



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

**FROM THIS PRIMORDIAL CHAOS  
I CALL YOUR NAME**

**BE MY COMPANY  
IN THIS TURBULENT INFINITY**

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

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

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

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

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## ***Origins***

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

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

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

**Traveler [100]** - You are an experienced wanderer of the myriad realms of Oneirogea - you have walked in the shadows of Sacred Beasts and mighty Piquol-Sorcerers, experienced things that are unfathomable to minds both mortal, divine, and beyond divine ken, and witnessed the unfathomable power that flows all throughout Oneirogea - raw and untamed. You know of and can manipulate the powers of Fluxium and Neutrium-aligned energies, and you know of the

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

**Piquol-Sorcerer [200]** - You are a member of the ancient and mystic conclave known as the Aechraddath, or more commonly called the Piquol-Sorcerers. Masters of extreme and intensive bioenergy manipulation and usage of Fluxium energies, Piquol-Sorcerers are renowned all throughout Oneirogea as being some of its greatest scholars, biologists, philosophers, explorers, stalwart defenders, and more. They have studied the flora and fauna of Oneirogea since time immemorial, as well as the various energetic relationships between themselves and their environment.

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

**The Supersidia [600]** - The greatest and most unified organization present on Oneirogea, alongside the Great Houses - the Supersidia presents an immense force for good across the many lands of Oneirogea, aiding and defending all of its people against the virus-like dissemination of Necrium and the growing influence of Viralborgia. The Supersidia stretches to and has influence in almost every corner of Oneirogea, but forward operations in recent times have forced it to focus on Udraiken, a major place of interest to both the Supersidia and other forces as the struggle against the Viralborgians rages on.

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

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### ***General Perks***

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

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

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

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

**Offering The Seeds [300, discount for Piquol-Sorcerer]** - One of the Great Guardians of the Omnetheon has noticed you, whether because of your deeds or because of an unknowing offering that was made onto them. Every day, a Sacred Beast (a manifestation of said Guardian) will be found near wherever you are, carefully following and watching over you whilst exterminating any Negative entity that draws near - along with this, a number of other entities, familiar and unfamiliar, may be manifested in the surrounding areas with their natures altered in some way to make them unfathomably hostile to Necrium-based entities or phenomena. These manifestations will be dispelled come nightfall, but will reappear the following day.

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### **Human - Perks**

**Quiet Manipulation [100]** - You can carefully and subtly manipulate and alter small amounts of Positive and Neutral energies, enabling you to generate minor localized effects (causing small

showers of rain, brief lightning or thunderstorms, small burst of fire, etc) or alter phenomena to be more beneficial to yourself.

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

**Power Attack [100]** - Through simple action, you are capable of producing a burst of energy with enough force to completely annihilate or vaporize a target's body, reducing them to a greasy smear in the absolute best case scenario - for them, that is. The attack scales upwards both with the amount of energy you put into it and your own level of power, growing exponentially more potent the more power you have to pack into it.

**Living Construct [100]** - Create and animate a focused construct of pure Fluxium, which you can set the appearance of and instill various abilities upon it. Said construct may also be imbued with its own will and identity apart from your own, and being an entity of pure Fluxium, it may store and use Positive and Neutral energies in the area around to sustain itself or form them into weapons for combat.

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

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### ***Traveler - Perks***

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

**Energy Generation [100]** - Within your body roars an endless engine, Positive Energy abundant flowing in and through you. With this, you are able to generate complex formations of energy that can double as both attacking and defensive items, a variety of protective elements, methods of purification against tainted locations and phenomena, and a number of other things. This power grows in terms of strength the greater the amount of Positive Energy in the local area and how strong the user is already.

**Wielder Of Mystery [100]** - You feel a kinship with the ancient lands and secrets that you have seen and uncovered. The energies of these forgotten places flock to you and can be controlled and directed by you, acting as a buffer against threats and a field of protective reprieve as you need it. The energy itself possesses a will of its own to some degree and is capable of coming to its own solutions to certain issues, but it is fairly simple and will always defer to your own will above all else.

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

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

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

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### ***Piquot-Sorcerer - Perks***

**Bio-Energy Augmentation [100]** - You possess the ability to heavily augment your physical capabilities far past mortal limit, enabling you to perform actions that would be considered

impossible by the standards of those outside of Oneirogea. This ability, being an innate part of your nature, can be used almost unconsciously so long as there is positive energy or equivalents to draw from, but is vastly enhanced when in the presence of Fluxium.

**Cleansing Rites [100]** - As an adept user of Positive (Fluxium) energies, you naturally possess the ability to gather and store large amounts of Fluxium energies for use in a variety of forms. In this specific case however, you may use the gathered energy to purge and purify local areas afflicted by Necrium energies or other lesser forms of malign energies, turning them into clean and untainted areas once more, and allowing for a new flourishing space where life and positive energies may once more come to inhabit.

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

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

**Sempiternal Multitudinous Teeming Growth [300]** - The potency of a Piquol-Sorcerer does not extend solely to their ability to simple manipulation of Fluxium, but to its more complex and esoteric arts as well. Namely, the ability to create whole new forms of life or constructed beings. With your abilities of bioengineering and energy manipulation, you are capable of creating entire new races of beings wholesale - entities that can be specifically engineered with goals in mind such as energy gathering and redistribution, analyzing disturbances over a long period of time, energy collection, storage, information-gathering, combat, advanced portal generation, transport, etc. So long as you have the Fluxium and Neutral energy to spare, you can create as many entities as you want and they will be purely self-sustaining, their numbers eventually swelling to become nearly ubiquitous throughout all of Oneirogea.

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

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## ***The Supersidia - Perks***

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

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

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

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## ***Items***

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

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

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

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

**Fictogrammaton [900]** - A name given in Oneirogea to a powerful assortment of potent magic symbols and iconography, themselves containing and being powerful spells, ready to be cast or channeled at a moment's notice by a powerful magic user. This power may enable one to completely turn the tide of a conflict in their favor, but be wary - many of the Fictogrammatons represent dark or perverse powers as used by those in service of Viralborgia.

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### ***Companions***

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

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### ***Drawbacks***

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## **Scenarios**