ears. Most gels are mindless, or near mindless, having no more intelligence than a mundane insect, though particularly ancient specimens have shown some level of higher intelligence. When a gel is taken as a familiar, regardless of variant, it provides its master with an increase in the potency of their mana, to a minor degree.

Commonly known gels include the Bone Gel, a transparent black gel that feeds on the blood produced by bone marrow animated by the magic within them, Flame Gels, gels that use heat to burn things and feed off the ash and smoke produced, and Frost Gels, which feed on heat and the juices released from repeatedly freezing and thawing organic matter. Others exist, all named for their method of feeding.

Broxa: Resembling nothing more than a giant, metallic millipede, broxa were originally little more than a drone produced by a boska that then proved capable of breeding true and growing larger than intended. Broxa are powerful and incredibly difficult to injure, their metallic shell providing a great deal of defense. They also continuously grow for as long as they live, with no known upper limit, leading to truly impressive specimens that could potentially encircle around entire towns with ease. However, the broxa possess one, unique magical trait, they produce an excess of bioelectricity that is stored in specialized organs within their body, which can be released and empowered through a natural connection to drift. This allows them to produce massive bolts of lightning that, with the largest known examples, have been used to alter the weather and cause thunderstorms. This is also present in the fact that they feed on electricity with some metal as a supplement. Taking a broxa as a familiar provides the master with the ability to produce weak jolts of electricity on contact.

Flittercats: Despite the image the name would evoke, flittercats are more closely associated with leopards or jaguars than domestic cats. These nocturnal predators are almost identical to a leopard or jaguar except that they possess larger ears that fold up next to their heads and massive, bat-like wings that allow them to glide and, in some cases, fly. Simple predatory animals, flittercats are nonetheless dangerous. Keeping one as a familiar provides their master with enhanced hearing and the ability to produce high frequency sounds, the two benefits together providing a limited form of echolocation.

Lost: A lost is a person that attempted to use anima and was consumed by it, their mind overwhelmed and subsumed by the emotions, memories, and bits of soulstuff within. The end result is a serious hit to cognitive function - often to the point of being little more than a zombie with the more well off being reduced to animal intelligence - and a power related to the anima itself, often with the emotion component directing it more than anything else. The lost are stronger than they appear, seem not to register pain, and are utterly tireless. This, alongside their anima-based ability, makes them quite dangerous. A small selection are shown below, though they are not the only ones to exist.

- **Lost to Fury:** The most common form of lost are those consumed by rage, which manifests as a fortified physical form that is able to take almost twice the amount of damage other forms of lost are able to, which is already quite significant. They also attack with reckless abandon and savagery until they're worn down, giving them a great deal of extra power early in a fight.
- **Lost to Grief:** The second most common form of lost are those consumed by grief. These lost possess an aura that weighs down those around them, except for other lost. This weight makes fighting them surprisingly difficult, especially as weapons and armor seem to double in weight while used against them. The auras, while they do overlap, don't apply additively and suffer from diminishing returns. However, even with this being the case, it can leave even a raging berserker too weighed down to effectively fight.

- **Lost to Apathy:** The least offensive of the lost, and yet, one of the most insidious. Lost aligned with Apathy are, thankfully, quite rare. These lost are largely immobile, standing or sitting like statues. Their ability allows them to act as an amplifier for the other forms of lost, and many are carried by their brethren to make them stronger. A group of lost with even a single apathy aligned one is a true danger.

Dream Avatar - Templar: The most organized of the Avatars and by far the one to retain the most of their original mind, Templar sought to become an avatar rather than stumbling into it, he was prepared for the influx and kept most of his original personality as a result. However, even before becoming an avatar, Templar was not the most stable of individuals, incredibly controlling and arrogant with no care for the free will of others. This only got worse with his new status as an Avatar of Dream.

With a mind bubbling with psionic power held within unstable flesh that roils and writhes near as much as the mental energies he wields, Templar relies largely on turning others to his cause when not going against an abomination, the only time he gets involved in combat himself. Most of Templar's influence comes from his choice of minions. He takes humans, elves, orcs, and dwarves to convert into Pawns, breaking down their mental defenses with a direct assault with his own psionic power, then grinds down their mind into a shape he desires. From there, he'll imprint useful bits from those he captures onto foci within his mind, which he will then replicate within the broken minds left behind by his work. While doing so, he will often connect his own flesh to the individual and rework their bodies to be uniform with the rest of his pawns before finally marking them with a symbol on the back of their neck that amplifies psionic resonances.

Most pawns are unable to handle the strain put on their bodies by the psionic foci and the amplification from the mark, causing them to physically burn out and die within a month's time. Those that survive this period start to internalize the bits and pieces within the foci left behind by Templar, resulting in them gaining a mind, one linked intrinsically to Templar and imbued with fanatical loyalty to him. These are what are commonly referred to as Rooks and are much more capable of handling the psionic power implanted by Templar. Over time, a Rook will develop and take on a specialization. The first are the Knights, those that take their psionically altered flesh and empower it further, infusing it with power. The second instead expand the mark that amplifies psionic resonance, whom become Bishops and are easily able to project their power outwards for more traditional psionics. The last are the Queens, stealth focused and infiltrators, they possess a subtle ability to influence the minds of others and are able to perceive the senses of others, allowing them to avoid their senses. Beyond even these are the Aces, Jacks, and Jokers. A single ace is equivalent to ten Knights, a single Jack equivalent to ten Bishops, and a single Joker the equivalent of ten Queens. Each is allowed to develop personalities beyond the basic examples normally developed and are allowed just a little more freedom than their fellows.

When it is necessary for Templar to fight himself, he rapidly condenses the mental energies from their roiling state to a barely stable foci of incredible power that pushes his body into a usable state, allowing him to take on a more human form and fight with incredible power, nearly on par in power with Lord Blood, though not as technically skilled as the Delirium Avatar. However, this can temporarily cut Templar's connection to some of his Pawns and Rooks, freeing them from his influence. Templar despises those that escape his control and hunts them relentlessly, always hopeful to return them to the fold once he finishes his battles. He rarely fails.

Dream Avatar - Nightmare: The oldest known Avatar, Nightmare is ancient, one of the first entities pulled into the demiplane, a being that was dying and became undead in the transition. Instead of access to the collective unconscious that other dream users tap into, Nightmare taps into the darker side of things, the collective dark impulses and emotions forged into a razors edge. This has twisted Nightmare into what he is today. No one remembers what he once was or how he originally acted, all anyone remembers is the monster that is Nightmare, a humanoid panther-like entity wearing black and gold armor adorned with feathery wisps of mental energy, all dark and emitting a feeling of power and danger. Emotion given form and stored up as a means of empowering itself farther than it would otherwise be. This is far more efficient than the foci used by most dream users and can take on a physical form far more easily than dream.

Nightmare *feeds* on the darker side of humanity, every bit of fear produced by atrocity, every dark thought, every burst of anger or sadistic glee, and especially the dark emotions of death are pulled into his form and feed into the feathery energies on his body, pulled from across the entirety of the demiplane. Nightmare has thus done much to increase the power he is fed every day, resulting in several of the modern day Avatars. Lord Blood, the Master of the Hostel, Echidna, Soul Eater, and the Choir all resulted from Nightmare's work towards gathering more of these negative mental energies. This has made Nightmare quite powerful, with only the Master of the Hostel rivaling him, and even then only when the Master is within his domain, and even then it would be a close match. Nightmare is the only avatar capable of standing up to an abomination on his own, though he's actually quite likely to lose such a confrontation, he can hold them off until they must flee or until reinforcements arrives.

Nightmare can use his collected emotional energies to influence the world, including in many permanent ways, much like thaumaturgy can, instead of relying on the normal methods of dream. Several of the phenomena and cursed regions within the demiplane were created by Nightmare's use of this power and the Wastes are a direct result of one of his greatest uses of this power, the one time he managed to kill an abomination on his own, something that left him with no power for several months after the fact.

Oddly, Nightmare has never killed anyone personally and is actually quite empathetic to those that are dying, seeming to grieve them. Part of this is the loss of power they'd garner from the people, but the other is that the feeling of resignation, regret, and other melancholy emotions that come before death resonate strongly with him and, if he was near the individual at their time of death, he will go into hiding for a time.

Anima Avatar - Soul Eater: Appearing as an unnaturally large orcish woman with blue-tinted skin and glowing blue eyes, Soul Eater was originally a shaman of an orc tribe pulled into the Demiplane. She is the second oldest surviving avatar, created by Nightmare who imbued an obsession into the woman that would become Soul Eater, an obsession with the soul and the strength of others. This led to her starting to the creation of the anima source as she learned to extract the echoes of the soul from the dead. But this wasn't enough for her. As her tribe copied her work in anima, she progressed farther, the obsession growing until it consumed her thoughts and she started to extract anima from still living beings. Soon, she began to eat these wisps of soul rather than properly incorporating them into herself. Slowly, her own body was infused with solid soulstuff and she was warped in body and mind to be… something else than what she was. Her obsession had faded by this point, but, the damage was done, she had become the avatar of anima, Soul Eater.

In a battle, Soul Eater is a terror. A predator with the echoed skills of thousands of warriors and the ferocity of her own orc heritage on top of the feeding frenzy she falls into once she initiates combat. Her soul flares bright while in this state, burning away identities and leaving only that which she desires to keep, focusing it into a small selection of anima wisps that she has fed and cultivated for her entire existence. The flare is far stronger due to this burning and creates blank wisps of anima, ones she can infuse with traits she wants them to have and release, which will then seek out and bind to another soul to convert them into a Lost, which she can influence to gather more anima for her.

It is possible to bargain with Soul Eater, if you can offer her a complete soul, something she cannot obtain even by killing an individual. This would be enough to get her to ignore you and would be able to keep her calm and fed for months before the soul burns out from the constant drain of her appetite. This has actually been used to pacify her for extended periods in the past, though it is never sustainable for longer than a few years due to the number of people that must be sacrificed to feed her.

Soul Eater hates her existence and has tried to find a means to end it when she's lucid, but the hunger often derails her attempts, and nothing she's been able to accomplish has worked. She has even tried starving herself before, but, the one time she did, she went into a feeding frenzy that killed off an entire race, thought to be what later became the Wispers, due to their enmity towards her. When encountered while satiated, she's actually fairly amiable, but, she can snap into one of her hungers at a moment's notice, making her seem unstable. She almost always has the Lost tracking down methods to kill her as well as wisps of anima to keep the hunger at bay.

Anima Avatar - Soulsmith: Dedication to the craft defines the Soulsmith, it will rarely, if ever, initiate an encounter on its own, save for one detail. It views all around it as materials, and anything bearing a soul will be a choice target as far as materials are concerned. In many cases, he doesn't even kill them first, pulling their still conscious, and often screaming, soul from their body to use for his latest work. The torturous nature of this process produces a unique substance that the Soulsmith collects, a type of liquid agony wrung from the souls he manipulates and uses to temper his creations, often killing the mind of the soul in the tempering from the sheer overload. This transforms the properties of the soul into something more physical, and far darker in nature.

While the Soulsmith primarily deals with physical crafts, and has many artefacts of exceptional power as a result, he has branched out and formed unique substances by extracting the essences of creatures, emotions, or sensations and infusing them into a physical medium, unbound to the soulstuff it is normally bound to, leaving the blank wisps of anima to be discarded. The most common examples are Hatebound Iron, Soulsilver, Blightsteel. The liquid essences are also a common creation. Vitriol, liquid agony, is a perfect medium for the refinement of artefacts and the mixing of materials while ambrosia, liquid pleasure, is a vessel for physical enhancement when mixed with other substances, able to make normally temporary effects permanent. These have all paled to the Soulsmith's masterwork, Soul Grafts.

Soul Grafts are what led the Soulsmith to becoming what he is today, a distillation of essence extracted from the anima of creatures and mixed with catalysts to infuse a soul, imparting many of the qualities of the monster to the individual that ingests the liquid essence. The Soulsmith himself has dozens of such Soul Grafts infused into himself, with each new one making him more and more unstable, the mind and body unable to take the energy from the infused soul. He will often infuse a Soul Graft into an individual to see what it does, making notes on the process and how to properly refine it, then simply ignore the grafted individual as they stumble away to a safer location. Most die before long as an unprepared soul is unlikely to adapt, but a single drop of vitriol mixed with an equal amount of ambrosia is enough to prepare a single soul for the graft. Those few that survive, as well as the Soulsmith himself, gain incredible power from the effects of their Soul Graft, even as it comes with physical deformity.

Before he became an avatar, the Soulsmith was a dwarf with a bit of orc blood by the name of Andor Quell, getting the worst of the two races in the deal, even now dealing with dwarven obsession and orcish recklessness. He was a monster hunter, seeking to use the tools of the very monsters he battled against them, forming many an artefact from their souls, commonly shredding them in his cruel prejudice over the beasts, until he found the first drops of vitriol. The essence of pain extracted from a fragment of a soul, perfect for his craft. Discovering more and more, he created his first Soul Graft as a proof of concept, and used it on himself.

However, his mistake was to use a dragon as a base, one which had managed to retain some of its mind even as it was distilled. The negative qualities from the dragon, untempered, melded into his own, enhancing his obsession and greed, his lust for power, until he moved ahead with gathering the essences of ever more powerful beasts, grafting them into himself. It was only in his final moments as a dwarf that he realized his mistake. As his skin and bones cracked and broke down, replace by solid soulstuff that he realized what he had done. And in that moment, he chose to focus on one thing, making sure his Grafts would never do this again. It has been a driving force behind the Soulsmith since. Even with his side work in more common artefacts, the Soulsmith's focus is on the perfection of the Soul Grafts. Should he ever succeed, it is believed he will simply cease to be.

Drift Avatar - Tribal: One of the most mellow of Avatars, Tribal is a true force of nature compared to his brethren due in part to his innate connection to any leylines within a truly massive range around himself, which also gives him a preternatural awareness of everything within his range. Unlike most of the other Avatars that could be considered friendly, Tribal is just as potent as the more powerful of his brethren, however, his abilities naturally spread over a wide region and could irreparably damage the demiplane if unleashed in full. Tribal can use drift to manipulate and empower the weather to extreme degrees, to the point he could create a storm that rains lightning and reshapes entire regions. Rather than using his full power, however, Tribal mainly focuses on the environment and building up the Demiplane instead of breaking things. His works often lead to plants that have greater than average potency for alchemy, medicine making, and poisons due to the increase in magical potency, sometimes with new species of plants emerging as a result.

Tribal appears to be a wolf roughly the size of a house with antlers like a deer that extends down his back to form a sort of shell and clouds woven through them and a lizard-like tail. Plants grow from his back and his horns give off light periodically, effectively being a miniature ecosystem on his back. His form shifts minutely every time he's seen, but not to the extent of other drift users. The clouds woven into his antlers are able to channel drift into the surrounding weather systems, allowing him to achieve the level of weather control he is capable of. His eyes are a milky white, blind, instead sensing the world through drift use instead. He constantly monitors his brethren through this same ability and will sometimes warn communities when his brethren go on any kind of rampage. Especially his fellow Drift Avatar, Echidna.

Before becoming an Avatar, Tribal was a clanless khelan that possessed a symbiotic connection with vines and moss. He was a simple farmer and a decent drift user even before becoming an avatar. That changed when Echidna came through his farm, took his livestock, and left him crippled, but alive, in his collapsed home just as a storm hit. In a bid to save himself, he tapped the local ley lines and used what he could to increase his range and draw in more power, alternating between healing himself and extending his range. Soon, the power he drew in was enough to extend his range to the clouds where he found something, ley lines within the air currents. Connecting to these is what truly changed him, fundamentally infusing him with an alien form of drift. This granted him a new form and enhanced his drive to continue down his path.

Ink Avatar - Shade: Originally a skilled kruxan Ink user, the Shade emerged when said user tried to stay in the Ink for longer than he ever had prior, trying to better understand the Ink than he had up to that point and brute forcing it. While this did produce a result that led to an extreme connection to the Ink… it went quite a bit farther than originally intended. Shade became permanently bound to the Ink, unable to fully leave it for longer than a few moments, forcing their mind to constantly expand until their body essentially meant nothing to them, leaving it to roam on its own with no direction other than the instinct left behind, warped by the essence of the Ink. The mind that left Shade behind enforced some order and rules onto the Ink to prevent others from repeating his mistake before seemingly fading away, even as his body continued to act.

Shade has changed markedly from his original kruxan form, having a closer resemblance to an armored catfish crossed with a shark than the normal, octopoid appearance of an unarmored kruxan or the crustacean-like look of an armored one. It resides almost entirely within the Ink, but may come to the border of the Ink and the Real to cast a shadow on the Real while remaining in the Ink, which allows it to observe what happens within the Demiplane without emerging from the Ink. It can then cast itself partially or fully into reality for long enough to consume its prey or to attack an Abomination, something it does seemingly out of sheer instinct. It can also 'splash' the Ink to affect those near its shadow, either temporarily dragging them into the Ink, using it as poison, or sharpening it into blades for an offensive strike. In recent years, some have noticed Shade seeming to become more cunning over time despite remaining at an animal level of intelligence, believing a new mind is forming, one not bound by its previous one's mental hangups.

Surprisingly, Inkwalking around Shade is not as dangerous as one would expect, and doing so has allowed some to see it as a snow white creature swimming through the blackness of the Ink. It's gaze always tracks those that inkwalk around it, but doing so seems to make it target others first for reasons unknown. Many believe this is because a connection to the Ink in its prey actually tethers it more tightly to the Ink when eaten while others think that it would subsume some of the sustenance Shade would gain from eating someone already connected to the Ink, effectively making them less appealing as a meal. However, Shade will often follow an Ink user for days after seeing them, not attacking unless they try to attack it first or if they find other creatures, which it will promptly attack and consume, and leaving only if the inkwalker does not encounter anything substantial for two to three days.

Of note, those that survive an encounter with Shade will sometimes spontaneously manifest the ability to Inkwalk after being 'splashed' by the Ink, which is what initially led the Archivist to research this phenomena and create the Shadow Ichor.

Ink Avatar - Archivist: When Shade was formed, his mind expanded until it left his body behind. While that mind mostly left it all behind, it touched upon another entity and vastly expanded its mind at the time, leading to the Archivist. One of the most subtle examples of the avatars, the Archivist is more well adjusted than his fellows, even among the other avatars that are actually able to interact as people (Aria and Tribal). He is also the weakest of the avatars in terms of raw power, barely making up for it in technique. Instead, he relies on making allies that can augment his abilities as a fighter.

The Archivist, known as Zorin to those he considers friends, is almost entirely human in appearance, the only things marking him as otherwise being his forearms, which are black from the elbow down to the very tips of his fingers, seeming to be made of actual ink, and his eyes which are voids of pitch blackness that still somehow have definition to them, enough that you can at the very least tell when they're moving. Otherwise, he is of average height and build for a human with a few traces of halfling blood, that is to say, short and slender.

His arms are made of a material form of the Ink, like the blades that can be made by skilled Ink users, and are incredibly moldable, giving him a wide array of uses for them. His hands become his tools for the research he regularly performs and are also impressive weapons to the average person, though nowhere near as potent as another avatar's chosen weapon. What he lacks in terms of strength, however, he makes up for in knowledge and analytical skill. The Archivist is precise, taking his time to focus on a target and hitting exactly the right spot for maximum damage for the least amount of effort, often crippling an abomination just long enough for another Avatar to make the kill.

Zorin collects abomination blood and was the one that figured out how to distill it from their corpses, he has even used it on himself, though he was disappointed it did not grant him access to Mana to aid in supplementing his use of the Ink. To this day, he seeks a way to combat the Abominations more effectively, preferably without needing the aid of his more insane siblings.

Rhythm Avatar - The Choir: One of the more potent powers available to Rhythm users is their ability to internalize the songs of those around them, this is able to grant a varied array of abilities to an individual, but if done recklessly this can result in the songs mixing and altering the individual permanently. The Choir is an individual that overused this ability and had several songs woven into their own. This distorted their innate song over and over again until it was unrecognizable, altering their physical, mental, and spiritual state with each distortion, all just as unrecognizable as their song. Now, the Choir resonates with echoes of all songs they come into contact with, regularly changing their form and mental state. This makes them quite unstable.

Physically speaking, the Choir is capable enough to stand a chance against an abomination, though the exact spread of their physical abilities tends to vary from appearance to appearance. Mentally, the Choir is utterly insane. Their mental state is constantly shifting, resulting in violent mood swings and sudden changes in what they are doing and willing to do. This naturally makes them unpredictable, which makes it impossible for a Rhythm user to get a read on what they'll do next. In terms of Rhythm use, the Choir is able to infect others with their distorted song, which distorts their views of the world temporarily. However, it is the Choir's ability to use the Song of Silence that makes them truly dangerous. The Song of Silence directly counters a song and renders it inert… silent. This has a number of effects depending on how it applied, but totally silencing a song will destroy it completely, reducing it to less than dust. When these two abilities are used in tandem, the Choir can replace the innate song of a creature with an echo of the Choir's song, permanently distorting the targeted creature into a controllable minion… at least until the Choir decides to reduce said minions to dust.

Of note, however, is that the Choir’s mood swings and insanity is seemingly starting to level out, their actions and the actions of their minions seem to work towards a goal, though what that goal is is a mystery. It is believed that the songs within the Choir are starting to balance each other and become truly harmonious and that, when this happens, its power will increase significantly. As it is currently one of the weaker Avatars, this may bring it in line with its fellows. It will also likely result in their mind being stabilized, and there’s no telling which part of its personality will win out in the end.