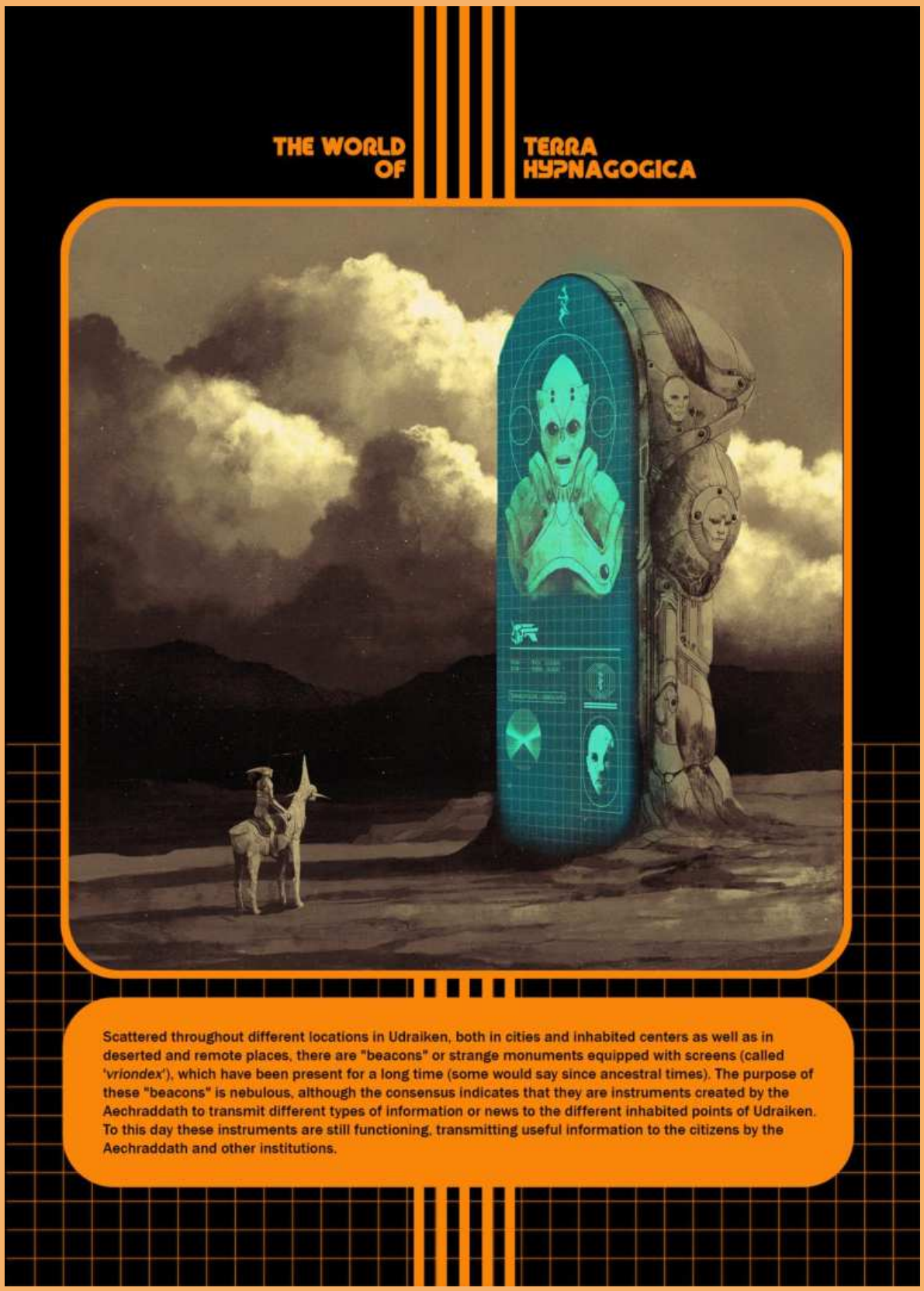


An introduction to one of the most important and rich planes of Oneirogea.

“BILLIONS OF SUNS THAT HIDE.
DIMENSIONS THAT FALL, REALITIES THAT RISE
FROM THIS PRIMORDIAL CHAOS,
BE MY COMPANY IN THIS TURBULENT INFINITY…”

- Ingrid Vladimirescu

Oneirogea, the Ever-Growing World, is said to be perhaps the masterpiece and favorite of Omnetheon, the Creator and Supreme Concord. It was shaped after Omnetheon's three Great Dreams, in which the guidelines for the creation of the universes, and what is in them, were established. This world, unique due to its constant expansion, possesses a number of different Denominations, and its true name is believed to be known only to Omnetheon Himself; the name Oneirogea has remained among its inhabitants for countless generations to this day.

Omnetheon put special care and attention in the establishment of its different Elements and Planes, and it is said to be the only World that is in a permanent state of slow but sure expansion, unlike other worlds that are finite and limited. And it is said to be the only World where Omnetheon is personally present, observing the unfolding of past, present, and future events and the different interactions between the living and inert beings that populate its vast territories. It is also the first world where Omnetheon gave birth to the living beings that would make up Humanity, and placed them under the direct care and eternal vigilance of the Great Guardians and the Omniancestors, who safeguard the Elements and Essences that Omnetheon has placed in the world, and in turn also act as guides for the intelligent life forms present throughout the known Planes.

There are many Planes that exist throughout Oneirogea, all of them vibrant with different Energies that are regularly utilized and harnessed by their inhabitants, be it flora, fauna, or those creatures with greater intelligence. All of these Planes possess their own life forms and their own beliefs and cosmogonies, though all converge in the existences of Omnetheon and the Guides who have been present on all these Planes. Virtually all of them have coexisted in harmony, as Omnetheon arranged the Planes in such a way that the relationships between their inhabitants have been mutually beneficial and constructive. However, with the relentless irruption of the force called Viralborgia that has been in place since almost untold times, it is now believed that that these relationships and the myriad balances present on the Planes have begun to gradually become strained and crumble, which has also since brought on an era of new discoveries and phenomena.

You are given **1000 CP** to start off your **10 years** in Udraiken with. Make the best of things, child of the Ever-Growing World.

Origins

Aechraddath: A member of the ancient and mystic conclave known as the Aechraddath, or more commonly called the Piquol-Sorcerers, at least in Udraiken. Masters of extreme and intensive biomechanical, biological, and energetic manipulation, Piquol-Sorcerers are renowned all throughout Oneirogea as being some of its greatest scholars, biologists, philosophers, explorers, stalwart defenders, and more. They have studied the flora and fauna of Oneirogea since time immemorial, as well as the various energetic relationships between themselves and their environment.

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

Member Of The Great Houses: The Great Houses are amongst some of the oldest and most important institutions in all of Udraiken, with spectacular renown for their myriad achievements and advancements in knowledge. These institutions are chiefly dedicated to the study and usage of Fluxium for the sake of improvements in various techniques, some for the refinement of a specific discipline, dedication to the mastery of a specific element, or simply for the sake of research and further development. Each Great House has a strong fixation on a specific means of utilizing Fluxium and they take the advancement of these methods as being a deeply intensive pursuit their traditions are strongly focused around. It is in these pursuits that they have found common ground with the Aechraddath and the two share a strong alliance to this day.

Examples of Great Houses you may align yourself to:

- **House Gounathar: Applies Fluxium-related techniques and uses towards mastery of the Fire Element and similar activities.**
- **House Ransmutek: Dedicated to the study of the natural and artificial portals of Udraiken.**
- **House Alindranach: Dedicated to the use of Fluxium in summoning creatures or entities and similar interactions.**
- **House Beriabolt: Dedicated to the development of armaments and other military action.**
- **House Thranderbury: ???? (Observed behaviors include the archiving of important information regarding the histories of ancient civilizations and encounters with the more advanced transformative effects of energy exposure)**

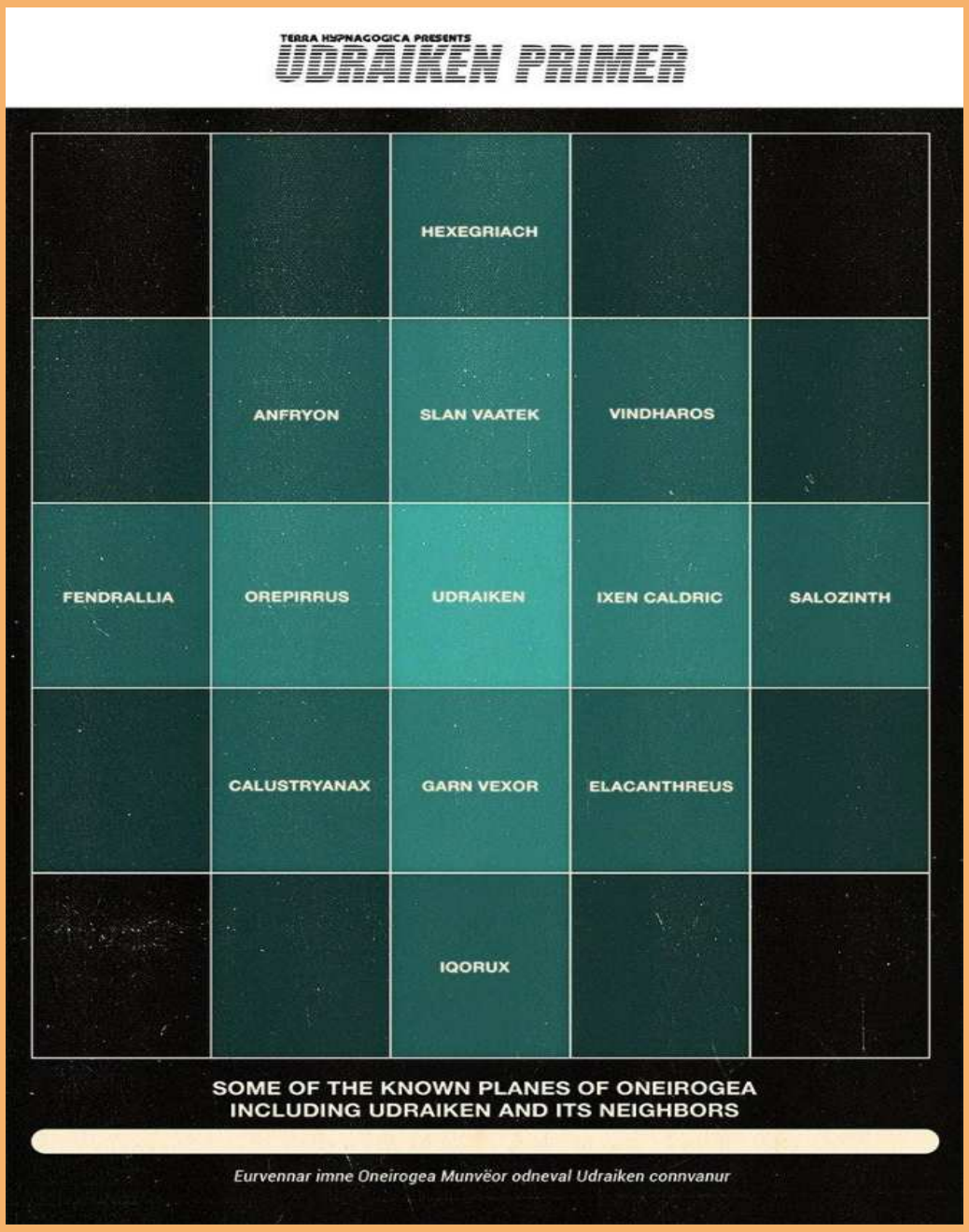
- **House Synthaemmor: Specialists in silent combat, precise assassinations and shadow manipulation.**

Regiteor: A Regiteor is a Governor of a city of Udraiken, acting under the power of the Sovereon and Sovereonnar. As a governor, you are given your own city/region of Udraiken to administrate and are allowed to use any and all resources available to you in said region and by the power invested in you by the Sovereon to ensure that your given city prospers and does well. Matters relating to economics, managing intercity conflicts, regional politics, and more come naturally to you as you go about doing the work entrusted in faith to you by the Sovereon. May the Omniancestors watch over you.

Member Of The Supersidia: Formed initially as a civilian militia by the people of Udraiken, the Supersidia has been an active force in the defense of Udraiken since time immemorial. Maintaining both public order and military affairs, it boasts a strong relationship with the Aechraddath and Great Houses in regards to the peace and security of Udraiken, and even bears support from the Sovereon in regards to these matters. As a member of the Supersidia, you are tasked with the duty of defending Udraiken from threats both within and without, especially the insurgencies of Viralborgia that have only increased recently. It is up to you to help in preserving the peace and tranquility of this Plane. HAIL OMNETHEON!

Representative Of The Noirmat: A scholar, merchant, scientist, or general researcher that works as a member and representative of the elusive, yet mysterious organization known as the Noirmat. Dedicated wholeheartedly to the in-field discovery and gathering of information, elements and esoteric instruments from different Planes, you have set up in Udraiken alongside similar researchers for the sake of advancing your particular fields of study and gaining broad material for the purposes of further research and discovery. Of particular interest to you have been the rich slew of phenomena endemic to the Plane of Udraiken in particular, as well as the respective branches of Aechraddath that make the Plane their home.

Main Location: Udraiken & Details



Udraiken & several of its neighboring Planes

Udraiken: Undoubtedly one of the most important and cherished Planes of Oneirogea, according to legends and lore of the Omnetheon Ecumenaear, it was in the rich and vast lands of Udraiken that the first representatives of Humanity began their existence and opened their eyes long ago. They became one of the favorite children of Omnetheon, who arranged the Great Guardians and Omniancestors to guide and guard Humanity and provide it with the necessary resources to ensure its fruitful and harmonious existence. Thus, the Great Guardians represent the main Elemental powers present in Oneirogea: Fire, Air, Water and Earth, as well

as the Principal Stars, Sun and Moon. The Omniancestors are the heralds and bastions of the most important factors or concepts in the existence of both Udraiken and Humanity: flora, fauna, birth, death, virtue, knowledge, and everything throughout the lands of Udraiken.

In the same way, Omnetheon infused and filled the entire plane of Udraiken with the vital energy humanity has called *Fluxium*, and which has represented a crucial element in the development of life, both human, animal and vegetable, and even of the inanimate elements. This same energy was also disseminated by Omnetheon to the other Planes that make up Oneirogea, where it has been harnessed in many different ways depending on the nature of the inhabitants of such Planes.

Although considered the cradle of Humanity as it is known, several variants or ethnicities have originated through time in different parts of Udraiken; many of them have unique characteristics that have been shaped by the actions of the elements present in the climate and terrains they have inhabited for untold centuries. Likewise, Udraiken has received a considerable influx of visitors from other Planes throughout its history, which has also generated numerous repercussions in the development of Udraiken's native population, both positive and negative. However, in general the progress and evolution of the people in Udraiken has been harmonious and balanced, and the interactions between the various different cultures, both native and foreign, have meant firm steps towards a very promising future.

The continuous technological and economic progress that has taken place in Udraiken through time, thanks to the scientific advances in the management of the abundant Fluxium energy present in the whole continent, has provoked an atmosphere of prosperity and continuous peace in the inhabitants, which has only been threatened by minor incursions of Viralborgia that have been fortunately controlled, though not without eventual concern; the only and most terrifying exception has been the Abyss of Gryvorv, which still remains, and is the most critical concern of the present Udraiken.

This prosperity has also created in the inhabitants of Udraiken a priority disposition towards the arts and a particular sense of aesthetics, which has also been influenced by the biological and energetic advances carried out by the Aechraddath throughout the ages, which have been fundamental for the entire Plane, and by a series of cultural factors rooted since the most ancestral times of humanity. As a result of all of these mixtures of factors, Udraiken presents in almost all areas a predilection towards organic or “biomechanical” forms, formatted in both architectural and ornamental elements, and even in daily clothing; this aesthetic and cultural affinity has been maintained since ancient times until today, and ancient and modern influences coexist within it without problems.

According to tradition, the name Udraiken comes from the phrase ‘*onirëon udraikennar*’, pronounced by Omnetheon and designated as “The eternal kingdom of the great promise” for the inhabitants of Oneirogea. Thus, its approximate meaning would be “kingdom of the great promise”, or simply “great promise”.

ENERGIES

The vast lands of Udraiken are rife with the existence of varied ecosystems, biomes and landscapes: from territories covered in thick vegetation and plains with abundant animal life to deserts populated by strange geological formations and natural reserves of Fluxium, as well as areas affected by intensely cold climates and by different climatic and geographical interactions. In any case, it can be said that the climate and general environment of Udraiken are quite enjoyable; both factors have allowed the development and permanence of this Plane through time.

As mentioned, Udraiken has long since benefited from the beginning of its existence with the vital energy that humanity has called *FLUXIUM*, arranged by Omnetheon for the development of all forms of life in Oneirogea, both intelligent and inanimate. This energy has served as nutrient, material and fuel for a myriad of applications and elements throughout the ages; however, despite the fact that this energy is abundantly disseminated throughout Udraiken (as well as other Planes), its extraction and physical usage are arts that require very specific preparations and meticulous and conscientious training to be able to make proper use of it. Humanity has increasingly perfected the control over this energy thanks to exhaustive research, experimentation and also the frequent occurrence of various natural phenomena, and today it is possible to find various organizations or groups that use Fluxium for specific purposes, mostly in the fields of elemental and biological control.

After Viralborgia's arrival in Oneirogea, another energy of a negative nature has formed across the Planes, which has been called *NECRIUM*. This energy is practically the antithesis of Fluxium. It corrupts and destroys the living beings of Udraiken, and is the raw material of the hosts and representatives of Viralborgia for the creation of new horrors. Necrium, much like Fluxium, can also manifest in physical form, and there are places where permanent high concentrations of this energy have transformed once beautifully stunning and vibrant places into barren, lifeless areas and potential nests for horrific creatures. At other times, the convergence of natural masses of Fluxium and Necrium that may be present or underlying a given territory can give rise to environmental or geomorphological phenomena of varying severity. Lately, the inhabitants of Oneirogea have since discovered ways to convert or restore Necrium energy to Fluxium, have spread across the various lands and planes in order to somehow counter Viralborgia’s advance, but the effect of Necrium on Oneirogea is and remains a capital and ongoing problem.

There also exists an intermediate energy, commonly referred to as *NEUTRIOL*, which is basically a lower purity by-product of Fluxium. It is believed to be formed by various factors, such as interaction with Necrium or as a result of other phenomena in which a quantity of Fluxium loses its optimum richness. It can also be obtained from Fluxium sources that have not

been properly handled or which do not possess the necessary refining means to extract Fluxium in its pure state. Because of these various factors, Neutriol is looked upon with a certain disdain; it is commonly known as the “poor man's Fluxium”, less efficient but more accessible, since its handling does not require very elaborate techniques and in theory it can be extracted more easily. Despite its accessibility, the bulk of the population still prefers Fluxium due to recent advances, and Neutriol has been relegated mostly to uses involving economic savings or clandestinity.

- **MAIN ORGANIZATIONS**

As mentioned before, there are a large number of organizations that use these primordial energies for various purposes, which have shaped and defined Udraiken through the ages. Among these organizations we can name:

THE AECHRADDATH

The ancient order of masters of biological, biomechanical, and energetic control, also known on Udraiken as the Piquol-sorcerers (name derived from the Udraikennic expression, ‘*piquoulnëorn*’, meaning “transmutation/transfiguration”), perhaps the most ancient and, for many, the most influential institution in Udraiken. According to tradition, the origins of the Aechraddath go all the way back to the first representatives of Humanity, who were under the direct guardianship of the Omniancestors and were guided by them through the various regions of Udraiken. These humans from ancient times received the first basic knowledge of how to manipulate Fluxium energy for their own benefit, and over time they have followed their traditions and lineages, perfecting their techniques to unusual and other spectacular levels. The Aechraddath generally follow a strict code of rules and fundamentals that focus on providing useful elements and solutions to their fellow humans and the general population of Udraiken, as well as animal and plant life.

Many of them dedicate their focus, for example, on creating new specimens of animal or plant life, creatures with the ability to filter or renew various energies in the environment, biomechanical artifacts with the widest variety of uses, and so on. Other members of the Aechraddath engage in more complex, advanced biological experimentation, often using their own bodies to generate incredible physical transformations. Thanks to these services and contributions, the Aechraddath enjoy the highest prestige and respect on Udraiken and other Planes, although representatives of the Aechraddath have been known to serve more reckless or less scrupulous purposes.

THE GREAT HOUSES

Throughout Udraiken are distributed a number of renowned organizations, also very old, which have received the collective name of Great Houses. These institutions have long been dedicated to the improvement of techniques with Fluxium, focused on a specific discipline, dedicated to the mastery of a particular element or simply for research or development purposes. Thus, for example, one can easily cite House Gounathar, who applies Fluxium-related uses for the mastery of the Fire element for various uses. Or House Ransmutek, itself perhaps the most important institution in the study of the natural and artificial portals of Udraiken. House Alindranach, which uses Fluxium to perform the complex art of summoning entities or creatures, etc.

Much like The Aechraddath, the research and disciplines within these Houses are focused on providing a good service to all of Udraiken, and have generally had a close and profitable relationship with the Supersidia; between them, they have managed to safeguard Udraiken from many threats, by far the most pressing of them being Viralborgia which still remains.

Each House generally possesses its own traditions, rules and guidelines, with many of these having been handed down through family lineages. But unlike the close conclave of the Aechraddath, which tend towards being secretive and complex in their choice of membership, the Great Houses are far more welcoming in terms of their choice of membership, and in fact large numbers of people with an early talent for maintaining strong synchronization with Fluxium energy often join one of these Houses that is focused on a specific discipline. After having undergone strict initial training and seasons of research and study in the academic facilities of a House, an aspirant may become an official and full member - thus beginning his or her journey of refinement in his or her chosen area.

While the Aechraddath and Great Houses are independent entities, they collaborate with each other whenever they can, and regularly benefit from each other's research and discoveries. There are Houses whose founding members have included representatives of the Aechraddath and there are also instances of members of the Great Houses being able to join one of the Aechraddath conclaves.

SOVEREON & LEVELS OF GOVERNMENT

In the political realm, Udraiken is ruled by the *SOVEREON*, or Emperor (*SOVEREONI* in the case of an empress). The Sovereonnar of Udraiken, which is the name of the Emperor's family and institution, has been maintained for eons, also going back to the first steps of Humanity; It is said that the first Sovereon were also directly instructed by the advice of the Omniancestors and Omnetheon Himself, who selected these first Emperors and ensured their descendants and their qualities until today. Practically all of the Sovereon and Sovereoni of Udraiken in history, by remaining under this augury, protection and divine guidance, have led Udraiken in a very good way, and have enjoyed great prestige and respect throughout the centuries. The palace of the

Sovereon is in the city of Vaeverth, although the dependencies related to the powers of his/her government are officially in Emphiriel. These powers are:

***THE REMNITHÖREA*:** Denomination of the executive and legislative power of Udraiken, of which the Sovereon is a very important part.

***THE MAGNASTRAD*:** Denominations of the judicial power of Udraiken. In charge of administering justice. The Supersidia is an important part of this power.

The Sovereon also has at its disposal the *REGITEOR*, the Governor of a city of Udraiken. All the Regiteors of Udraiken meet from time to time in the Imperial Congress called *PANTHEOVOX*, where they also meet with the Sovereon to discuss issues of various kinds. Likewise, the Sovereon usually works together with the Aechraddath and the Great Houses for the achievement of different objectives, although its official right arm is the Supersidia.

Every so often, an event of the utmost importance takes place, which in Udraiken is called the *OMNECHLESSIA*, although it receives other names depending on the Plane. The Omnechlessia is a meeting of the highest authorities of each Plane (the Sovereon in the case of Udraiken), where issues of the utmost importance are discussed and dealt with. The most recent Omnechlessia was held due to the appearance of the Abyss of Gryvorv and the increasing activity of Viralborgia in Udraiken, and was attended by the current Sovereon of Udraiken, Zionnathar IX.

THE SUPERSIDIA

The *SUPERSIDIA* (*Summa Permannen Sinchroneor Diaspore*) is the organization in charge of maintaining all of the public order and military affairs of Udraiken; effectively the armed force or ‘army’ of Udraiken. It is one of Udraiken's oldest and most prestigious organizations, having long defended this Plane from the scourge of various invading factions from outside in search of land and resources.

Originally, what would eventually become the Supersidia proper was created through the joint effort of different towns and cities, who decided to create an organization that would watch over the common security, together with the action of the Sovereon. From that point on, the Supersidia has been growing over time, steadily incorporating new technologies and new recruits in its ranks to continue watching over the peace and tranquility of Udraiken. As a body of the most paramount importance, the Supersidia maintains the constant support of the Sovereon and the various Houses, in effect being the main arm of the continent's armed forces. By the time of the Viralborgia invasion and its mounting threat, the Supersidia remains, without a doubt, one of the most crucial and important organizations in Udraiken, alongside the Aechraddath.

There is also known to be a nebulous organization called the ***NOIRMAT*** (official name *Vera/Sacrul Diaspore Noirmat*). This organization is made up of “researchers, merchants and scientists" hailing from an as yet unrevealed Plane, and who have traveled to different Planes with the aim of gathering different types of information, elements and various instruments with a long-term view of forming a large multiplanar and eventually even multiversal archive. It is known of the existence of a few mysterious representatives of the Noirmat within Udraiken, who keep in a tangled and convoluted contact with some of the Great Houses, some of the Aechraddath and even the Sovereon Itself.

While the representatives of the Noirmat claim to have peaceful and scientific goals, they have caused some measure of suspicion in some circles of Udraiken's organizations due to their impenetrability and secrecy, and there are even those who think they are somehow related to Viralborgia in some manner due to some of the terms they use. One of the few known projects of this enigmatic organization is the realization of a continuous textual and visual archive of the various elements found and known through recent time on the various planes of Udraiken, be they flora, fauna, people, places, customs, etc. This archive is accordingly known by the name *Codex Noirmatic Neugzordiaern* (or simply *Codex Noirmatic*).

- **NATURAL PHENOMENA**

Oneirogea is a vast and ever-growing dimension, and in all its Planes can be found an infinity of natural wonders, physical phenomena and occurrences due to the interactions of energies and living beings present in them. The lands of Udraiken are no different, and possess phenomena that are common in other places of Oneirogea. Among them we can name:

LEYLINES

The Leylines are the physical channels or “pathways” of Fluxium energy present all throughout Udraiken, usually in underground areas. Most of these true energy arteries were formed naturally, many eons ago, and many branches have been created artificially to facilitate the coverage of as much territory as possible. These energy channels provide large amounts of Fluxium to the cities and inhabited localities of Udraiken, and are reinforced and maintained by the collective efforts of the energy and mining industries of the Plane.

Likewise, the Great Towers of energy, located in specific points of Udraiken, fulfill the necessary function of regulating and distributing the energy flows and currents of these leylines in conjunction with other points of energy extraction and distribution.

PORTALS

Portals are one of the most known and studied phenomena, and by extension one of the most used means of transportation in Udraiken, given the sheer vastness of this Plane. A portal is defined as a dimensional energetic rip that allows a person or object to move from one place to another, or from one plane or world to another in a very short period of time, almost instantaneously. It can certainly be considered a true “wormhole”, which has been of fundamental importance for the development of not only Udraiken, but also of many other Planes.

The appearance and functioning of the wide variety of portals is intrinsically linked to the intense activity of Fluxium, which effectively functions as the nourishing material and foundation of these phenomena. According to ancient tradition, Omnetheon arranged different ley-points in all of the Planes, where the space-time fabric is in a malleable state and can be modified to create these “tunnels” between a large variety of different places. Indeed, the creation of permanent Portals, which link cities to Planes in varying degrees of distance, can be said to have been in the making since very remote times; It is said that this working dates back to the times in which the Omniancestors gradually provided information and guidance on this phenomenon and its subsequent use to the first inhabitants of Udraiken; the same occurred with the other Omniancestors and the primitive developing inhabitants of the other Planes.

Generally, 3 types of portals exist:

Natural: These are those portals that are generated by very strong energetic interactions or phenomena in the environment, or by natural energy ruptures in the Void or Hyperplane. Due to their inherently unstable nature, they can lead anywhere, including the dreaded Anomalous Worlds, and their opening and closing periods are very unpredictable.

Interconnected: The most common and used type throughout Udraiken and Oneirogea. They lead to specific and interconnected locations, and cannot lead anywhere else. They are fed by an important and deeply extensive network of energy leylines and machinery that facilitate their continuous operation and maintenance; this network extends throughout the entirety of the plane of Udraiken and is also carefully preserved by the population of Udraiken. Depending on the specific example, these Portals can remain activated or deactivated at will and for determined times; for instance, due to the action of the Gryvorv Abyss, many Portals located in the northernmost part of Udraiken have been deactivated as a precaution and to maintain a constant energetic balance.

Artificial: Significantly rarer than interconnected portals, these Portals are created through artificial means, such as machines, devices, and other more arcane means. Even with various advancements in the knowledge of Portals, the manufacture of means to generate them artificially is considered a complex and hermetic art in a great way, and it requires very powerful Fluxium handling as well as very special techniques and materials to be able to generate the

transitory and necessary ruptures in the space-time fabric, with a minimum of consequences in the environment. In addition, very advanced knowledge and techniques must be available to generate the necessary calculations and energetic synchronizations in order to determine the destination coordinates of an artificial portals with the smallest possible margin for error. Therefore, the creation and usage of artificial portals, which are not interconnected, are used for very specific purposes and under very specific controls. An example of these types of portals would be the ones called Aduvector, which send a person to a specific place in one direction only.

There also exists between the Portals a space or dimension called *The Void* or *Hyperplane*, which is basically the physical fabric that joins the “tunnels” between Portals, and which is “accessed” once a portal is traversed. Depending on the distance of these tunnels, the spatio-temporal perception of this Void for a person can be practically instantaneous or last upwards of a few seconds, the first case being the most common, and the Void is typically described as being a luminous place, where there is absolutely nothing and physical movements are completely invalidated; effectively the person is “frozen” until reaching the destination, although as mentioned, these characteristics occurs so quickly that they are almost imperceptible to almost all humans.

The recent interactions of Fluxium with Necrium, and the phenomena they have formed, have also caused interesting modifications in terms of the creation of Portals and their functioning. These energetic anomalies can cause, to use an example, momentary aberrations in the spatio-temporal tissues linked to the points of origin of a Portal, resulting in an extremely unstable opening and subsequent “tunneling” that can even lead to as of yet unknown planes, often with no possibility of return. These mysterious and rare types of portals have been researched and studied in recent times by different organizations and Houses and such studies have revealed the existence of other new Planes outside those currently present in Oneirogea, such as the so-called Vastoplanes and the ever-dreaded Anomalous Worlds. Although these studies continue and have expanded over time, relatively little accurate information is available, simply due to the rarity of the formation of these phenomena. But very interesting conjectures and theories have been and continue to be formed that help to understand even better these new anomalies, which signify great potential for the future.

GEOCHAOS

The term ‘geochaos’ is mostly applied to a series of geographic phenomena that are generated by strong energetic interactions or disruptions within the environment. In places where energetic leylines interact with other varieties of energy or environmental elements, areas can be generated where different geomorphological changes can occur, both temporary and permanent.

Such changes can be of an almost entirely harmless nature: for example, in certain areas of geochaos, energetic interactions generate routine atmospheric changes, mainly in the

perception of the color of the sky, but without any other significant changes; another example may be the appearance of small geological bodies (rocks, etc) float for a while over a certain area or location, etc. Other changes are often of a far more extreme and dangerous nature: there are areas with real energetic “storms” that can provoke very extreme climatic variations, which makes the habitability of such areas extremely difficult or almost null for both people and animals.

There are also areas where the landscape or earth goes through a ceaseless process of constant “reconfiguration” and considerable land masses are moved to different locations, sometimes following a specific pattern (such as the Helivogram Isles). Other times, there is a mixture of both instances: territories where, for example, vegetation grows in a hyper-developed and abundant way but in said area, very dangerous storms are also regularly generated or the land is prey to constant and unpredictable relocations.

An intriguing aspect of the geochaos phenomenon is that it is usually generated in areas that are “contained” by the action of energetic interactions, which form a kind of barrier and prevent the phenomenon from spreading to other places. Thus, for example, a desert area may contain a smaller area where an unusual geochaos phenomenon occurs, such as an area full of lush greenery and vegetation complete with a very humid environment, totally unrelated and at odds with a desert climate and territory. In Udraiken, there are many areas of geochaos with different degrees of severity and impact, but perhaps the most emblematic case is that of the Helivogram Isles. This particular case has been studied for a long time, and is still being studied; the geochaos phenomena usually occur due to natural energetic interactions, and these various studies have sought to understand the reasons why they originate, and thus be able to better control them or even generate artificial geochaos zones with positive and continuous effects.

CHAOS VORTEX

The Chaos Vortex is a phenomena also caused by very powerful energy shocks, mostly interactions by Fluxium or Necrium, but unlike what happens in the geochaos, in the case of a Chaos Vortex a "bubble” is generated in a certain area, which contains an extremely concentrated amount of these energies, which collide with each other; this action causes an unleashing of power that most of the time can be very destructive. In short, they can be considered to be a type of “bomb” of natural origin, whose explosion is also contained by the barriers that make up the “bubble”. Another difference lies in the duration of the phenomenon, which typically does not last more than a few seconds, while what happens in geochaos is most of the time permanent.

UDRAIKEN MAIN REGIONS

Udraiken is divided into three main regions, each of which has particular and complementary characteristics:

THRAUDEMMIR

This is the name of the northern region of Udraiken. This region is characterized by its warm climate and its mountainous and relatively desert-like territories. It also has extensive areas very rich in natural sources of Fluxium and material resources such as minerals, so it has long been the region of choice for mining and energy conservation and production, although the arrival of the Abyss of Gryvorv has had a drastic impact on the economy and general functioning of this region. Thraudemmir presents the highest mountain density in Udraiken, and nothing represents this fact more than the most illustrious example of the majestic Sovierg sector, with its great peaks marking the boundary of Udraiken with the plane of Slan Vaatek. Similarly well known is the Sianorth mountain range, which guards the Northeast sector of Udraiken and limits Thraudemmir with the central region of Lodroiken, and also the mountain range of Gandiveorn, which comes together to form the so-called Eye of Sovierg. The northwestern sector stands out for being the land of the Sovereon, or the emperor of Udraiken, and within it are many beautiful cities.

Most localities and communities within Thraudemmir are firmly united, working together to neutralize the threat of the Abyss of Gryvorv. Many of these localities have focused their economic efforts towards this goal, and so far, thanks to these efforts, the threat has been kept at bay, although there are still fears of a possible unpredictable expansion or attack. The Northwest sector is functioning as usual, albeit in a much more alert state than before, and the surrounding locations have contributed to the defense of this sector. The functioning of the energy leylines of the Thraudemmir sector have been notably modified, the most significant factor being the almost total deactivation of the Tower of Mendrabhol. Fortunately, Thraudemmir receives many energy and other resources from the regions of Lodroiken and Vosprodea as well as from many other nearby Planes.

LODROIKEN

It is the central region of Udraiken, and possesses great cultural importance, since it includes the so-called Ancient Foundations, which are, according to tradition, the most ancestral locations of Udraiken, where for the first time Humanity opened its eyes and began to know the world and multiply. The climate is much more varied in this region and there is more fluvial activity, meaning a lower presence of totally desert areas, and a greater number of green areas, especially within the southernmost parts and nearer the mountainous ranges of Orvennur and to the east, in the coastal and littoral areas of the Onirëonech Sea and in the vicinity of the Tower of Irdanbhol. There is also greater port activity, and a greater presence of water bodies, such as the rivers of Oziurel, Pluvorea, Zelthrus and Glasvael, and the lakes Verfluon and Ogadrion. The

eastern part of Lodroiken holds many important island areas, such as Kosh Dirgen, Chrindor and the Glarvain Islands. A long time ago, a great natural catastrophe of an energetic nature occurred in the western part of Lodroiken, mainly in the coastal and island areas, which has left a lasting legacy, both positive and not so positive, in the different affected territories. This event is simply referred to as the Lodroiken Cataclysm.

Due to the lesser influence of conflicts related to the Abyss of Gryvorv, the Lodroiken region is in a state of “tense” calm, and in general the locations of this region are dedicated without problems to commerce, scientific research or tourist activities thanks to the cultural importance of Lodroiken and the particularities of some of its zones. Many locations in this region, such as Sivunaxar and Surradauth among others, have a capital importance among many scientific and productive fields, and by being in Lodroiken they can enjoy periods of calm for the sake of their research and also be close to the cities that are in conflict with the Abyss of Gryvorv, in order to provide all the necessary support; it could even be said that much of Lodroiken is a main support area for Thraudemmir and its many cities in these complex times.

VOSPRODEA

It is the southern region of Udraiken, and most certainly the most cosmopolitan and densely inhabited. Vosprodea enjoys a cool climate most of the year, although the winter seasons are often harsh, especially in the southernmost parts that are close to Velnuor Amnoreath (the Southern Sea), and the Strabhol Tower. Thanks to this climate almost the whole of Vosprodea has a high density of green areas and vegetation; river activity also contributes thanks to rivers such as the Salusvar, Aerdul, Quolbion and Tirzil, and lakes such as Holonnar and Orolech.

In this region, there are many cities and urban areas, which benefit from the beauty of the landscapes with tourist activity, generating parks and natural reserves that are widely visited every day of the year, likewise, the cities make significant efforts to take great care of both the natural landscapes and the animal life that inhabits them. The capital city of Udraiken, Emphiriel, stands out, where a wide variety of services and organizations can be found. Vosprodea also has two Great Energy Towers: Venzerbhol, in the cold lands of the Slaevartr sector and Strabhol, located to the south, near to the Amnoreath Sea. West of Vosprodea is the island of Geolkord, where the territory of Ilstyr Fell remains as a reminder and warning to all of Udraiken of a possible unwanted future. Vion Gesenath, an island that houses a large number of interesting natural sectors, ancestral ruins and also a very particular geochaos phenomenon, is located near the island of Geolkord. The island of Eumnerrath lies to the west of Vosprodea, and is home to many productive and beautiful sites; close to Eumnerrath are the mysterious and fascinating Helivogram Isles and their strange geochaos phenomenon. The fact that both Eumnerrath and Geolkord possess nearby a smaller island (or islands) with a strange geochaos phenomenon is curious to say the least.

The Vosprodea locations, in addition to their tourist services, are also dedicated to commerce, industry and scientific research. It is in this area that the most important port activity of Udraiken

is found, and from the many existing port products, raw materials and inputs are imported, exported and moved to and from other locations around Udraiken, and also other Planes such as Orepirrus, Garn Vexor, Ixen Caldric, Calustryanax, Elacanthreus, etc. In recent times, trade is more prevalent than ever, and one of Vosprodea's goals is to support the supply of key resources from the Lodroiken and Thraudemmir region by air, sea and land.

THE OCEANS & SEAS

Udraiken and its island territories are surrounded by vast oceans, which are in turn divided into 3 main regions or Seas:

VELNUOR SATHRONN

The Western Sea, also known as the Brave Sea due to the large amount of energetic, environmental and geomorphological phenomena that have occurred in it through the ages, such as the Lodroiken Cataclysm, among others. Velnuor Sathronn connects mainly with the seas of the Plane of Orepirrus, and to a lesser extent with the seas of the Plane of Anfryon, and generally the trade routes of Velnuor Sathronn have these planes as a priority of preference.

VELNUOR AMNOREATH

The Southern Sea, also known as the Sea of the Future or the Sea of Tomorrow. Much more peaceful than Velnuor Sathronn, and with connections to the Planes of Calustryanax, Garn Vexor and Elacanthreus, which are preferred by the trade routes present in this sea.

VELNUOR ONIRËONECH

The Eastern Sea, also called the Sea of Awakening or Sea of Origin, due to the fact that it was in the coastal areas of this sea that the first representatives of Humanity developed, according to oral and written traditions. It connects mainly with the Plane of Ixen Caldric, and to a lesser extent with Vindharos and Elacanthreus. Like Velnuor Amnoreath, it is an ocean of tranquil nature and very rich in biological diversity and abundant resources.

While the above names are the official or full names of these oceans, they are often known in different ways throughout Udraiken: in Thraudemmir for example, they are simply known as the Western, Eastern or Southern Seas; in Lodroiken, they are usually called by the full name or

simply Sathronn, Amnoreath and Onirëonech, and in Vosprodea it has become a curious cultural custom to call them by abbreviated forms: Velsath, Velamnor and Velonir.

NOTEWORTHY LOCATIONS & POINTS OF INTEREST

MENDRABHOL

The Great Tower of the North, a large building dedicated to the collection and storage of Fluxium energy, which works in conjunction with the other Great Towers to regulate, refine and distribute Fluxium energy flows throughout Udraiken. Because of the appearance of the Abyss of Gryvorv, Mendrabhol has remained off-limits to Udraiken's civilian and military population, although it is believed not to be absolutely lost due to the defense systems it possesses. The loss of the control of this tower has to some degree diminished the efficiency of power distribution in Udraiken, but precautionary measures are in place that have helped to overcome this difficulty. Currently, Udraiken’s military forces are seeking to regain full control of this tower at all costs, in order to return to optimal energy distribution.

THE SOVIERG

Mountain range of great extension and width, located in the northern territory of Udraiken called Thraudemmir, which marks the northern limit of Udraiken with the plane of Slan Vaatek. In this mountainous terrain there were a great variety of fauna and minerals, as well as mining facilities of various kinds, which have all been presumably eventually lost due to the action of the Abyss of Gryvorv.

GRINHOLMER

Extensively protected citadel-fortress, which houses a considerable proportion of civilian and military population. It also possesses an extensive subway mining complex of great length, which connects with other subway mining complexes present in Udraiken for the extraction and distribution of various resources, among them Fluxium. Despite being in close proximity to areas affected by the Abyss of Gryvorv, it has been largely unaffected due to its defensive systems, and continues to resist and provide aid to nearby sectors.

QOLVER

Mining and livestock city, mainly focused on energy refining and processing of raw materials obtained from the different extraction points of Thraudemmir. It also had livestock facilities

where specialized fauna was produced and bred for energy filtration. Currently the city is completely abandoned due to the action of the Abyss of Gryvorv.

RANG'LAK

City dedicated to the training of people specialized in mining and energy treatment, skills that were used for the extraction of pure energy in the territories of Thraudemmir. Together with the town of Shenan Rek they formed a kind of conurbation, informally called ‘Shenan Lak’ by the locals, due to their proximity and the similarities of their productive activities. Currently, the entire city is deserted due to the action of the Abyss of Gryvorv.

SHENAN REK

City engaged in mining and energy activities. It had extensive areas of refineries and energy processing facilities, and worked closely with the town of Rang'Lak to extract and refine the resources of the Thraudemmir sector. Currently, the city is deserted due to the action of the Abyss of Gryvorv.

ABYSS OF GRYVORV

An area of great extension located in the so-called Eye of Sovierg, in the region of Thraudemmir, which is affected by the most critical, destructive, and recent Viralborgian incursion that Udraiken has suffered. It is named after the Viralborgian Dimension responsible for this incursion, called Gryvorv. The Abyss of Gryvorv has wiped out the towns of Qolver, Rang'Lak and Shenan Rek, and presumably the Great Tower of Mendrabhol as well, and represents the greatest and most dangerous difficulty and catastrophe Udraiken faces to date, and a multitude of measures have been put into place to keep the influence of this corrupted region at bay, with varying degrees of effectiveness. Efforts to enter this area have been unsuccessful due to the extremely high and deadly concentration of Necrium energy present, but recent research has been able to gather much useful data that may aid in the future eradication of this great scourge.

UNSILARION

The Unsilarion is the colossal organic and metamorphic tower that protrudes from the tangle of horrors that make up the Abyss of Gryvorv. Not much information is available about this tower; the current leading hypothesis holds that it is a large Necrium generator (similar to the Great Towers of Udraiken) and likewise acts as the Viralborgians’ main center of operations within the Abyss of Gryvorv.

MOR MANAUNT

A place originally dedicated to the processing and distribution of goods and resources produced by cities near the Thraudemmir region, through the surrounding regions of the northern and northwestern sectors of Udraiken. It is currently heavily fortified and has a large military contingent, with members of the Supersidia and other organizations, to repel and control the advance of Necrium-formed entities into the northwestern sector of Udraiken.

IVEROLSKAN PASS

This section, which crosses the Sianorth mountain range, links the northwestern and Northern sections of Udraiken. It is an important point that is currently strongly guarded by military contingents at Grinholmer, Mor Manaunt and Black Distarne. In this section is the Gate of the Sovereon, an immense architectural monument that welcomes visitors to the northwestern sector of Udraiken.

BLACK DISTARNE

A large fortress located in a vast territory where there is a considerable presence of geochaos and desert terrain, close to the Eye of Sovierg, now invaded by the Abyss of Gryvorv. Black Distarne has served for centuries as one of the most important places for the training of military troops for the Supersidia and the creation of different vehicles, golems and defense automatons. In this fortress are different contingents of the Supersidia and other Houses of military nature, and is perhaps the most important bastion in the northern part of Udraiken to stop the advancement of the Abyss of Gryvorv, so it receives constant support from both surrounding sectors and the outer Planes. Its name is due to the fact it has been built with a very hard material known as *pethriavor*, of a lustrous dark color and hailing from the southern part of Udraiken, which gives it a threatening but majestic appearance in equal parts. House Gounathar, dedicated to the domain of the Fire element, has its main headquarters in Black Distarne, and benefits from the geochaos in the lands present near Black Distarne, which most of the time generate meteorological phenomena associated with this element.

ELDEN MARZECT

One of the so-called *Ubriammoth*, the “Flying Metropolises”: large cities that possess the ability to fly for specific periods of time, and for different purposes, be they exploratory, military, etc. Elden Marzect stands out for its shipyards, where a great variety of vehicles and ships of different uses are produced (recently, mostly for military use), and its mining activity in the sector. It also has the mission of protecting nearby towns (Vasverth, Aelegnos, Telnasch and Grinholmer) from possible dangers or possible Viralborgian attacks, and receives resources and supplies from such towns for this purpose.

TELNASCH

City specialized in agricultural and botanical activity, located in a territory densely populated by farms, greenhouses and green areas of all kinds. It is often referred to as the “Great Garden of the Sovereon”.

AELEGNOS

Medium-sized city, mostly dedicated to tourist activities due to the variety of its agriculture which mixes both ancient and modern influences. Known for the famous Sempiternal Springs, large and ancient natural formations of liquid Fluxium energy, which change color.

VASVERTH

One of Udraiken's major metropolises, with a wide variety of residential, industrial and commercial areas. This town is a notable port and air trade nexus, with it constantly importing and exporting goods with the planes of Slan Vaatek, Garn Vexor and Orepirrus. It is also the home city of the Ancestral Palace of the Sovereon of Udraiken, a place where the imperial family has lived since ancient times. Due to the sheer beauty and majesty of the districts near the Soveron's Ancestral Palace, Vasverth has also prospered as a tourist capital.

VENTHRONE MYCARN

Venthrones are sacred locations where colossal throne-like monuments have been erected, most of them exceeding hundreds of meters. According to the legends and writings of the Omentheon Ecumenaear, the Venthrones have been erected by the Omniancestors in time immemorial, one on each of the main Planes, as a latent symbol of Omnetheon's presence and protection in Oneirogea. These places, true pilgrimage sites, are visited by thousands of people continuously. The Venthrone present in Udraiken has been called Mycarn, taken from an ancient word meaning “harmony”.

MAELCROX

City that was mainly dedicated to various industrial and energy activities. It was recently devastated in a Viralborgian incursion, which also destroyed the city of Galafred and has raised alarms in several sectors, mainly Sivunaxar, who have redoubled their efforts to eliminate the Viralborgian threat.

GARVALEM

A city mainly dedicated to the production of war machinery, with energy production and port activity in the background. Garvalem is known for its extensive maritime Towers that gather and distribute Fluxium energy in the northeast coastal areas of Udraiken. This energy is

subsequently used for the production of machinery and for distribution to nearby sectors. It is the headquarters city of the Consortium of Draenelex, an important guild of war machinery traders and builders.

DAZAG VARULL

A city turned into an impressive fortress, known for its large caliber energy armaments targeting the Abyss of Gryvorv. These large cannons, in addition to their defensive functions, systematically fire energy charges specially designed to progressively deteriorate the concentrations of Necrium energy present in the Abyss. Although many of the defense zones in the northern sector of Udraiken possess this same technology, Galafred is the place that reigns supreme in this field. To keep this great machinery active, Galafred makes use of the refining and energy extraction plants installed in the nearby sectors, and sometimes of the regular Leylines of Udraiken. Galafred is home to House Beriabolt, which has contributed significantly to the development of the armament activity.

SALPHERIOR

Port city trading with a wide variety of sectors, including the Planes of Ixen Caldric and Slan Vaatek. The resources imported into Salpherior are used primarily in the military efforts of various towns such as Garvalem, Nug Bathan and Dazag Varull. In addition to its port activity, it also dedicates its efforts to energy extraction. Several Aechraddath Academies are present in Salpherior, dedicated to the study of marine phenomena, flora and fauna. It also happens to be the home of the Clan of Bolgrenoch, the so-called Pirates of the North, an ancient group of treasure hunters and beast hunters.

YMEVARN

Archeological site of considerable size, where ruins of ancient human settlements can be found. In recent years a large underground source of Fluxium energy has been discovered in this sector, so a large archeological and mining complex has been founded in order to study and exploit the resources present there.

PHAUTARI

Port city, dedicated mainly to fishing and obtaining different mining resources, and to the safeguarding and extraction of Fluxium sources in nearby territories. It is also noted for its maritime monasteries built by the Omnetheon Ecumenaear. It is believed that Phautarl was the first coastal settlement of mankind in the Udraiken Plane.

DJORZANU

Tourist town, with many points of archeological interest in its surroundings. It is said that Djorzanu and the nearby localities which are called the Ancient Villages, were the places where the first traces of Humanity appeared in Udraiken, and many remains and ruins of very ancient constructions can be seen, which are widely studied by the main archeological institutions of Udraiken.

NUG BATHAN

A city originally dedicated to mining, which has focused its production in recent times to the creation of ships and defense vehicles in its factories located inside the Gandiveorn mountains. For these purposes it uses its own resources and resources imported from sectors such as Salpherior, Cairthant and Garvalem. These ships and vehicles are used in the effort to counter the Abyss of Gryvorv. It is also known for producing the Great Battle Golems that fight against the Abyss, such as Eudriakhorn.

KAUMARAT

A town settled on Mount Am'Kaumar, dedicated to agricultural activities and commerce. Mount Am'Kaumar serves as the main “engine” of the area, due to the high concentration of Fluxium energy sources found in both its interior and subway areas.

SIVUNAXAR

City dedicated mostly to scientific research and development of considerable importance, due to the fact that it is home to many fundamental organizations. One of the most important is the Triumvirate of Sivunaxar, one of the longest running and most prestigious Aechraddath institutions in Udraiken. The Aechraddath of this institution have vitally collaborated their knowledge and skills in the effort to eradicate Gryvorv's Abyss. Likewise the celebrated House Genentraum, ancestral home of Udraiken's defenders and benefactors, has its main headquarters in Sivunaxar. Also present is the main headquarters of House Alindranach, which also has a close collaboration with the Aechraddath, especially in matters of creation and biological projection; and is also home to the Kerulvar Beastmasters.

UL'GHARNE

Large mining and energy complex, which is characterized by its tall regulatory and energy distribution towers. This complex is located near the Gandiveorn mountainous area, which is known to possess unique geological features and rare resources due to the abundant presence of Fluxium in the underground and its interactions with the occasional Necrium streams from the Abyss of Gryvorv. It also has numerous underground complexes that connect to many locations in the Gandiveorn mountainous region.

NIMBALSC

One of the large Natural Fluxium Reserves near the Western Sea, next to the Sorkhadam sector. These Natural Reserves have large concentrations of Fluxium energy present in terrain elements, such as geological formations of different sizes and aspects, and are guarded by many Udraiken institutions to maintain the energy stabilities of the Plane. Unlike Sorkhadam, Nimbalsc is a rather desert-like and unstable territory, prone to geochaos episodes due to energy interactions. Thanks to these geochaos episodes, natural portals formations have sometimes been sighted in or around the area and are studied by several Udraiken Houses.

DRES GALGINE

It is a medium-sized village, dedicated mainly to livestock and agricultural activity, known for its wide plains. Dres Galgine has a beneficial connection with the town of Sivunaxar, and has served as a repository for the Aechraddath's wildlife-related and biological experiments. Many of them are useful due to their filtration and energy-refining abilities, and have served to increase livestock activity in the area.

DUNESIRE

Dunesire is called the capital of the Mages of Lodroiken: besides the industries and commercial areas typical of a city, Dunesire stands out mainly for the research of the arcane sciences of Udraiken, especially those relating to the handling of different instruments and objects in conjunction with the use of Fluxium to invoke incredible effects (such as the so-called Fictogrammatons). In this city you can find different academies and branches of several Houses interested in this subject, as well as conclaves of Aechraddath. It is also known for its numerous museums, where you can find a great deal of information and elements related to the first representatives of Humanity in Udraiken.

ADU SAUBHIR

Territory near the Glasvael River, mostly desert, but featuring a mostly beneficial geochaos phenomenon: the permanent energetic interactions here have allowed the rapid and sustained growth of many species of floral life, which in turn has allowed the coexistence of different types of animal life. Other curious effects can also be noted, such as the levitation of rocks and other floating geological formations. It is believed that this phenomenon is a derivative of what occurs in Sorkhadam and Nimbalsc; certainly these areas have been influenced in some way by what happened long ago in the Lodroiken Cataclysm.

EXELVOS

A city dedicated mostly to scientific research and energy production and refinement. Being as close as it is to the territory of the Venzerbhol, the eastern islands of Lodroiken and the territories of Sorkhadam and Nimbalsc, Exelvos has many facilities dedicated to the study and development of experiments and solutions related to the interaction of energies, such as the implementation of benevolent geochaos areas or the creation and formation of portals. The Ransmutek House, specialized in the subject of portals, has its headquarters in Exelvos.

VENZERBHOL

Venzerbhol is the Great Tower of the West, which works in conjunction with the other Great Towers of Udraiken to preserve the balance of energies on the Plane. Due to the consequences of the Lodroiken Cataclysm, Venzerbhol is known to generate, on occasion, curious climatological phenomena, such as storms or long periods of a specific climate. In fact, in the sector where Slaevartr is located there is a prominent winter climate, with snow and strong winds, due to the action of this Great Tower with the Catclysm residues.

SLAEVARTR

Slaevartr is a large fortress-city, located south of Venzerbhol, and dedicated mostly to guarding and securing the functioning of Venzerbhol, and to energy extraction and refining activities. Due to the cold and snowy climate present in Slaevartr, originated by the action of Venzerbhol and the energetic residues of the Lodroiken Cataclysm, agricultural and livestock activity is almost nonexistent; Slaevartr receives supplies directly from Craldenia, Vintervus, Vercatore and locations found in the northwest of Udraiken. Slaevartr is also the hometown of House Ogorost, the House of Cold.

AMPERZYBOR

It is one of the two most important locations on the island of Chrindor. Amperzybor was originally a city dedicated to mining, but it was destroyed by a great energetic cataclysm a long time ago. This event, known among the population simply as the Lodroiken Cataclysm, has generated the different energy interactions that are observed today in the islands east of Lodroiken and in the sectors near the coast such as Sorkhadam and Nimbalsc. Amperzybor has the peculiarity of possessing a very minimized energetic influence: the action of Fluxium and Necrium on the earth in many cases is almost null, due to the severity of the cataclysm. This phenomenon is often studied to determine possible cancellations of one or the other energy under certain conditions. The ruins of Amperzybor still remain and can be visited, but the sector has very few inhabitants.

CRALDENIA

While Amperzybor was greatly affected by the energetic turbulence of the Lodroiken Cataclysm, the sector where the city of Craldenia is located received much more beneficial effects, similar in nature to those on the island of Kosh Dirgen, such as abundant and constant Fluxium currents and deposits. This has allowed for the prosperous development of the city, and the establishment of energy and research centers to study and reconfigure the energy currents of northern Chrindor, in order to repopulate and reuse this sector. To this end, Craldenia also receives support from many Houses and organizations from other locations in Udraiken. The Voarlesych House has its main headquarters in Craldenia, and is a specialist in the use of different means to drain energies from one environment or element to the benefit or detriment of another, and has benefitted from studies and research into the changes and energy flows produced both in Amperzybor and Craldenia itself.

JUREVEX

Jurevex is called the Mage capital of the Vosprodea region, just as Dunesire is of the Lodroiken region. Many establishments dedicated to the study of the arcane sciences can be found in this locality, and it often works in conjunction with Dunesire to do so. Likewise, there are many areas in this city managed by the Omnetheon Ecumenaear, which has arranged for the construction of beautiful temples, monasteries and places of recollection and study. The Hierarchy of Kodrianthir, a well-known and very powerful guild of magicians and specialists in various arcane arts, is known to have its main headquarters in this city.

BELMORDIO

A large cosmopolitan city, dedicated primarily to various forms of tourism, pleasure and hedonism. It also has various districts dedicated to fashion and the arts. Most of the city is very elegant, with buildings and constructions of multiple classical and modern lines. It is also well known for its pharmaceutical and gastronomic industries, drugs and the use of perfumes and special poisons, which constitute its elements of commerce. Belmordio has been home to renowned artists of all stripes for many years. It is the host city of the Grand Carnivannial.

LAZARNAN

Extensive complex of natural mines present on the Island of Vion Gesenath, where many types of minerals of different rarity, many of them endemic to the island and also sources of Fluxium energy. Lazarnan is probably one of the few places that has many natural reserves of the material pethriavor, well-known for its impressive toughness as well as its malleability under certain conditions. Many of the most key sectors of Udraiken are built or reinforced with this material; the most emblematic case being the citadel of Black Distarne. In Lazarnan, the mining industry is the most predominant area, represented by a wide variety of companies and organizations.

SURRADAUTH

One of Udraiken's Ubriammoth. Surradauth was primarily dedicated to scientific and biological activity, with its numerous research centers and laboratories. Currently its activities have focused on serving as a refuge for many of the survivors affected by the Abyss of Gryvorv, until the eventual relocation of these survivors to other sectors of Udraiken, and also to preserve and rescue the diverse flora and fauna of the northern part of Udraiken, which have been at risk due to the influence of the Necrium generated by the Abyss. It also provides different scientific resources and data to key locations such as Black Distarne and its surrounding areas.

GARN VOSOMAVEL

Ubriammoth that is generally observed floating on the Onirëonech Sea. This ubriammoth is intended for the defense and safeguarding of much of the western territories of Vosprodea, and also the monitoring and surveillance of the Ilstyr Fell area. In addition, given its proximity to the Onirëonech Sea, Garn Vosomavel is also dedicated to the fishing industry and marine research, and its ports are in constant activity, carrying vehicles and troops to other cities and importing resources from these same cities.

HELIVOGRAM ISLES

This group of islands, mostly uninhabited except for some communities and outposts located at some points, are famous throughout Udraiken for the curious phenomenon of geochaos that occurs in an area of great expansion, which covers practically the entirety of this group of islands. This phenomenon causes the islands to move and reconfigure their locations in specific patterns and in a certain area, without affecting nearby places. Nor are there usually drastic changes in the geomorphology of the islands or in the surrounding environmental factors; the islands simply “move”, without further complications. The geochaos occurring on the Helivogram Islands is perhaps the most studied by the different scientific Institutions in Udraiken, because of their characteristics and future potential. Due to the usual movement patterns of these islands, which resemble the movement of the hands of a clock, these islands are known amongst the inhabitants of Udraiken as the Islands of Time, and it goes without saying that they are a notable tourist attraction, both for the locals and visitors from other Planes.

EMPHIRIEL

The Grand Capital of Udraiken, and as such the largest and most important city on this Plane. This cosmopolitan and vast metropolis is the peak of commercial, residential, industrial and scientific activity in Udraiken, and is home to the headquarters of many Houses, such as the famous House Thranderbury, House Calnabrix and House Vieragarde, as well as the headquarters of various organizations, such as the Athalkond Corporation, the Folmengast Organization and the Milenbarn Syndicate, among others. The main administrative and

government buildings of the Sovereon, such as the headquarters of the Magnastrad, the Remnithörea and the building where the Pantheovox is held are also present. The Grand Commandery of the Supersidia, as well as its most emblematic buildings, are also located in Emphiriel, and the Omnetheon Ecumenaear has also arranged its Main Magnatemple, and numerous minor temples and monasteries. According to tradition, Emphiriel was the customary place where from time to time the Omniancestors gathered to communicate with the first inhabitants of Udraiken, to provide them with knowledge and guidance. Over time, a cluster of communities was formed in this place, which progressed to become the vast metropolis of today. The location of the Main Magnatemple marks the exact spot where the meetings between Omniancestors and inhabitants originated, according to the lore of the Ecumenaear, and throughout the year numerous ceremonies and pilgrimages are held here.

The architectural beauty of the buildings, neighborhoods and green areas of most districts of Emphiriel rivals the most beautiful areas of Vasverth, and some say they are even superior. Emphiriel's booming economy has also allowed for the development not only of the nearby towns of Vosprodea, but of Udraiken in general; many inhabitants are even originally from other Planes, and have decided to settle in Emphiriel or nearby sectors of this metropolis. Racial diversity has generally meant a great advance for Emphiriel and Udraiken, since both have benefitted from the scientific, commercial, and industrial knowledge and advances brought by immigrants from other Planes of Oneirogea.

General Perks

Energy Condensing [Free for all Origins] - The natural energies of Udraiken are rich both in concentration and properties, and harvesting them and utilizing them forms the backbone for Udraiken society. Through usage of methods to gather and hold various types of energy, you may refine them into more useful formats to fuel or compliment a variety of different goals and mechanisms. The higher the concentration and purity of the energy, the easier it is to work with.

A Great Harvest [100] - Udraiken is rich in flora and fauna, and enjoys countless prosperous communities that benefit from their rich bounty. And now you may as well - the spread of Fluxium energies has given rise to the ability to make the most optimal harvests of any given mineral or resource that you set your focus on, the energies working to make sure that not only are the gains abundant, but that they also come out in peak condition.

Greenest Thumb [100] - A peculiar phenomenon, born from your experiences with energetic phenomena, has emerged seemingly concentrated in your hands and feet. Where they touch, you may manipulate the energy leylines beneath you to sprout sudden flora and other green

areas in a zone of effect around you. Anything produced within these zones is perfectly healthy and can sustain themselves using natural energy from the environment once grown.

Energetic Harmonization [100] - Per ancient tradition, Omnetheon bestowed the energies of Fluxium upon all of Oneirogea and imbued them with a nature that would lead to unity and harmony across all the Planes. This unique nature has allowed these energies to bond very well with any other positive type of energy, combining with them and strengthening the effects of both. This ability scales higher the denser the concentration of the paired energy as well as the richness of the Fluxium being bonded to it.

Constructed Towards Great Heights [200] - As one may notice from being in Udraiken for long enough, everything is built at such scales that it is almost mindboggling how astronomically huge some of the structures can be. By nature, these designs are in some ways a microcosm of the vastness and richness of even a single Plane of Oneirogea and effectively sell just how abundant the rich lands of Udraiken truly are. Naturally, this has left an impact on you and in reflection of the enormous monuments you have seen, you have also developed a knack for building larger and not smaller. It also helps that Fluxium enables room for developing overly large constructs without having to worry about the limitations of that pesky square cube law.

Mining The Holy Fount [200] - Mining and energy harvesting are big parts of life on Udraiken, integral to the very way of living for all people on the Plane. Fluxium deposits are everywhere and not only mining them, but determining their purity, maintaining their optimal richness and harvesting them safely are all important steps to the process. A similar phenomenon has likewise found its way to you, as you have discovered the same joys of determining concentrations of highly energy dense minerals and other resources all around you that must be carefully harvested if you wish to fully extract viable energies from them. Even a basic rock or crystal might have some degree of Fluxium energies acting upon or within it, but only careful analysis and technique can enable one to siphon the Fluxium into a usable form.

Life To Be Sown [200] - It's not just minerals or mining operations that require dedication and careful consideration, but livestock as well. Increasing yields, energy-refining abilities, filtration and activity in wildlife and general livestock is also an important aspect of Udraiken life. Most of which is conducted by the Aechraddath, but you have managed to replicate some of their techniques for the sake of designing various beasts of burden possessing unique abilities relating to energetic conversion, optimizing fertility rates and removing or overhauling flaws or potential genetic defects from other creatures.

Arcane Observations [300] - You have found yourself deeply pondering the arcane sciences, especially those said to have been developed eons ago directly under the tutelage of the Omniancestors and the Great Guardians. Your observations have allowed you to develop a keen eye for the analysis of stable magical structures and phenomena, letting you work out in detail how a given example of a mystical undertaking might work or the steps necessary to recreate it or even redesign it in certain ways. You have a working “theory of everything”

regarding how these different systems can all be connected together through the influences of the Great Guardians and Omniancestors, but that is a discussion for another time.

Crystallization & Restoration [300] - Fluxium energies have a tendency to manifest in a wide variety of forms, the coverage of which goes beyond the scope of easy understanding. One of the most common however is in the form of crystals, usually in a great spectrum of colors. These crystals, being condensed energy, are capable of inducing a wide series of reactions including restoring locations to optimal or above conditions, causing metamorphic changes to flora and fauna, geographical alterations and even increasing the potency of other energetic phenomena in an area. Due to your experience, you have the ability to slowly and painstakingly convert local ambient energies into a state where they can be turned into small Fluxium crystals, which you can then dedicate to a number of tasks that may necessitate energy crystals of this manner.

Bless Thy Armaments [300] - The more militarized sectors of Udraiken have taken to the development of weapons whose main armaments are infused with Fluxium energy designed to purge and purify concentrations of negative energy. The mechanics behind these weapons mostly involve infusing each energetic shell with moderate amounts of Fluxium and allowing the impact to diffuse it into the surrounding tainted environment. Having had first hand experience with these marvels of industry, you have some ability in crafting your own shells and imbuing them with the necessary energies to replicate the more heavy duty weapons on display.

Weaponized Formation: Geochaotic Array [400] - By channeling energies through a pre-prepared network of sigils and symbols, you have managed to force Fluxium energies into a state where they can induce a temporary state of geochaos; causing the upheaval of the earth, the sudden transformation of land into the thick bog of a swamp, briefly making somewhere into a desert then suddenly overcrowding it with trees and greenery, etc. The confluence of ever-changing landscape is a very confusing and disorienting phenomenon to those not used to the nature of Oneirogea.

Weaponized Formation: Detonation [400] - In a manner not dissimilar to the naturally-occurring Chaos Vortex in some parts of Udraiken, a type of formation has been developed that allows for a moderate replica of a similar phenomenon using intense Fluxium conversions; namely, the creation of a closed off “bubble” of very intense energy fluctuations brought over a selected area, with these energies drawing in on each other then detonating, with the bubble containing the explosive force before dissipating. This formation has seen a decent amount of use by the Aechraddath and Supersidia, both in research, military and developmental use.

Biomechanical March [400] - The construction of living golems charged with the fulfillment of dedicated tasks, usually protective services, analysis, collection, exploratory and more, is quite common on Udraiken and a number of groups have created a wide variety of these and other bioconstructs for various purposes. Having some experience gleaned from observing and studying the process, you have managed to build living golems of your own, imbuing them with

an ability to draw ambient Fluxium to sustain themselves and instilling various details regarding tasks or services they may attend to. You may even set them free, the animating energies behind them enabling them to develop full sapience and self-awareness in their own right.

Marking The Leylines [600] - Paths and means of accessing or exploiting the leylines running throughout Udraiken have been in place for a very long time including means of directing them, clearing blockages, pushing them upwards to spur the development of new mining points, siphoning off excess ley-energy for various tasks and other activities that involve the utilization of the energy leylines in a direct manner. But what if you encounter unfamiliar leylines or similar designs in other worlds without a similar network of interconnected systems to facilitate easier use? Well, various techniques have been developed by the Aechraddath and other institutions in conjunction with other Planes that have allowed for the modification of already present unmodified ley-structures to either provide ease of availability or extend access to them across different Planes. This method has thusly made it possible for the alteration of pre-existing systems in other worlds that function in a manner not unlike the leylines of Udraiken (e.g: formations, mass-ritual networks, planetary bio-terminals, etc).

The Oneirogean Way [800] - Oneirogea was made by Omnetheon in such a way that all of its inhabitants, both organic and inorganic, animate and inanimate, could be unified in harmony and peace across all Planes and spaces. The fundamental nature of this relationship makes it so that those of the Ever-Growing World have an inherent nature that makes it pleasing and easy for inhabitants of other worlds to connect with them, both on the physical and metaphysical level. Entities of a similarly positive inclination and nature are motivated towards providing constructive and beneficial arrangements towards those from Oneirogea and in aiding them in similarly positive endeavors and goals. This extends even to those forces or elements of an inanimate or formless nature, whose presence is rejuvenated or strengthened by increased contact with those of Oneirogean blood.

Aechraddath

Metamorphic Mastery [Free] - The ancient conclave known as the Aechraddath have long since mastered the ability to change and morph their bodies in any form they may conceive of, altering themselves and even what properties they possess to survive or thrive in any environment. These biological augmentations don't just extend to their physical forms either, but enable them to alter and shape biological material as well as biomechanical objects as well, masterfully merging the organic with the inorganic to create bizarre and wondrous new phenomena.

Life Shaper [100] - The ability to manipulate the biological is natural to all Aechraddath, constructing new material from the very essence of life and form itself. But the greatest use of this skill comes from the ability to outright create new varieties of life, flora and fauna designed for specific purposes for the greater benefit of all. As a member of the Aechraddath, you share in this skill to build and construct new living beings, entities that can self-perpetuate and develop on their own without your direct input.

Developments Within [100] - There are those amongst the Aechraddath who are a bit more daring in terms of their biological experimentation, those who are willing to test sustained energetic phenomena within their own bodies as a controlled condition. Such tests can only really be performed due to the sheer resistance the Aechraddath possess against energetic shifts in general, but even then they are not without their own hazards, such as spontaneous metamorphic alterations and other unprompted bodily alterations. Like these daring exemplars, you may internalize energies and contain experimental alterations within yourself, creating metamorphic states and materials from within your own body.

Alternative Biosorceries [100] - The biological powers of the Aechraddath have been called “sorcerous” or “magical” by many, hence them being dubbed the Piquol-Sorcerers amongst the inhabitants of Udraiken. But the biomancies of the Aechraddath conclaves are vast and varied, and work via numerous esoteric effects that few other than them have intimate understanding of. Rituals or skills that for others may take lifetimes of study and work can be finalized within a generation by a particularly determined Aechraddath. And the long-spanning projects of the Aechraddath themselves involve only the greatest displays of their mastery of Fluxium and biological engineering. As such, it is possible for the Aechraddath to use their intuitive understanding of energy manipulation to deduce the wider workings of other mystical systems and skillfully pair them with their own biomancy and Fluxium-based rituals.
***Note; These (and other Fluxium-based powers) work by pairing with positively aligned magical systems. Systems that work via more negative means (murder, cannibalism, rape, mind-control, etc) will not function with this perk/perks of similar nature.**

Constructed Complexities [200] - Well known for their skills in bio-augmentation, the Aechraddath have also been Oneirogea's premiere workers when it comes to creating golems and other animated beings fueled by various Energies for the sake of different tasks; whether they be military, exploratory, or research-based endeavors. These golems are highly advanced and with the help of dedicated research teams, it is possible to create towering juggernauts fueled by Fluxium energies that are capable of a wide variety of activities; whether they be providing aid in mining, purifying and purging Necrium energies, aiding in construction endeavors or simply helping to enhance energy harvesting procedures.

Intimidating Visages [200] - It is common for the shapes the Aechraddath and their creations take on to seem intimidating or even outright monstrous to newcomers, a fact that isn't entirely lost on some of their number or the people of Udraiken and the other Planes. These forms can even come across as being indistinguishable from entities created from Necrium, despite their

harmless nature and benign actions. In this way, any form that you take on may possess a deeply intimidating presence to those not from Udraiken or who are unfamiliar with the variety of shapes that the Aechraddath may assume. Similarly, any creations of yours will possess the exact same intimidating factor.

Spying Eyes [200] - The Aechraddath design many creatures and types of life for many different purposes, but a commonality that can be shared amongst creatures and flora of many different bioforms is the ability to transmit data or experiences that they receive. This allows the Aechraddath to covertly observe and record noteworthy individuals or situations across certain sectors without having to directly involve themselves, making assessments or energetic deductions based on what their creations see, hear and sense. They also act as a reliable way to keep track of the movements of specific individuals. These creations of theirs do not even have to deviate from their standard behaviors in order for this process to occur, simply acting naturally in the environment but passively sending information to their creators all the same.

Dimensional Explorations [200] - Aechraddath are well known for being very robust, capable of existing in and thriving within cosmologies and environments that other beings may express difficulty in. This all comes naturally as a result of their extreme mutability when it comes to adapting their form and altering it through energetic modifications as needed. As such, the vast majority of Aechraddath tend to have the ability to explore areas or sectors where environmental conditions are far more strenuous than normal. It is even said that more daring explorers have attempted to probe the more little-known Vastoplanes, albeit with only the bare minimum of success.

Energetic Technique: Filtration [200] - Aechraddath have the ability to modify or create creatures capable of a large number of tasks, with many of these tasks relating to the usage of Fluxium energy in and around the environment. One common method is in the development of flora and fauna capable of taking in Fluxium, filtering out any impurities within it, and expelling the more refined energies over an area. This has helped greatly in mining and resource harvesting in some areas, as these specially-designed organisms can aid in the more exhaustive elements of the work and can even provide enhancements to refinement processes.

Energetic Technique: Renewal [300] - An unfortunate state of affairs is how violent energetic fluctuations, typically of Fluxium and Necrium colliding, can have immense adverse effects on the local environment. These effects can range from the form of merely creating large desert-like areas, to altering weather and geographical patterns in a wide area. Fortunately, the Aechraddath have means of using Fluxium in providing a means of balancing these damaged areas, either by using techniques to gather Fluxium energies and use them to directly try to mend and undo extensive damage or by the creation of unique flora and fauna designed to over time, rejuvenate diminished areas.

Living Technologies [300] - Advanced technology is common all throughout Udraiken and the surrounding Planes, but someone hailing from somewhere not named Oneirogea may notice some…peculiarities with these marvels. Namely, that many of them seem to be pairings of

biological systems with the mechanical or inorganic. Many such devices and tools are present in Udraiken, designed either by the Aechraddath, the Great Houses, the Supersidia, production lines such as factories or similar organizations. These creations function mainly off of Fluxium, which helps to provide them with power and functionality, and they fulfill a wide range of uses; communication at great distances or even across Planes, energy transference and renewal, agriculture and mining, armor and defense, military or combat use and more. With your knowledge, you have some skill at creating similar such devices and can modify them to fulfill any of the above functions.

Mastery Over Biosynchratic Sorceries [300] - The many Aechraddath conclaves specialize in a wide variety of bioenergetic techniques and styles, all of which are dedicated towards the overall benefit of Udraiken and Oneirogea as a whole. These abilities have since ancient times been paired together or merged with the physical organic and inorganic elements of the lands, hence the name “biosorceries”. These specific techniques prioritize alteration and change to biological systems, making them more efficient, adapting them to endure inhospitable environments, boosting their energetic affinities and much more.

Gathering Of Philosophies [400] - Oneirogea is home to Planes of countless different cosmogonies and beings, each of which with their own beliefs and cultural systems but all are ultimately united in the existence of Omnetheon and the Guides that have been here since the inception of the Ever-Growing World. Through this unity, it is possibly for even those in worlds that have never heard of Oneirogea, the Guides or Omnetheon to feel a kinship or bond shared across an impossible divide between themselves and you; a feeling of hope and rejuvenation that casts a reinvigorating presence over those you interact with. Smoothing over differences, whether they be philosophical, cultural, metaphysical or otherwise.

Greenery Along The Path [400] - By channeling high concentrations of Fluxium and moving it underground, it is possible to create an underground ‘well’ of energy that filters through both the lands above and beneath itself, infusing them with large amounts of positive energies that will eventually allow for the artificial creation of large ‘reserves’; areas of greenery where a wide variety of plants, vegetables and even animal life can be safely cultivated whether for recreational or healthy economic purposes.

Wellspring Of The Arcane [400] - Wherever you or any given Oneirogean inhabitant go, you take a little bit of the presence of Udraiken and Oneirogea with you. This ‘presence’ increases the potency of positively aligned effects and energies, making the air feel lighter to breathe and lessening the burdens most people don't even know they are carrying. Magic becomes easier to wield, or if it wasn't present before, then a spark of potential might be lit thanks to the increased presence of Fluxium in the new reality. Once purely inorganic or inanimate elements may find themselves eventually taking on lives of their own one day. It's not enough to fully change a world, but it offers a little more light in a time when many desperately need it.

An Ode To Life & Steel [600] - The Aechraddath are fully devoted to the defense and preservation of all of Udraiken and Oneirogea beyond and have been for countless eons. Their

work is not only found in their mastery of biosorceries but also in the moral teachings and lessons they have imparted onto their fellow man since ancient times, in the stories and histories they've recorded and helped pen, in the faith and honesty they have interacted with every being throughout this great boundless expanse. It is these lessons and these histories you share with those you meet, that you help shape just by being a part of the world. The presence of an Aechraddath means more than just a sorcerer or someone with mastery over arcane science; it also means a friend, a teacher, a scholar, a researcher. Someone that others may flock to and band together with for the good of all.

Every person, even those battered and broken by the pains of the world, will stop to hear a simple story about the good in Man from an Aechraddath they meet on the side of the road.

Great Unification [800] - Physical joining of the animate and inanimate are not the only things available to Aechraddath of a high enough skill, as observed in the many varieties who have harnessed the abilities to project their very selves, their animating essences in some cases, beyond the confines of their material bodies. In some cases, it is even possible for a single high-ranking biosorceror to be in possession of multiple different manifestations walking across the same Plane, their essences projected throughout a wide assortment of unique faces. An extension of these techniques allows for the pairing of spirit with a variety of animate or inanimate elements, the bonding of intangible soul or ‘subject’ to tangible flesh and machinery, the physical ‘object’. This type of working allows for the creation of advanced artificial constructs imbued with the techniques, awareness and knowledge of an individual's lifetime or for the recovery of a displaced spirit or essence that has been scattered across many dimensional spaces so long as it has not decayed beyond the point of usability.

Member Of The Great Houses

Elemental Adept [Free] - Members of the Great Houses are trained in many skills, often deeply related to the chosen field of study that particular Great House is focused on. But not least of these skills involves the ability to utilize Fluxium in manipulating the many grand elements and essences that make up the main Elemental powers throughout Oneirogea. As a mere beginner in the art, your skills are still developing but you possess the ability to utilize elemental powers or energies at an acceptable level and scale for your degree of progression.

Elementalist's Formations [100] - Basic formations for gathering and channeling large quantities of a specific element into one place for future usage. Given the nature of Oneirogea's foundational elements - those being Fire, Air, Water and Earth - it should come as no surprise that most starter elemental formations will draw upon these Elements chiefly, with many being bolstered by channeling the Principal Stars as well. But you may also build these formations to

harness other, different types of elements from the places you travel to so long as there is a large enough quantity of them.

Basic Summoning Of The Beyond [100] - House Alindranach holds a noteworthy position amongst the organizations of Udraiken for its extensive usage of Fluxium techniques revolving around the summoning of positively-aligned entities or creatures for the purposes of healing, restoration, communion or similar engagements. This technique in particular allows one to reach out and call to the most basic of Fluxium-based entities, who will do their best to assist and guide their summoner(s) as is within their power.

Keep in mind that summoning as an art is a plea for aid and an equal petition to request that these entities lend their assistance to your cause. They can choose not to respond to the summons of someone whose intentions for them are less than positive, and should they find it so, they will freely leave if they detect that their summoner has ill will when it comes to using their powers.

Tempered In Cosmic Flame [100] - House Gounathar utilizes the powers of Fluxium for the manipulation of the Fire element, and in your case, their techniques work very well in the art of tempering one's body to the expressions of said element. Fire of only the most intense variety is capable of scorching your body and in your blood rages an inferno of the element waging a battle to dominate your flesh, seeping itself into every pore. It requires constant focus and concentration to keep the flames from breaking out and consuming you whole as you internalize them.

Stronger Amidst The Cold [200] - In a reflection of House Ogorost's ability to endure frigid climates with little issue, you have channeled techniques relating to the elements of Air and Water in order to make your body more resilient against manifestations of those Elements. This attunement of your body to the two elements under whom the cold originates has had some moderate physical effects, such as a lowering of body heat, a propensity for the manifestation of snow particles around you and a more frigid demeanor in some of your interactions.

Walking In Shadow [200] - The techniques of House Synthaemmor enable them to walk in the shadows so perfectly they can blend amidst them, concealing their presence and making it easy for them to spy on others undetected or set things up for a quick silent assassination. They can even use it as a means of escaping dangerous situations if the need calls for it.

Calling The Storm [200] - Various techniques focusing on the channeling of the Air element rely on the understanding of weather patterns or other types of meteorological phenomena. This is necessary to properly gauge how much or how little you can channel safely at any given moment; too much, and the forces may escape from your control and arise as devastating storms or other disastrous effects, too little and they may barely exert anything beyond a stiff breeze. It takes firm focus and a steady mind to manipulate the elements such that a controlled manifestation is produced, but when it is, it becomes a powerful tool in the right hands and may be used to carefully alter weather conditions towards certain preferred states.

Studying Up On Portals [200] - Stable artificial portal generation is a complex field, one mostly prioritized by House Ransmutek whose study of both artificial and natural portals has led to the development of a number of techniques focusing on the manipulation of portals for various purposes. Through these, one can create functioning portal networks by linking two or more portals together simultaneously, generate links that can enable one to move to other Planes or even move to specific locations within a Plane so long as you have specific coordinates, through use of The Void or Hyperplane. Note that portal travel can be dangerous without the proper understanding of what you're doing, and it's entirely possible to strand yourself in either some hitherto unknown Vastoplane or potentially something even worse, like the dreaded Anomalous Worlds.

A Study Of Ruins [300] - House Thranderbury and its various Magnarchivists have done many great deeds when it comes to unearthing and analyzing the various ruins or structures of long-past civilizations. It is this specialization that has enabled them to create many deductions in the field regarding how these ancient people may have lived or conducted their business from rites, to ceremonies, to energy usage, to languages, to even their knowledge of the world and historical records. By specializing in this, you have acquired a firm knack for researching and studying the ruins of past empires or dead civilizations, which makes it easier for you to grasp the inner workings of any viable technology (if they had any), their magic/magitek (if present) and even their language and archives.

Across The Waves [300] - For adepts investing their understanding in the techniques relating to the Water element, one of its most useful applications is the ability to move in or through bodies of water of sufficient size. The fluid acts as a means of spatial transport, allowing the movement of a person or object through the water body to another of equivalent size. In this manner, many students of this element have found themselves using this technique to simply move from a given zone and appear in another area entirely to circumvent the stresses of traveling from point to point, or to transport certain goods across sectors in a short span of time. Much like the study of portal creation however, caution must be taken; you require a good sense of calculation regarding the size, density, flow and depth of any given water formation and its counterpart in order to safely and accurately move between them, and even the most minor of energetic fluctuations can greatly throw off these calculations which renders the effects null in the best of cases and risks disastrous consequences in the worst ones.

A Living Earth [300] - Forging themselves under rock and stone, Earth element adepts have connected with the land in such a way that it responds to their desires in a localized way around them. Rocks and spires of earth may jut out to guide their path, or the ground may ‘soften’ and enable them to move through it like it was a liquid as it flows around them on a path towards their destination or it may simply shift and conduct itself around them, becoming a quasi-sentient armor of earthen materials and minerals. Earth adepts find that the earth itself has become invested in them and bestows in them the power to manipulate representations of this element for the sake of positively benefiting themselves and others; indeed, wielders of Earth element-aligned techniques can peacefully commune with nature spirits or the inanimate

entities of worlds, grow gardens and rich bounties from simple harvests even if they have never tilled fields before, tell the purity of a given mineral through simple analysis and even have an easier time restoring formations or other geographical features, slowly molding them back into optimal conditions.

Cradling Of The Light [300] - House Alindranach's specialization calls to an understanding and harmonization with the benign spirits and powers that can be channeled or harnessed through Fluxium; all of the entities that can be summoned forth by a member of this House possess positive natures and the ability to bestow or grant blessings upon the land and its people if called upon, as well as defend them if needed. For someone who has refined this technique, you may channel the energies of a benign spirit or entity through yourself to act as a means of strengthening your body, mind and soul as well as cleanse impurities or other negative effects.

Systemic Mutagenic Anamorphosis [400] - Many amongst the Great Houses, but most especially in House Thranderbury, have an unfortunate habit of crossing paths with very energetic phenomena with a high likelihood of causing extreme mutations or physical alterations. The majority of these aren't particularly harmful in and of themselves, but it does make it hard to navigate if you're a giant biorganic mausoleum crackling with raw energy. Advantageous if you need to face something in combat though.

Strength Sown In The Stars [400] - The Elements that act as the foundational basis for Oneirogea provide many abilities to those who understand how to channel them. One such ability comes in the form of amplifying already present physical ability; many things in Udraiken are reliant on certain degrees of enhanced strength and physical ability in order to adequately engage with them, including many parts of the mining industry, amongst others. This ability also helps in boosting the effects of other strength enhancers, the presence of the elemental energies acting as a general all-purpose amplification effect for not just the body, but things that act on the body in beneficial ways as well.

A Living Network [400] - The principles of creating a living system of interconnected portals is not a fully explored field of study by the Houses or the various Aechraddath conclaves, with the ancient Mneuzavarn being a key point of study in regards to one such artificial production of a network of this type. Through their knowledge and research into the Mneuzavarn, House Ransmutek has managed to create an engineering model in relation to constructing similar biomechanical networks and are now relying on data gathered via you and similar individuals to further refine the process. Each ‘node’ in the network necessitates the creation of a different type of living portal, which maps to another node in the same network, bridging two points via the portals generated by the creatures. This allows for a person to step through one portal generated in such a manner, and appear through another portal in the network in an entirely different place.

It is even possible, through specific cartographic energy manipulation and careful positional mapping, to open a portal that can bridge you to another non-network integrated portal. Doing so however is risky and inadvisable, as the costs and risks involved in gathering the data of the

portal structure to move through the Hyperplane past the specific configurations of the network possesses a high risk of sending the recipient into an entirely uncharted territory.

High Functionaries [600] - The Great Houses have much say in the organizational structures of much of Udraiken, being some of its oldest and most esteemed institutions. Because of this, each full member of the Great Houses is treated not just as a researcher or acolyte to their House of origin, but as a well-heeded voice when it comes to various matters of scholarly analysis, excavation, research and more. These technically unofficial duties bestow the Great House members with a great deal of trust and faith, as their skills in their respective fields come into play and provide a welcome easing of the burdens of the people of Udraiken as needed. In this regard, you may treat being a member of a Great House as giving you experience in a given field of authority of your choosing whether that be politics, archeology, energetic construction, summoning, healing and rejuvenation, artifact-hunting/ruins exploration or maybe just making trains run on time.

Invocation To The Most High [800] - Though not the focus as it is with the Omnetheon Ecumenaear, as with all organizations and groups on Oneirogea, the Great Houses praise and offer their thanks to Omnetheon and the Guides. In this, some members of the Houses have taken to developing techniques that enable them to more strongly connect to the Great Guardians and Omniancestors through means of uniquely designed formations meant to open their minds to the wider harmony of Oneirogea, the process somewhat resembling the Euthrinoccia, the Offering of the First Seeds. By doing so, it is possible for one of the Great Guardians or Omniancestors to respond and offer guidance; typically, this guidance comes in the form of abstract visions, reflections on one's history and the actions that have led them thus far, feelings of peace and warmth, a sense of fulfillment in regards to one's purpose and place in the unbounded Planes of existence and a genuine sensation of all-encompassing love. Following this experience, many members of the Great Houses have reported breakthroughs in various tasks they were focusing on, the development of new theorems or techniques or the sudden discoveries of very interesting fauna, flora or archeological matter as well as lowered stress and a more positive outlook on existence.

Regiteor

Masterful Governance [Free] - As a Regiteor, it is expected that you know how to govern and administrate your city and ensure its continued prosperity, and as it so happens, you are quite skilled in that regard. When it comes to navigating the complexities of managing a living breathing gathering of people, a developing environment such as a city, you are quite experienced and make consistently sound deductions as to what is needed to keep the city running and your citizens happy.

Lord Of The City [100] - You are the master of your domain, charged with the task of preserving it inside and out. Under the formal authority of the Sovereon of Udraiken, you are allowed to express your power in places beyond the given city you work in so long as it does not infringe on the authorities of your fellow Regiteors, the Supersidia, the Aechraddath, the Great Houses, or the Sovereon itself. Thanks to this authority, you are given room to act in or obtain information from places you otherwise would not be allowed access to.

Keeping Track Of The Numbers [100] - It is hard work running what is practically a nation onto itself, which is why any good Regiteor must know how to keep track of all the info coming in at any given point. You are capable of quickly and masterfully compartmentalizing any new incoming data for either immediate completion then and there or easy adjustments to your schedule if you're not capable of dealing with each new complaint/request/meeting/etc at any given time.

Toiling The Land [100] - You not only require a good understanding of how a city or metropolis functions in a political or even business sense, but you also have to have a good knowledge of what it means to work the fields. Cities need a bustling agricultural or mining sector and the best way to ensure that is to help by doing it yourself. Having a good grasp of things like crop rotation, the precise measures of energy needed to give you a good harvest, how to immunize your fields from potential dangerous eruptions of energy or outbreaks of disease, the proper amount of focus to be given to each individual harvest and which crops would be best to plant in order to feed and sustain the inhabitants of your land. All of these play pivotal roles in keeping your city firm and healthy for the long-term.

Expanding These Horizons [200] - Your city must grow. Bigger, better, stronger. More buildings, more job opportunities, more farming, more mines! Through your sheer work ethic and focus, you have turned your city (or any urban location where you have control over) into a perpetually developing and renovating means of resource production, focused on some of the most integral living aspects of Udraiken: mining and farming. With the sheer number of new resource investments you've managed to develop, you have also refined your ability to influence and guide where precisely those investments are going when it comes to any situation where you have a direct hand in their growth or establishment.

Mining's Never Been Easier [200] - It isn't just the city or region itself that you must master, but also the workings of industry. The mining part of it, to be more specific. Assessing soil composition for the areas richest in minerals, spotting the differences between two sources of Fluxium and their corresponding degrees of purity, creating the best tools for the job, selecting the best areas, constructing factories to process the raw materials and so on and so forth. It's tough work, but you have managed to get it down to a tee. With your skills being what they are, you'll run little risk of running out of resources when it comes to mining for them.

Refinement Amidst Production [200] - It's not just the mining of energy that's a necessity for living, but also in refining and distributing it. Your factories have specialized means of refining energy to not only maintain its optimal state, but also to disseminate it to your population as

needed and maintain the integrity of your city. Building better factories and facilities to better enhance your production and distribution becomes easier, enabling you to create an efficient system of preserving not just your major operations, but also the livelihoods of your people too.

The Ocean's Great Bounty [300] - As much as mining provides the great bulk of Udraiken's industry, it must not be forgotten that the fishing industry is also very prominent due to the abundance of resources and natural elements present throughout Udraiken's three seas. Whether it be simple fish, to minerals with unique properties, to large reserves of energy, or even unique flora and fauna, much time is spent on harvesting the natural bounties of the waters and using them as productively and harmoniously as possible. For you in specific, you have spent much of your time developing the means of efficiently acquiring the most from even very limited fishing areas, giving you a wealth of available resources. You have also gained a great knowledge of diplomacy when it comes to seafaring forces in particular and they may be more inclined to do business with you from the outset in future travels.

Advancements And Innovations [300] - It takes a lot to maintain a city, to maintain anywhere for any given length of time even. And for you (and any good-natured Regiteor who'd likely be mistaken as a bizarrely and bafflingly benevolent venture capitalist anywhere else), this means you need *innovation*. Not just any innovation though, but the type of innovation that can only come from putting stock in wacky and wild ideas posited by random Aechraddath conclaves and members of the Great Houses who you are pretty certain were politely turned down by most of your fellow Regiteors for various reasons that you do not care to recall. As such, you have taken on more than a bit of a habit of putting together various slapdash schemes to help refine and increase productivity and genuine human happiness in the area you govern, which can include any number of bizarre contraptions and energetic constructs. Strangely, these work more often than they fail.

The Pleasantries Of Trade [300] - You have been said to be a *good* bartering partner. And not just good in the sense that you have incredible skill with your silver tongue, but good in the sense that you're a positively pleasant and enthusiastic person to interact with. It feels good talking with you and you can make well-natured chit-chat whilst simultaneously discussing the terms of a new trade route through Slan Vaatek over a spot of mid-morning tea. Resources are almost freely given when it comes to you and your trading partners simply because none are willing to alienate or burn bridges with someone who is so good at listening and understanding their concerns.

Have You Considered Your Reserves? [400] - Any good city administrator knows that you always need to keep contingencies. And contingencies for your contingencies. And contingencies for THOSE contingencies. So you like to keep a nice healthy reserve of general resources scattered around. Quite literally, seeing as how you have them buried or sequestered in caches that only you or those closest to you have access to. Just in case something happens that devastates your citystate and everyone and everything in it, you have a fallback that will allow you to recover all that you've lost over time. It may be painful, it may be hard especially if

you made plenty of big investments that didn't quite pay off, but you can eventually pull yourself back from this. Have faith.

We Need More Mechanisms [400] - Running energetic systems is an intensive and exhausting bit of labor, even in more automated systems. Interconnected networks require a lot of upkeep and not everyone has Aechraddath or members of the Houses close by enough to provide support and relief, so it often falls to you to have to figure out how to make these systems continue to run without having to stress the population out with endless intrusive maintenance or ‘patches’. By working in charged Fluxium crystals into large mechanisms of your own design, you've managed to create energetic batteries that can keep various necessities such as transport, construction and more working as intended for long periods of time without having to do much else beyond replacing the powersources every once in a while.

A City For All Life [400] - Your cities are not just places inhabited by a given people, but ones that bring in people and beings from all walks of life. From the strangely exotic, to the esoterically bizarre, to even the relatively mundane. There is a place for everyone in the cities you build and govern and with enough time, people from all over will flock to them. Whether their reasons are for the sake of tourism, commerce, scientific analysis, mystical study or any other motivator, people will always find a reason to come and experience those sprawling urban environments you've developed.

Worldly Preservation [600] - You have been appointed a task of safeguarding the land you govern and its people, to protect the vitality and beauty of our ancient home and you have chosen the means that you feel best exemplifies those principles; preserving areas of interest and unique geographical anomalies amongst the fauna and flora, places where living and inanimate things exist in various harmonization with the world around them. Due to large gatherings of Fluxium energy and your own preservation methods, you have allowed these pockets of abundant and fascinating phenomena and lifeforms to exist without risk of coming under harm, enabling them to captivate future generations and inspire rigorous debate and study. You may create similar zones of preservation in other areas with a moderate Fluxium presence, creating areas similar to places under the effects of geochaos but with mostly positive and benign interactions.

Living Breathing Metropolis [800] - The expansion of your domain has made it into a staggering self-sustaining melting pot of life itself, people free to pursue their goals, an economy flourishing across all forms of industry and it continues to grow. Your skill in administrative tasks and governance has grown at an almost supernatural rate, enabling you to masterfully operate even in the flow of such an immense habitat. And as though the land itself were in the throes of geochaos, you can witness it moving and shifting and building itself up over time as new buildings, new homes and new shops and even new mines open up or move in a near-constant state of flux. Almost as if the city has been given its own sense of life from all those within it, a blessing from Omnetheon that enables the harmonious integration of even the inanimate into a joyous sense of mutual cooperation.

In the future, any city or major urban location you govern over a long enough period of time will take on aspects of a ‘living metropolis’, a type of city that due to various energetic interactions moves and shifts its buildings and structures within it frequently, as though it were experiencing an odd geochaos phenomenon, sometimes even spontaneously generating new ones. For those used to living in the city, this is not a major detriment, but newcomers or people suddenly placed in a now-living city may feel disoriented by the constant shifts.

Member Of The Supersidia

Heroes Of The People [Free] - Having found its origins as a mere civilian guard, the Supersidia has always acted in the name of the people and welcomes with open arms anyone who would act in the joint defense of peace, unity and community from any manner of threat. Through this, you make it possible for even otherwise opposing groups to band together and unite for the shared purpose of protecting their homes and loved ones from any evil scourge, and unlike most such alliances, these ones are not temporary and will not break over time, but will instead grow stronger over time. Functionally, creating ‘branches’ of the Supersidia over time in areas where you stay for long enough.

A Single Unified Front [100] - In the face of the overwhelming threat of Viralborgia, no small effort may be excluded, no person whether they be civilian, researcher or military may be excluded. All are welcome to join in the struggle for the sake of all that exists in this and any other land. Through this, you may encourage anyone, regardless of their civilian status or mindset, to work alongside you for the sake of a mutual goal and collective benefit. They know the stakes and the risks, but will follow you into Hell should you let them.

Allies In Strange Places [100] - With the ongoing irruptions of Viralborgia throughout the various regions of Udraiken, it has become more apparent than ever before that exemplifying the harmony and unity that Omnetheon created Oneirogea with is a necessity to fight back this seemingly unstoppable menace. So the ability to make allies with any you meet of a positive background is more than necessary to build up the powerbase required to hold ground in this eternal fight. More often than not, those you meet will be more inclined to help you in situations that may necessitate aid from others.

Weapons & Glorious Industry [100] - Military resources are heavily invested by the Supersidia into a variety of weapons capable of channeling Fluxium in several different configurations, all of them built in a manner that allows them to break down and diffuse elements suffused with Necrium. The more impressive iterations of these weapons include a number of mobile biomechanical platforms capable of launching energy artillery from very great distances, providing a wide range of coverage over great areas.

Warriors One And All [200] - The Supersidia acts as one of Udraiken's great military organizations and as can be expected from this, everyone amongst it has some martial skill or combat knowledge. But more than that, they have the focus and intensity needed to stand up tall and keep going, keep pushing forward no matter the setback. As a member of the Supersidia, having a razor will and the temperance needed to hone it for the protection of your home and others around you is crucial; one cannot be broken or bowed under pressure when it comes time to defend our ancestral home.

Building Up Our Means Of Defense [200] - Since the irruptions of the force known as Viralborgia which have been present since long ago, many defenses have been built to stymie or curtail the influence of Viralborgia and the Necrium's virus-like dissemination. These defense functions are all varied based on the specific type of defense, from large walls that are incredibly resistant to energetic erosion, to Fluxium batteries capable of storing and channeling enormous amounts of focused energy, to biomorphonic tanks and artillery capable of shifting themselves into more devastating forms at will and adapting to damage done. The Supersidia has, over time, refined these older methods and has since paired them with the continuous development of their military technologies in their constant duty of safeguarding Udraiken from all past, present and future threats. A core duty of yours is to be able to replicate these designs as needed to fulfill this just cause, so you have been given the knowledge necessary to create similar means of defense and to refine existing designs.

Strength In Our Cause [200] - The sworn oath that all of the Supersidia take up is to act in the defense of Udraiken, its inhabitants and all of the numerous other beings that have coem to call this Plane their home. Because of this, Supersidia members have strong almost unshakeable beliefs and tenets that they draw strength from, making it hard to shake or unmoore their resolve. As long as they are fighting in the just defense and for the salvation of all peoples, enemies of the Supersidia will find it hard to break them.

The Arm Of Our Home [300] - It is not just Udraiken that has known elements of the Supersidia, but other places as well. In relatively fewer numbers compared to their main facilities and bases within Udraiken, it is still possible to find contingents of the Supersidia operating within other Planes or who have left behind valuable resources, information and technology for the use of the Plane’s inhabitants. As you travel, you will frequently be able to come across and recognize caches of freely available resources deposited by Supersidia elements in given locations, designed to be accessed by you or those trusted by you for the sake of providing help to yourself or to others.

Bastion And Salvation [300] - In many sectors, the military forces of the Supersidia and the Great Houses have areas that act as almost impregnable fortresses or outposts to which the people may rally behind and be more directly protected from harm. These fortresses possess numerous defenses, artillery batteries, energetic implements and more that enable them to fulfill their designated function as areas of interest in which civilians and others can flock to or in a more active role, allows them to act as impassable walls that prevent enemies from striking a blow to defenseless innocents. Building such fortresses takes time, but upon completion, each

one can reliably act as both a home for those who need it as well as a fierce means of pushing back or destroying oncoming threats.

The People's Keeper [300] - It is not just the land that must be guarded, but all of its people as well. You are not some cold unfeeling block of a person, solely dedicated to "*The Mission"* and nothing else. You live and work and bleed with the people you defend, you laugh and cry with them, you share in their greatest triumphs and their greatest defeats. When you walk into a town, the people there will greet you happily, with not just civility, but with the open enthusiasm of seeing a brother-in-arms. When you meet a research group, they will gladly include you into their discussions on the arcane arts and various topics of philosophy. Even energy traders, a group of people who may have cause to fear from Supersidia members if their line of work ends up crossing some more questionable boundaries, still have a high tendency to trust and put faith into members of the Supersidia. In places where the Supersidia is not a thing, worlds that know nothing of Oneirogea for example, people are less likely to instantly trust or welcome you, but may be inclined towards a softer stance over time with enough interaction, even when they'd typically be very gruff and hostile under all other circumstances.

Any Tool A Weapon [400] - When push comes to shove, anything can be made a useful tool and a useful means of dealing with your enemies as needed. Fluxium allows for the alteration and modification of both organic and inorganic matter and members of the Supersidia have long since developed the means to turn even base physical material into usable mechanisms or components for the construction of military technology. Even simply imbuing something with energy and shaping it into a more useful implement is relatively common.

Proficiency From Nothingness [400] - Supersidia members or those from similar organizations and Houses are often in possession of enhanced physical abilities and skills allowing them to more efficiently handle potential threats and issues, with these enhancements commonly being a result of energetic alteration within the body. But another key ability of these individuals is their proficiency in using what are often non-visibly energetic techniques or skills when dealing with opponents, often displaying advanced combat skill almost as if by instinct more than conscious knowledge. Even if you have never personally fought before or cannot recall doing so, something in your body remembers the moves and techniques you have to make at all times.

Bigger And Harder [400] - The development and refinement of weaponry is something that all of Udraiken knows on some level, with military armaments being a relatively common sight in certain sectors and most things having alternative utilities dedicated to combat or various altercations. For the Supersidia, the design of weaponry and increasingly advanced variations of it, especially in light of the Abyss of Gryvorv phenomenon, have been a key motivator in several of the sectors where they are established in a major capacity. From bio-organic tanks designed to fire charged Fluxium rounds at great distances, to huge fortress-sized batteries that can blast apart more dense and concentrated gatherings of Necrium or similar energies, to the Model R-M46.37 Stanner/Shiphter^4 designed with Megarange weaponry and an improved spacetraveling exodrive, amongst others. Technology designed for combatting and opposing the

spread of the Necrium is a commonality across all of Udraiken and whether done by the Supersidia or not, similar design principles shine through.

The techniques relating to building and designing technology similarly to the adaptive metamorphic battlesuits and energy-purifying combat emplacement used by the Supersidia are familiar enough to you that you can replicate them with the necessary materials and energies, allowing you to create and devise similar forms of military technology. You may even modify already existing hardware for the sake of creating new varieties of combat platforms.

Our Love Is A Blade [600] - *"It is not enough that we must fight for our home, but we must also wield our great love as a force in and of itself if we wish to stand against the relentless onslaught of the force called Viralborgia".* The Supersidia calls to not only those of a military background, but to all people. It speaks to the better nature of all people and pushes them towards being brave, being their boldest and greatest selves in the face of a seemingly unstoppable menace. Those around you feel a renewed strength of purpose and a strong kinship with their fellow man, a desire to do their own part in bettering the world and fighting back against the things that would do it ill. Even those whose moral fiber is weaker than many can feel the connections they have to all other things and they may choose to make decisions that act towards the goal of helping others in their own way, rather than the simple base act of selfishly promoting themselves above all else.

With Overwhelming Force [800] - The Supersidia, alongside other militarily-focused organizations and institutions such as House Beriabolt, has many interests in the development of weapons technology. But one element in particular stands out; namely, the creation of utterly gigantic battle-machines. There are some utterly gargantuan Necrium entities out there and to combat them, very large and very powerful weapons must be brought to bear. Through connections with some of the Triumvirate of Sivunaxar, high-quality metamorphic materials have been used to create enormous golems pairing the biological and mechanical in a similar way as Eudriakhorn, albeit not quite as specialized as that specific golem. Equipped with the ability to purge and purify Necrium energy into clean and usable Fluxium energy, these golems act as a strong deterrent against raids by Necrium specters and other hostile entities. They also possess a large suite of sensors, arrays and systems meant for reconnaissance and analysis of material they encounter out in the field. These golems are not infallible though and sufficiently high concentrations of Necrium can damage, or even destroy them irrecoverably.

Scholar Of The Noirmat

Furthest Voyagers [Free] - It could be beyond the bounds of universes, multiverses, extensive cosmogonies, or what have you, but somehow the Noirmat have always managed to explore and catalog information that few else can. Even in places deemed inhospitable to almost any

form of existence, you can often meet a scholar, scientist or merchant of the Norimat peddling in detailed information regarding places nobody else is aware of. When it comes to exploration, you find it remarkably easy to slip into new places and thrive in environmental conditions that would most certainly spell the doom of anyone or anything else. It is because of this that you know for a fact that your information is reliable, because from what other source could it have come from other than you?

Pursuers Of The Great Beyond [100] - Scholars of the Noirmat seek all the information they can about the Planes of Oneirogea, both known and unknown, seeking to compile a collective archive of all that exists within the Ever-Growing World. To that end, you have become quite experienced in seeking out and documenting unique flora and fauna and identifying their specific properties or even abilities they possess. This fascination is in some ways obsessive, and you may focus on extensively cataloging and analyzing a specific type of flora or fauna to exhaustiveness, with the added benefit of an inherent understanding of how it may think, function or behave.

Keeper Of The Codex [100] - As scholars, merchants and researchers from an unknown Plane, many things regarding the Noirmat are shrouded in mystery at this moment, but one thing is true; they seek the completion of the “Codex Noirmatic” and to those ends they have gathered and compiled information from everywhere they've been. The full Codex is nowhere near complete in any format, but to act as a record of all that you've seen and analyzed, you keep a miniature version for personal use. As you grow your library of knowledge, this Codex will update in real-time to reflect new information regarding new phenomena, flora, fauna and elements thereof with the implicit understanding that this gathered data will be sent up to the greater Noirmat. These records also act as a means of storing mystical data and archives of advanced energetic shifts or fluctuations, which can make it an invaluable tool in the act of trade and bartering.

Extended Demonology [100] - Despite claiming to come from all walks of life but especially some of the most humble, the Noirmat have an uncanny understanding of the demonic, with a wide repository of information regarding a variety of unnatural entities. This, in conjunction with them using some Viralborgia-derived terms, has led to some suspicion being cast upon them albeit nothing that would damn them in the public eye. When it comes to having to analyze the properties of some demonic power or agent in the field, you have the benefits of the Noirmat's combined knowledge behind you which makes understanding things from demonic texts, to spoken language and even some measure of their individual make-up much easier for you than it would be for most others.

Fascinating Visages [200] - The Noirmat believe in the usage of images to tell a story about a place, person or object, their stories immortalized and archived for all future generations. Each bit of information you successfully analyze regarding a given type of flora, fauna, phenomenon, person or even whole locations will be compiled along with a visual signifier of the data you have collected. Through these, you can directly project images depicting the types of entities, places and environments you've previously cataloged. Each bit of data collected likewise gets

added to the overall archives of the Noirmat and may be used for trade amongst either the inhabitants of Udraiken or elsewhere.

Aid From Unusual Places [200] - The Noirmat has expanded its influence in many areas, with the chances of finding a representative of it somewhere likely regardless of where you go. These representatives often make themselves useful beyond just their archival and analytical purposes by telling people about certain critical events or issues going down in the general location, and often leverage further assistance with material resources and as much detailed information as they can provide regarding what the threat is or what it can do based on what they've recorded. Finding these representatives is often a fairly simple affair for fellow members, so if you ever need to consult one of your fellows regarding a given place, chances are that they're somewhere nearby.

Contacts Near And Far [200] - The Noirmat have a fair number of contacts scattered throughout the Ever-Growing World and certainly more than a few in or around Udraiken. If a member of the Noirmat needs assistance somewhere, they can punch in for one of these contacts and will usually get some kind of response as a thanks for services rendered; these responses vary from offers of goods and resources, to information on the local area, to even providing general assistance by sending a representative to physically aid the Noirmat member. Examples of whom the Noirmat may call upon for assistance include: members of the Aechraddath conclaves, members of the Great Houses and certain members of the Supersidia.

Disturbing Spectacle [300] - The Noirmat have such experience in regards to cataloging some of the more nightmarish Necrium-derived horrors that exist that some have developed a sort of ‘deviance’ regarding it; they yearn to study the entities closer, to scientifically analyze their behaviors and abilities far more than some would argue is healthy. Whilst these experiments regarding said entities have led to more developed countermeasures against them, the fact remains that these obsessive Noirmat members have something akin to an unhealthy addiction towards interacting too closely with the Necrium and as such, have far more scrutiny and worry placed on them than most of their fellows. As someone obsessed with over-analyzing the various Necrium specters present in Udraiken, you have both gained a lot of knowledge regarding them and certain sub-entities, but you have also acquired an understanding that you can't openly broadcast this obsessive desire freely.

In places outside of the Ever-Growing World where Necrium is nearly or completely non-present, your obsessive knowledge may instead make itself known as an unnerving fascination and understanding of the local dark entities, as well as an overwhelming need to study them further.

Tools Of The Trade [300] - The Noirmat possess an interesting knack for manipulating the instruments and tools they find or acquire from other places along their wandering explorations, wielding or utilizing them as though they were practically born with them. Their rigorous analysis and innovation, alongside various energetic interactions in their experiments, has allowed them to alter said tools to a variety of uses, and each unforeseen interaction that occurs is more data

they can add to the ever expanding chronicle of the Codex Noirmatic. Due to their mindset, it is easier for Noirmat representatives to learn and utilize tools from unknown worlds once they have acquired some examples and can construct a functioning model of them, to which they can use it as a mapping point for further experimentation and analysis.

Transfer Of The Written Art [300] - Trade or correspondence requiring information only they have access to is a core method for the Noirmat to forge alliances and maintain connections, due to the immensely dispersed and esoteric nature of the organization. Scholars and researchers who are a part of the Noirmat place a key focus on records or other sources of information, especially of a type they are unfamiliar with and most they encounter are willing to deal with them by trading information in exchange for texts, archived sources and other bits of knowledge that the Noirmat has acquired. The Noirmat will gladly help regardless, but the acquisition of new data for research, experimentation and archival is still deeply appreciated and is a big factor in many of the bonds the Noirmst has forged with other groups and organizations.

In your case, almost anyone is willing to open an exchange of information once you offer some of the Noirmat's gathered research and they will work with you in good faith both before, during and after the deal has been made.

Index Of History [400] - The Noirmat knows who you are, they know what your life has been like, they've taken notes and have even debated over it before. Records change over time just as people change, but the Noirmat possesses the ability to create elaborate visual archives of a person's history and exploits up to a point. These indexes of a person's adventures are not fully comprehensive lists of their entire lives or all that they are and often start ‘in the middle’ from a storytellers perspective, but they convey enough passing information that you can acquire a general tell for who a person is and what their story is like from the choice bits of information recorded.

Languages Enciphered [400] - For people outside of Udraiken and Oneirogea as a whole, it is *very* difficult to figure out what is being said or talked about if they are not speaking in a commonly understood language, and it can be especially hard with the Noirmat, who seem to make a point of using the more commonly esoteric Oneirogean languages and their ciphers for ease of communication amongst themselves. Those from Udraiken and of Oneirogean descent can generally follow along with whatever you're saying but more convoluted phrases or talking points are known to pepper your speech, and for most other people, they can't understand you at all. This can make it easier to hide information from prying eyes, but it can also make it harder for other people to know what you're talking about if you're outside of Oneirogea and don't have a translator handy.

Unearthly Lore [400] - People of Udraiken are generally made of tougher stock, having lived their entire lives alongside unbelievable beings and phenomena. People from elsewhere…not so much. Many of the entities or histories of Oneirogea are difficult to parse or understand for people outside of it, many of whom are baffled or stumped by many of the things you can show to them. Some individuals in particular, when presented with certain entities of an extreme

nature, may simply break mentally in some manner; either laughing uncontrollably, adopting a hostile and snide attitude as they mock your claims, outright dismissing anything you have to say and other such behaviors. Individuals may also report having strange dreams or visions after being exposed to more intense information regarding Oneirogea and its inhabitants, often vaguely relating to Viralborgia.

Gathered Minds [600] - Many people dedicated to discussions on philosophy, cosmology and the arcane arts seem to find some association with the Noirmat in some form or another. As though attracted to their representatives in some manner, known members of the Noirmat can often be found engaging with large numbers of likeminded individuals on a wide assortment of topics relating to the subjects of metaphysics, many philosophies, theology and more; they often share theories or their own speculation regarding how everything connects and take into account the responses and similar theories from their audience. As a Noirmat representative, you also seem to have a presence that draws in similar people, such as philosophers, scientists, explorers, researchers and others, and it can be quite common for you to be lost in intense discussion with them for long periods of time. This presence of yours also makes it easier to connect with people of a similar-mindset and makes them more amenable to engaging in discourse with you, which can help to curry favor or strike bonds in unfamiliar places.

Connected Force [800] - Through the unified effort and techniques of many from the Aechraddath conclaves, local mage associations, Great Houses and some other institutions working with the Noirmat, a means to more directly and safely channel energy from the Fictogrammatons, totemic artifacts or objects representing spells of a certain immense quality, has been developed. These methods are unwieldy and have mostly been focused on rejuvenation and spreading beneficial essence around at the moment, but further refinement is in the works. This is in part an extension of a more long-term effort by these groups to comprehend the inner workings of the Fictogrammatons via less abstract or extreme methods of conceptualization and interaction.

Items

***You are given two discounts on Items, for 200 and 300 CP items respectively.**

Block Of Pethriavor [100] - A block of a very hard dark material hailing from the city of Lazarnan and the material well-known for making up the fortress-citadel of Black Distarne, the material giving the citadel its particular coloration from which it gets its name. Immensely durable, this dark stone is a major contributor in why the walls of the fortress have endured for centuries and have yet to fall. Complete with its dark and lustrous coloration, and there is a majestic yet threatening aura behind this material.

Small Fluxium Mine [100] - A small mine-system, leading to a source of Fluxium crystals. These crystals may be harvested and once done so, they will slowly replenish over time with no limit to how many crystals may be generated beyond the size of the mine itself. These crystals may be taken and used to power a number of devices, contraptions and arcane arts or simply sold to act as a very lucrative source of alternative income.

Contained Artificial Portal [100] - A device containing a small, low-level aduvector portal created by House Ransmutek for the purposes of energy detailing and examination. By its very nature as a low-level artificially-induced portal, it is extremely unstable and cannot survive beyond the confines of the containment device that it's in. But it also allows for the controlled observation and study of a Portal with very low risks.

Mnemonic Ancestor [200] - A specific type of biomechanical device, the Mnemonic Ancestor (MNEAN) is a biomechanical device that depicts the face of a deceased mentor/teacher/significant figure that their student or apprentice has integrated into their body/biosuit in some shape or form, acting as a sort of static pseudo-living remembrance of them. Many Piquol-sorcerers and similar biomages have one or more Mnemonic Ancestors.

Energy Repository [200] - A large facility designed by the Aechraddath for the purposes of cataloging and analyzing the properties of stored Fluxium energy. Various subtypes of positive energy can also be stored and examined with the ability to determine various properties, effects on wildlife, rates of effect and more. Incidentally, the facility is also mountainous in size so it would be wise to have lots of extra space before you deploy it.

Mining Complex [200] - Your very own start-up mining complex, built to facilitate the safe and reliable harvest of Fluxium crystals from the ground. Some physical work is still needed in regards to transport and actually identifying what crystals hold the greatest purity, but it is a good start in beginning your very own mining industry without having to build it all up from the ground.

Fishing Facility [300] - A facility built for the processing, cleaning and eventual selling of fish. A key facility in any burgeoning fishing area, this complex mostly relies on being situated on or near water to reliably function at maximal efficiency. In its optimum state, it can conceivably process/produce enough fish or other aquatic based life and resources to reliably feed any arbitrary amount of people indefinitely.

High-Grade Metamorphic Materials [300] - Metamorphic materials developed and collected by the Aechraddath and Great Houses. Commonly used by biomancers and other mages for the sake of attuning themselves more effectively to certain energies or for enhancing certain natural abilities. It should be kept in mind that due to the highly energetic nature of these materials, there is a high chance of mutation or sudden and often permanent physical alterations. Safety is advised.

Fluxium Reserve [300] - A Fluxium reserve, similar in nature to but far smaller than that of Nimbalsc. Fluxium concentrations of a large quantity are present in the geographic features of this small pocket of Udraiken land, floating upwards due to the presence of continuous geochaos episodes in the area. Acts as a clean source of fluxium energy for experimentation, but due to the high amount of energetic interactions present, also periodically generates portals that could send you to theoretically anywhere.

Vriondex [300] - A type of “beacon” or strange monument equipped with a screen, said to have been present since a very long time (possibly even “ancestral times”). The purpose of the Vriondex is incredibly nebulous, but in terms of actual observed function, these “beacons” are commonly believed to have been made by the Aechraddath to transmit information or news to the many different inhabited points of Udraiken. In a similar manner, you may use these to transmit any useful information or announcements that you may want to make over a wide area across many different localities.

Automated Subway System [400] - Energy-infused underground subway system that allows your city or locality to transport or receive goods, services and general resources at incredible speeds from wherever the subway system connects to. It does require an extensive amount of space being built under the general area for it to run effectively however, and some occasional maintenance in the event something fails or breaks down, but these problems do not change the fact that having one of these makes supply and demand much easier than they'd otherwise be.

Ubriammoth [400] - One of the *Flying Metropolises*, immensely large cities capable of entering a state of sustained flight for specific intervals. These gargantuan metropolises are primarily used as resource and trade centers with the rest of Udraiken, but have been adapted into a number of uses over time up to and including research, scouting, analysis, and even defensive/protective endeavors. Each Ubriammoth is unique and no two flying metropolises look or function exactly the same.

Fortress-City [400] - A citadel large enough to rival some of the ones present on Udraiken. This fortress is in possession of massive energetic cannons capable of firing specially designed Fluxium shells built to erode and push back concentrations of Necrium in a given area and on top of that, it possesses great enough living space to house an almost arbitrary number of people. Whilst its overall defenses don't quite measure up to the fully dedicated military outposts of organizations like the Supersidia, it is still a formidable installation that is quite capable at holding its own against various threats.

Blessed Monument [600] - A monument from a sacred place maintained by the Omnetheon Ecumenaear said to have been part of a series of structures touched by the Omniancestors eons ago, during the time when Humanity first opened their fledgling eyes. Touching it fills you with a sensation of rejuvenating warmth, strength and peace, and making a peaceful request for communion under it calls upon the spiritual manifestation of a servitor of one of the Omninacestors. This servitor appears in a very abstract format, but is no less a positive force. It

will listen to your plights and regrets, your personal failings and all your trauma, and it will simply act as a comforting presence for however long you need it to be there.

Companions

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

Tierdevan Viersvolc [100] - Related to Eiddevran Viersvolc, Tierdevan is a magnarchivist from House Thranderbury following in the footsteps of his relative and working to assist in various matters relating to the Abyss of Gryvorv phenomenon. Much like Eiddevran, Tierdevan is originally from the lands of Specta Routhenes in Orepirrus but came from that Plane to assist Udraiken alongside many others, intent on using the innate abilities of their bloodlines and racial characteristics to become important components of House Thranderbury. As a member of the Viaspahn race/lineage, Tierdevan is gifted with racial mnemonic and endemic abilities, as well as the knowledge and ability to develop biomechanical grafts that enhance mental information management.

Currently, Tierdevan has focused his efforts towards the documentation of the various energetic fluctuations and subsequent phenomena that have emerged in their wake following the Gryvorv phenomenon and regularly shares his findings with other members of House Thranderbury.

Binan Gou'tëxnuvorl [100] - A boisterous high-spirited young lad and an apprentice-aspirant of House Gounathar, the Great House dedicated to mastery of the Fire element. With a body well-built and defined from his life as a simple farmboy, along with a rugged appearance, Binan is considerably stronger than what his apparent age might imply and is often observed training or testing himself in new ways every day which compliments his highly athletic and intensive lifestyle. Loud and boastful, this aspirant may come across as bold or even brash in how he speaks, but can be oddly insightful into people's true natures when he needs to be.

Binan's core focus as of right now is investigating and discovering new ways to utilize the Fire Element by going around to various areas of high energetic turbulence and “tempering himself” by seeing how long he can endure the intense environments.

Fujziciperdös Derduonër Svorech [100] - A portal-summoner hailing from House Ransmutek. Svorech studied under several renowned Ethrizeon-Cantor during his time as an aspirant before being promoted to full membership and has since then taken to the deep study of artificial portal generation. Despite the more controversial nature of portal summoning in recent times, Svorech

is well-respected in quite a few circles for being good-natured and kind, with the majority of his efforts going towards trying to map out the exact extent to which an artificial portal may be summoned and sustained over an extensive period of time and how to lessen the likelihood of it becoming unstable or sending someone adrift into an unknown location or even an entire Plane. To this end, he has published numerous theories and written reports regarding his progress, as well as some of his beliefs regarding the nature of the Void or Hyperplane.

At the current moment, Svorech is currently in the territory of Nimbalsc to observe and record the natural portals formed as a result of the Natural Reserve's continuous geochaos formations.

Mzer'ulcuarn Dedeverth-Ozolvy [200] - A young Piquol-sorcerer from the Vosprodea region, with a somewhat comical nature and love of practical jokes. Mzer was mentored under the Piquol-sorcerer Gechradan Auvuraon-Vyul from the Plane of Orepirrus, and (some say unfortunately) seems to have taken on his whimsical sense of humor. Mzer, in a reflection of his mentor perhaps, often has the lower half of a large quadruped beast and oftentimes changes the exact shape, coloration, limb configuration, texture and skin pattern of said lower half whenever he speaks with someone, seemingly for no other reason than his own entertainment. Mzer wanders the regions of Udraiken and never tends to stay in one place for long, experimenting and exploring as he does so, gaining funny (or 'funny') stories on his numerous adventures and is always eager to share them with new listeners or would-be passerby.

Unknown to many, but Mzer is actually a part of a team formed of Gechradan's friends, colleagues, and proteges who have undertaken a project of great importance that involves the discovery of yet unknown Planes, as well as the discovery of new energetic abilities and enhancing those already known; it is Gechradan's belief that by exploring and charting these distant and unknown frontiers, they may gather and investigate new knowledge that would undoubtedly be useful for their ultimate goal of eradicating the ultimate threat to Udraiken and all the other Planes of Oneirogea. Currently, the majority of Gechradan's team is situated in the Specta Routhenes sector of Orepirrus, experimenting and conducting further analysis of their great project.

At present, Mzer was last reported in or near the Lodroiken region, apparently having created his own variant of the Mechriagloph or Laughing Lungs creatures that he has referred to as the "Singing Lungs" and set them out to roam the region with their abilities of biological energy-fixing and cleaning. Supposedly, the creatures sing their songs in a wide variety of the languages of Oneirogea but encoded with hidden messages that when translated, reveal they are actually the musical versions of several convoluted jokes, that the creatures can't help but rumble with hysterical laughter at in the odd moments when they stop singing. As expected of Gechradan's student.

Czirxisc Blagnnaphdgia IX [200] - A Piquol-sorcerer from the Order of Jurevex, Czirxisc is a woman of integrity and focus when it comes to the study of the arcane arts. Czirxisc's mentor, Piquol-sorcerer Aquwept△Htevarn, was unfortunately caught in a large energetic disruption during a sudden geochaos manifestation during the days of her apprenticeship and the event

tore the man apart and scattered his essence. In remembrance of him, Czirxisc has assimilated his MNEAN (Mnemonic Ancestor) into her biosuit. Czirxisc is mostly dedicated to the study of the arcane arts and their technical applications, as well as a wide spectrum of philosophies regarding the intimate connections between the spiritual powers that act throughout Udraiken and its inhabitants. Her love for spirited debate is such that she is known to engage in scholarly discourse with like minded individuals for weeks at a time.

Czirxisc is presently in Dunesire to make a formal presentation of some of her more elaborate theories to the Mage associations there.

Y'gursösc Rulin Darukhar [200] - A Piquol-sorcerer from Sivunaxar and with heavy associations with House Alindranach. Rulin has made a number of golems and other constructs capable of long-distance energetic projection, enabling communication over a wide area. His more recent escapades have involved trying to use the summoning techniques of House Alindranach to channel spiritual entities of Fluxium into constructed bodies as part of an experiment in what effects this can generate within the body of a pre-prepared golem. When he is not engaging in any experiments, Rulin may be commonly found interacting with the citizenry or engaging with his fellow mages on a large variety of subjects.

At this time, Y'gursösc is attempting to negotiate a deal with some of the Kerulvar Beastmasters.

T'inö Desdeusmin [200] - An eccentric and curious Piquol-Sorcerer, clad in a biosuit that completely covers them from head-to-toe, hailing from some unknown sector of Udraiken. T'inö is the stereotypical Udraiken Piquol-sorcerer at a glance; haughty, cocky, and disdainful of outside opinions. But as an acting student of Gechradan Auvuraon-Vyul, he has inherited his master's sense of whimsy and a love for bioengineering and experimentation, which he takes measures to contain through the safe enclosure of his biosuit. T'inö is one of a number of individuals connected to or associated with Gechradan operating in Udraiken, gathering and analyzing various types of energetic abilities for study alongside his fellow students, but T'inö has since taken an interpretation that anything he has not seen before in fact qualifies as a “unique energetic ability” so he tends to chronicle or study any random seemingly unusual activities of phenomena or individuals for very long spans of time and is convinced of their ‘special’ properties no matter the context in which they're encountered.

At present, T'inö has been obsessively following a traveling troupe of performers and studying their every move, fully convinced that they are a group of previously unknown ‘legendary potentials’ with connections to some random bit of esoterica he had read about from a scroll taken from a Magnatemple of the Ecumenaear.

Agrarim Sdyusmvolka [300] - A handsome and often beleaguered Regiteor operating out of the Lodroiken region. The proximity of his city to the Brave Sea means that it is almost constantly being bombarded with large amounts of energetic, environmental and geomorphological phenomena at all times, which has led to Agrarim having to constantly micromanage some form of would-be disaster or extreme situation that requires his personal

involvement, when ultimately the man wishes solely for a peaceful life. Despite these troubles, he has maintained good relationships with his neighbors and has a strong trade industry with the Planes of Orepirrus and Anfryon. Due to his low self-confidence however, Agrarim often considers the regular goods being sent to the city as a gesture of pity rather than the goodwill that it is.

At this time, Agrarim is presently in a bar trying to see if he can make himself blackout drunk in record time.

Kintar'nö Quesvern [300] - Regiteor whose area of governance is within the Thraudemmir region. A very flamboyant and extravagant man, who also happens to have a good eye for tactics and strategy as well as a strong sense of justice. Quesvern mostly maintains the city's upkeep through a large series of Fluxium deposits scattered through the general area and where harvesting these deposits cannot provide, he also engages in frequent dealings with other local city-governors for trade and other material resources. When he is not busy with managing his own internal affairs, Quesvern collects books and notes regarding the history of Udraiken and the period of Humanity's first awakening in the Plane, having stated an interest in trying to decipher the various events in the early days of Humanity within Udraiken and their connections to the Guides.

Kintar'nö is presently considering an offer to travel to Ymevarn to study the ancient human settlements there, but is not quite willing to leave his city unattended.

Södreon Draekmuitr [300] - A regional 'governor' hailing from Slaevartr and now operating near Velnuor Amnoreath. Despite technically being in charge, Södreon is mostly there in a more administrative capacity to watch over and protect the sector and its inhabitants, with people personally scouted for their reliability and skill being the ones mostly left to run the day-to-day operations. As a former inhabitant of Slaevartr, Södreon is well-suited for not only the colder climates, but also general lack of livestock and agricultural resources and though his region is nowhere near as bad as his home, he still takes measures to ensure his people have a large amount of resources at all times and that they are always comfortable. His broad focuses mostly relate to maintaining his region's fishing and trade economy, though he is also known to help in the production of various high-rate materials for use in the region.

Södreon is focused right now on securing a new trade agreement between his area and Ul'Gharne.

Rersdurvos l'ogasknixs Gtervinn [400] - A member of the Supersidia, Gtervinn is part of a contingent stationed near Grinholmer to help guard Iverolskan Pass from possible attack due to the advancement of the Abyss of Gryvorv. Strong willed and focused on his task, Gtervinn was part of one of many settlements near Rang'Lak and Shenan Rek that suffered from increased Necrium emergencies prior to their eventual abandonment after the fall of those two cities. Now a part of the Supersidia, Gtervinn has dedicated his abilities in finely manipulating and

conducting energy through various armaments towards pushing back the advancement of Necrium abominations spawned as a result of the slow advance of the Gryvorv Abyss.

When he is not on duty, Gtervinn takes the time to tune and recalibrate all the various weapons his unit uses.

Morothim Ferdra'k'rak△Saöliuox [400] - A Piquol-sorcerer with close associations to the Supersidia and the Mage associations of Dunesire, dedicated to the study and development of metamorphic materials for military application. Having tested and generated some of these materials from within his own body, Morothim is a curious sort who some among his associates worry in regards to how extreme some of his self-focused bio-experiments are, though he has assured them that he has taken the necessary safety precautions and has safeguards in place should one of his mutagenic products go too far. Whenever he bears success, he transfers it over to the Supersidia and the sorcerer guilds of Dunesire for them to examine and assess for any hazards, flaws or imperfections.

At this time, Morothim is testing out a new prototype energetic cannon that one Supersidia member has presented him with.

Otho Z'xaskyr [400] - War-mage of the Supersidia, who has served for many years. A veteran of many conflicts against Necrium-formed horrors, Otho is a capable strategist and tactician who has been very dedicated to the protection and defense of Udraiken, utilizing high level energy manipulation to fight back against the continuous progress of Viralborgia throughout the regions affected by the Abyss of Gryvorv phenomenon. Off-duty, Otho is a historian and archeologist who delves into ancient ruins to discover secrets of the past or ancient artifacts of various forms.

Currently, Otho is reviewing information concerning the area of Qolver.

Pithykr Jikaldesmr [800/600 for Scholar Of The Noirmat] - An enigmatic figure, believed by many to be a member of the elusive and esoteric group known as the Norimat, Pithykr is a strange man dressed in a dark-colored robe that seems to cast a lingering sensation of many eyes watching you all at once. Very polite and cordial to all he meets, Pithykr is primarily a researcher and philosopher, eager to learn more about the various Planes and worlds that exist. In exchange, he offers many of the consolidated archives he has made or acquired during his supposed duties as a part of the Noirmat, only asking for a story or some other fascinating tale that he has never heard before so he may record it. Pithykr also has many rare or unknown instruments and artifacts, many of which seem to come from unknown Planes from outside Udraiken.

Drawbacks

Elementary Geochaos [+100] - There has been an increase in the spontaneous manifestation of new energetic phenomena, and with them, new varieties of geochaotic phenomenon as well. From the ground splitting and floating off into the sky, to gigantic forests and swamps sprouting up out of nowhere, there's really no telling what fascinating or potentially disastrous event could emerge as a result of geochaos. This can and will make travel between points of interest more difficult and potentially treacherous as well.

The Spirit Of Debate [+100, can be taken three times] - Someone has posited a theory on a background you simply *had* to debate them over and one thing led to another, and now you are in a large debating theater with hundreds of young adept mages and similar individuals discussing the rigors of various theories regarding the arcane arts. This has gone on for months and you would be wondering what you were doing before you got lost in this debate if it wasn't for someone making a claim that has already got you shooting to your feet again.

Problems With The Mines [+100] - There seems to be an issue with the local mines in a nearby sector, Fluxium energy colliding in large amounts and producing very intense metamorphological phenomena, such as causing giant crystals or twisting spires of rock, dirt and plant life to emerge. This has made it difficult to navigate the area as well as impacting the sector in a negative way and until you or someone else deals with the issue by quelling the energy disturbance, the energetic disturbances will continue to disrupt the sector's peace and economy as well as cause general problems for you due to things continuously lining up that puts you in situations where you need to pass through the sector.

A Show Of Mages [+200, can be taken twice] - A group of around 12 or so mages have come up with an interactive means of experimenting with the arcane arts and they wish to test it with you as a participant. Through elaborate Fluxium manipulation, they have shifted their forms into various common creatures of Udraiken and now ask that you try to find them and see if you can discern the differences between them and some of the other common landbeasts of Udraiken within a certain time frame (often coinciding with the end of your 10 years), before they scatter into the far reaches of Udraiken. Fail and you will forever be marked by the embarrassment of being outplayed by a group of playful mage acolytes.

Troubling Discovery [+200] - You have found a large series of abandoned structures and desolate land, with no signs of the area's inhabitants whatsoever. An odd feeling of dread and dismay fills you the longer you remain here, stemming from an unclear source and you quickly leave, but the uncomfortable feeling does not leave. In fact, it almost seems to have intensified even as you go about doing your normal routine.

(Unbeknownst to you, something has followed you; it is a type of Necrium specter, impossible to perceive naturally, and it has attached itself to your core essence. Mostly mindless, it is slowly assimilating itself into the center of your being and unless skillfully removed with external aid, either by a powerful Fluxium-aligned spiritual manifestation, a gathering of skilled Aechraddath and other mages or in the grounds of a temple to the

Omentheon Ecumenaear, it will fully convert you into Necrium which will destroy your body, identity and spirit in the process in order to produce a powerful type of Necrium entity. In the event that you move to a new body or possess multiple bodies and manifestations, the specter will attach itself to all of those simultaneously via an undetectable sympathetic link).

Sacred Pilgrimage [+200, can be taken three times] - You feel a compulsion to journey far, to the holy and sacred places where it is said were touched by the Omniacestors, Great Guardians and Omnetheon Himself in ancient times. Through this holy pilgrimage, you desire to learn more about yourself and to better understand your place in the great unity of existence, a communion with the harmonic Concord that was there to guide and guard Humanity when it first opened its eyes upon the shores of Udraiken so long ago. This need for pilgrimage manifests as an intense longing from within you; though you can put it off for other matters, you *will* eventually make the journey.

Shifting Positions [+300] - Due to being accidentally caught in a strange case of geochaos, you are in a constant state of transposition, which causes your body to flicker between Udraiken and the continuum of some unknown Vastoplane. This can be deeply disorienting and uncomfortable, having your very sense of self pulled between differing points that do not sync up. Thankfully, it doesn't seem to actively harm you, but it makes you…*insubstantial*. It is hard to interact with things when most of yourself is somewhere else, after all.

Brave Struggle [+300] - At some point you stupidly took a dare to see how long you could handle sailing out into the middle of Velnuor Sathronn before the intense energetic disturbances and phenomena forced you to turn back. Now deep in the middle of the Brave Sea and completely lost, you have come to regret your poor decision-making skills. The energy fluctuations, high amounts of geochaos and other phenomena have thrown your sailing ship way off course and you're now stuck for however long it takes until rescue comes. And until then, you'll have to deal with dangerous energy shifts, incredibly powerful waves and storms, sudden geochaotic shifts and more. You also believe that you saw large monstrous shapes emerging from the stormy fog on a few occasions, but you dismiss those as the clear signs of sea madness setting in. Nothing to worry about.

A Ghoulish Procession [+400, can be taken four times] - The Supersidia has sent out an alert that a large procession of Necrium specters, headed by an especially powerful and old Larsagul*, has been marching through and destroying scattered settlements throughout the Lodroiken region, converting them to Necrium and slowly amassing greater and greater numbers over time. If not stopped, there is a great risk that the combination of the increasingly greater numbers of Specters as well as the deleterious energetic influence of the Necrium could render all of the afflicted areas completely uninhabitable to any form of life, with risk of the horde spreading to assail other regions once they've amassed enough power. The Supersidia has already dedicated forces to try and push back this tide of monstrosities, but more assistance is always welcome.

It is also unfortunately rumored that the host might not be in the command of the elder Larsagul at all, but instead by a colossal Veurmnorg'dzavëul**, making the already terrible situation far worse. But the presence of such an entity has been unconfirmed at this time.

***See the original Terra Hypnagogica document or the Fauna Hypnagogica lore cards**
****See the original TH document**

Belmordio Blues [+400] - Your rampant love of hedonism has driven you to new depths of degenerate behaviors. Now, you find yourself craving the “Belmordio experience”; the delights of endless drug-fueled binges, the pleasures of the finest metamorph concubines, the pleasures of its exquisite meals at all-you-can-eat restaurants and buffet tables, the exotic experience of using their special poisons on yourself simply for the thrill of it, etc. You are so obsessed with Belmordio that unless physically restrained, you will try and make a beeline for the city of endless delights regardless of what situation you're in or the dangers that doing so may pose.

The Mutation Crisis [+400] - By the actions of a rogue biomancer, a sudden string of dastardly mutations has swept over several sectors of Udraiken, turning people in the affected areas into colossal abstract beasts. Including you as it so happens. This isn't harmful, and the people retain their minds, but it *is* annoying. Now frustrated by this slight against you, you must now track down and stop the mad biomancer as he cackles his way through the lands of Udraiken, mutating people and generally being an annoyance. He's probably even rubbing his hands as you're reading this, deviously plotting his next metamorphic scheme.

Oh, and the sudden rash of mutagenic energy transformations is also causing a gradual and increasingly bizarre geochaos phenomenon which is producing more and more giant flora and fauna in response. Many amongst the Aechraddath and Great Houses are rejoicing at this, and some are wondering why this Tuesday is being so slow.

Recorded For Posterity [+600] - You have been commissioned to take recordings and images for both the Great Houses and some representatives of the Noirmat of unique phenomena and flora/fauna in a variety of areas throughout Udraiken. The more unique and fascinating the subject matter, the better. There are also others who have been entrusted with the same task however, and some of them have roped you into a challenge to see who can record the best, most exotic, most bizarre and most overall fascinating subjects before the time comes to cash in what you have. Naturally, you just couldn't turn it down and now you've found yourself in a race to the finish line. May the best man win.

Scenario

UDRAIKEN: A CROSS-PLANAR ROADTRIP

It's a mostly average day in Udraiken, a day no different than any other on the Plane. Except when news of a certain package from Slan Vaatek happens to make its way to many organizations and institutions, a package of critical importance in some unclear manner. This package has apparently been passed around between various points across various Planes and has only now ended up in Udraiken. Suspicions emerge that it is some artifact of the Noirmat which may hold invaluable information collected from the numerous places that the Noirmat have traveled to, information that could greatly benefit the forces of Udraiken. Unfortunately, it is said that those in possession of the package are also being hounded by oddly large gatherings of Necrium specters and similar entities reverberating with negative energy. It seems that Viralborgia has caught word of the presence of the package and are intending to waylay any force seeking to transport it to the Aechraddath, Great Houses or Supersidia. Not helping matters is that whatever the package contains is extremely energetically erratic and frequently slips in and out of various Vastoplanes or falls into the Void/Hyperplane and needs to be collected from whatever random location it finds itself in.

With a host of Viralborgian-derived nightmares hunting for it and an insane list of possible locations the package and its potential courier(s) could be in, it's a race against time to find the package and get it to whoever needs it. Time's ticking, child of Udraiken.

Rewards upon completion: Allows you to port the Aechraddath conclaves, Great Houses, Supersidia and access to Udraiken into any future jump.

End

And so your 10 years are up, and your time in Udraiken has come to an end. The question remains now; what shall you do?

STAY

So you stay. You remain in the endless ever-expanding Plane of Udraiken and spend your time exploring and discovering, seeking all the new riches and adventures that the ancestral home of Humanity has to offer.

LEAVE

Despite its richness and its bounty, Udraiken is not where you wish to end your journey. There are other worlds, other stories to seek. You venture on, content with the memories and experiences you have made here.