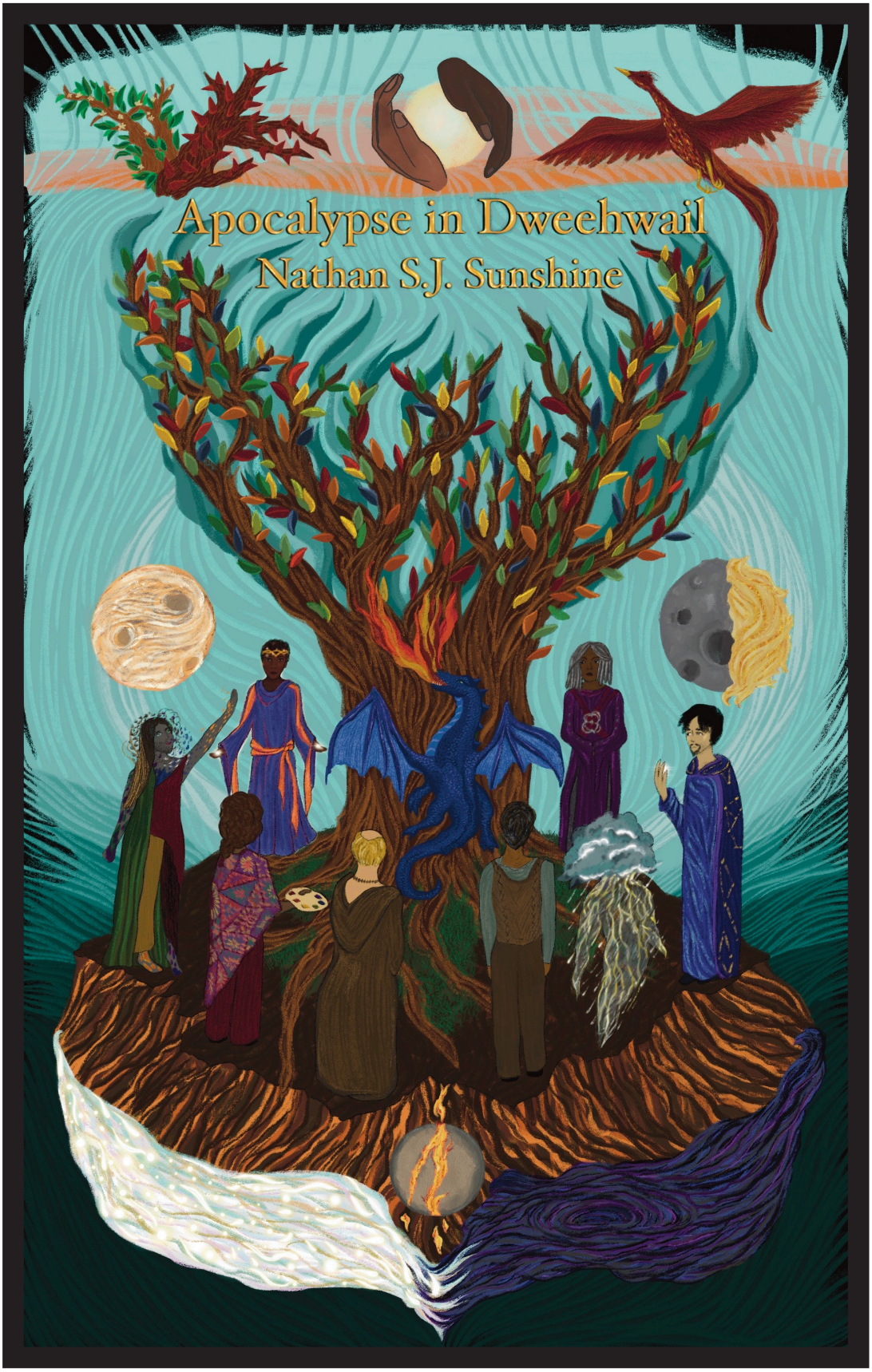
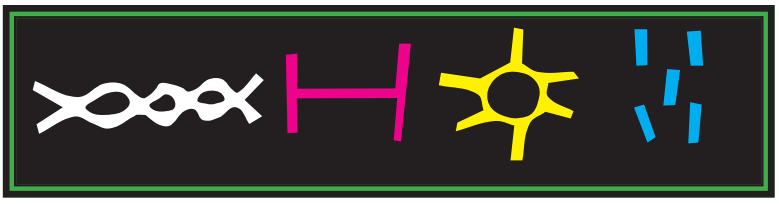

Apocalypse in Dweehwail
Nathan S.J. Sunshine

Apocalypse in Dweehwail

INTRODUCTION

This is a role playing game and a science fantasy setting. It relies on prior knowledge and familiarity with the *Amber Diceless* Rulebooks for a number of its core mechanics, and some key concepts from that universe have been adopted. However, Apocalypse in Dweehwail is a unique setting with a Multiverse of universes, cosmoses, and worlds to explore. Great Beings vie to topple each other, and be elected the next Jooquaip, or to become the Queen of Duzog. Whatever the goals of role playing, they are available here in Dweehwail.

A number of key terms from *Amber Diceless* have been changed, and the section on these new names should be read to avoid confusion. This mechanic goes far beyond where those rulebooks start, with numerous new options for character building, and an entirely different setting. Some of these new terms are familiar, like Vampires, or Dragons. Others, like Great River Imprint and Primal Shape Shifting are expansions of previous concepts. The Archetypes Section has options for advanced characters that are not found in previous rule systems, with a host of options to anticipate.



Dweehwail is a complex setting of billions of Manifestations, which mostly consist of Universes and Cosmoses. These contain the Planes and Planets of Reflections that make up worlds of Reflection Mortals. Some of these are Worlds of Science, and some are Worlds of Magic. Others are set apart in Firmaments above the mortal world, in Celestial Domains often only accessible by the centerpiece of this rulebook, the Forcang.

A Forcang is a Princess or Prince that is a "Force" in the Multiverse of Dweehwail. Reflection Mortals would see even a Lesser Forcang as a "Goddess", and the Greatest, Grand Elder Forcang's would be seen as Greater Beings, and certainly "Gods" by the Lesser Forcang. Forcang have Potencies, great powers that enhance their rights and abilities to exert their will on the Reflections of their World. They see Reality in a way that is Beyond Mortals, in an Abstract Dimension. Nonetheless, if any would think them above intrigue and conflict, think again!

This is a story of aesthetic wonders of fantastic Beauty, created by the ultimate artists, while other Forcang do their best to tear down those same accomplishments, either in spite, or to place their own monuments atop them. Yet many disputes are far more subtle, and playing a Forcang is not like portraying a Reflection Mortal.

Imagine receiving the role of some epic demigod or supreme being of legend, and playing that character from the start, and as she or he advances and becomes even more mythic. There are many examples in past and present literature. Forcang are characters that at once have some similar motives and desires as Mortals, but also interests that would be suprising. Certainly an Artist Savant might slay an army of Demons just to find the right spot to paint her oil painting, with just the right light. A battle may take decades, and end because of some pleasent

meal two Forcang had in a bar somewhere. To play Apocalypse in Dweehwail is to enter the realm of legend, myth, and Visions.

Dweehwail is also a place of Spirits, Thorns, and Berries. These terms draw from another book written by Nathan S.J. Sunshine, *The Langauge of the Universe*. These additional options for play bring the philosophy and drama of that book into the *Apocalypse in Dweehwail* game and setting. In this game, characters may be played after death in Heaven and Hell, and the added themes touch on both. They even touch on Threats, the source of most types of Apocalypse to cause havoc in Dweehwail. In this role playing game, the opportunities for innovation and game play are endless.



Apocalypse in Dweehwail is an original role playing mechanic and setting based on the *Amber Diceless* and *Shadow Knights* role playing game rules. Anyone interested in playing *Apocalypse in Dweewhail* should purchase a legal copy of these two rulebooks prior to obtaining a copy of this one. This book builds on prior knowledge obtained from those rules. Thank you for familiarizing yourself with those mechanics first.

The wealth of information contained in this rulebook grealy expands on the originals, and makes this investment a worthy addition either for those with a background playing *Amber Diceless* or those who are starting for the first time with *Apocalypse in Dweehwail*. Enjoy this mechanic and setting and your entertaining times engaged in improvisational acting and role playing.

The cover artwork illlustration and most of the interior illustrations were created by Rachel Stamler-Jonas, as commissioned for use in this Rulebook.

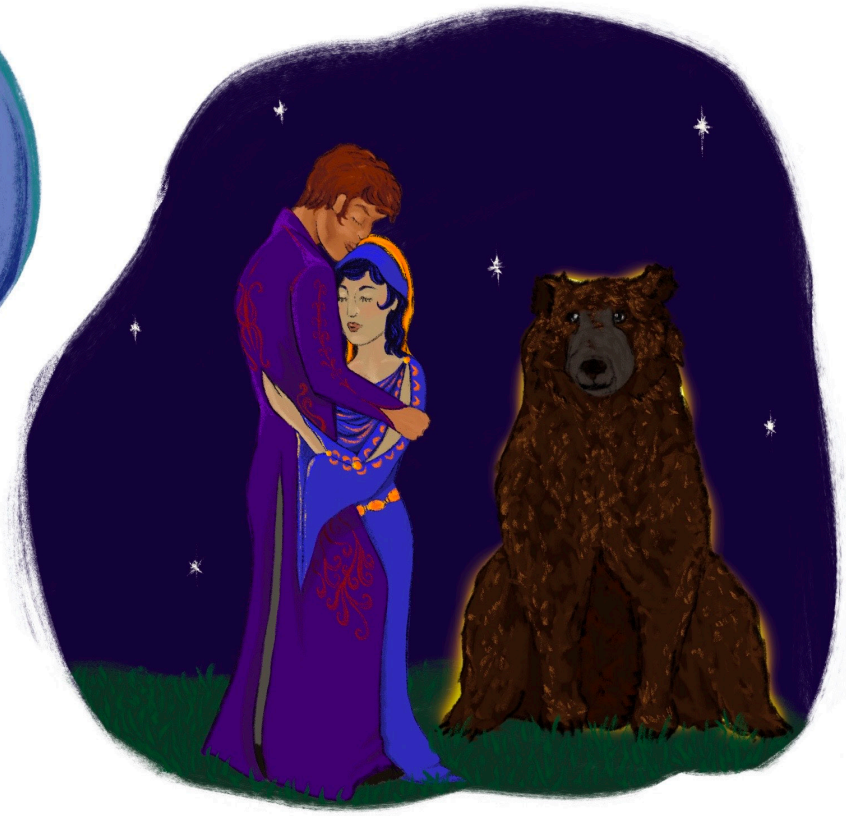
In addition, a few of the images in this book were created by Avril Jensen, as commissioned for use in this Rulebook.

Thank you for reading this Rulebook.

Dedications

To the love of my life, Maya Lily Sunshine. To my friends and family, Julia, Neil, Oren, and Chiara, who are cherished participants in my life. Last but not least, to the other artists who made this possible, Rachel and Avril. To all other friends, family, and professionals who have and continue to contribute to my life, I also offer an expression of gratitude.





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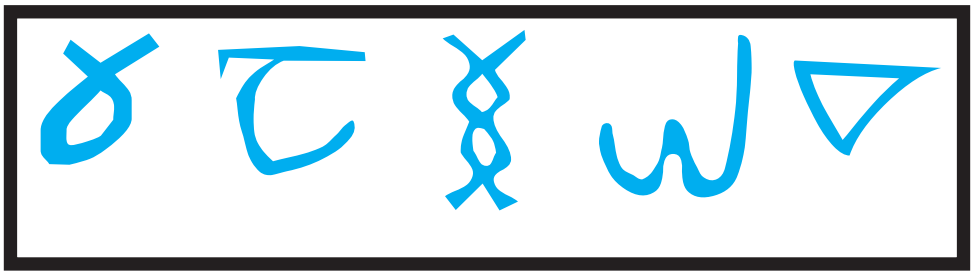
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Creating Player Characters

Relevant Topics in Amber Diceless:

Playing a Forcang, The Attribute Auction, Psyche, Strength, Endurance, Warfare, Character Allies, Good Stuff, Bad Stuff, and Zero Stuff, Player Contributions, Sample Characters, Character Freebies, and Glossary of Amber Terms



Attributes in Dweehwail

Dweehwail is a Multiverse with millions of Forcang. Each has the same set of attributes as in Amber Diceless: Psyche, Strength, Endurance, and Warfare. When it comes to The Attribute Auction, the main difference is that the ranks reference only Forcang with the starting Potency Points. This includes the players. Forcang that have even 1 point more than a starting player during the attribute auction are unaffected by the ranks. Realistically, this means that the players are ranked among a group of Forcang that includes anywhere from several hundred to several thousand. However, it does not include the millions of others that were not part of the "next generation" of Forcang, that includes the players and those with starting Potency Points.

Realistically, this means that the players are ranked among a group of Forcang that includes anywhere from several hundred to several thousand.

As indicated, the winner of an auction is unbeatable in her generation. That means even once Advancement Points become available, even if another character gains more points in an Attribute then the original winner, he will always be half a rank less. Even if the Attribute value of the winner is equal to another character, or another non-player character, she is considered a half point ahead. Therefore, she is always unbeatable.

Since, as will be explained later, the most a character can increase an Attribute is one rank during Character Advancement, characters can apply Advancement Points to raise an Attribute to the next Rank, but they are always half a rank behind. Only the original rank holder from the Attribute Auction can have the actual Rank. Higher Attributes also increase superiority over other Forcang with lower Attributes.

Spirits and Foreigners also have Attributes. In general, the rank of a character is for their particular race. An attribute auction should be held for each race separately. There should be a separate one for Forcang and Spirits, as well as any other races that are included as player characters. The first or second rank of Forcang is different than the first or second rank of Spirits. The exception to this is that those of Axiomatic and Anarchic races hold their auction together with the one for Forcang.

The Value of a Rank

At various times in this rulebook, an ability is permitted if an attribute is considered two ranks lower. Or else, an ability may temporarily raise an attribute by one rank. This follows the current rank holders among the players. If Lisa has the 4th rank for Warfare, she may consider herself as having the 2nd rank for Warfare. Not only that, all other players are reduced correspondingly for purposes of that ability. Thus, Lisa interacts with Bob, the previous 2nd rank for Warfare, as though Bob were 3rd rank, and visa-versa. However, even if this would raise Lisa's 3rd rank Strength to 1st rank, she never becomes superior to the original winner of the auction. Thus, in that instance, the ability would raise Lisa to half a point below 1st rank, making her 2nd rank, even though this is less than the ability may require.

A player with the lowest rank, would be lowered first to Goamdwee Rank, then to Chaos Rank, and finally to Human Rank. There is nothing less than Human Rank. Likewise, a player beginning at Goamdwee Rank would go down to Chaos Rank, and so on.

A player at 1st rank can be temporarily lowered to a lesser rank in order to use an ability. For purposes of that ability, he would be 3rd rank.

Those above him both temporarily become 2nd rank. However, the previous holder of 2nd rank is superior to the previous holder of 3rd rank.

If there is ever an occasion when ranks must be considered higher or lower, and it is unclear as to the value this would make the character, then the player would either gain or lose 10 points per rank gained or lost for that attribute. For example, Lisa's Warfare of 15 would become a 35 for purposes of that ability if it required a gain of two ranks. If the number would drop to 0, it is considered Goamdwee Rank. If it is dropped below 0, it is considered Chaos Rank. If it is below -10, then it is considered Human Rank.

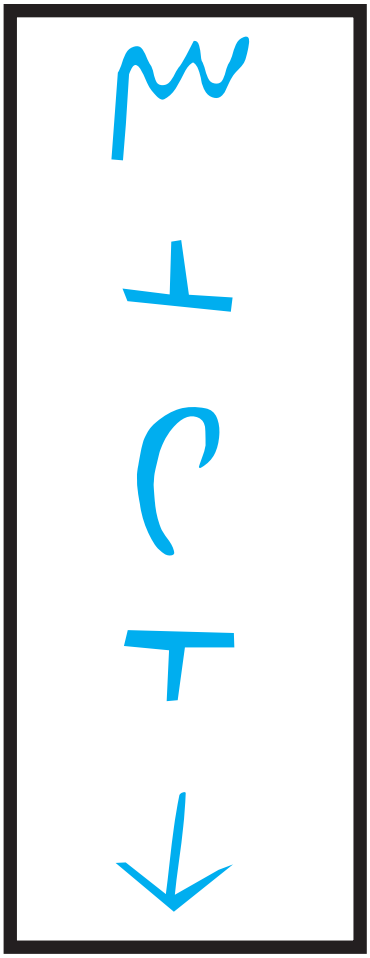
All players start with 125 points.

This contrasts with *Amber Diceless* players, that begin with 100 points. The extra 25 points is to account for the increased cost of *Apocalypse in Dweehwail* Potencies, which are more expensive.

It is recommended that players take Apocalypse in Dweehwail Potencies, such as Grand Journey Imprint, Twilight Maelstrom, Ḥowsh Artistry, Shape Shifting, Wizard, Grand Broken Initiate, and Spirit Avatar. Each group of Forcang and Spirit players should likely have at least one character with either Grand Journey Imprint or Twilight Maelstrom, and ideally both. Of course, the Potencies chosen are ultimately completely up to the individual player.

As discussed further under Player Contributions, it is encouraged for every player to commit to 1 or 2 Contributions in exchange for additional starting points. Each may earn 5 to 10 additional starting points. A classic contribution mentioned below is making the Ḥowsh Cards for the group, either by hand, or digitally. A player might also write a narrative of the story, coordinate the food and/or drink enjoyed at the sessions, provide transportation to other players to and from the session, or prepare music to play in the background during sessions. There are additional options discussed in the Player Contributions section of *Amber Dicless*, and more may exist at the Gamemaster's discretion.

In this manner, a player can expect to have as much as 20 additional starting points for her character, bringing the total to 145 starting points. Additional options for altering this starting number will be discussed under Good Stuff, Bad Stuff, and Zero Stuff. Generally, a player cannot provide more than 2 contributions. Thus, for calculating the maximum starting points for player Forcang, 145 points is usually the number. That also means that the "current generation" of Forcang will begin with no more than 145 starting points.



Dweehwail Character Allies

Since Goamdwee is a more complicated connection than a Bloodline Capital and one of the three Courts of Chaos is a more complex connection than a Dukedom Capital, Character Allies in Dweehwail in Amber have a few differences from *Amber Diceless*.

An Ally in Amber

Functions the same for maintaining an ally, as indicated, in Bloodline and Dukedom Capitals, and Goamdwee and the Courts of Chaos.

Family Friend

Functions the same for maintaining a family friend, as indicated, in Bloodline and Dukedom Capitals, and Goamdwee and the Courts of Chaos.

Chaos Court Devotee

This only applies to a single Dukedom Capitol and its Lord of Chaos Forcang.

Amber Court Devotee

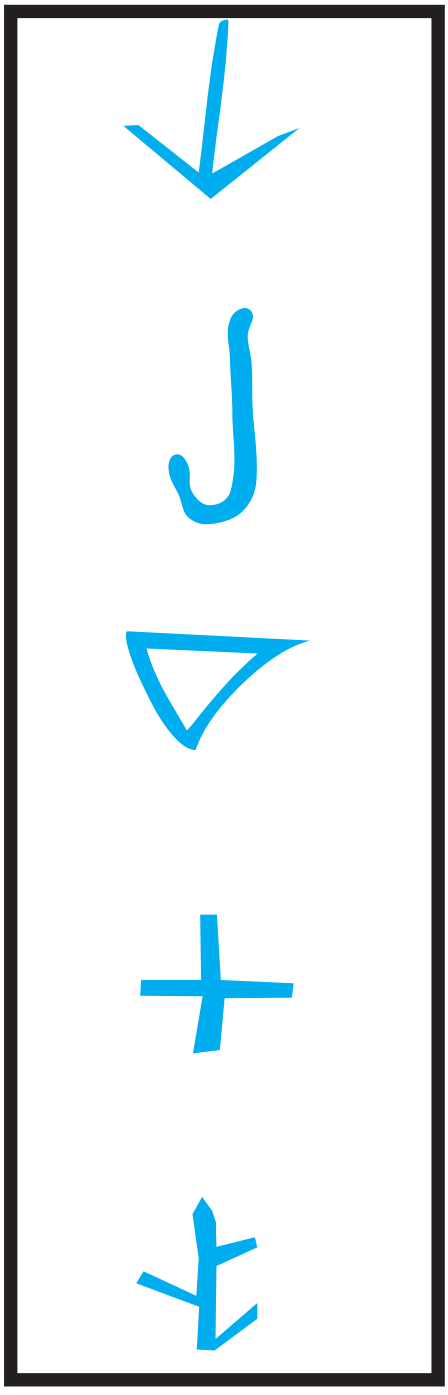
This only applies to a single Bloodline Capitol and its Lord of Order Forcang.

Twilight Court Devotee

This creates a powerful ally in one of the Courts of Chaos, which may even be a member of the ruling family. It functions similar to Chaos Court Devotee except in the Anarchic Peaks.
8 Points

Goamdwee Court Devotee

This creates a powerful ally in Goamdwee, which may even be a potent member of government or their family. It functions similar to Amber Court Devotee except in Goamdwee.
10 Points



Skilled Beyond Free Stuff

The reason skills are free is that time in Apocalypse in Dweehwail is reletaive. It may take one year to become a novice at a skill, but the Sentient may simply travel to another Reflection, where time is faster, and practice for one year at an increased rate. One year in the second Reflection may be one day in the first. Thus, it is easy to gain skills.

However, there still needs to be accounting for what skills are available to a character. This is determined in the character history, and based on how long a skill has been studied. If a character says that they spent five years piloting a cargo supply starship, then she has particular level of skill in piloting starships. The same would be true if he said he spent ten years mining iron.

Of course, a Sentient may always go train in more skills, yet that is not relevant in the moment. The skills available to a Sentient character in the moment is what is listed in the history, over a period of time. All characters start off with this, based on the age of their starting character.

Generally, a skill has to be something not defined by other Sentient attributes. For example, prowess in physical martial arts is gained by inceasing the Strength attribute, and that with the sword by inreasing the Warfare attribute. Such attributes represent an innate expertise in that talent. Gaining a skill in it is usually redundant, although it may offer some limited advantage.

Below is the amount of time it takes to go from the skill level of a novice to that of a master. Those with increased levels of skill are better able to accomplish tasks related to it, and know information about that skill. As mentioned, this time is relative. Gaining these ranks is easy, provided it is done so in advance.

Skill Level: Basic: No Time

Every Sentient with a Psyche and Warfare of at least Goamdwee Rank has skill level basic. This does not require any time to gain and is relevant to all skills. This level of skill is available to most Tier 3 or higher Sentients.

Skill Level Basic includes very general use of the skill, things that anyone of Tier 3 or higher would be able to do, for the most part. Bad Stuff may sill cause this to fail. Good Stuff makes it easier.

Skill Level: Lesser Novice: 6 Months

After six months of practice or study, a Tier 1 Sentient is a Lesser Novice. She can do more than a beginner, but that is about it. It is obvious that she has had some training, but it still at the entry stages.

Skill Level: Moderate Novice: 2 Years

After 2 years of practice or study, a Tier 1 Sentient is a Moderate Novice. He has most entry levels skills, and it is clear that he has been training in this skill. Sometimes observers are uncertain whether or not he is a novice.

Skill Level: Advanced Novice: 4 Years

After 4 years of practice or study, a Tier 1 Sentient is an Advanced Novice. She has learned all of the basics, and even some more challenging aspects of the skill. Observers would consider him competant at this skill, and comfortable asking her for advice about it.

Skill Level: Proficient: 7 Years

After 7 years of practice or study, a Tier 1 Sentient is Proficient at a skill. He knows all of the basics and many of the the nore challenging aspects of the skill. He can innovate into creative uses of the skill, and can even begin teaching it to others. Colleagues trust his judgement in relation to skill, and go to him for advice. Still,

for the most challenging questions, they would defer to a Master.

Skill Level: Advanced Proficient: 12 Years

After 12 years of practice or study, a Tier 1 Sentient has Advanced Proficiency at a skill. She knows all of the basic and more challenging aspects of the skill. She can easily teach the subject, and others rely on her expertise. Innovation comes naturally, and unique adaptations of the skill are common. Even a few of the most advanced aspects are getting easier. Yet she still does not have Mastery.

Skill Level: Lesser Mastery: 20 Years

After 20 years of practice or study, a Tier 1 Sentient has Lesser Mastery at a skill. She knows all of the basics, challenging, and some of the most advanced aspects of the skills. She likely practices the skill everyday, to maintain her prowess, but also just for the joy of the skill. Teaching others is simple, and most feel comfortable relying on her for expertise in the field. Innovations come naturally, and her decisions using the skill surprise all but the most seasoned experts.

Skill Level: Moderate Mastery: 35 Years

After 35 years of practice or study, a Tier 1 Sentient has Moderate Mastery of a skill. He has all of the previous benefits, but also knows most advanced aspects of the skills. Teaching is second nature, and few know of anyone who suprasses his expertise. He is planetary master of the skill, or a wise ancient sage on a plane. Excepting compensation is normal, but he would just as easily practice his skill, or teach it, for free. He has a host of original techniques, and continues to innovate daily. He is the representation of that skill to almost all, the embodiment of mastery.

Skill Level: Advanced Mastery: 70 Years

After 70 years of practice or study, a Tier 1 Sentient has Advanced Mastery of a skill. This has all of the benefits of lower levels. She also knows all of the most advanced aspects of the skill. She is also an expert in numerous of the original techniques of others with mastery of that skill. There are few who truly have advanced mastery. They are legends, and some doubt their existence. She is hero of her form, and knows an endless number of original perilous advanced aspects. Other heroes go to her for advice in her field, and brave trials just to sit at her feet and study for a day. She takes on few students, yet they will surely be the next generation of masters before long. She is doubted at others peril.

Skill Level: Beyond Mastery: 140+ Years

It is possible to have skill beyond that of advanced mastery. Such figures probably spend much of their existence studying their skill every day for long hours. They are the most famous figures in the histories of their Reflection, and beyond. Only the Savant truly passes them in Mastery. The Gamemaster should consider the actual number of years studied at that point. For example, 250 years studied is different than 1000 years studied. However, that is largely only the case between Sentients who both are Beyond Mastery in their skill. Someone who is Beyond Mastery may use their skill in an endless number of ways, and always suprises others. Meeting someone who if Beyond Mastery is always fascinating, even for those uninterested in that skill. They bring light to those blind to their skill.

Dweehwail/ Amber Dictionary

Daxuk/Undershadow

The concept of "Daxuk", or in Amber terminology, "Undershadow", is powerful, and in Apocalypse in Dweehwail, Daxuk is one of the three parts that make up The Multiverse, along with The Multiverse Proper and The Indeterminate. In general, "Daxuk" is synonymous with "Undershadow", although Daxuk is greatly expanded upon and used differently in this setting.

Goamdwee Rank/ Amber Rank

Without an "Amber", the defaul rank for Lords of Order from Goamdwee is Goamdwee Rank. These terms are essentially synonymous in their mechanics. However, obviously they are very differet in the details of the setting it implies.

Ḥowsh(es)/Trump(s)

In the Dweehwail mechanic there is a powerful third Potency, apart from Journey, and Maelstrom, that is actively seeking greater influence. Many with this Potency are content to be the Multiverse's greatest artists, and to create methods of travel, communication, and networking that facilitate the logistics of Dweehwail. Yet some wish that the Potency of Ḥowsh should have its own equal place, even with a Primordial Thçtz of its own. It is unclear what this would mean for the current reign of Lords of Order and Lords of Chaos. In Apocalypse in Dweehwail, the concept of "Trump" is synonymous and replaced by the term "Ḥowsh". Of course, this setting takes it in an independent direction.

Journey(s)/Pattern(s)

There are few more brilliant innovations than the term Pattern, and a similar concept exists and is expanded upon in Apocalypse in Dweehwail. Only, it goes by the term, "Journey" instead. For that matter, the Primordial Ḥowthçtz themselves are referred to in this setting as "Bloodline Journeys" and the "Grand Journey".

Maelstrom(s)/Logrus(es)

Less known in the early part of Amber, Logrus is the centerpiece of the Lords of Chaos, and they exist here in the form of "Maelstroms". The terms are synonymous, but it does take on its own form, and expands in the Dweehwail Multiverse. Thus, it would take a knowledge of both Amber Diceless and Apocalypse in Dweehwail to really understand the concepts.

Potency(ies)/Power(s)

In this mechanic, Powers are referred to as a "Potency" or "Potencies". Forcang have numerous Potencies that permit them to affect their Multiverse, in both marvelous acts of Creation and Destruction. These abilities separate these Orders of Sentients from Reflection Mortals. The latter are more typical Sentients, living on billions of Reflection Worlds. In general, where the term Potency is used in this book, it has a similar meaning to "Power", although, it takes on its own shape and form.

Reflection(s)/Shadow(s)

To some extent in the Multiverse of Dweehail, all Worlds and Planes are *reflections* of Goamdwee, and the Multiverse's Tree, and Perfect Order. This Radiates across Dweehwail, and illuminates the countless unique locales. Of course, this term, "Reflection", takes the place of "Shadow". The terms are synonymous, yet not exactly the same in meaning or intention. The aesthetic implications of a reflection or a shadow have different shapes and colors. Reflections

should be seen to include the notion of "Shadow", yet it goes beyond that meaning.

(Ḥow)Thçtz / Construct(s)

These are some of the most powerful tools in the game, and among the most perilous. The Primordial Journeys and Maelstroms, not to mention The Crucible, are all ultimately ancient, notable Ḥowthçtz. In this mechanic, they go by the term "Thçtz" instead of "Construct"

(Ḥow)Tul/Way(s)

A "Tul" is synonymous with the term "Way", although it is expanded upon in this setting. These extra-dimensional spaces, space between space that weaves through the Mutliverse, are centerpieces of Lords of Chaos and their dominion. Any character playing a Lord of Chaos will eventually have one, and all characters will experience these during the course of their time exploring the Dweehwail setting as Forcang.

Glossary of Apocalypse in Dweehwail Terms & Concepts

Absolute Time

The true amount of time that has passed, represented by the time that has passed in Goamdwee. This is often divided into Absolute Years, Months, and Days. The Gamemaster keeps track of Absolute Time. This is relevant because players can travel to Reflections with faster and slower time.

Abyssal Court

The most active Dark City, ruled by an anarchic Grand Elder Forcang called "Duke". The Abyssal Court lies at the end of the Dark River, at the entrance to The Indeterminate. Both Lords of Order and Lords of Chaos travel here to stare out into The Unknown, with the rare few Champions actually leaving through the West Gate into The Indeterminate. This is neutral territory, and has the feel of a frontier lodge, though on a Forcang scale.

Advanced Forcang

The second stage, or tier, of Forcang evolution, a Forcang reaches this stage once she has acquired one of the following Potencies: Advanced Grand Journey Imprint, Advanced Twilight Maelstrom, Advanced Ḥowsh Networking, Advanced Primal Shape Shift, Master, or Adept of the Grand Broken Journey. Reaching this stage of might should be done with deliberate design, and the realization that Elder Forcang and Grand Elder Forcang will hold the Advanced Forcang to a higher standard. He will also have access to more secrets, more privileges, and more options in general.

Advanced Foreigner

An Advanced Foreigner is a Sentient of the Foreigner race of the second Tier. In the case of Spirits, they have the Spirit Ascendant Potency. Other Foreigner subtypes may also be Advanced Foreigners. This term compliments the term Advanced Forcang. Generally, player characters in Apocalypse in Dweehwail only play Advanced Forcang or Advanced Foreigners at this tier.

Adopted

Usually a family of Grand Elder Forcang or Elder Forcang that has children give birth to Forcang of the same Order of Sentients. Grand Elder Forcang produce Grand Elder Forcang, and Elder Forcang produce Elder Forcang. However, in some instances, offspring may be of a lower Order of Sentients. Grand Elder Forcang might give birth to a Third Level Forcang even, where the lowest Forcang begin. It is usually considered dangerous for Forcang of such Lower Order to participate automatically in their family's affairs until they have proven themselves by evolving in rank by several Orders. At that point, that offspring may be Adopted by the family, receiving the normal Rights and Privileges. In addition, in a rare instance, those who have no connection at all to a family of Forcang can be Adopted for various reasons.

Afterlife

In most role playing games, death is the conclusion of a player character's story. In some cases, truly heroic player characters may be resurrected, or otherwise returned to the game. Yet there is nothing said about their time in the afterlife.

In Apocalypse in Dweehwail, player characters can take Potencies that effect their story in the afterlife. Also, Gamemasters may

create Celestial Domains and planes, such as Heaven and Hell, for the player characters to go upon death. It is their option to extend the story into the journey of a single Soul Fragment in the afterlife. Possibly even multiple Soul Fragments may be considered. Of course, a Whole Soul may still be resurrected, possibly. Yet, this offers a new angle on storytelling.

Ultimately, it is the choice of the particular Gamemaster to include these components. It is fine to say that a dead character is dead (except perhaps their ghost residing in Daxuk or Reflections of them throughout The Multiverse). Yet it is the option, to make epic celestial adventures that include even the afterlife.

Age, An

The space of time in The Alliance of the Multiverse between two Dawn Wars. This is about 5000 Absolute Years, as well as the years of the Dawn War.

Alliance of the Multiverse, The

The Alliance of the Multiverse is the civilization that has been created by the Lords of Order of the Great River, with its heart in their capital, Goamdwee. It is not as old as Kroetof or Duzog, yet has eclipsed them in many respects. Only Rozeg is newer.

It is also the name for the legislative branch of the civilization's government, made up of Grand Elder Forcang delegates from each Manifestation that exists along the Great River. The legislative branch is led by The Priness, a Grand Elder Forcang of particular might. There are also numerous Prinesses of committees representing numerous areas of law and concerns. Political Parties of numerous descriptions made up of Elder Forcang lobby the delegates on behalf of the citizens of The Alliance of the Multiverse.

Alternative Dimensions

There are numerous dimensions in the Apocalypse in Dweehwail game. Dweehwail is the primary dimension. However, some powerful Forcang are capable and purposely seek out alternate dimensions. These have radically different Realities from that known in Dweehwail. Simply viewing them through Reality Windows can lead strong Forcang to madness. Those who brave these realms to acquire knowledge, resources, or power are mighty indeed.

Anarchic

One of the primary races in the game, the anarchic race represents Forcang who have some trace of Maelstrom. The choice to be Anarchic is made at the start of the game, regardless of whether a player has taken any Maelstrom Potencies. These characters have the potential to traverse the Maelstrom. They may either take a Potency like Twilight Maelstrom to begin with, maintain a Twilight Court Devotee to allow them to gain Twilight Maelstrom in the future, or, simply retain the potential for Maelstrom without using it. There are plenty of Shape Shifters and Ḥowsh Artists who are Anarchic, but have no specific Maelstrom Potencies.

Anarchic Peaks

The peaks of the three greatest cataracts at the start of the Dark River, upon which lie the three Courts of Chaos, Duzog, Rozeg, and Kroetof. Each contains within it a Primal Thçtz known as a Twilight Maelstrom, unique to that Court of Chaos.

Anarchic Precipice

This is the Royal Tul at the heart of the Duzog Court of Chaos. It is both the oldest royal court and the oldest royal palace in Dweehwail. From here, the current Duzog royal family projects its influence to every corner of The Multiverse.

Angel

An Angel is a generic form of Local

Forcang Servant found as part of numerous different Celestial Bureaucracies created by some Grand Elder Forcang. Generally, an Angel is a type of Servant. If every God and Goddess, Minister, and Prince of a Manifestation all have the same type of Local Forcang in their Celestial Bureaucracy, they are usually called simply, Angels.

If each has a different type of Local Forcang, then they are all Servants with different titles. One of those for a God or Minister might be "Angel". However, this has a different meaning, since it only references the Servants of one member of the Celestial Bureaucracy, rather than all of the Servants.

Apocalypse

This is a natural event both in the history of Manifestations and, according to most, in the sequence of The Multiverse. In the case of Manifestations, at the end of time, they are destroyed in some established cataclysm unique to each one, designed by the Creator and/or Sovereign of the Manifestation. For The Multiverse, most Forcang have a sense of permanency. Yet a sufficient Threat may help bring The Multiverse itself into the early stages of an Apocalypse. The key is to counter any Threat or Threats prior to the point that enough damage is done that an Apocalypse in inevitable. It is said that once a certain threshold is reached, the agents of Natural Laws Itself will assist in the Apocalypse, and Rebirth and Genesis of the next Multiverse.

Avatar Form

This is a Form available to a Shape Shifter that differs whether the Forcang is Axiomatic or Anarchic. An Axiomatic Shape Shifter turns into some form of animal, while an Anarchic Shape Shifter becomes a more chaotic form, better designed to survive in rougher reflections, such as a Fire Elemental.

The Form is also available to Forcang in general, even without the Shape Shift Potency. However, Forcang without Shape Shifting can only shift between the Natural Forms as a result of strong emotions in reaction to something.

Avatar Form is also available to Foreigners, including Spirits. Their Avatar Form is also different. Foreigners of the Spirit subtype might turn into a natural form. Those of the Aberrant or Draconic subtype may also have their own versions of this.

Axiomatic

One of the primary races in the game, the axiomatic race represents Forcang who have some trace of Journey. The choice to be Axiomatic is made at the start of the game, regardless of whether a player has taken any Journey Potencies. These characters have the potential to traverse the Journey. They may either take a Potency like Grand Journey Imprint to begin with, maintain a Goamdwee Court Devotee to allow them to gain Grand Journey Imprint in the future, or, simply retain the potential for Journey without using it. There are plenty of Ḥowsh Artists and Mages who are Axiomatic, but have no specific Journey Potencies.

Berry

A Berry is a structure or conccept of fundamental benevalance and virtue in the makeup of a Manifestation. Scholars among Forcang debate what qualify as Berries, and Berries contrast to Thorns. Manifestations must be created by Lords of Order with a particular ratio of Berries to Thorns.

Many Forcang would classify something such as "Love" or "Peace" as Berries, including Celestial Domains and Planes such as Heaven. It is a reality of being the Creator of a Manifestation that Lords of Order must also create the opposite to these, in both concept and physical locations.

It is not just Lords of Order that create Berries, but rather, they exist naturally in the Dark Regions of The Multiverse. They are a natural feature of Reality. It is said that Chaos Blossoms can have particular trends in the Manifestations they create, and many Dark Seeds have similar

trends. Yet they all have some Berries and some Thorns.

Bloodline

This has a number of meanings. It may refer to a family of Axiomatic Forcang. More commonly, this refers to a family of Axiomatic Grand Elder Forcang, and their children. Many ancient families of Grand Elder Forcang rule their Manifestations with the help of all of their True Born children, as well as those who have been officially adopted into the Bloodline.

A Bloodline may also refer to the collection of all of the Manifestations, the Capital Manifestation, as well as the Bloodline Journey, created by a family of Grand Elder Forcang. The rulebook may use terms such as traveling a distance of one Bloodline per day. This would mean that the character could travel through Reflection a distance equal to the collection of Manifestations in one day.

This is not to say that Forcang that are not Lords of Order, or who are not Axiomatic, do not have Bloodlines. Lords of Chaos also have Bloodlines. However, they are usually referred to simply as families, and do not have this extra term.

Bloodline Capitol

In one location of one of the Manifestations lies the Bloodline Capitol. This might be accessible to Reflection Mortals or be Celestial Domains that are only accessible to Forcang. This is the heart of the Bloodline's power in their Manifestations, and contains their government, facilities for waging war and defense, and in the most hallowed part of the Bloodline Capitol, the Bloodline Journey itself. It is usually a Forcang quality city-state, or even nation-state.

Bloodline Journey

At the heart of the Bloodline Capitol for a family of Grand Elder Forcang Lords of Order is a Primordial Thçtz Journey that is the basis for the laws and principles of all of the Manifestations in their Bloodline. This Journey is modeled after the original Primordial Grand Journey in Goamdwee, but is not exactly the same. Axiomatic Forcang who have walked a Bloodline Journey and have that Bloodline Imprint have special privileges in that Bloodline.

Blossomline

It is known that in the Dark Lands, Chaos Blossoms give rise to Dark Seeds which depart to locations further away from its Parent Blossom. There it naturally turns into a Manifestation, with all the same variety as those along the Great River. The Manifestations that exist because of the Dark Seeds from a particular Chaos Blossom are said to be part of the same Blossomline.

Furthermore, each Chaos Blossom has its own version of Maelstrom, referred to as a Blossomline Maelstrom. This is at the heart of each Chaos Blossom. Ultimately, all Chaos Blossoms grow in a crop in a hallowed, secret location in each Anarchic Peak, creating three distinct lineages of Chaos Blossoms that descend from the three Primordial Maelstrom Ḥowthçtz, the Twilight Maelstroms. Those who walk the Blossomline Maelstrom for a Chaos Blossom and gain Blossomline Maelstrom gain unique privileges for Manifestations of that Blossomline.

Blossomline Maelstrom

At the heart of each Chaos Blossom is a version of Maelstrom. These have some resemblance to the Twilight Maelstrom of the Anarchic Peak in which the Chaos Blossom grows. The Blossomline Maelstrom determines the laws and principles of all of the Manifestations of the Blossomline. Since Chaos Blossoms inevitably leave the Anarchic Peak of their genesis, and drift across the Dark Lands, until they take root, they can spread the vision of their ancestral Twilight Maelstrom far. Walking a Blossomline Maelstrom involves actual interaction with a Chaos Blossom and surviving the experience.

Broken Lord

A Broken Lord has traversed a Broken Journey and gained either Broken Journey Initiate or Grand Broken Initiate. In the case of the latter, the Broken Journey is an image of the Grand Journey of Goamdwee. Provided that the Broken Lord does not also have either Journey or Maelstrom Potencies, he loses his previous racial type and becomes a Foreigner of the Broken subtype. This makes him stand out superficially as a bit of an oddity. Broken Lords often take on the role of monks, and ascetics, and are unusually humble for Forcang, and seek to teach humility to other Forcang.

Broken Journey

It is known among the wise that each Journey Thçtz, whether a Bloodline Journey, or the Primordial Grand Journey, create shadows in reflection. These shadows offer various degrees of accuracy, but universally differ in some way, either large or small. A Forcang can choose to walk a Broken Journey, and gain Potency from it, becoming a Broken Lord. Unlike normal Pattern Potencies, those of the Anarchic Race, without actual Maelstrom Potencies, are also free to walk a Broken Journey, and to become a Broken Lord. Some among Lords of Order seek to cure these imperfect replicas of Journey. Whether it is better to give birth to a race of humble Broken Lords, or to improve the Order and Perfection of The Multiverse, only the wisest might say.

Capital

This refers to the greatest of all Manifestations. A Capital takes the greatest effort to create, the longest, and most accurate control of a Forcang's Potencies to succeed. Usually it would take a large team of Grand Elder Forcang an eon to attempt, let alone succeed at creating a Capital. There are only four Capital Manifestations known to exist: Duzog, Kroetof, Rozeg, and Goamdwee. According to Feaist mythology, Goamdwee was actually founded by their great prophet, Dibødo, in ancient times.

Celestial Bureaucracy

This refers to the government of Forcang, including Local Forcang, that manage a Manifestation. These may include a Creator, a Sovereign, a Royal Family including Princes and Princesses, a Lieutenant, a number of Ministers, Gods and Goddesses, and Servants or Angels. The government of Forcang are based out of established Celestial Domains in which they do their work. Rights are assigned by the Creator of the Manifestation, which may cover anything from Good and Evil to the color Purple. The Forcang with those Rights have a level of omnipotence within the domain of those Rights. Generally, the Creator and/or Sovereign has Rights to everything.

It is also the case that Manifestations occur naturally, particularly in the Dark Lands, and have no Celestial Bureaucracy. These are often claimed by Lords of Chaos, who set up a much smaller Celestial Bureaucracy using Maelstrom Potencies. However, even unclaimed Manifestations maintain some degree of laws and principles. It is said that this is a sure sign of a higher order of Forcang beyond Grand Elder Forcang, as argued by the Feaists, as well as the Priests among the Courts of Chaos. They argue that it is these supreme beings who make sure unclaimed Manifestations still operate according to some sort of natural law. Furthermore, the Cult of Giḥi believes that this is a sign of a singular supreme being that is either directly above the Grand Elder Forcang, and rules everything, or rises higher still than the Seventh Level Forcang and Seventh Degree Forcang.

Celestial Domains

In a Manifestation the Celestial Bureaucracy rules from established Celestial Domains, which may include cliché locales such as Heaven and Hell, but many other domains, or planes, as well. In a Cosmos these might simply be another plane where the Gods reside. However, in a Universe, which is based on Science, these domains are set apart from

Natural Law, and are generally not accessible to the normal Sentients of the Universe, accept perhaps after they die. The domains, are rather, accessible to the Celestial Bureaucracy that runs the Universe apart from the Reflection Sentients.

Chaos Blossom

Each of the Courts of Chaos in the Anarchic Peaks grows a crop of Chaos Blossoms, more or less, based on the qualitative successes of its Grand Elder Forcang. These actually effect the growth, along with the careful Archetype class of tenders in each Capital that tends to the crops. When a Chaos Blossom reaches maturity, it flies forth from the Anarchic Peak, out into the Dark Lands, to every edge of the Multiverse Proper. There it implants its unique reflection of the Twilight Maelstrom it represents in its Blossomline Maelstrom into the Dark Lands, and begins producing Dark Seeds. The Dark Seeds eventually mature, and drift away from a Chaos Blossom, and grow over eons into new Manifestations of every sort—almost universally they become Cosmoses and Universes. This is the source of Manifestations in the Dark Lands. Chaos Blossoms are an object of Pure Chaos, and cannot easily be touched by any Lord of Order, or even any of the Axiomatic race. Even Lords of Chaos who are not specially attuned to the power of Pure Chaos can be harmed from contact with a Chaos Blossom. Thus, unless the purpose is a brief encounter to attempt to walk a Blossomline Maelstrom, most stay away from the Chaos Blossom itself.

Chaos Form

This is a Form available to a Shape Shifter preparing for combat. It is often referred to as demonic form, since the features appear demonic, with scales, fangs, claws, and other fiendish features. These are merely practical resources for attack and defense during combat.

Chief, The

The judicial branch of the government of The Alliance of the Multiverse is made of Councils that provide checks on numerous areas of knowledge, not just law. The head of each of the Councils is referred to as The Chief. Usually, an additional word is added, such as The Chief of the Council of the Arts, or The Chief of the Council of Engineering.

Cosmos

Perhaps the most common of all Manifestations, the Cosmos is a collection of organized Planes. This may be anywhere from several Planes to hundreds. In rare instances, a particularly large Cosmos might have thousands of Planes. However, there are limitations to the number of Planes in a Cosmos. Often there are no more than one hundred Planes in a Cosmos.

A Cosmos is strictly fantasy based. This includes past, present, and future fantasy. However, scientific technology, such as devices based on gun powder, electricity, singularities, or other scientific systems, will not function. In a future fantasy plane, a plane can just as easily fly with magical energies as with gasoline. Moreover, a weapon, such as a rapier, operates just fine in a fantasy setting the same as in science-based setting.

Council, The

The judicial branch of the government of the Alliance of the Multiverse is made of Councils that provide checks on numerous areas of knowledge, not just law. The head of each of the Councils is referred to as The Chief. The Councils provide a check on the laws passed by the legislature. Areas of knowledge checked might include art, or religion, history or infrastructure. The council may object on grounds both of unsound law and knowledge.

Creator

The Creator of a Manifestation receives all of the Rights for that Manifestation, and can assign the position of Sovereign, Lieutenant, as well as the Ministers, for that Manifestation.

She also can assign any other position, from Gods and Goddesses down to Servants, although they usually leave that to the members of their Celestial Bureaucracy. The Creator is also typically the Sovereign. All of the Celestial Domains are generated by the Creator, as well as all Manifestation Domains, which include Planes and Galaxies. In the case of more sophisticated Manifestations, such as Temples, Fortresses, Paradises, and Capitals, usually a Manifestation has multiple Creators, led by an Original Creator.

Creatures of Blood

The blood of a Shape Shifter spilled with purpose turns into a racial Foreigner with the Creature of Blood subtype. This is automatically becomes non-player character. However, over the course of a Shape Shifter's evolution, he can take steps to develop a closer relationship, even a friendship, with the Creatures of Blood he creates. Usually this requires considerable, temporary sacrifice to earn its trust. Creatures of Blood are known to be able to travel through space, reality, and time.

Creatures of Power

These are racial Foreigners of many subtypes, which include Demons, Dragons, Giants, and many other familiar creatures. The nature of a Creature of Power is that they are not the more familiar "Dragon" of a fantasy Reflection. Rather, they are a Forcang quality beast of great potency, that threatens Forcang wellbeing. They all have varying degrees of Sentience, and have unique personalities, goals, and purposes. Shape Shifters can eventually turn into Creatures of Power.

Crucible, The

A Primordial Thçtz that, according to mythology, was banished into Daxuk eons ago. The Crucible was the Potency behind the Foreigners known as Vampires. Since the banishment of The Crucible, Vampires, while still powerful, are a shadow of their former might. Some say The Crucible still remains, in Deep Daxuk, waiting for the next Vampire Prophet to return it to The Multiverse Proper.

Cult of Gihi

This is a Forcang religion among Lords of Order that believes that there is one Supreme Being that exists above all Forcang. There is a difference of opinion about whether Gihi exists directly above the Grand Elder Forcang, or whether there is an intermediary group of Seventh Level Forcang and Seventh Degree Forcang. In the latter case, the Seventh Stage Sentients essentially act as Gihi's Archangels in Dweehwail.

Dark Cities

These are cities with direct access to the Dark River. Some of these are currently controlled and managed by an existing Lords of Chaos, usually a Grand Elder Forcang Noble. Sometimes these are derelict and abandoned, holding ancient secrets. There are far more Dark Cities along the Dark River than River Ports along the Great River.

Dark Lands

Anywhere in the Multiverse Proper that is not along the Great River is in the Dark Lands. In the Dark Lands, eons worth of Manifestations spawned from Chaos Blossoms, some of which are managed and ruled by Lords of Chaos, some of which operate by Natural Laws, are found everywhere. Generally, the closer to the Anarchic Peaks, the more Manifestations are ruled by Lords of Chaos. The closer the Dark River gets to The Indeterminate, the more Natural Law Manifestations exist. That being said, there are Lords of Chaos who have Dukedoms and territories throughout the Dark Lands of The Multiverse Proper. It is also known that there are some Forcang that are not specifically Lords of Chaos that run Reflections in the Dark Lands. There are even Lords of Order who have small territories in the Dark Lands, although these pale

in comparison to their holdings along the Great River.

Dark Lands Vessel

A specially designed craft created by a Lord of Chaos used for traversing the Dark River. While these may only be created by Lords of Chaos, other Forcang, even Lords of Order, may use them, according to the ability descriptions of their own Potencies. Dark Lands Vessels are a rough ride, and carry a relatively small number of Forcang. However, they carry the essentials.

Dark River

The Dark River is a made of Living Darkness, and begins in the raging heights and cataracts that form the Twilight Peaks, and then extend into a more traditional river to run the length of The Multiverse Proper. It runs all the way to The Indeterminate. At that point, the Abyssal Court can be found. There are many tributaries of the Dark River, that combine to create the main riverbed. These tributaries originate all over the Dark Lands.

Living Darkness is a partially Sentient substance, and is harmful, even to Lords of Chaos. Some Lords of Chaos can become specially attuned to Living Darkness through regular exposure. In some areas the Dark River is formed to great depths, creating layers of the Dark River. Of course, reaching these depths may pose a challenge. Yet it is said great secrets are kept in these submerged locales.

Dark Seed

These are naturally produced by implanted Chaos Blossoms. Chaos Blossoms are organically grown in crops at each of the Courts of Chaos. Once mature, they depart, and fly across the Dark Lands, and implant into space. Then they produce Dark Seeds. Once mature, Dark Seeds depart themselves, and fly away from the Chaos Blossom. Dark Seeds, over eons, turn into new Manifestations—mostly Cosmoses and Universes. The Manifestations produced by a particular Dark Seed follow the laws and principles of the Blossomline Maelstrom that spawned them. Some Manifestations of the Dark Lands are claimed by Lords of Chaos, who change these laws to some extent for that Manifestation. Ultimately, the Manifestation produced by the Dark Seed is a reflection of the Twilight Maelstrom of the Court of Chaos that spawned the Chaos Blossom.

Dawn of Time, The

This is the same term as "Genesis". Please see that term for the description and explanation.

Dawn War

In The Alliance of the Multiverse there is an enforced law that prevents the expeditionary forces of established Manifestations of the Great River from waging war against each other, except for a period every 5,000 Absolute Years. This truce is enforced by Liberators, although that is not to say it is never violated. Creating a new Manifestation is a lengthy process, and some prefer to claim one by force rather than take millions of years to produce a new one. Furthermore, an Elder Forcang looking to gain advantage might try to claim a whole Manifestation or part of a Manifestation during a Dawn War. During a Dawn War, Liberators may actually be recruited to fight on behalf of various parties, enforcing the Dawn War, instead of the Truce.

Daxuk

This is one of the three main locations in Dweehwail: The Multiverse Proper, The Indeterminate, and Daxuk. Daxuk overlaps the same space as The Multiverse Proper and The Indeterminate. Some say that it is the "underside" of Reflection. It takes special abilities to access Daxuk, which are possessed by some Forcang classes, such as Mages. It is also worth noting that Foreigners of the Undead subtype can usually naturally move between The Multiverse

Proper and Daxuk in some fashion. If anything, Daxuk proves to be a natural home for Undead.

Daxuk is divided into Light Daxuk and Deep Daxuk. Even in Light Daxuk, a Forcang would perceive landscapes seemingly bleached of all except greyscale colors. This effect goes beyond merely the aesthetic, and extends to the mood, and feeling, robbing Forcang quickly of their happiness, and calm, and even making the hardiest Force sad. Light Daxuk seems to be small landscapes, and limited locations, that mirror the corresponding locale in The Multiverse Proper, without much of interest.

After acclimating, a Forcang can begin looking for the entrance to Deep Daxuk. This usually takes the form of endless, dreary pathways, with no food, or drink, or life. Yet after days, and likely weeks or months of walking, a Forcang may find Deep Daxuk, and the Realmz it contains. The Realmz of Deep Daxuk have whole cities, and planets, and Ḥowthçtz, and planes. They have unique Daxuk races.

Sentients designed for an existence in Daxuk are generally hardy and mobile, requiring little in the way of sustenance, and bringing their own faster transportation. The Undead Creature known as a Nightmare is a popular steed for travelers of Deep Daxuk, for those who can gain its trust. Using Daxuk can also be a shortcut for getting to many Multiverse Proper destinations, as for most Daxuk locales, there is a corresponding locale in The Multiverse Proper. Mages are good at taking advantage of this route

It is also known that Daxuk extends into The Indeterminate. Thus, traveling through Daxuk, "beneath" The Indeterminate, may be a somewhat easier way of getting to a known exotic destination there. It is also believed that there are differences between The Daxuk beneath The Multiverse Proper and The Daxuk beneath The Indeterminate.

Daxuk Vortex

This is the main connection between a Light Daxuk locale and its corresponding location in The Multiverse Proper. In the latter, this may be a Reflection, Bloodline or Dukedom Capitol, or other Forcang Manifestation. It is easiest to open a Vortex between The Multiverse Proper and Daxuk in this location. That is not to say that it is not possible to open a Vortex at different location with more effort. Jurisdictions usually take care to ensure that their Daxuk Vortex is closed, to prevent Mages, Vampires, and other Undead Foreigners from gaining easier access to their territory.

Delegate

This is an appointed position in the Legislature of The Alliance of the Multiverse. Each Manifestation is permitted to send one Delegate to the Legislature, also called The Alliance of the Multiverse. Usually, since these Manifestations are managed by Bloodlines of Lord of Order Grand Elder Forcang, they send a family member to The Alliance of the Multiverse as a Delegate for that Manifestation. The Creator and/or Sovereign of a Manifestation may always serve as her own Delegate. Delegates each receive one vote on committees and one vote in full Alliance of the Multiverse votes.

Dibødo

This mythological figure is one of the most prominent prophets in Feaist scripture. He notably appears in the most important Feaist volume of scripture, Zçshmeehothmeetzøz. In it he is ultimately attributed as having created both the Great River and founded the Capital city of Goamdwee, among other important feats and trials.

Dimensions

The Multiverse of Dweehwail is known to the wise as being but one of numerous dimensions. As a place that already includes great variety, including locales that are nearly incomprehensible to the mind, it is then difficulty to imagine that there are other dimensions beyond Dweehwail that are even more foreign, and more exotic. These Realities are accessed by few, and

they do so at great risk. Sometimes, Forcang reach these places by mistake, and are forever changed by the experience. Others purposely seek out Alternate Dimensions for numerous reasons, and gain some advantage to this pursuit in the process. Whatever the reason, none should pursue far away realms lightly.

Duke

This is the name of the Lord of Chaos Grand Elder Forcang who manages the Abyssal Court at the mouth of the Dark River and the entrance to The Indeterminate. He rules a small, rustic city of Forcang with his family to support him. Given the remote location, he is largely divorced from the politics of either Goamdwee or the three Courts of Chaos. Therefore, Lords of Order and Lords of Chaos alike tend to feel comfortable interacting with the Forcang.

Of course, a Duke is also a noble in Goamdwee and a number of the Courts of Chaos that has reached a particular stage in their evolution as a Forcang and received a reward of territory and Manifestations and Reflections from Goamdwee or their corresponding Court of Chaos. Each jurisdiction that awards terms of nobility has its own rewards for such a title.

Dukedom Capital

Many Lord of Chaos Elder Forcang have Dukedoms that span many reflection worlds and planes. On one of these, representing the government of their realm, is their Dukedom Capital. This can often be made a Hallowed domain, where in a small area, the Lord of Chaos can enjoy omnipotent powers, and even create some Local Forcang and grant Rights. Dukedom Capitals are usually not quite as nice as Bloodline Capitals, but there are far more of them.

Duzog Court

This is the oldest Court of Chaos in the Anarchic Peaks, the oldest Capital Manifestation, containing the most ancient Primordial Thçtz, the original Twilight Maelstrom. There have been Royal Families in Duzog before Goamdwee existed and back into legend and mythology. Many nobles also have some royal blood. The Anarchic Precipice, or the Royal Tul or Palace of Duzog, is one of the most impressive Forcang dwellings in The Multiverse Proper. Fantastic Noble Ḥowtul of hundreds of nobles exist in the city, as well as dwellings for commoners, and endless public spaces, and commercial resources. The intrigue is eons deep in complexity. The Duzog Court manages, or tries to manage, the Twilight Network, most notably for its Lords of Chaos. It is a beautiful city with endless possibility, and endless peril.

Dweehwail

This is The Multiverse or Dimension or main Reality in which the Apocalypse in Dweehwail game takes place. The Dweehwail Dimension consists of three distinct locations: The Multiverse Proper, Daxuk, and The Inderterminate. A great number of the events that concern the players take place exclusively in The Multiverse Proper, however, particularly as the players evolve in power, they may begin exploring the reaches of exotic locales like Daxuk and The Inderterminate. As for Alternate Dimensions, those are really the ultimate frontiers, set apart from the Dweehwail Dimension altogether.

Elder Forcang

These are Lords of Orde and Lords of Chaos, of the Third Tier, who have gained one of the following Potencies: Great River Imprint or Dark River Mastery. They have hundreds of advancement points that they have contributed to these Potencies, as well as numerous improvements to Attributes, Artifacts, Reflections, Ḥowthçtz, and all other aspects of their existence. They are Nobles in their Courts of Chaos or in Goamdwee, and they should not be trifled with. Their schemes are ancient, and their memories are long. The only check to their desires is the knowledge that they are not yet Grand Elder Forcang, but that they wish to be so someday, in some eon. Many would

be willing to step on any Lesser Forcang to get there. If an Elder Forcang is interested in interacting with a Lesser Forcang for any reason, assume it is ultimately for their advantage. Even relatives cannot always be counted on to ignore their own desires and advantage. Elder Forcang can already participate in the genesis of Manifestation Domains or the claiming of existing Manifestation Domains in the case of Lords of Chaos. It is worth noting, that only Lords of Order and Lords of Chaos can reach the heights of an Elder Forcang.

An Elder Forcang can also refer to any Forcang that is either an Elder Forcang or Grand Elder Forcang. In this context, the opposite of an Elder Forcang is a Lesser Forcang. The greatest schemes in Dweehwail are envisioned by Elder Forcang.

Elder Foreigner

An Elder Foreigner is a Sentient of the Foreigner race of the third Tier. In the case of Spirits, they have the Lesser Spirit Potency. Other Foreigner subtypes may also be Elder Foreigners. This term compliments the term Elder Forcang. Generally, player characters in Apocalypse in Dweehwail only play Elder Forcang or Elder Foreigners at this tier.

Energy

Often energy types are produced by powerful Ḥowthçtz, such as Journey and Maelstrom. However, in Apocalypse in Dweehwail, energy also refers to the force behind Ḥowsh, Shape Shifting, Magic, Natural Laws or Spirits, and other Creatures of Power or Foreigners. These are energy types, and some Sentients of at least Tier 3 will be able to use them over the course of the game.

Eon, An

An eon may be used as a general term, but it also refers to 42 Ages. The Modern Era has existed for Endless Eons (or a long time).

Fantasy

Reflections are either Fantasy based or Tech based. Both Fantasy or Tech Reflections can be based, relatively speaking, in the Past, Present or Future. Fantasy Reflections are generally based on magic.

Feaists

Feaists represent by far the most common Forcang religion among Lords of Order of the Great River. Their chief belief is that above the Grand Elder Forcang are Seventh Level Sentients and Seventh Degree Sentients that are essentially Forcang Deities. There is some vindication to their beliefs, or so they say, in that by praying to these beings in prescribed ways, real results are produced. An Archetype of Priestesses exists that are especially attuned to religious service, particularly in Temple Manifestations. The great prophet of the Feaists is Dibødo, and their most sacred text is called Zçshmeehothmeetzøz. The Feaists hold that at the end of a time of turmoil, Dibødo created the Great River, and founded the Capital Manifestation of Goamdwee. There are some suggestions that Feaists believe in an ultimate, Supreme Reality, that rises above even the Seventh Stage Sentients. However, this distinction is lost when it comes to many particular adherents.

Forcang/Force

A Forcang or Force is a Sentient of a certain threshold in the Order of Sentience. A Lesser Forcang begins at where players begin, roughly at 125 to 145 Potency Points, and a Grand Elder Forcang can have over 1,000 Potency Points. Between these are Advanced Forcang and Elder Forcang. All are Forcang of varying Orders of Sentients. What distinguishes a Forcang from those beneath the threshold of a Forcang, are orders of magnitude in their Attributes and their Potencies as explained elsewhere. The very best Reflection Mortal would still look at the very starting Forcang as a being likened to a Deity in power. Forcang are immortal, and are simply

superior in every way, significantly, to Reflection Mortals.

However, it may be best to think of Reflection Mortals merely on a scale. Reflection Mortals merely begin at -25 and at best reach the heights of their greatest of all heroes at -10. Meanwhile, Forcang always begin at 0, and can reach into the hundreds. Each point is a degree of magnitude in superiority. That does not mean an individual Forcang is not weak in some area. However, most are orders of magnitude far beyond Reflection Mortals.

Foreigner

This is one of the racial types in Dweehwail, aside from Axiomatic or Anarchic. Foreigners have many subtypes, which may include Broken, Draconic, Spirit, Undead, and many others. Many racial Foreigners have their origins as a subtype in exotic corners of Dweehwail, such as Daxuk or The Indeterminate, or even Alternate Dimensions. They have long since made their homes in the Multiverse Proper, and gained many traits from that adaptation. However, they still maintain some of their alien characteristics. This is why they are still referred to as Foreigners. A possible exception to this might include the Broken subtype, which consists of Broken Lords.

Spirits are also referred to as a subtype of Foreigner. The reason for this is that at some level, the story of Apocalypse in Dweehwail is told from the perspective of Forcang. Spirits are Foreigners in relation to Forcang. That being said, player characters may choose to play Spirits in this game. Although it is not required, some Gamemasters may permit their players to be other Foreigner subtypes as well.

It is also a term applied to a Forcang who is not a citizen or at least a commoner of a Capital like Goamdwee or Duzog. There are restrictions to being a Foreigner in these locales, although for purposes of trade and business, numerous Foreigners operate in these cities, as well as other Capitols throughout Dweehwail.

Fortress

One of the more sophisticated Manifestations in Dweehwail, Fortresses are only accessible to Forcang that have reached a sufficient Order of Sentients. Even then, it is a confusing place, and it takes specialized Forcang to utilize a Fortress fully. Naturally, the design of a Fortress Manifestation is of a place designed to aid in the offense and defense of war. However, there may be many other uses to a Fortress. It is said that the Capital Manifestation of Kroetof is essentially a more sophisticated Fortress Manifestation. It takes far longer for Lord of Order Grand Elder Forcang to create Fortresses, and they often do so in groups. Likewise, it takes longer for Dark Seeds to develop into Fortresses naturally, and this occurs far more rarely.

Future

Reflections may exist in the relative Past, Present, or Future. Future Reflections may apply either to Future Tech Reflections or Future Fantasy Reflections. Future Tech Reflections are based on futuristic science fiction technology, while Future Fantasy Reflection are magic based with magical technology.

Gamemaster

The person responsible for telling and facilitating a particular campaign of Apocalypse in Dweehwail. This is the same as “Storyteller”.

Genesis

This is the same as the Dawn of Time or a Time Frame. It usually refers to the Genesis of the Modern Era. It is almost always the case that this event took place so many Ages ago that no Frocang, even those trillions of years old or more, remember those events. The eldest might know rumors and hints at what occurred. The Language of the Universe relevant at Genesis usually includes at least all four known Languages of the Universe. Spirits tend to have the longest memory, as it is thought many survive

the Apocalypse of a previous Multiverse and the Rebirth of a new one. If anything, they are part of the mechanism of Natural Law that permits this function.

Genesis is also an ability of a Lord of Order of a sufficient Tier. This permits the creation of both Manifestation Domains and entire Manifestations, given enough Absolute Time, along with a few other benefits. Most commonly when Lords of Order are talking about Genesis, this is what they are talking about, either in the Creation of a Manifestation, or the starting point of a Manifestation that has already been created.

Giḥi

This is the singular Supreme Being worshipped by the Cult of Giḥi. The Being is all powerful, all knowing, and thoroughly benevolent. Giḥi has an understanding of Reality that transcends even the wisest Grand Elder Forcang. Giḥi created all things, and in the end, Giḥi will decide how the story concludes. All Sentients are judged by Giḥi when they die, even if that is after eons of immortality. Despite the fact that the Cult of Giḥi is far smaller than the Feaists, it has a devoted following. Furthermore, like the Feaists, it can boast results from the prayers of its faithful. The source of both the Feaist and Cult of Giḥi's providence, along with that of numerous other religions, is a source of debate among Forcang theologians.

Goamdwee

This is mighty Capital Manifestation at the head of The Alliance of the Multiverse. At its center is The Multiverse's Tree, and the government of The Alliance of the Multiverse, as well as a gleaming Paradise City at the foot of the Tree, home to the faithful Lords of Order in their might and glory. It is said that the Feaist prophet Dibødo himself created the city and the Tree. The Grand Journey is woven in a secret chamber at the root of The Tree of Goamdwee. Within sits the Jooquaip, and The Judge, and the Priness. None can doubt the power of Goamdwee as a force of order, and good throughout Dweehwail and beyond. They also know with certainty that it is a chief source of intrigue and peril, with just as much scheming and fighting as anywhere else in The Multiverse, including the Courts of Chaos.

Goddess/God

This is a title given, usually to a Fourth Level or Fourth Degree Sentient, that has Rights in a particular Manifestation. They may be a Forcang in general, or a Local Forcang, promoted just in the Manifestation. Gods and Goddesses tend to have relatively limited Rights, or portfolios or domains, compared to Ministers, Lieutenants, and certainly Princes and Sovereigns of Manifestations.

It is also worth noting that it is commonly said that each Stage of Sentients views the next as being as powerful as a God or Goddess. To a Reflection Mortal, a Lesser Forcang is a God. To a Lesser Forcang, an Advanced Forcang is a God. This continues with Grand Elder Forcang at the top. What lies beyond even this, is a matter for theologians to discuss.

Grand Elder Forcang

A Grand Elder Forcang, or Fourth Tier, is the highest Stage of evolution a Forcang can reasonably hope to achieve. A Lord of Order or Lord of Chaos who is a Grand Elder Forcang has either Advanced Greater River Imprint or Advanced Dark River Mastery. It is no exaggeration to say that Grand Elder Forcang run The Multiverse Proper, and that most of the key projects or schemes have something to do with one or another Grand Elder Forcang. The King of Duzog and the Jooquaip of Goamdwee are both Grand Elder Forcang. It takes a Grand Elder Forcang to create whole Manifestations, or claim the most Manifestations in the case of a Lord of Chaos. The most options are available to them. The Multiverse is their footstool, and all other Stages of Forcang are their tools and resources for their plots. That is not to say there are not some benevolent Grand Elder Forcang.

But these Sentients are the height of confidence and certainty and knowledge and wisdom and to interact with one for those who are not themselves Grand Elder Forang is like an ant crawling on a giant.

Grand Elder Foreigner

A Grand Elder Foreigner is a Sentient of the Foreigner race of the fourth Tier. In the case of Spirits, they have the Greater Spirit Potency. Other Foreigner subtypes may also be Grand Elder Foreigners. This term compliments the term Grand Elder Forcang. Generally, player characters in Apocalypse in Dweehwail only play Grand Elder Forcang or Grand Elder Foreigners at this tier.

Grand Network

This is a network of Ḥowsh Cards originally crafted by the expert Ḥowsh Artists of Goamdwee for the citizens of Goamdwee. Users of the Grand Network view endless fields of Ḥowsh Cards with biographies, and descriptions, like on a social network. The Ḥowsh Cards are for other Forcang, but also for objects, places, creatures, and other legal subjects. The monitors of the network ensure that most entries are accurate and can be trusted. Yet, as with any user of a social network or the ultranet, Forcang know to beware. Ḥowsh Hackers occasionally post false entries, and traps for the unwary Forcang. Sometimes there are even inside jobs, where Grand Elder Forcang are playing games with the network to entertain themselves. Yet it does prove very useful in most instances. Within a few minutes, a Commoner of Goamdwee can use location Ḥowsh Cards on the network to travel to an exotic vacation destination, or find the Ḥowsh Card of a friend they know, and meet up with them. The potential of the Ḥowsh Networks of the last eons, including the Grand Network and Twilight Network, are great. Yet so is the peril.

Grand Journey

This is original Primordial Journey, said to be crafted by Dibødo himself, if the Feaists were consulted. All Bloodline Journeys are in some way based on the model of the Grand Journey. All who have at least Grand Journey Imprint and have traversed the Grand Journey have been inducted into the laws and principles it carries. The Grand Journey, as with the other ancient Primordial Ḥowthçtz, is alive. It can take a compliment and offense. However, the intelligence of a Primordial Thçtz is complicated, and difficult to understand. The sages of Goamdwee trust that the mind of the Grand Journey is one of Order, which is the basis for the Lords of Order. Yet, perhaps the true nature of the Grand Journey is something that takes years to learn, is far more subtle, and has its own goals and intensions that few Lords of Order comprehend.

Gray

A Gray is a fundamental problem in Reality, and may exist as both concepts and structures in a Manifestation. They are less severe and perilous than an outright Thorn, but still problematic. If Hell is not a Thorn, some argue that it is certainly a Gray. Likewise, even a justified war of true defense would be a gray. However, ultimately, it is a subject of debate among Sentients.

Great River

Throughout The Multiverse Proper the Living Energy of the Great River flows, bringing Order and Brilliance. The Feaists believe it was a gift from their prophet Dibødo. Whatever the truth, the Lords of Order use it as a power source for their greatest cities and projects. Nearly all important Lord of Order Manifestations are along the Great River, including Goamdwee. Those that are particularly close, such that the Great River flows through the Manifestation, are known as River Ports. Goamdwee has a major dock from the Great River at the entrance to the Capital.

The Great River can be used as a form of transportation. Public River Vessels ferry Lord of Order Advanced Forcang, while Elder

Forcang and Grand Elder Forcang are capable of either swimming at great speeds through the Living Energy itself, or creating their own smaller Private River Vessels. Those who are exposed to Living Energy without proper protection from Potencies face great danger.

Like the Dark River, the Great River holds secrets. Those stuck on the large River Vessels do not usually see such features. However, deep in the Living Energy, or away from the shore of the River Ports, are islands, and whole worlds within the Living Energy. These can only be reached by those capable of swimming in the Living Energy itself, or those who have their own Private River Vessels. It is said such locations hold many secrets.



Great Wave, The

This is a mythological event according to the Feaist tradition in which at the end of time a tremendous wave of Living Darkness will sweep the entire Multiverse Proper into The Indeterminate, completely annihilating all Forcang, Sentients, and Manifestations that exist at that time. This myth went into the mainstream eons ago, and in Goamdwee, time is measured not by the Absolute Year, but by the relative strength of the Dark River. It is said that when it reaches sufficient strength, The Great Wave will occur. For eons, that strength has always steadily increased.

There are also debates among select Forcang that Reality exists according to an infinite Cycle of Great Waves, instigated by a Recurring Threat to The Multiverse. Furthermore, just as Orders of Sentients form the population that inhabits each Time Frame, other Orders of Sentient exist that follow the Natural Laws of this Cycle, fighting against the Threat, and aiding in Rebirth if necessary. These Spirits and their People are as essential to the Reality of The

Multiverse as the Forcang. Still, the conclusion is that there must be an Ultimate Beginning and Final End to the Infinite Sequence of the Cycle, according to the fundamental source of truth, the Supreme Reality.

Human Form

This is a Form available to a Shape Shifter that has no particular advantage. A Lord of Chaos using this form is more resistant to Journey.

The Form is also available to Forcang in general, even without the Shape Shift Potency. It is often the default Form for many Forcang. However, Forcang without Shape Shifting can only shift between the Natural Forms as a result of strong emotions in reaction to something.

Howsh Hacking

Howsh Networks provide a useful tool for Forcang to connect to one another, as well as exotic locations, and to even obtain interesting items and creatures. However, they also pose an opportunity for a Howsh Artist with the Howsh Networking and Advanced Howsh Networking Potencies to hack these Networks for their own objectives. This may simply be for entertainment, or for more nefarious purposes on behalf of a government. A Howsh Hacker might change the biography of a Howsh Card entry, remove a Howsh Card, or add a Howsh Card with false information.

The most Howsh Hacking occurs on smaller Howsh Networks with less security measures. However, those intending to hack large Howsh Networks, including the Grand Network or the Twilight Network, should be aware of both embedded security measures and traps, as well as dedicated Forcang who search for intruders. There are also Forcang who correct mistakes, intentional or otherwise, to the largest Howsh Networks. Thus, Howsh Networking has many interesting uses. However, it is a race with those attempting to stop or undo the damage.

Howsh Network

Howsh Cards by themselves are very useful, and Howsh Artists who make them are highly valued. However, actually exchanging Howsh Cards and making them in the first place can be a burden. A Howsh Network takes either existing Howsh Cards, or assigns a Howsh Artist with Howsh Networking or Advanced Howsh Networking to make a new Howsh Card, that are combined together on a Howsh Node. Those who are given access to that Network then have access to all of the Howsh Cards on that Howsh Network by only using their mind at any location that Howsh Network has a connection. In some instances, parts of a Howsh Network can function at almost any distance. The Grand Network and Twilight Network function in most corners of The Multiverse Proper for its users. The Howsh Cards on the Howsh Networks are combined with text and image entries, similar to a social network, that provide some information and at times warnings about the Howsh Card. It is the creator and administrators of the Howsh Network that maintain those entries. Howsh Networks have proven to be a useful tool for all types of Howsh Card related activities. However, it also provides an opportunity for Howsh Hacking, for those outside the administrators that want to leave their mark on a Howsh Network.

Howsh Phantoms

These are people, monsters, or objects that a Howsh Artist with Advanced Howsh Networking can bring with them from their Howsh Word into Dweehwail. The number of Phantoms a Howsh Artist can bring is limited by the Psyche attribute of the Howsh Artist. These "Phantoms" are essentially Sentients, although it is a choice whether to tell them about their true origin in the Howsh World. Since the Howsh Artist is essentially omnipotent in her Howsh World, she can construct nearly any Sentient or creature, and then bring it into Dweehwail to aid her. This offers nearly endless options for aesthetic expression for a clever Howsh Artist, as

well as numerous other uses.

Ḥowsh Realities

Inside a Ḥowsh Node a Ḥowsh Artist with Ḥowsh Networking can create a state-sized world. He is the omnipotent Supreme Being for that world, and can instantly control any aspect. Furthermore, he can create a link to it, with a Ḥowsh Card, that allows him to travel to it, and even dwell on it. Some Lords of Chaos and Lords of Order have long suspected that the occasional Ḥowsh Hacker inserts a Ḥowsh Card for a Ḥowsh Reality as a trap—for once there, a Forcang is under the complete control of the Ḥowsh Artist. However, most Ḥowsh Artists who create Ḥowsh Realities do so for the aesthetic and artistic value. It is their way of creating worlds.

Ḥowsh Worlds

Ḥowsh Artists with Advanced Ḥowsh Networking can create Ḥowsh Worlds, that consist of many worlds, and ultimately many star systems worth of planets and Manifestation Domains. These may either be fantasy or science based. As with Ḥowsh Realities, the Ḥowsh Artist is the Supreme Being of the Ḥowsh World in her Ḥowsh Node. She can make Ḥowsh Cards to connect to it, and bring Ḥowsh Phantoms out of it. It is also said that some Ḥowsh Artists have been able to create Ḥowsh Cards in the Ḥowsh World that connect from the Ḥowsh World to obscure Realities. There are endless possibilities with this ability, and few Ḥowsh Artist Advanced Forcang skip the opportunity to try their hand at creating a Ḥowsh World.

Indeterminate, The

This is a location in Dweehwail, it is said to the West of The Multiverse Proper, that is radically different from the understanding of Reality as most Forcang see it. It is not as different as many Alternate Dimensions. Yet, merely existing in this realm is foreign, and alien, and disturbing. It generally takes Grand Elder Forcang to attempt the effort of exploring The Indeterminate, and interacting with the races that exist there. It is said that many Foreigners that exist in The Multiverse Proper still have precursors that live in The Indeterminate in their original forms, separate from their commonly known evolution. Of course, there, they are not "foreigners". If anything, Axiomatic and Anarchic races are "foreigners" in The Indeterminate.

It is worth noting that there are those who attempt the journey into The Indeterminate—Champions of the Grand Elder Forcang, who are forever changed by the experience. They travel to the mouth of the Dark River to the Abyssal Court, and leave through the West Gate. Not all return the same way.

Jooquaip, The

This is the Executive of The Alliance of the Multiverse. It is an elected position by the Grand Elder Forcang, though the term is an Age. Few rise to this height of power in Dweehwail, and the personality and skills required are myriad. The Jooquaip is always as powerful as a Grand Elder Forcang, but as gentle as a Reflection Mortal. Each has their own goals, projects, and expectations. They appoint their own Princes to run Departments of the Executive Branch. A player should never forget the Jooquaip, for once identified, the Jooquaip will never forget the player.

Judge, The

This is the highest officer in the judicial branch of The Alliance of the Multiverse. The judicial branch has The Councils, which promote a Chief from each of their ranks. Each Chief is part of the Council of Knowledge. They promote from among them a single officer, who is known as The Judge.

Kroetof Court

This is one of the three Courts of Chaos located in one of the Capital Manifestations on

one of the Anarchic Peaks. Kroetof in known for being particularly militaristically inclined. Their civilization is divided in a military-minded fashion, and their Capital seems to be a more sophisticated Fortress Manifestation. All Lords of Chaos of Kroetof are expertly trained both for individual combat and battle with armies and armadas. They are ruled not by Kings and Queens, but by Generals and Strategoes. Few doubt Kroetof's ability to succeed at warfare, and this makes diplomacy with the Court of Chaos all the more important for the other Courts of Chaos and Goamdwee.

Language

There are myriad languages in Dweehwail, mostly spoken by Reflection Mortals. However, there are far fewer languages that are spoken only by Forcang, Spirits, and other Sentients of a least Third Stage. These may include Languages of the Universe such as Loahueth and Rebirth, but also more obscure tongues such as Dimensional and Realmz. It is a rare Reflection Mortal indeed who successfully masters any of these languages. Only Sentients of Third Stage and above tend to use them.

The Language entry in the last section of this book has a good number of Stage 3 langauges to consider. A character may be made knowing any of these languages, or else, may learn them over the course of the game. In some cases, the Gamemaster may rule that an obscure tongue like Infernal or Rebirth is too obscure even for Lesser Forcang to know without a good reason. There are certainly additional Stage 3 languages and above that the Gamemaster may make available for their campaign, to suite the needs of their own storytelling.

Language of the Universe, The

Primarily, The Language of the Universe refers to Loahueth, the common tongue of The Alliance of the Multiverse. Nearly always, that is what a Forcang will mean by the term. However, scholars of history and linguistics know and believe that there are other Languages of the Universe. These include, but are likely not limited to Rebirth, Infernal, and Linear. Numerous modern languages have been derived from these ancient dialects, and are most spoken in Modern Dweehwail.

The nature of these languages is that they are spoken tongues, but also hold power over aspects of Reality. To Know a Language of the Universe, and be able to use it properly is to have some degree of power over Dweehwail. Most commonly this is done by Forcang with Loahueth or by Spirits with the language, Natural, which is a modern derivative of Rebirth. Linear is also used, to a lesser extent, in the common era, for this purpose, though mostly various dialects and derivatives are spoken. The closest language to Infernal is High Vampiric, which is essentially only spoken in the Modern Age by Vampire Elders, although it still has power.

The Language of the Universe is also considered one of the books of scripture by the Feaist religion. It details the journey of the heroin Droos in her quest to save her people, and nothing less than the universe itself. She is befriended by her closest confidant, Drerpo, who turns out to be far more than he initially reveals. It explores philosophy, and the way to live a moral, ethical life, whether among Forcang, and even in some communities of Reflection Mortals.

Lesser Forcang

Forcang who are not born into higher Stages of Sentients begin their journey as Lesser Forcang. This corresponds to a starting player, or 125 to 145 Power Points. Lesser Forcang may have a number of Potencies of Journey, Maelstrom, Ḥowsh, Shape Shifting, and Magic, but none that put them in the ranks of more potent Forcang. A Lesser Forcang is still far superior to a Reflection Mortal, and by being a Forcang at all, she is immortal, and can only be slain by injury or illness.

It is important for Lesser Forcang to be ambitious and work to gain advancement, but also to know their place. This is because even an

Advanced Forcang is far superior, even Godlike, in comparison to a Lesser Forcang. Certainly an Elder Forcang or Grand Elder Forcang could really just swat away a Lesser Forcang like a pesky fly. Therefore, starting players should attempt to avoid entanglements with their more potent Forcang, even relatives that might exist, unless they are very careful, deliberate, and it is necessary. This may eventually prove difficult, as Forcang all have plans and schemes, and if there is a less potent Forcang around or available, they make useful pawns.

A Lesser Forcang may also refer to a Forcang who is either a Lesser Forcang or Advanced Forcang. In this context, the opposite of a Lesser Forcang is an Elder Forcang. The vast majority of Forcang are Lesser Forcang

Lesser Foreigner

A Lesser Foreigner is a Sentient of the Foreigner race of the lowest Tier. In the case of Spirits, they have the Spirit Avatar Potency. Other Foreigner subtypes may also be Lesser Foreigners. This term compliments the term Lesser Forcang. Generally, player characters in Apocalypse in Dweehwail only play Lesser Forcang or Lesser Foreigners at this tier.

Liberator

These are a group of Forcang that serve, essentially, as mercenaries, to enforce the Dawn War Truce, and during Dawn Wars, to fight with opportunistic Forcang who use them both as offensive forces and defensive augmentation. They have their own officers and commanders that train and organize their ranks most of the time. It also should be noted that it is likely they have their own goals and schemes. There are numerous Liberators, creating an army in size, even if many of them are Lesser Forcang. Although many Elder Forcang and Grand Elder Forcang underestimate the significance of this Forcang army, and its implications, a wise player should keep it in mind. They may be allies, but they may at times also be enemies.

Lieutenant

A Lieutenant is a Lord of Order Elder Forcang who is the loyal servant of a Lord of Order Grand Elder Forcang. As the Creator and Sovereign of a Manifestation, the Grand Elder Forcang can grant the Elder Forcang Lieutenant Rights, which allows the Elder Forcang to share in some of the omnipotence for that Manifestation. There are other privileges for an Elder Forcang of being a Lieutenant, such as being able to cast the vote of the Manifestation Delegate at The Alliance of the Multiverse in Proxy. Most of all, the Lieutenant role is a sign of a sure friendship between the Elder Forcang and Grand Elder Forcang, to their mutual advantage. The power provided to the Lieutenant evolves over time, as the friendship evolves. An Elder Forcang can gain and learn much in this role.

It is also the case that the Ministers of a Celestial Bureaucracy, beginning with the Lieutenant, often also have a military rank. Usually the Manifestation Lieutenant is the Lieutenant-in-Chief. Then there is a First Lieutenant, and Second Lieutenant, and Third Lieutenant, and so on. This provides a degree of organization for the Celestial forces of a Manifestation, particularly during Dawn Wars. In this hierarchy, the Royal Family are Captains, the Creator and Sovereign Generals, and Gods, Goddesses, and Servants are lower ranks.

Light Seed

A Light Seed is the starting point, a collection of Reflection Planets, Planes, as well as Stars and Galaxies, including the Reflection Mortals and Reflection Creatures on them, that a Lord of Order uses when creating a Manifestation. It is a small secret that they do not start with nothing. This Light Seed actually represents Manifestation Domains of the Dark Lands that are usually or often under the control of Spirits.

They and their People then become Constituents of the new Creator and/or Sovereign

of the new Manifestation. It is nearly always the case that these original seed Manifestation Domains maintain a distinct quality, and are partially under the control of the Spirits as well. Essentially, both the Creator/Sovereign of the Manifestation has Rights to the People and Land there, but also equally the Spirits. Furthermore, the Spirits receive their own Celestial Domain or Plane devoted to their needs and from which to conduct their business in the Manifestation.

Living Darkness

This is a partially Sentient substance that rages in the Dark River. It is harmful to most Forcang and other Sentients. Lords of Chaos are able to develop some tolerance for Living Darkness, even possibly gaining a special Archetype related to proper acclamation. The Twilight Peaks are actually cataracts of the Dark River, made of Living Darkness. The Lords of Chaos have their own religious beliefs as to the source of the Sentience of the Living Darkness, as do the Feaists among the Lords of Order.

There are layers to the Living Darkness in the Dark River. The surface is where Dark Lands Vessels usually traverse the River. However, the Dark River and the Living Darkness in it go to great depths in places, and there are features, islands, and whole worlds, in the depths. These can be reached only by the specially attuned Lords of Chaos. It is often worth searching for them, as many important secrets lie submerged in those depths.

Living Energy

This is a partially Sentient substance that gracefully flows in the Great River. It is harmful to most Forcang and other Sentients. Lords of Order are able to be exposed to Living Energy once they reach a sufficient Order of Sentients. The Feaists maintain that their prophet Dibødo himself created the first Living Energy, along with the entire Great River, in ancient times. They also believe that it is the Seventh Level Sentients and Seventh Degree Sentients that control the Sentience of the Living Energy.

There are features in the Living Energy. These may be as small as pebbles or as large as islands and even whole worlds. Most who sail on River Vessel through Living Energy, from River Port to River Port, do not have access to these features. Yet once a Lord of Order is able to survive and swim in the Living Energy directly, or those who can create or have access to a Private River Vessel, they can explore these isolated secrets hidden in the Living Energy.

Loahueth

This is the common language of The Multiverse Proper, even in the Courts of Chaos, although it originates in Goamdwee. It is a magical language that has some objective control over Dweehwail. The Feaists believe that this implies a connection to their Deities, who they represent by the very letters of the Loahueth alphabet. Part of a Lord of Order creating a new Manifestation is the crafting of a unique dialect of Loahueth. This usually uses the same letters of the alphabet, but may vary greatly in most other respects. That dialect then becomes the "Celestial" tongue of that Manifestation, and is involved in many of the Rights bestowed upon the Celestial Bureaucracy for that Manifestation. Loahueth is also commonly referred to as the "Language of the Universe", though it might be more accurate to call it the "Language of the Multiverse".

The following are the letters of the Loahueth alphabet:

Shø		Tae		oang	
hwan		xun		ail	
fea		eam		vae	
eeth		dwai		goe	
ol		yiḥ		pø	
iz		oaJ		on	
ɔːn		sae		Ju	
aeb		ɑːch		aech	
rem		ow		kø	

chu		ooḥ		ḥoo	
den		Loa		yees	
tzae		aqua		mem	
hoe		wez		nue	
uen		enoe		ag	

Local Forcang

When a Lord of Order creates a Manifestation, she creates a Celestial Bureaucracy to manage its principles and laws behind the scenes to varying degrees. These officers are all Forcang. Some may be existing Forcang from the rest of Dweehwail, with additional responsibilities in other Manifestations, and goals and objectives of their own. However, most of the Forcang of the Celestial Bureaucracy in a new Manifestation are Promoted from the new Reflection Mortals created in that Manifestation. Lords of Order are able to bestow the abilities of a Forcang, of multiple Stages, but confined to that Manifestation in most instances. These Local Forcang may be granted Rights to govern laws and principles of the Manifestation, such as Good and Evil, or Nature and Beauty, or the lowest ranks of Local Forcang may become the Servants, or Angels that serve the Gods and Goddesses and Ministers of the Manifestation in their duties.

It is generally difficult for Local Forcang to travel beyond their Manifestation, even if they have some very similar abilities to the standard Forcang. There are likely limitations on the Potencies that may be acquired, as Local Forcang would be unlikely to be able to travel to an existing Journey or Maelstrom to gain those Potencies. In some instances, the Creator that Promoted the Local Forcang can provide the ability to travel beyond the Manifestation for limited purposes, such as to traverse a Journey. In addition, Local Forcang may at times have unique abilities and Potencies designed by the Creator for the Local Forcang, that are not usually available to normal Forcang. However, these abilities do not function beyond the Manifestation. It is worth noting, that Lords of Chaos of a sufficient Order of Sentients can generally create a small number of Local Forcang as well, though not as many as a Lord of Order. The talents of a Lord of Chaos lie elsewhere.

Local Magic Potency

Every Reflection in Apocalypse in Dweehwail is either a Fantasy or Science setting, with the possible exception of special Forcang Manifestations such as Fortresses and Temples, where the rules are more complicated. In any Fantasy Reflection, there may exist classes of wizards, witches, and other spellcasters who derive their Reflection Mortal abilities from a variety of sources and skills. A player, given enough time, can learn these Local Magic Potencies. In a sense, the player can become the "maximum level" wizard in that Fantasy Reflection. If any Forcang were to encounter them while in that Reflection, those Local Magic Potencies could be used just like Forcang Magic. However, Local Magic only functions in its specific Reflection. Thus, even if the Forcang spends twenty fast years becoming a high level wizard in that Reflection, it does not mean he is also a high level wizard in the next Fantasy Reflection. There, he would have to start over, and learn the Local Magic Potency for that Reflection too.

It should be noted here, that Forcang Magic is universal and functions anywhere, including in Science Fiction settings. It is generally harder to use then the Local Magic Potency in the relevant Reflection. However, it works almost anywhere. This is why an entire Forcang class of Mages exists to take advantage of this fact. Yet a Forcang who truly loves Magic might still consider choosing a handful of Reflections where she takes the time to learn unique Local Magic Potencies, that may be different and specialized. Most who choose the Forcang Mage class do this to some degree. After all, a Forcang is immortal. So what is a century or two of learning interesting local magic customs, that furthermore, grant a slight advantage in that Forcang's favorite Reflections?

Local Journey

This is another term for a Bloodline Journey.

Lord of Chaos

This is a Forcang of the Anarchic racial type who at minimum has actually gained one of the Maelstrom Potencies. This means, that the Forcang has traversed and mastered at least one Maelstrom. It may be a Blossomline Maelstrom, or a Twilight Maelstrom. In either case, the Forcang is a Lord of Chaos. These Forcang range from Lesser Forcang with just Blossomline Maelstrom or Twilight Maelstrom, which both require Shape Shifting as well, to Lord of Chaos Grand Elder Forcang who have Advanced Dark River Mastery, and are mighty servants of Maelstrom.

Lords of Chaos generally spend much more time, and have most of their civilizations in the Dark Lands, with their three Capitols in the Anarchic Peaks. However, Lords of Chaos who have learned to avoid entanglements with unwanted Journey can be found in nearly any jurisdiction engaged in any manner of Forcang activity. It is a stereotype that all Lords of Chaos tend to be the more chaotic. In fact, there are Lords of Chaos who are far more orderly than Lords of Order. It is true that on average more Lords of Chaos have more chaotic personalities.

Lord of Order

This is a Forcang of the Axiomatic racial type who has actually gained one of the Journey Potencies. This means that the Forcang has traversed and mastered at least one Journey. This may be either a Bloodline Journey or the Grand Journey. Lords of Order range from Lesser Forcang with just Bloodline Imprint or Grand Pattern Imprint, to Lord of Order Grand Elder Forcang with Advanced Great River Imprint.

Lords of Order tend to dwell in the largest number, and have created the vast majority of their Manifestations, domains, and realms, along the Great River, either as River Ports, or in close proximity to the Great River. The farther away Reflection gets from the Great River, the less likely it is to encounter a Manifestation or Reflection controlled by a Lord of Order. However, Lords of Order are found in nearly every corner of Dweehwail, including the Courts of Chaos, in smaller numbers. It is also true that on average, they tend to favor order more often than Lords of Chaos. Yet, there are Lords of Order who turn out to be quite chaotic.

Mage

A Mage, like a Lord of Order or Lord of Chaos, is a Player Character Class, that encompasses the magic oriented Potencies, and the culture and society that has been built around them in Dweehwail. The entry Potency, Wizard, essentially combines the major Forcang Magic options, along with a few bonus features. It is really upon gaining the Archmage Potency, and then the Master Potency, that the Mage class takes on a unique vibe. The abilities of a Mage make using Forcang Magic, and Local Magic Potency, much easier. It also provides separate, unique abilities, including some that can identify a Dream World upon which the Mage will have complete control, wield the powers of Necromancy, and enter the mysterious realm of Daxuk. For those who wish to make Forcang Magic a usable tool in Apocalypse in Dweehwail against other Potencies, the Mage class is a sure resource for doing so. It also provides access to the society that has developed in Dweehwail around fellow Mages, which the Forcang player will have the option to explore as part of the story.

It is referred to as “Forcang” magic, because scholars believe that Forcang invented it. However, since it does not directly related to Journey or Maelstrom, other Sentient races may choose to be Mages as well. This certainly includes Spirits, but also other Foreigners such as Aberrants and Draconics. There are even some notable non-Forcang members of the Master order who wield great power and authority.

Manifestation

This is the basic unit of the Multiverse Proper, consisting mostly of Universes and Cosmoses, but also including Temples, Fortresses, Paradises, and Capitals. The vast majority of Manifestations created by Forcang, or that evolve naturally from Dark Seeds in the Dark Lands, are fantasy based Cosmoses, or science based Universes. The other mentioned Manifestations are known as Forcang Manifestations, since Reflection Mortals essentially cannot live in them and survive. Even Lesser Forcang generally cannot survive exposure to those more potent forms of Manifestation for long. Virtually all Reflection worlds and planes exist within a Universe or Cosmos Manifestation.

Manifestation Domains

These are standard domains that are accessible to Reflection Mortals in Cosmos and Universe Manifestations, including Planes, Galaxies, Stars, Planets, among others. This does not mean that every race of Reflection Mortal is designed to survive, travel between, or go to every Manifestation Domain. However, Reflection Mortals live in planes, and on planets, and in Galaxies. Usually there is even the rare type of Reflection Mortal, or at least Reflection Creature, that lives in Stars or on Stars. In contrast, Reflection Mortals do not automatically dwell in the Celestial Domains of a Manifestation while they are still living. Sometimes, they can visit temporarily, and often their souls go to one or more of the Celestial Domains upon dying.

Minister

A Minister is a principle officer in the Celestial Bureaucracy of a Manifestation, and is usually at least an Advanced Forcang, if not an Elder Forcang. Ministers may be either Local Forcang or standard Forcang. Ministers have far broader Rights than normal Gods and Goddesses. Furthermore, Ministers usually lead pantheons in their own right, providing some organization to the Deities of the Manifestation under the ranks of a particular Minister. Together the Ministers in turn serve as a Pantheon of Greater Gods and Greater Goddesses under the Lieutenant of the Manifestation, the Sovereign, and any existing Royal Family. The Lieutenant of the Manifestation is generally also considered the Lieutenant-in-Chief. Usually the most important Rights go to Ministers.

Modern Age

This is the current Age within the Modern Era of the particular story set in Apocalypse in Dweehwail that has been created by the storyteller. As indicated, an Age is about 5,000 Absolute Years. The Modern Era has gone on for endless eons. An Eon is about 42 Ages.

Modern Era

This is the current Time Frame, or the existing Multiverse, in the infinite series of Genesis and Apocalypse of The Multiverse. It may also reference the actual Age in which the story takes place, although, genereally in that case, the term would be the Modern Age.

Money

Some Forcang and Spirits and other Sentients exchange token currency like Reflection Mortals. However, most trade more valuable goods. Generally these are divided into three categories: generic artifacts and creatures, information, and favors.

Generic artifacts are “unnamed” artifacts, in that they may not be retrieved by particular Forcang and Spirits who lose them. Normally, for a “named” artifact, the Forcang may simply traverse Reflection until they inevitably find the item. It is bound to their legend and story as a Force. The same is true for named verses unnamed creatures. Yet, generic artifacts and creatures still have an investment of potency points. More is said about money in the section on money.

Multiverse, The

This is another term for Dweehwail. It also refers to three locales: The Multiverse Proper, Daxuk, and The Indeterminate.

Multiverse Proper, The

This refers to the portion of Dweehwail East of The Indeterminate, that is not Daxuk. It includes all of the Manifestations of the Great River and Dark Lands, the great Capitals of Goamdwee, Duzog, Kroetof, and Rozeg, and the Dark River running from the Twilight Peaks to the Abyssal Court. It is a place populated mostly by Axiomatic and Anarchic racial Sentients that range in Order of Sentients from Reflection Creatures, to Reflection Mortals, to Lesser Forcang, on up to Grand Elder Forcang. There are also a fair number of racial Foreigners of a wide variety of subtypes living and plotting in The Multiverse Proper. Nearly anything of interest can be found in this portion of Dweehwail, even before moving to the more exotic Indeterminate or Daxuk. This may explain why the vast majority of Sentients in The Multiverse Proper are both unaware of the existence of anything else, and have no interest in leaving it even if they do. It takes a very particular type of bold, reckless adventuring mind to seek even richer frontiers. For everything else, there is The Multiverse Proper.

Multiverse's Tree

This is the Tree of Goamdwee, which grows at the top of the hill in the Capital Manifestation of Goamdwee. The Multiverse's Tree is colossal, and infused with Living Energy and Journey. This means that generally only Lords of Order of sufficient potency may enter. The Tree Canopy is the first destination for many, where numerous locales of might and awe and history have existed for eons. This includes famous government facilities for The Alliance of the Multiverse and The Councils.

Entering the Tree Canopy requires a Lord of Order to be at least an Advanced Forcang. Some Forcang without Journey have evolved special abilities to permit them limited access to parts of the Multiverse's Tree, particularly for Diplomatic purposes. Accessing government facilities usually requires a Lord of Order to be at least an Elder Forcang or Grand Elder Forcang. Those without sufficient protection who attempt to behold the Tree can sustain permanent, irrevocable harm, and even be completely consumed. Foreigners to Goamdwee without such abilities must remain in the Foreigners District in the city at the foot of the Tree, near the River Port with the Great River.

Natural Laws

Some Manifestations that exist in the Dark Lands of The Multiverse Proper grow there naturally from Dark Seeds, and remain unclaimed by any Forcang. Yet, Reflection Creatures, and Reflection Mortals exist in these Manifestations and the Reflections there, even without Celestial Bureaucracies and Celestial Domains. It is said that these Manifestations function according to Natural Laws. Of course, they still follow some laws and principles from the Blossomline Maelstrom of the Chaos Blossom that grew the Dark Seed. Yet, many of the laws of the Manifestation would still appear to be without direction, except for the Natural Laws. Theologians among Lords of Order and Lords of Chaos debate the source of these Natural Laws, each attributing it to Higher Beings that create such rules, even for derelict creations. The truth has yet to be known.

Noble Manifestations

These are the Manifestations in the realms of a Noble in Goamdwee, or one of the Courts of Chaos. These realms vary in size, along with the number of Manifestations. Sometimes, these are gifts of set size, while in other cases, the Forcang plays an active role in increasing her quantity and quality of Manifestations, raising her prestige and status with each acquisition or improvement. Often, other abilities that create

new Manifestations or claim new Manifestations can add to the realm.

Order of Sentients

It is known to Forcang that there are at least 12 known Orders of Sentients. The Feaists argue that there are an additional 2 Orders of Sentients above those, creating a total of 14. This begins with Sentients of the First Level, which are primitive, barely Sentient Reflection Mortals. Some Reflection Creatures are considered First Level Sentients. First Degree Sentients might be a race barely at the start of its recorded history. With a Second Level Reflection Mortal race, many feats of technology, whether they are through medicine, or electricity, or computers, create effects that a First Level Sentient might consider Godlike. A Second Degree Sentient would be the extreme future in either a fantasy or science setting, with races running vast interplanar or intergalactic civilizations, and citizens of virtual immortality.

A Third Level Sentient is the same as a Lesser Forcang, or Servant, or Angel. Many Second Level Sentients would view these Beings as Godlike. An Advanced Forcang, or a Goddess of a Celestial Bureaucracy would be a Fourth Level Sentient, while a Greater God would be a Fourth Degree Sentient. Ministers are either Fourth Degree Sentients, or are even Fifth Level or Fifth Degree Sentients. These mighty Sentients are Elder Forcang. They also serve as Lieutenants in Manifestations. Finally, a Sixth Level Sentient is the start of a Grand Elder Forcang, or the Sovereign and Creator of a Manifestation, while a Sixth Degree is the absolute maximum power a Grand Elder Forcang can expect to achieve after countless eons of existence. The Jooquaip, or the King of Duzog, are usually Sixth Degree Sentients. The Third Degree Sentient was skipped, but may essentially be viewed as stage between a Lesser Forcang at the height of her potency, or a Greater Servant or Archangel.

One of the principles of the Order of Sentients is that there are two Stages for each number: First Level, First Degree, Second Level, Second Degree, etcetera. Next, each Stage would view the next as Godlike, or actually refer to them as Gods or Goddesses. Thus, First Stage Sentients, both First Level an First Degree, view Second Stage Sentients as Gods. Second Stage Sentients view Third Stage Sentients as Goddesses. Third Stage Sentients view Fourth Stage as Godlike or Gods. This continues. All the more so, if multiple Stages are crossed, so much more is the awe multiplied.

The Feaists speculate that above the Sixth Degree Sentient exists a Seventh Stage of Sentients. In this Stage, there is a Seventh Level Sentient, and a Seventh Degree Sentient. They maintain that there are exactly 1,764 Seventh Level Sentients, corresponding to the square of the 42 Letters of the Loahueth alphabet. They then claim that there are exactly 42 Seventh Degree Sentients. Feaists are called Feaists because the Loahueth letter “fea” is the seventh letter of the alphabet, and also stands for the number 7. It is said these Seventh Stage Sentients are supreme, transcendent Beings, and the Feaists point to the results of their prayers as proof.

However, many Lords of Order, let alone other Forcang groups, have doubts about this belief. They have their own religions, with their own results. Yet at the very least, Six Stages of Sentients can be demonstrated beyond a doubt. That creates 12 Orders of Sentients. If the Feaists are believed, than that makes 14 Orders of Sentients.

It is known to the wise of Dweehwail that there are other Orders of Sentients in The Multiverse. Some of these even the scholars of Forcang are just beginning to analyze and investigate. One known lineage is that of Spirits. Seemingly, they represent a separate and mostly distinct Order of Sentients, with Spirits being the Greater Beings, and lower stages of Sentients exisiting beneath them. They have their own Language of the Universe, and their presence since the Dawn of Time is part of a Core Reality of Dweehwail.

Most Manifestations have a Plane or Celestial Domain devoted to the needs of

the Spirits in that locale, and it is said that the Seed for the Genesis and Birth of all Lord of Order Manifestations are galaxies, planes, and Reflections originally created by Spirits. There is great debate as to whether Spirits or Forcang are the original life in Dweehwail. There are also suggestions that mingling between the Orders of Sentients has resulted in the mixing of Whole Souls between them. Thus, as much as they represent distinct Orders of Sentients, they are not so far apart as some purests would like to believe. In fact, by this Age of the Multiverse, there has been so much mingling of Souls that the Rain of Souls at any time includes Kernels of either Orders of Sentients. As to whether additional Orders are represented as well, that has yet to be discovered.

A common point of order is to apply the Order of Sentients to Reflection Earth. In other words, on Reflection Earth, how would these terms apply? It is very clear from the definition in this book that every human being on Reflection Earth at a similar point in history to ours, regardless of where they live on the world, or how much technology they actually have managed to obtain, would fall neatly into Second Level Sentients. It is simply the case that no human would be sufficiently different to warrant being considered a Second Degree Sentient or a First Degree Sentient.

If aliens landed in their interstellar spacecraft, representing a vast galactic civilization, they might be considered Second Degree Sentients. Furthermore, if there was a group of humans that had been without contact of the outside world for some thousands of years, and did not know anything of our modern technology, history, or culture, there might be an argument for them being First Degree Sentients. A note on Stages of Sentients below Third is that there is no judgement as to the ability to know and understand reality and truth, or to be moral, ethical, or act with integrity. Ultimately, there is no one in our world, or a Reflection of it, that would not be unified in the Second Level of Sentients.

Past

Reflections may be, relatively speaking, Past, Present, or Future. A Past Reflection may be either Past Fantasy or Past Tech. The former is a magic based Reflection, the latter is a science based Reflection. Both have technology and societies that bare some resemblance to the historical past of Reflection Earth.

Paradise

This is a Forcang Manifestation designed by expert crafters of Manifestations to serve as places of relaxation and peace for Forcang. Creating a location that meets that description for all Forcang is part of the art. Very rarely, Dark Seeds can evolve into these Manifestations as well. Generally any Forcang can enter a Paradise, as they are designed for the benefit of all Forcang. Some restrictions are sometimes placed on them, such as only being for Lords of Order or Lords of Chaos. However, usually restrictions are more subtle than that. They might restrict those with evil thoughts from entering temporarily. Most Forcang who desire to create Manifestations have dreams of designing a Paradise Manifestation some eon with a vast team of Grand Elder Forcang. It is said that one of the principle projects of the current Jooquaip of Goamdwee is the construction of a new Paradise Manifestation that will be accessible even to some Reflection Mortals and Reflection Creatures. In the end, these poor words do little justice to communicate the wonders of a Paradise.

It is often the case that the Highest Heaven of the Sacred Realms in the Celestial Domains or Planes of a Universe or Cosmos is referred to as Paradise, or Gon Eden. This is a reward for some Fragments of the Whole Soul upon death, certainly of Reflection Mortals, but also when Forcang finally die from various means. It is a varied Realm, and not all parts are equal, though all are at some level, Paradises. If anything, this reward for Reflection Mortals in the afterlife is said to be mirrored in both the Forcang Potencies of the Savant and the Paradise Manifestation.

This is because Forcang are naturally immortal and may not achieve the reward of Gon Eden for billions or trillions of years. Therefore, these alternatives have been created. True scholars debate on which form of "Paradise" is truly the most exquisite, with the majority seeming to believe that the reward of Gon Eden is the Truest Reward, and Forcang merely want to have some experience of that Heaven while still alive.

People

This is a distinct term used for the lower stages of the Order of Sentients beneath Spirits. It is in contrast to Reflection Mortal. The People of the Spirits have a unique connection to the Spirits, and a special role to play in the events and important matters of the history of The Multiverse. They are also often incorporated into larger Manifestations, into which they are equally Constituents. They have all of the same privileges as the Reflection Mortals Created in that Manifestation, only, they are also under the Celestial Providence of the Spirits as well. That being said, the business of the Spirits is not always just limited to their People. Finally, ingermingling between the People of the Spirits and Reflection Mortals has really combined these two Orders of Sentients in an irreversible way. These two lineages are still distinct, yet they are closer in the Modern Era than at the Dawn of Time.

Philosophical Dramatic Narrative

This is synonimous with a Record. In most Manifestations there exist Celestial Domains in which all topics of Knowledge are compiled to within one hour of accuracy. It is a known Berry in Reality that even Manifestations of the Dark Region have Libraries. Anything that could be judged to be some kind of Knowledge would be found there is physical or some kind of virtual or digital form.

It is the nature of Servants of Manifestations that these Records contain drama and narrative as well as simply knowledge and philosophy. They are epic annals of the universe, and even Creators and Sovereigns have books of Philosophical Dramatic Narrative written about them. Somewhere in Dweehwail, everything is written down.

Plane

A Plane is a Reflection in a Cosmos Manifestation. Unlike Universes, which connect planets with scientific laws through space, Planes of Cosmoses are connected metaphysically across a veil that is impenetrable to most Reflection Mortals. In many Cosmoses, some Reflection Mortal magic is capable of piercing this veil, allowing limited plane shifting. Some Forcang have the ability to do this as well, even without having to shift reflection.

Generally, Reflection Mortals cross the veil upon death to be judged in the domains of their Gods in the Deities' domains on numerous planes. There part of their souls remain in the protection of their Deity, as a reward, or punishment.

There are many other planes beyond the Central Plane, containing mostly Reflection Mortals and Reflection Creatures. There may be planes corresponding to just about anything, whether it is an element, an alignment, a principle, something aesthetic, trade oriented, or simply for purposes of enjoyment. Planes may be very limited in size, or unlimited in size. Their laws vary greatly, between planes, within the same Cosmos. This makes some planes very hostile to Reflection Mortals, and even some Forcang who are not prepared.

Present

Reflections may exist relatively speaking in either the Past, Present, or Future. A Present Reflection may either be Present Fantasy or Present Tech. The former is magic based, while the latter is science based. A Present Reflection is world that has many similarities to Reflection Earth in terms of its technological level and

societal development.

Primal Form

This is a Form available to a Shape Shifter that represents a complete, and total connection to the Shape Shifting ability. This allows instantaneous changes to nearly any threat or environment. Under normal circumstances, the Forcang's personality is completely submerged, and lies dormant while using this Form to escape lethal danger. However, Shape Shifters who take the Primal Shape Shifting Potency and Advanced Primal Shape Shifting Potency increasingly gain some control over this Form. These Potencies also grant many other abilities.

The Form is also available to Forcang and other Sentients in general, even without the Shape Shift Character Class. However, other Sentients without Shape Shifting can only shift to this Form as a result of strong emotions in reaction to something.

Princess/Prince

This has a number of meanings. One refers to the head of a Department in the Executive Branch of The Alliance of the Multiverse. The Grand Elder Forcang are referred to as Princes and Princesses. They might be called the Prince of Art or the Princess of Defense.

A Prince or Princess is also a member of the Royal Family, the children of the Sovereign of a Manifestation. In most instances, they receive most of the Rights to that Manifestation, although in some instances, the Rights may be more limited. They may also receive their own pantheon in the Manifestation. The Royal Family is expected to assist the Celestial Bureaucracy, acting as principle officers along with the Lieutenant and Ministers, to defend against invasions of the Manifestation during Dawn Wars, or the opposite, to fight with them in the event of warfare in territory beyond the Manifestation. There is also the rare instance of defense needed during times other than Dawn Wars.

The Children of the Royal Family can also act as a Proxy for the Delegate of the Manifestation to The Alliance of the Multiverse, or actually act as the Delegate permanently for the Manifestation.

Priness, The

This is the chief officer of the legislative branch of The Alliance of the Multiverse. The Grand Elder Forcang is elected by a majority of The Alliance of the Multiverse Delegates. She leads the discussion of laws and other topics, and calls the vote, among numerous responsibilities.

Rain of Souls, The

When a Sentient dies in Dweehwail, either through old age, from illness, or injury, the soul goes through a journey. An enormous wave of Celestial Energy gathers at the remains, and over 24 hours, expands, until finally, it explodes in a violent eruption. It is said that the strength of these effects varies depending on the deeds of the Sentient in life. In most cases, if they are First or Second Stage Sentients, then the explosion sends fragments of their Soul to a number of different afterlives in the Celestial Bureaucracy. The Soul Fragments have equal memories, and identities to the Sentient in life. Eventually, these soul fragments coalesce, having gone on journeys beyond their initial Celestial afterlife in search of the lost pieces of the Whole Soul, throughout the Celestial Domains. Once enough of these Soul Fragments meet, and recombine, they fall back to the Central Plane in a glowing Celestial Rain, and seed newborns in the next generation with their souls.

It is said that for First Stage and Second Stage Sentients who live particularly exceptional lives, their death creates a wave of soul energy that sends their fragments beyond the confines of that Manifestation. These Fragments find themselves in the Celestial Domains of countless Manifestations. Yet the goal remains the same. Once enough of them have found each other, they rain back to a Reflection, and are born. Only, in this instance, the soul is born as a Forcang. Through merit in life, and the afterlife, the soul

has transcended the ranks of a Reflection Mortal, and been born as a Forcang.

It is said that for each Stage of the Order of Sentients, upon death, souls tend to repeat their Stage. However, those with exceptional merit spread their soul fragments far upon death. The more experiences these soul fragments achieve in their afterlives, before they find each other and recombine, the higher the Order of Sentients they climb upon rebirth.

It should also be noted that the Rain of Souls can go in the opposite direction. Those who are particularly undeserving in life, can create a more focused spread of soul fragments upon death. Thus, a Forcang soul can still be demoted to a Reflection Mortal. All should, if they are able, attempt to be exceptional. In this manner, even if they do not reach a Stage of Sentients they desire in this lifetime, perhaps they will in the next, and at least, they will not be born at a lower Stage.

Scholars of this topic among Forcang and Spirits believe that the two Orders of Sentients, and possibly others, have been mingling since the Beginning of Time. As such, there are many Whole Souls that find during their afterlives that upon Rebirth it may be into any related Order of Sentients. Originally, there were multiple Rains of Souls. Now, because of love, and its results, the Orders of Sentients have been increasingly combined and enriched. Thus, there is the essence of Rebirth and Spirit in the Stages of Forcang and the essence of Celestial and Forcang in the Stages of Spirit.

Reality

There are multiple realities. Dweehwail is one such Reality. Reality is another term for a Dimension. Different Dimensions have their own Realities that can be similar to Dweehwail, or radically different.

Reality Windows

This is a window into another Reality from Dweehwail created by a potent Ḥowsh Artist. They are generally designed for aesthetics, or pondering thoughts and ideas. It takes a very rare Ḥowsh Artist to contrive the means to pass through the Reality Window into the different Reality, and an even rarer one, to have the means to return afterward.

Realmz

Scholars of The Multiverse Proper differ as to the exact definition of a Realmz. All agree that it concerns the primary unit for what Manifestations or Domains exist in Daxuk. Generally in Deep Daxuk, endless Realmz exist that are very remote from The Multiverse Proper. Some of these are worlds, or planes, or cities. Others are far larger. Some suggest that a Realmz is more like a Plane of a Cosmos in its variety. It said that many were created by potent Vampires in ancient times, and that many still developed naturally with Natural Laws. Since few Forcang even travel to Daxuk, let alone to Deep Daxuk to investigate this wealth of secrets, the truth it not yet known.

Record

This is synonymous with Philosophical Dramatic Narrative. In most Manifestations there exist Celestial Domains in which all topics of Knowledge are compiled to within one hour of accuracy. It is a known Berry in Reality that even Manifestations of the Dark Region have Libraries. Anything that could be judged to be some kind of Knowledge would be found there in physical or some kind of virtual or digital form.

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Reflection Creatures

These are the animals and plants and

other non-Sentient life that is found on many Reflections. That is not to say that all Reflections have Reflection Creatures. Some Reflections are hostile to all life. There are also Forcang Manifestations that tend to have Creatures of Power instead of Reflection Creatures, even in the trees and plants that grow. This is because in these locales, even the non-Sentient life is more real than regular Reflections. Generally, Reflection Creatures have Human Rank attributes, if they have attributes at all. However, they can be enhanced through various means, far beyond their normal values.

Reflection Mortal

It is strange to think that to a Forcang, a Reflection Human or a Reflection Elf is a dime a dozen. There are countless Reflections, with countless mortal or semi-mortal Reflection races, designed by Forcang, or by Natural Law. Since there are so many Reflection Mortals, Forcang do not think much of them. They use them as tools, and resources. It is rare to actually befriend one. The possible exception to this are Servants who are charged with the protection of a particular race of Reflection Mortals on a Manifestation. However, in most instances, it is rare to find Forcang who care for life. But they do exist, and some Forcang actively befriend Reflection Mortals, and Reflection Creatures, and care about all Sentients, and all life.

When a Forcang wishes to create a Reflection Mortal race, she creates a Template. That Template of the Reflection Mortal race is used then in the Manifestation in the genesis of populations of that Reflection Mortal race, either through scientific law, in a Universe, or through magic law, in a Cosmos. It happens that there are some similar Reflection Mortal races on many different Reflections and Manifestations because it is common for Forcang to copy from each other to some extent.

Thus, nearly every Manifestation has some type of Reflection Human. Most Cosmoses have some type of Reflection Elf and Reflection Dwarf. That is not to say the Creator of a Manifestation does not envision unique Reflection Mortal templates, or unusual versions of existing ones. It only means that some Reflection Mortal races have worked very well for eons, and most agree that they continue to do so. This explains why most Forcang armies are populated by Reflection Mortals of these sorts of races.

Religion

The Multiverse has numerous religions, mostly practiced by Reflection Mortals. In this book, religion refers to the beliefs and practices of Stage Three Sentients and above. Even the mighty Princes and Princesses of Dweehwail often believe in something greater. Most commonly this is the Feaist tradition. Some also follow the Cult of Giḥi. Yet there are numerous other major religious traditions, includings Blossoms, The Weird, and Zealots, as well as those not specifically mentioned in this book. These are all detailed in the section on religion at the end of Apocalypse in Dweehwail.

Rights

Forcang at a sufficient Order of Sentients can gain Rights to perform Miracles in a Manifestation. These are either gained by a Creator upon crafting a Manifestation, or claimed by a Duke choosing an existing corner of a Manifestation, or granted to members of a Celestial Bureaucracy by the Creator or Sovereign of a Manifestation. Rights cover nearly every aspect of principle and law for a Manifestation, from the very general, to the most specific. Ministers have the most important, and broadest Rights, while their pantheons of Greater Gods and Goddesses have all of the other manner of Rights. Generally, the Creator and/or the Sovereign, the Lieutenant, and the Royal Family of a Manifestation have universal Rights. An example of some Rights might be art, war, love, music, good, and evil, among many others. All of these Rights are governed by the Celestial Bureaucracy of the Manifestation. Another term for Rights might be domains, spheres of

influence, or portfolios. Within their Rights, a Forcang is essentially omnipotent, creating Miracles to suite their governing of the Right in that Manifestation.

River Port

A River Port is a Lord of Order Reflection that exists along the Great River, and provides access to a Manifestation. In some instances, the Great River actually flows through the Reflection or City. Usually, the Sovereign of the Manifestation builds a fancy Forcang city to greet visitors to the Manifestation who arrive on River Vessels along the Great River. Furthermore, it allows easy access for Forcang who wish to board a River Vessel from that Manifestation and depart to other Lord of Order River Ports, including Goamdwee. Generally, the most famous, and fanciest Manifestations, have River Ports, owing to the fact that Lords of Order charge aspects of their creations with Living Energy from the Great River. Thus, any Grand Elder Forcang of Goamdwee who wants to create a new Manifestation will wish to do so along the Great River, and include a River Port.

River Vessel

A River Vessel is a luxurious boat with an aesthetically pleasing design, which is either a large Public craft, or a Privately designed River Vessel created to serve the Grand Elder Forcang of a particular Manifestation along the Great River. The Public River Vessels travel slowly from major River Port to major River Port, ferrying Lord of Order Advanced Forcang, and other types of Forcang, between these destinations. They also stop at Goamdwee, and many Bloodline Capitols.

The Private River Vessels are the personal fleets of the Sovereign of a Manifestation, used for the business of that Manifestation, as well as the personal desires of the Sovereign and Royal Family. Thus, a Grand Elder Forcang may use her private River Vessel for exploring the numerous secrets of the Great River, as well as official business. She may also choose to bring any Forcang she wishes with her, provided they are capable of withstanding the presence of Living Energy.

Royal Family

A Royal Family is off course the offspring of the rulers of a monarchy, as exists in a number of the Courts of Chaos, and numerous Dukedom Capitals and Bloodline Capitals. The Royal Family of Duzog in particular is extensive, and there are many dynasties still represented in the city, that ruled at one point in an age long past.

A Royal Family also refers to the spouses and offspring of the Creator and/or Sovereign of a Lord of Order Manifestation. Along with the Creator and Sovereign, their spouses and offspring generally receive universal Rights in that Manifestation. They may furthermore act a Proxy or Delegate to The Alliance of the Multiverse on behalf of the Manifestation. In a time of warfare, they act as chief officers, as Captains, ahead of even the Ministers, equal only to the Lieutenant, in conducting the war effort. If it is relevant, both the families of the Creator and Sovereign are considered to be Royal Families for a Manifestation. In some instances, the family of the Lieutenant also receives some special privileges.

It also occurs that this privilege for families is not absolute. Some spouses or children are only granted a smaller number of Rights, for various reasons. One of those might be if they happen to be a Forcang of a lower Order of Sentients, which does happen. Generally, the family of the Creator and Sovereign become chief figures in the Celestial Bureaucracy of a Manifestation. That does not preclude them from each having their own business and objectives in other Manifestations of their own.

Rozeg Court

This is the youngest of the three Courts of Chaos on the Anarchic Peaks. It has a unique Twilight Maelstrom and its own crop of Chaos Blossoms. Rozeg is also a Capitol Manifestation.

The Rozeg Court of Chaos is known for focusing on the Forcang Magic of its citizens, and greatly enhances the Magical abilities of those who choose to also become Mages in addition to Lords of Chaos. Those of Lesser Forcang ranks have fewer privileges in the city, while those who reach or are born into higher Stages of Sentients receive great benefits in the city. Rozeg also specifically rewards those who become Mages and work their way to reach the Master Potency.

Science

In the context of Apocalypse in Dweehwail, "Science" is the same thing as "Tech". See the entry for "Tech" in the glossary.

Servant

These are Lesser Forcang, either normal Forcang, or Local Forcang, who act as agents for the Gods and Ministers and Royal Family of the Celestial Bureaucracy of a Manifestation. Servant is the more generic term in a Manifestation where the Local Forcang who serve each God or Minister have different, unique abilities. In that instance, they would have their own titles in each class of Servant. In Manifestations where the Celestial Bureaucracy is given one pool of Servants with the same abilities to draw from, they are called simply Angels. It is more common to have different classes of Servants than a single pool of Angels. However, the latter is far from uncommon. Servants may include both starting Lesser Forcang, as well as more potent "Archangels", which represent a Lesser Forcang with far more Advancement Points, but who have not reached the Stage of an Advanced Forcang yet. Of the members of the Celestial Bureaucracy, Servants are far more likely to interact with Reflection Mortals and Reflection Creatures than more potent Stages of Forcang.

Seventh Degree Forcang

In Feaist mythology, these are the most transcendent Forcang, and Supreme Beings, at the top of the Order of Sentients. The Feaists believe there are exactly 42 Seventh Degree Forcang. They refer to them also as Seventh Degree Sentients. Some members of the Cult of Giḥi see them as the greatest Archangels of their ultimate Supreme Being, Giḥi. Other religions have different theologies still.

Even if they are said to exist, they seem to be fairly remote from the daily existence of Dweehwail. Therefore, the Feaists, and some members of the Cult of Giḥi, may revere them. Yet the average Forcang is unlikely to simply be able to have a conversation or interaction with them. If they do exist, they transcend any conventional understanding of Sentients.

Seventh Level Forcang

In Lord of Order Feaist mythology, the Order of Sentients includes 2 additional Orders beyond those known with certainty to exist. The lower of these 2 Orders is Seventh Level Forcang. They believe that there are exactly 1,764 of them. Each letter of the Language of the Universe, or Loahueth, is believed to have 42 Aspects. Each one of the Seventh Level Forcang is said to selflessly represent one Aspect. These are seen as transcendent, Godlike beings, even by the most potent Grand Elder Forcang, at least among Feaists.

Some members of the Cult of Giḥi also believe in Seventh Level Forcang, only they see them as transcendent, angelic beings that serve the Supreme Being, Giḥi, as intermediaries. Other religions among the Lords of Order have different theologies.

What is known is that those who pray to these Beings, particularly in Temple Manifestations, produce tangible results. However, it is noted that those of different religions also produce results with their prayers. Thus, it is still a matter of debate whether the Seventh Level Sentients, or Seventh Level Forcang, actually exist, or if it is some other Force of Potency.

Skills

Forcang and Spirits may easily attain skills. This is because time is relative on most Reflections. On some Reflections, time passes very quickly. Thus, a Sentient may simply travel to such a location, learn a skill, and return to a slower time Reflection.

Nonetheless, it is important to document which skills are possessed by a Sentient at a given moment. These are determined by the history of the Sentient, and how long she spent time studying or practicing a particular skill. More may be learned about Forcang skills in the section on skills.

Spirits

A Spirit is an entity that is similar to a Forcang, although, part of a different Order of Sentients. In many ways, they, and their Order of Sentients and Rain of Souls operate separately from that of Forcang. Historians among Forcang have speculated much about the origin of this separate lineage (and others) and believe that Spirits and their People likely developed as natural protectors of The Multiverse.

One idea is that there are a Series of Great Waves prompted by a series of Threats to each Time Frame. There have been many Multiverses that have been created, existed, and have been destroyed. Rather, Spirits and their People exist, along with the language Rebirth and Natural, as protectors of the natural order of this sequence. Spirits will protect The Multiverse as along as possible from The Threat, identify it when it appears, and help defeat it. If The Multiverse is ever damaged beyond repair, they will also likewise assist in the next Great Wave, and The Rebirth of the entire Multiverse. This is what the scholars of Forcang seem to have gathered regarding the Spirits.

There is largely coexistence, though at times there is some friction, between Forcang and Spirits. Usually Spirits have an entire Plane or Celestial Domain to themselves in a Universe or Cosmos, and are generally permitted to act equally and freely to the Creator and Sovereign. This cooperation seems to benefit both parties, rather than bigotry or warfare. That is not to say that Dawn Wars never see any of that. It is only the case that, certainly among Lords of Order, most welcome Spirits in their Manifestations, and make no attempt to limit them or their business. The same is true for the People of the Spirits, who receive benefits as both being protected by the Creator and Sovereign, but also by the Spirits.

Sovereign

The Sovereign of a Manifestation is the King or Queen of the Gods, the Commander-in-Chief of the army of the Celestial Bureaucracy in times of warfare, and has all of the Rights for that Manifestation. She rules the pantheon of the Lieutenant and Ministers, and has the ultimate say even for the Gods and Servants serving the individual pantheons of those Ministers. She has the final say on all matters in the Manifestation, with the exception of the Creator, if that is a different Forcang. In most instances, the Creator of a Manifestation is also the Sovereign. However, a Creator can also, in rare instances, assign that Right to another.

The immediate family of the Sovereign is the Royal Family of the Manifestation. He appoints the Delegate to Goamdwee, the Lieutenant, and all Ministers. If he is wise, then he gives a great deal of independence to those Ministers to run their own pantheons. A good Sovereign is largely hands-off. However, there will always be matters that require the attention of the Sovereign.

Stages

For this concept, see the entry for “Order of Sentients”.

Storyteller

The person responsible for telling and facilitating a particular campaign of Apocalypse in Dweehwail. This is the same as “Gamemaster”.

Tech

Reflections are either Fantasy based or Tech Based. Those that are Tech based follow scientific principles and laws. These may exist, relatively speaking, in the Past, Present, or Future.

Template

It is known that many Sentient races and species found in Manifestations are similar, or even copies of each other. This is beecause some races are so useful and popular that many Forcang want to use them again when a new Manifestation is created. There exist Templates, or the blueprint for these Sentient races, that are available in these circumstances. When a Forcang wants to create a new Manifestation, or generate a new Sentient race, they may draw on these common Templates.

The most popular template is humans. So much so, that many Forcang choose this form as their primary shape out of all of their other options. Yet other popular templates include Elves, Orcs, Dwarves, and numerous other familiar names in fantasy and science fiction literature. Of course, sometimes unique species and races are created as well. Only, these might augment a core of common races that exist in most Manifestations.

Temple

A Temple is a Forcang Manifestation generally only accessible to Forcang of a particular Stage or higher. Many Advanced Forcang are already capable of entering a Temple without assistance. Temples are places where Forcang can offer religious devotion and services to any of the numerous religions and philosophies they observe. This is true both for Lords of Order and Lords of Chaos, as well as Sentients of other classes. There is a special Archetype of Priestesses devoted to the Lord of Order Feaist tradition that receives special abilities in relation to their religious duties, and many responsibilities of this Archetype are fulfilled in Lord of Order Temple Manifestations. Forcang find that prayers to their Supreme Beings or Philosophical Beliefs in a Temple tend to yield the best returns. Why this occurs at all, and why this occurs better in Temples, is a subject of discussion among Forcang theologians.

Thçtz

Ḥowthçtz are engines that are a combination of reflection and Potency that are designed to execute certain tasks of abilities. Lords of Chaos are particularly good at creating Ḥowthçtz. A special class of Thçtz are known as Primordial Thçtz, that endure through eons and have awful potency. Both the Grand Journey and the Twilight Maelstroms are Primordial Ḥowthçtz, as is The Crucible. Players can invest advancement points to create Ḥowthçtz. They can also expect to find them over the course of the game. As with the known Primordial Ḥowthçtz, one curious feature of potent Ḥowthçtz is their tendency to develop a Sentience of their own, and take control of their own destiny.

Thorn

A Thorn is a concept or structure of fundamental evil and peril in a Manifestation. It is known that Lords of Order are required by Natural Laws to create some number of Thorns during the Genesis of a Manifestation. Even in Manifestations created through Natural Laws, ultimately deriving from Dark Seeds, Thorns exist in multitude.

What exactly constitutes a “Thorn” is debatable among Forcang, although concepts like “War”, “Famine”, and “Hatred”, as well as locales like a Tree of Thorns or Hell are commonly cited. Still, others may find purpose for these that transcend labels such as “evil”. The Reality is that none may escape Manifestations that have Thorns, and Sentients must always be on their guard for when they encounter one.

Threat

It is specualted that in each Time Frame

there evolves naturally one or more Threats. These take a variety of forms, and may include one or more entities or Sentients or any Order of Senteints, or some environmental hazard, or some other danger. The Threat may result in the Apocalypse of The Multiverse. It is said that The Spirits and their People, along with The Language of the Universe, Rebirth, exist in part to counter this inevitability. Sometimes it is countered in time, and the Modern Era continues. Others, it is too late, or the damage is too severe, and the Apocalypse of The Multiverse occurs. This is a natural part of the cycle, as much as Genesis. Most Forcang are not aware of this, and certainly would be expected to fight the current, and The Threat, and to delay the Apocalypse as long as possible.

Tier

Stages of the Order of Sentients are very different from one another. Each Tier of these Stages would look upon those superior as Gods or Godlike. The first Tier is the same as Lesser Forcang or Sentients of similar power. The second Tier is Advanced Forcang or Advanced Foreigner. The Third Tier includes Elder Forcang and Elder Foreigner. Finally, the Fourth Tier include the most powerful, Grand Elder Forcang and Grand Elder Foreigner. Spirits, Creatures of Power, and Foreigners are certainly included in these ranks.

Time Frame

According to some Forcang scholars, this Multiverse is just one of an infinite series of Multiverses. Each one was born in a Unique Genesis, existed for Ages, faced a Unique Threat, and was subject to a Unique Apocalypse, or Great Wave. Dweehwail is The Multiverse that currently exists. When a particular Multiverse that existed in this sequence of creation and destruction is referenced, that time period is discussed as a Time Frame. The current Time Frame is the Modern Era. Other Time Frames may be referenced, yet more specialized terms would be used.

Tree Canopy

The Multiverse's Tree in Goamdwee has a region known as the Tree Canopy. This is an enormous space in the branches filled with leaves and fruit of the Tree. It is also populated by the government facilities, sacred sites, famous monuments, diplomatic grounds, and other buildings that make this locale famous. Entering the Tree Canopy requires a Lord of Order to at least be an Advanced Forcang under most instances, and to enter the government facilities, to be at least an Elder Forcang. Some specially attuned Forcang of other classes have abilities that allow them to survive in the Tree Canopy, particularly those trained for a Diplomatic role. For all others, exposure to the Tree Canopy causes rapid damage, similar to contact with Living Energy and Journey.

Tree of Goamdwee

The Tree of Goamdwee is another term for the Multiverse's Tree.

True Born

When two Forcang of the same Stage have a child together, they usually give birth to an offspring that is also of that Stage of Sentients. Thus, two Grand Elder Forcang usually have children that are born Grand Elder Forcang. In this case, they would be born with the corresponding Potencies, as well as hundreds of Potency Points in Attributes. Usually True Born children Inherit their Potencies and Abilities over about 100 to 500 Absolute Years.

Sometimes, the offspring is not of the same Stage. This can occur even between two Forcang of the same Order of Sentients. More often, it occurs when two Forcang of different Orders of Sentients have a child. It might even be the case that a Forcang has a child with a Reflection Mortal. The resulting offspring is frequently of a lower Stage than the highest Stage Parent. These offspring are not considered True Born, or are even thought of as a sort of Forcang

Bastard.

Since a higher Order of Sentients is so much superior in abilities and attributes to a lower Order of Sentients, it is generally considered unsafe to raise offspring that are not True Born as part of the Royal Family. They are rather sent out on their own, usually to be raised by a family of Sentients in the corresponding Order of Sentients. When they come of age, the Bastard may attempt to prove him or herself, by rising through the ranks of the Order of Sentients. Usually, by the time she reaches the same Stage as her parents, they will be Adopted back into the Royal Family, and fully acknowledged.

It is not always the case that Bastards are sent away. There are many instances of even Grand Elder Forcang including Forcang of lower Stages in their Royal Families, and giving them Rights in Manifestations. The Bastard may even be Promoted to a higher Stage of Sentients, or given other unique abilities. However, usually offspring who are not True Born are sent away.

It is more common that the Parents keep a distant eye on the Bastard, being loosely aware of their life, in the hope that he might someday be Adopted. The Parent might even send Agents to assist, without identifying themselves. Or, the Parent may choose a Stage prior to full Adoption to introduce the Bastard to the family, without providing any Rights or other privileges.

Tul

This is an inter-Dimensional structure created by Lords of Chaos of a sufficient Stage as homes, palaces, factories, and for many other purposes. A Lord of Chaos chooses the Reflection on which to place the physical location of the first room of the Tul, along with the Entrance. Then a connection can be made to the next room of the Tul, but it can be on a Reflection at virtually any corner of The Multiverse. The foundations of rooms can be in even more exotic locations, such as in Daxuk, in The Indeterminate, in Deep Living Darkness, and even Alternate Realities. Locales that are particularly exotic take considerably more investment. As for what goes in the rooms of a Tul, the more complicated, the greater the investment. A small bedroom costs little. A factory costs a lot. So does furnishing it with art, Reflection Mortal servants, or resources. Yet Ḥowtul have been constructed by nearly all Lords of Chaos since there have been Lords of Chaos and Maelstrom. The Anarchic Precipice may be the oldest Royal Tul in the Multiverse, predating even Duzog. This is why the secrets kept in the Anarchic Precipice are legendary, and mysterious.

Twilight Maelstrom

There are three different Twilight Maelstroms, each at one of the Court of Chaos Capital Manifestations on the Anarchic Peaks. The original, and the oldest Primordial Thçtz in The Multiverse Proper, is the Duzog Twilight Maelstrom. This is followed by the Kroetof Twilight Maelstrom, and then the Rozeg Twilight Maelstrom. When a Lord of Chaos walks a Twilight Maelstrom for the first time, she must choose to be initiated into the Maelstrom for one of the Courts. This is an irrevocable choice that provides unique benefits to the Forcang based on the Court of Chaos. The Chaos Blossom crop in each Court of Chaos gains some of their inherent laws and principles from their corresponding Twilight Maelstrom, which are then applied to that Blossomline Maelstrom once it Implants, and onto the corresponding Dark Seeds. This means that Lords of Chaos of a particular Court of Chaos have greater affinity for Dark Land Manifestations produced from Chaos Blossoms with ancestry in their Court. Using Potencies in the Manifestations with ancestry in the other Courts of Chaos carry disadvantages until the Forcang is at a higher Stage. Walking the Twilight Maelstrom is a rough, difficult, and disturbing experience. It is not uncommon for new Lords of Chaos to need time to recover afterword. This is in contrast to walking the Journey.

Twilight Network

This is the oldest Ḥowsh Network, and is available mostly for the citizens of

the Duzog Court of Chaos. Like any Ḥowsh Network, the Twilight Network offers numerous benefits. However, with many devious Forcang Ḥowsh Artists using Ḥowsh Hacking to leave entertaining vandalism on the Twilight Network, or outright traps, it can be a perilous place. Generally, if something seems too good to be true, it probably is too good to be true, without multiple trustworthy references. Duzog does have a small army of its own Ḥowsh Artists combing the Twilight Network to purge the activities of these Ḥowsh Hackers, as well as errors that occur naturally from time to time. They put in place formidable security measures to make Hacking very challenging. Thus, player Ḥowsh Artists looking to Hack the Twilight Network should plan for years in advance for the deed, and find trusted Forcang to help. Even then, it may not be successful. Yet it is said that there are places that can only be located and seen by Hackers (or Administrators). These secrets can make such a risk worth it to a clever and well organized Forcang and her loyal allies.

Twilight Peaks

The Twilight Peaks are enormous cataracts of the Dark River at the East extreme of The Multiverse Proper. There, the Living Darkness forms great heights, mountains even. The top of these mountains are referred to as the Anarchic Peaks, and each of the three hold the three Courts of Chaos. It should be remembered that the foundation for the Anarchic Peaks, and the substance of the Twilight Peaks, is the Living Darkness of the Dark River.

It is also said that that these waves are a particularly good example of a locale of Deep Living Darkness. Those who can dive into the wave, and survive both the Living Darkness and Torrent, may find some of the most surprising secrets of the Dark Lands. This is reasonable, as the mythical Wave Roots are directly below the Anarchic Peaks. It is likely eons of secrets have sunk to those depths. Whether it is wise for them be found is another story.

Ultranet

In our world, the Internet spans one world. In Apocalypse in Dweehwail, the Ultranet spans universes and cosmoses, and reaches into the very depths of Heaven and Hell. It is thought that the God or Goddess of Messengers carries this signal, or establishes infrastructure, to permit access anywhere by those who are knowledgeable.

Undead

This is a racial Foreigner Subtype with many varieties. The most famous Undead race is the Vampire. Other Undead races include Ghosts and Zombies. The nature of being a Foreigner is that these races are superior to Reflection Mortals, including the trivial Undead of fantasy Reflections. In some instances, Reflection races like Mundane Vampires are related to Forcang Vampires. Generally, all of the Foreigner Undead have a Forcang quality of attributes and abilities, and are a challenge to any Forcang of most Stages. Some are mostly pests. Others threaten civilization itself.

Universe

This is one of the two most common Manifestations. A Universe is a Manifestation based on science and technology. Like a Cosmos, a Universe is a standard Manifestation, in which Reflection Mortals and Reflection Creatures can live and function normally, in most places.

It can still have a Celestial Bureaucracy and Celestial Domains, although these are generally set apart from the Reflections of the Universe in a Hallowed Region that Reflection Mortals only travel to after they die. A Universe is generally considered a more sophisticated form of art compared to a Cosmos. However, there are many Lord of Order Grand Elder Forcang who generate both. Creating a Universe takes longer.

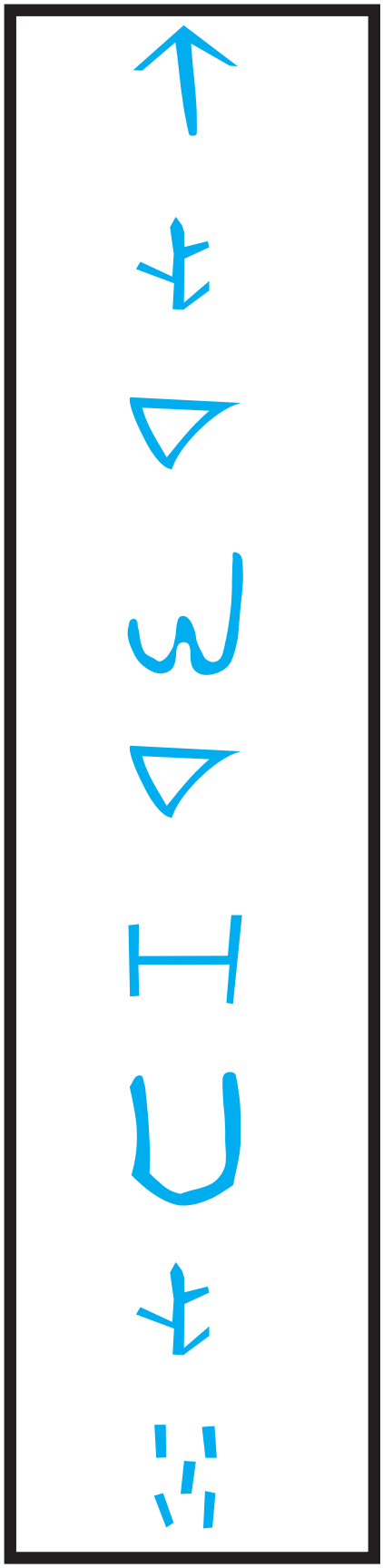
Vampire

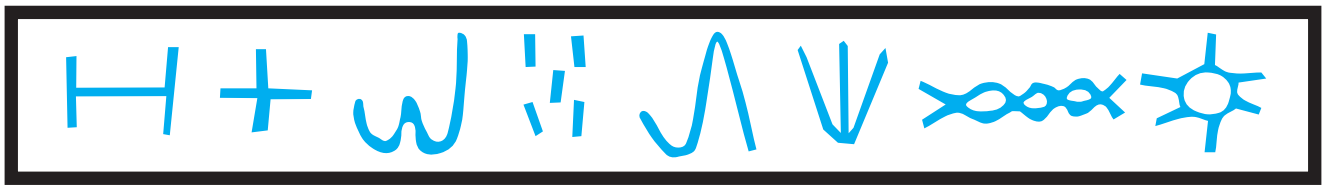
A Vampire is the general term for several Stages of a category of the Undead racial subtype of Foreigner. The common Forcang Vampires are Vampire Spawn, Vampires (also called Vampires Proper), and Vampire Elders. Since the end of the era of The Crucible, more potent Vampires, such as Vampire Ancients, have been unable to evolve. This is a situation many scheming Vampire Elders wish to correct. Mundane Vampires found in many Reflections also relate to these Forcang Vampires, and have many of the more classical weaknesses ascribed to Vampires. Forcang Vampires are tougher.

All of them drink blood as sustenance in some manner or other. Generally, a Vampire Proper must drink the blood of a Forcang. This is what puts Vampires in conflict with typical Forcang. Moreover, Vampires are capable of permanently changing a Forcang into a Vampire. This makes them even more reviled. Most Forcang cities accept that some Forcang will die to Vampire predations. However, if they start changing too many of them into Vampires, usually the city will take offensive action against the Vampire Colony in response. That is not say that a clever Vampire Colony does not stay just below that number, having tested the line for Ages. All players should beware of Vampires, for that beautiful man or woman beckoning and winking, might just be a hungry Foreigner looking for a meal—or a worse.

Warp Bubble

This uses an Advanced Primal Shape Shifter's Chaos Bubble to create a Warp Bubble, that can crudely fling a Shape Shifter, and a space the size of a small structure, a great distance across The Multiverse Proper. It is an inexact form of travel, and best used with plenty of Endurance. The structure can be created by the Shape Shifter's other abilities, and he can bring any other Forcang with him who can fit into the space of the structure.

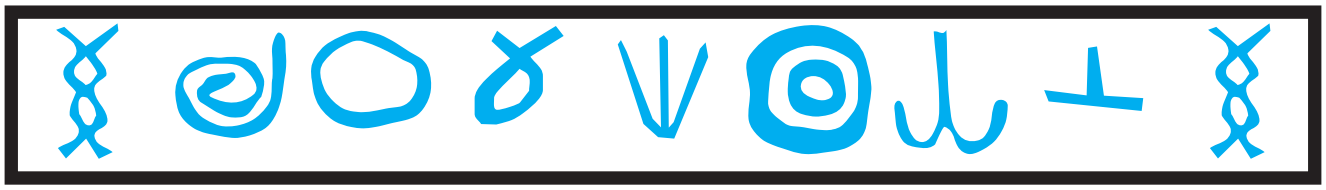




Forcang Potencies

Relevant Topics in Amber Diceless:

Pattern Imprint, Advanced Pattern Imprint, Logrus Mastery, Advanced Logrus Mastery



INTRODUCTION

Forcang Potencies are Potencies that are available to Axiomatic and Anarchic racial Forcang. Spirits may not take Forcang Potencies. However, Sentients who are other character classes, such as Ḥowsh Artists, Shape Shifters, or Mages, may take Forcang Potencies, provided they are of Axiomatic or Anarchic race. Sentients who are Broken Lords may take Forcang Potencies, only in doing so, they limit some of the abilities of the Broken Lord Potency.

~~Journey Imprint~~
Becomes
BLOODLINE IMPRINT

Essentially the player chooses a bloodline (input name) of a Force in Whose Manifestations she has the effect of Journey Imprint (Pattern Imprint). This Force has created their own Bloodline Journey and used it to fuel his own Manifestations, including several Universes and Cosmoses. While in one of these Manifestations, the player may use the effects of Journey Imprint normally.

Regarding other Manifestations the player can follow the path left bysomeone else moving through Reflection. Bloodline Imprint grants no ability to traverse the Great River or the Dark River.

~~Advanced Journey Imprint~~
Becomes
ADVANCED BLOODLINE IMPRINT

As with previous changes, the Journey only applies to one Force's Bloodline Journey and its Manifestations.

While in a Cosmos, the player may visualize the Bloodline Journey for a minute, after which she may activate an ability that permits her to instantly teleport to another Plane of that Cosmos, with up to 500 lbs., and accurate to within 10 miles. This follows the reality that some Manifestation builders construct Cosmoses in strange shapes that can be traversed in ways different than normal Reflection walking. This does not work in Universes or other Manifestations.

GRAND JOURNEY IMPRINT

75 points. Or, if you've already got Bloodline Imprint, an additional 35 points

Naturally many Forcang would like to expand beyond the confines of one small corner of The Multiverse Proper, and the first step to doing this is with Grand Journey Imprint. This means that a Force has actually been to Goamdwee, and beheld the Multiverse's Tree, and been initiated into the Grand Journey in its roots. Those who have done this are mighty indeed, perhaps to have begun the game this way. Or else, maybe someday they might choose to pay Potency Points for an advocate in Goamdwee instead, who will walk the Journey there with them when they are ready in the future. Only they should be advised, that until then, they will need assistance reaching Goamdwee, and any other Manifestation outside that of their Bloodline.

Normal Shadow Traveling

With Grand Journey Imprint, a Force can walk Reflections anywhere in Dweehwail, from Goamdwee to the edge of The Indeterminate.

Political Party Mailers

Now you've done it. Before you leave town you're set up with permanent Ḥowsh-style contacts for all of the Goamdwee political parties beyond a particular threshold, as well as a final one for a general information contact. You can

get their positions anywhere, at any time now. Of course you have no idea what the significance of these political parties are or if they even matter. You didn't even know that Goamdwee had political parties. Of course if you are still interested, you have your contact Ḥowsh!

Goamdwee Commoner

It may seem strange, but Goamdwee is like a place where everyone is an Elder Forcang. You had better watch your back. Yet finally, thanks to your Grand Pattern Imprint, you are at least referred to as a Goamdwee Commoner instead of as a Foreigner. Relax and enjoy yourself. Food and drink are free, as are the parties and feasts. This is a who is who of anyone that you would want to see in The Multiverse. But once again, be careful! They'd just as likely stab you through the heart for being insolent.

You gain a permanent Ḥowsh contact for the Goamdwee Concierge to arrange your temporary residence while you're in town. It isn't much. But no worries. Free of charge, a shack in Goamdwee is better than a world in most Manifestations. It only takes one cosmic day of advance warning to make the arrangements. If you provide less time, well, you better have a good explanation, and, remember, you are a Commoner, and, the streets are plenty comfortable to sleep in too…

Your residence can take as many guests as you want. Note, that Goamdwee is a Semi-Tech environment. In other words, dangerous offensive weapons and technology are unlikely to work, while life-saving medicine should still function. Though people don't tend to get sick here at all. It is a place free of death and decay. In any case, usually Commoners receive three Absolute Days per month in Goamdwee. Of course you're free to travel Reflection to another world and stay there if you need more permanent lodgings.

With your Grand Journey Imprint, you can activate the Goamdwee Ḥowsh Network in the Capitol Manifestation while you're there. Others who do not have at least this Potency cannot do this (with the exception of special forms of Ḥowsh Hacking). What you might find on such a Network, well, Lord knows?

Grand Roots

All Bloodline Journeys are based ultimately on the Grand Journey, right? So it might be possible to attempt to manipulate Reflection in Manifestations of a particular Bloodline as though you had Bloodline Imprint or Advanced Bloodline Imprint, because of that relationship. Well, it's not that simple.

Journeys are alive! And all of the Bloodline Journeys may pay deference to the Grand Journey, but that doesn't mean they are going to automatically give full privileges to someone who hasn't even bothered to be initiated into the ranks of those trusted by their Family. If all you have is basic Grand Journey Imprint, then you need to also invest in the specific Bloodline Imprint for full privileges.

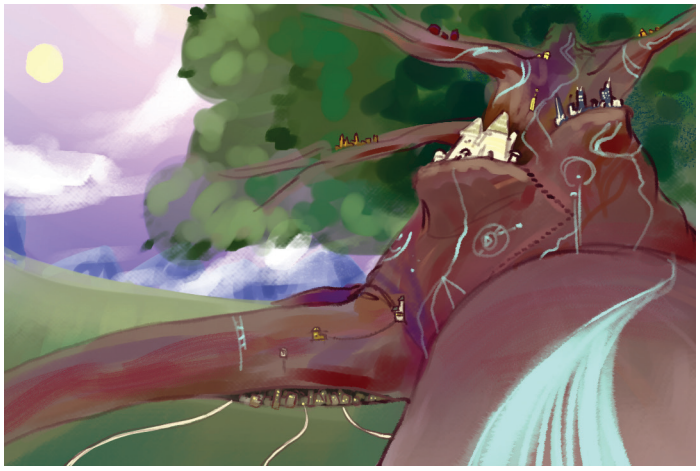
Yet, the Bloodline Journeys will grudgingly accept the superior position of the Grand Journey, at a cost to your abilities to use corresponding Potencies within it. Therefore, you may use any of the Potencies of Bloodline Imprint, however, all attributes relevant to the Potency are treated as if they are two ranks lower. In addition you can use Advanced Bloodline Imprint, but all attributes relevant to the Potency are treated as if they are four ranks lower. Regardless, you do not gain the Blood Curse or Plane Teleport abilities.

There is a way to reduce these penalties. If you commit to refrain from traveling through Reflection by any means for one Absolute Day, than the number of ranks reduced is decreased by one. However, if during this day you travel Reflection either voluntarily or involuntarily, you put yourself at great risk, for the Bloodline Pattern in question may take it as a personal affront. The immediate effect can result in physical trauma up to and including heart attacks and strokes. In the long run, agents of the Family representing that Bloodline Journey may feel it necessary to avenge your violation of their Sacred Thçtz.

In other words, when you use Grand Journey Imprint to use the abilities of Bloodline Imprint or Advanced Bloodline Imprint, do so with respect and reverence for the Local Journey, or else you may be creating a whole new set of enemies.

Sanctuary

You have seen the Tree of Goamdwee, and it looms tall in your mind—such, that you may make it grow tall in any Reflection to which you travel. You manipulate the overarching Reflection projected by the Grand Journey, rather than that of the local Reflection, causing an enormous tree to grow, the size of a skyscraper. You can control the dimensions. Ultimately you also determine the aesthetics of the tree. Making this occur takes about one hour the first time you make a particular model, while if you are repeating one that you have previously created, it takes only ten minutes.



The tree can have hidden entrances, and hallways inside, fortifications, and it can provide banquet halls that would impress a mortal king. It would impress a mortal king, not any Prince of Goamdwee or any other Force in Dweehwail. You can design throne rooms, and turn it into a regular palace.

The fortifications will not be anything that would require Potency Points. There can be tigers, alligators swimming in internal rivers, or lizardmen walking with spears. In a high tech Reflection you could have drone guns on walls, and a central command station and artificial intelligence system to control the whole Sanctuary.

Generally, you are limited to three different Sanctuaries that you can have designed in your mind at one time. You can always spend a full hour to create one from scratch.

Sanctuaries are a strain on your Endurance, so having one established is like partying full-time. It is very straining. Eventually, if the strain becomes too much, it will begin to whither, the fortifications will fail, and eventually the superstructure will come apart. Finally the entire tree will shrink back into the ground, leaving nothing. Hopefully you are well away by the time that happens, and more so, since that would mean that the drain on your Endurance probably has you knocked out.

If at any time your Sanctuary comes under attack physically, it is as if your Endurance Attribute comes under attack. However, the physical superstructure of the Sanctuary is hardy, and it takes substantial siege weaponry to damage it. Regular swords and spears, and even guns and plasma rifles on a tech world, will not harm it. However, a division of tanks or a few cruise missiles might start to hurt, so don't consider yourself impervious to the locals.

If you leave a Reflection, the Sanctuary immediately shrinks into the ground and vanishes. You may only have one Sanctuary at a time. As soon as you have started creating a second Sanctuary, the first immediately shrinks and disappears. If you start creating it while the first is still in existence, the time it takes to create it is one hour.

Edict

Those who have the blood of Goamdwee have come to have an ere of authority, and are used to being heard. You may now make a Mind to Mind contact with two individuals at the same time, using multiple methods. This obviously requires you to have a considerable Psyche. However, if you engage in Psychic Battle with either of these individuals while maintaining both

connections, then you do so with your Psyche as though it were two ranks lower. For purposes of communications or teleportation, there is no reduction in rank.

In addition, once you have made a Mind to Mind connection against two individuals, you may attempt to connect their minds to each other as well. When you do this, you do so as though your rank in Psyche were one rank lower. If you engage in a Psyche Battle, your rank is three lower. However, in many ways that is the purpose, to allow an individual with particularly high Psyche to rearrange minds between two individuals, creating the effect that it is the one individual who is engaged in the Psychic Battle against the other.

Those who regularly connect people's minds against their will and engage in Psychic Battles are unlikely to be very popular. It is merely a feature of the might of Goamdwee that their edicts carry such weight, that they can reach more than one mind at the same time, along with some potentially useful side effects.

Grand Network

You have a permanent connection to the Great River Ḥowsh Network. Connecting to it is similar to using any other Ḥowsh Card. Once connected you can browse a who is who of Forcang and their interests from endless manifestations.

This ability works particularly well if you are also a Ḥowsh Artist. You can build additional outlets for your Grand Network connection that can be seen by yourself or others by expending Advancement Points in the future. This is done with the "Powered by Ḥowsh" Artifact Potency option.

Generally speaking, Goamdwee likes to control who has access to its network, so you are held accountable for those who use your Ḥowsh connection. If your allies abuse the network, your privileges can be suspended just as if you had committed the violations yourself.

The situation becomes less tricky if you also have Ḥowsh Networking. This should allow you to cover your tracks a bit if your allies are a little less than careful with their activities, or if they are outright nefarious—or for that matter, if you are.

Now of course there have been many Ḥowsh Artists with Ḥowsh Networking who have dreamed of hacking the Grand Network without having Grand Journey Imprint. It has been done, but expect to have an exceptionally high Psyche, Endurance, and Warfare to fight of agents of the Capitol sent to hunt you down afterwards. And for every Ḥowsh Hacker that succeeds, there are one hundred others that at best get a headache or at worst get their brains blown away in the effort.

The Grand Network is obviously like the World Wide Web in our world. Only, it is a million times more dangerous. That's because everyone who uses it at least has the arrogance, expectations, and desires of a Prince, if not worse. Furthermore, the images you see allow for communication, but also Psychic connection. Fortunately, unlike with a random Ḥowsh Card, the Grand Network is somewhat like a Social Network. Usually the image of a Forcang is accompanied by a blurb, or bio, that defines who they are. That way, you don't contact a stranger who might try to kill you in a Psychic Battle the moment you make contact.

Guess again. They might easily be an Elder Forcang with Ḥowsh Networking, who has hacked the system and rigged their bio. Actually this is very unlikely. There is a whole Department of the government, a Prince of The Multiverse, whose job is to make sure that doesn't happen, whether the cheater is an Elder Forcang or a Grand Elder Forcang. So usually you can trust the bios. But a wise Forcang as a general rule in Apocalypse in Dweehwail learns to trust nothing.

The same is true for pictures of places. You can use those to travel to exotic destinations. Assuming you can trust that the bio is telling you where that location actually is. Once again, it probably is accurate. It's like in our world. If you trust everything you read and see on the internet, you're in for a lot of trouble.

There are rumors that the true threats

when it comes to hackers on the Grand Network are other governments. Surely the foreign Courts of Chaos would like to have eyes on this gem. Or perhaps even parties more alien…. Let's just say if you spend too many days non-stop pouring over strange images of people and places on the Grand Network, and if they just keep getting stranger, well, there may be dark corners and rumors to explore. Just make sure the no one is watching.

Jackpot!

This is it! A mild adjustment of Reflection that you can do compliments of the Grand Journey. With it you can fill your pockets with the proper currency, or tickets to the best seats at a sporting event, or pull out invitations to the best party in town. However, this is not a sheet of Psychic Paper that will get you in everywhere on Reflection Earth. You're not going to use this ability to talk your way into the Royal Palace. Of course you might make a nifty contact at the party you go to compliments of this ability (but not because of an additional use of this ability). This is overall similar to the "Small Changes" ability for Bloodline Imprint, except the changes can be somewhat larger and more impressive.

Grand Curse

This is similar to a Blood Curse, except that it may generally be on a larger scale, and thus involves more points of "stuff". It needs to be at least fifteen. The Curse can effect anyone, at any level of Force, from Lesser, to a Grand Elder Forcang, from Anarchic, to a Foreigner. There are generally no protections from Grand Curses. In addition, it is notoriously difficult to know who created them, unless the person purposely reveals their actions. For all of these reasons, this may be yet another good reason why Forcang are hesitant to kill one another. After all, if even a Lesser Forcang can throw fifteen points of Bad Stuff at someone with their dying breath, that's a reason to think twice, when a nice prison cell will do.

It is theoretically possible to change the nature of a Grand Curse, to be a Grand Blessing, and bestow Good Stuff instead. But it is risky to be considering metaphysics with your dying breath.



ADVANCED GRAND JOURNEY IMPRINT

150 points. Or, if you've already got Grand Journey Imprint an additional 65 points

Well for those who just have to travel to Goamdwee and the rest of the Multiverse in style…

Prayer and Might

Allows the player to enter Manifestations that are Temples or Fortresses. That doesn't mean other Powers present at those locations won't try to stop them. Normally bad things tend to happen to players attempting to travel Reflection into those Manifestations. At best they are prevented from entering. At worst, they wink out like a moth in a flame.

By focusing on the Grand Journey while in a Temple for one hour uninterrupted, a Force with Advanced Grand Journey Imprint chooses one of the following terms:

Ability (ail,23)
Accept (aech,20)
Accept (oang,20)
Aim (çn,19)
Aim (den,22)
Allegory (pø,24)

Alliance (tae,22)
Alone (oang,21)
Annoy (iz,19)
Anthropology (rem,23)
Antidote (æb,20)
Apocalypse (fea,23)
Around (Go) (goe,22)
Arrogance (dwai,23)
Astral (ail,22)
Athletics (aqua,22)
Atman (aech,19)
Automotive (pø,19)
Avatar (oang,24)
Awake (goe,20)
Bane (åch,23)
Bigotry (yees,19)
Biology (rem,24)
Block (fea,19)
Block (nue,24)
Body (Loa,24)
Body (sae,21)
Brand (æb,23)
Bread (ooÓ,21)
Break (æb,24)
Bury (iz,21)
Call (At Least One Piece of a Soul) (iz,20)
Candle (eam,21)
Carve (Óoo,22)
Cause/Impact/Connection (Ju,22)
Cavern (pø,22)
Chains (Ju,19)
Change (sae,19)
Charm/Enchantment (ow,22)
Choose (ag,22)
Circle (Ju,20)
City (pø,23)
Clever (xun,24)
Clouds (Above) (eeth,22)
Color (tae,23)
Column (uen,20)
Complete/Whole (Shø,23)
Connection/Cause/Impact (Ju,22)
Conquer (kø,24)
Conquered (Óoo,21)
Consume (tzae,20)
Convey (on,23)
Cooperate (hoe,22)
Cosmos (eam,22)
Covenant (ag,19)
Cozy (aech,22)
Create (A World) (væ,22)
Creation (ow,23)
Crisis (chu,23)
Cross (åch,24)
Crumble (tzae,23)
Crypt (enoe,19)
Cure (eam,20)
Cut (kø,20)
Deceit (eeth,20)
Definition (hwan,20)
Demon (iz,23)
Despair/Sense (ail,19)
Diamond (uen,23)
Dig a Grave (One's Own) (den,24)
Digest (iz,24)
Diminish (åch,20)
Disintegrate (ail,21)
Disperse (A Cosmos) (æb,21)
Distant (yiÓ,22)
Disturb (oang,19)
Divergent (yees,22)
Dominate (goe,23)
Drop (iz,22)
Earth (ooÓ,22)
Elemental (ow,20)
Empty (Domain) (nue,19)
Enchantment/Charm (ow,22)
Enrich (tzae,24)
Epic (aqua,21)
Erode (ail,20)
Escape (yiÓ,19)
Essence (den,20)
Ethics (wez,19)
Exalted (åch,19)
Explode (dwai,22)
Exploration (rem,21)
Family (Shø,19)
Fate (æb,22)
Father (tae,24)
Father/Mother (oaJ,21)
Fear (Shø,21)
Features (yees,21)
Force (xun,23)
Forever (yees,20)

Forty-Two (Shø,22)
Forward Fey (mem,24)
Four (oaJ,21)
Fourth (wez,22)
Free Will (væ,21)
Freeway (wez,24)
Future (fea,24)
Future (ol,22)
Galaxies/Planes (oaJ,24)
Glee (eam,19)
Go (hoe,24)
Grammar (æb,19)
Greater Demon (mem,21)
Harvest (rem,22)
Heartless (ol,24)
Holy (Loa,20)
Honor (oaJ,19)
Honor (tzae,22)
Hopeless (tzae,19)
Ice (aech,21)
Impact/Connection/Cause (Ju,22)
Impasse (eeth,23)
Impress (Upon) (goe,21)
Infinity (Loa,22)
Inject (nue,21)
Injure (Óoo,20)
Inspire (kø,22)
Interpret (on,20)
Irony (ol,19)
Ivory (yiÓ,23)
King (oaJ,23)
Language Design (enoe,20)
Languages (Loa,21)
Law (ow,24)
Line in the Sand (ag,21)
Load (Virtual Space) (yiÓ,21)
Love (Loa,19)
Lure (aqua,23)
Machine (Óoo,24)
Make/Wish (xun,22)
Meaning (yees,23)
Meek (wez,23)
Merry (Happy) (eam,24)
Military (sae,20)
Monster (chu,24)
Mother/Father (oaJ,20)
Music (yees,24)
Mystery (xun,20)
Necessary (eam,23)
Obvious (goe,19)
Ocean (on,21)
Orbit (A World) (væ,20)
Overwhelm (væ,19)
Parallel (goe,24)
Pardon (chu,20)
Path (enoe,22)
Peek (pø,20)
Perfection (ag,23)
Persevere (dwai,19)
Planes/Galaxies (oaJ,24)
Plant (ooÓ,24)
Pleasure (fea,21)
Poison (mem,19)
Polish (aech,24)
Power Plant (çn,24)
Predict (kø,21)
Prime Material (hoe,21)
Promise (ol,23)
Prophet (eeth,21)
Protection (tae,19)
Proteins (rem,20)
Prudent (den,19)
Pulse (Electric) (ol,20)
Queen (eeth,24)
Quiet (aqua,24)
Rain (ooÓ,20)
Reach (Grasp) (on,22)
Reach (pø,21)
Read (Mentally) (oang,22)
Reason (For Something) (kø,19)
Rebirth (ooÓ,19)
Red (hwan,21)
Release (hoe,19)
Represent (åch,22)
Reproduction (sae,24)
Resource (dwai,21)
Reward (chu,22)
Rider (ol,21)
Risk (çn,22)
Rogue (mem,20)
Ruby (uen,24)
Rule (tzae,21)
Sand (aech,23)
Secret (aqua,20)

Secret (çn,23)
Secret (yiÓ,20)
See (oaJ,22)
Sense/Despair (ail,19)
Servant (hwan,22)
Service (den,21)
Sex (Shø,20)
Shadow (wez,20)
Silence (Verb) (eeth,19)
Slave (wez,21)
Smell (aqua,19)
Social (væ,24)
Solve (uen,22)
Soul (sae,23)
Special (fea,20)
Spectrum (Of Colors) (fea,22)
Spheres (mem,22)
Star (hwan,24)
Strike (A Blow) (tae,21)
Suffocate (Óoo,23)
Summer (hoe,23)
Sunlight (ooÓ,23)
Super Cluster (ail,24)
Surgery (uen,21)
Teach (ow,19)
Tempt (nue,23)
Theory (Ju,24)
Third (Option) (chu,21)
Thought (chu,19)
Thought (ow,21)
Threat (çn,21)
Time (tae,20)
Timely (kø,23)
Tranquility (hwan,23)
Transfer (From One Place to Another) (dwai,24)
Treat (Of Peace) (oang,23)
Tree Guardian (mem,23)
Twenty-Four (ag,20)
Twilight (hoe,20)
Twist (çn,20)
Twist (nue,22)
Two Steps Back (åch,21)
Underestimate (enoe,23)
Underserved (on,19)
Understand (hwan,19)
Unity (on,24)
Unity (Shø,24)
Unknown (Óoo,19)
Unlimited Resources (uen,19)
Urgency (enoe,24)
Valuable (Ju,23)
Vengeance (dwai,20)
Warn (xun,21)
Waste (ag,24)
Water (sae,22)
Waters (Loa,23)
Web (xun,19)
Weights (Ju,21)
White Noise (den,23)
Whither (A Surrounding Land) (væ,23)
Whole/Complete (Shø,23)
Wish/Make (xun,22)
Wizard (nue,20)
Woe (yiÓ,24)
Wonder (enoe,21
Wrath (rem,19)

The Force applies, in a form related to this term, in a way that can be best described as poetic, a miracle that occurs at a location no bigger than two hundred and twenty five square miles in any Reflection of her choice in Dweehwail that is not Goamdwee, or a Manifestation that is a Temple, a Fortress, a Paradise, or a Capital. If he does this more than once per Absolute Week, he receives one point of Bad Stuff.

Focusing on the Grand Journey in a Fortress for one hour, a Force may gain the effect of the Journey Mindwalking effect, similar to those with Advanced Journey Imprint, only more precise. This is because the object is an artifact or servant or ally previously empowered to execute war or strategy on behalf of the player. The search is similar to using Maelstrom Tendrils in the process of searching, and once found, the mind of the Force is locked on his target.

From then on, he may impart his strategy onto a battlefield, or if directed at an appropriate Ḥowsh Network, multiple battlefields, and he may use the skill and ability of his full Warfare score. Of course during this time he is more or less paralyzed in the Fortress Manifestation, similar to someone using a Ḥowsh. Therefore,

anyone could come along and stab him through the chest, Warfare or not, and he would die. It takes thirty seconds to break the concentration. Then of course he could quickly dispatch the insolent assassin, but it would take a full hour to engage his troops once more. But wait, this ability may only be used once per cosmic week, unless he takes one point of Bad Stuff for each additional use.

Drawn to the Light

You are beginning to pick up on the beneficial qualities of the Great River, even if its greater uses are far from available. When you travel through Reflection on Manifestations that are along the Great River, your Endurance is one rank higher. This bonus diminishes within one Absolute Day of leaving a Reflection along the Great River, as you plunge deeper toward the Dark River or The Indeterminate.

Minor Celebrity

You are far from being in a position to call yourself "powerful" or "important", but you are starting to get some respect in Goamdwee. Usually you get seats in the best parts of the theaters and the feasts, and your requests for audiences with minor celebrities and government officials often produce results. Even more renowned officials might take notice of you, although their response may not be to your liking. You should still be on your toes.

The Concierge can schedule you for one Absolute Week per Absolute Month in Goamdwee provided at least twenty Absolute Hours warning. While in your residence in Goamdwee, you gain one rank of Endurance. This stacks with that gained for being on the Great River, and fades over the course of one Absolute Hour once you leave the shelter of your residence. The exception to this is if you bring the food provided in your residence with you. Having a serving of food equal to a full meal (which can be a lot for a Forcang) anywhere in Goamdwee renews this enhancement to Endurance, although it fades once again after two hours. Usually it takes about ten minutes of non-stop eating to eat a full meal, or thirty minutes when eating politely in company. The food from your residence while being very tasty to your guests and plentiful for as many as you wish to host, only has this effect on you.

Advanced Roots

Your connection to the Grand Journey has grown strong, and this forces its respect on local Journey Ḥowthçtz. You may now attempt to use the abilities of Bloodline Imprint and Advanced Bloodline Imprint, similar to the Grand roots ability of Grand Journey Imprint, only the penalty is reduced by one. This stacks with any other methods for reducing penalties.

A Lord of Order with Advanced Grand Journey Imprint may also use the abilities of Broken Bloodline Initiate and Adept of the Broken Bloodline. This is purposeful as the Grand Journey attempts its crusade on behalf of Bloodline Journeys to absorb Broken Journeys. There is no penalty for using the abilities of Broken Bloodline Initiate. Adept of the Broken Bloodline may be used at a minus one penalty.

When you traverse a Broken Bloodline Journey, you have the option to attempt to teleport from the center to as close as possible to the Grand Journey in Goamdwee. Then you may proceed to walk the Grand Journey. If you succeed, this works to significantly assist the Grand Journey to absorb that particular Broken Bloodline Journey. You gain one point of Good Stuff permanently. You may earn up to seven points of Good Stuff this way.

If this is done seven times by three different Lords of Order with Advanced Grand Journey Imprint on the same Broken Bloodline Journey, that Broken Journey is permanently erased. Any Broken Lord who is an Initiate or Adept of that Broken Pattern loses their Potency and regains those Potency Points to reassign.

River Sojourn

It is still long before the Lord of Order has the ability to traverse the Great River

independently, or to truly contemplate its glory. But she may now be assisted by others in specially designed vessels built to travel through the Light. Prior to this, exposure to the Great River directly could cause coma and death in short order as even a Forcang's life force would be extinguished by the strength of the Light. Now she may potentially travel between Manifestations without having to shift Reflection, avoiding many potential hazards.

Usually River Vessels leave from River Ports, often associated with great Cities adjacent to the banks of the Great River itself. These are often specifically design to cater to Elder Forcang and Grand Elder Forcang. Goamdwee has a River Port at the edge of the city itself, that isn't a separate city. But in most Manifestations, these are the masterpieces and centerpieces of power in the Multiverse.

River Vessels are usually Conducted by a particular Order of Grand Elder Forcang. They are hard to come by, and enigmatic, and their objectives are even more obscure. But they will generally bus you and a large number of other Advanced Forcang to your destination along the Great River. These vessels looks modest, but they are all amenity included. The cost of such journeys are usually either future favors or generic artifacts or creatures worth 1 Potency Point or items of similar worth.

Of course an Advanced Forcang might know personally a Grand Elder Forcang who has a River Vessel of a smaller and personal nature. These can be purchased with Potency Points by Grand Elder Forcang for their own personal purposes, and many have them, keeping them as family treasures. Obviously knowing a Grand Elder Forcang well enough to hitch a ride on one of these would indicate quite a connection.

It is important to note that you cannot actually survive in the Great River itself without the support of a River Vessel and its supporting Potency. If in the unlikely even you find yourself in the Great River, your Attributes will begin draining at a rate of 5 Points every 5 minutes. Once they reach less then -25 , your character disintegrates in a raging banner of energy.

River Ports are exclusive clubs for some of the mightiest beings in The Multiverse. So the few Advanced Forcang that wander through their halls would do well to watch where they step, and remember that they aren't in Goamdwee. There may be border customs for the new Manifestion to determine your intentions for while you are there. It is possible to circumvent these with enough tact and smooth talking. But you can't pretend to be Powerless. You could blast Reflections to pieces here, and they will probably try to determine if that's what you want to do. If it's not, let them know. If it is, make sure to lie very well. Of course sometimes your business is in the River Port, and the exclusive clubs, museums, Ḥowsh Networks, and other possible resources that might be there.

Being of Light

At any time you may shift into an alternate form, in which you are a Being of Light. While in this form you are Insubstantial, allowing you to pass through many solid objects, and you can Fly. You also gain the Artifact quality, "Invulnerable to all Conventional Weapons". Your shape is approximately humanoid with wings.

You gain an energy weapon that functions as both a magical weapon and a tech weapon with the Deadly Damage Quality. It has the qualities of a futuristic flame thrower, only the energy is light. In places where neither magic or tech function, the weapon still deals bludgeoning damage, although it is only the Double Damage Quality. Those who look at you must be capable of staring at very bright objects, like snow on a very bright day, or else they will be somewhat blinded.

This form provides some protection against other forms of Potency, including Journey, Maelstrom, Ḥowsh, and Magic. Those forms of Energy becomes mixed with the Light and while diluted, all of their effects are reduced significantly. Essentially, you can act as though the wielder of such Power had three points of Bad Stuff and you had three points of Good Stuff regarding the encounter. If you hold in your

mind the image of the Grand Journey, you are considered to have one more point of Good Stuff for protection. This can even provide protection against contact with Maelstrom, although the benefit is half; randomly decide which points of Good Stuff and Bad Stuff remain, with the exception of the point of Good Stuff gained for holding the image of the Grand Journey.

Cast a Shadow

When you are traveling along the Dark River, you find that shadows loom taller around you, and that night seems to be darker. This stretches all the way from the Twilight Peaks until The Indeterminate. Yet you have come to be able to take advantage of the effect.

In the inverse effect of your normal Light, you find you can absorb all of the Light around you to enhance the darkness affect and create a deep, unnatural darkness. This can be over a massive area, perhaps even over a whole Reflection. All Light is absorbed into you, even during daylight. This process takes about thirty seconds.

This effect is particularly devastating in tech worlds, where it seems it now requires extra power to run things. Of course, those objects cannot be items that create light, since those don't work anyway. In fantasy worlds this can quell any normal or magical light irrevocably.

Once you have absorbed the Light, you may selectively release it in a way you see fit. Generally you can release and light an area again equal to that which you darkened. You don't distinguish between magical, tech and natural light as you release it.

While you are in areas of released light, you gain the benefits of your Drawn to Light ability, and Maelstrom Potencies of Potency Points less than 125 temporarily fail to grant any bonus they might give to attributes while the characters that possess them remain in the affected area.

If the Advanced Forcang who did this is rendered unconscious, then the light is released in a burst over the course of thirty seconds, generally causing natural daylight in all areas affected by the ability, and the return of all Maelstrom attribute abilities to those who lost them immediately once the burst is complete.

Tree Canopy

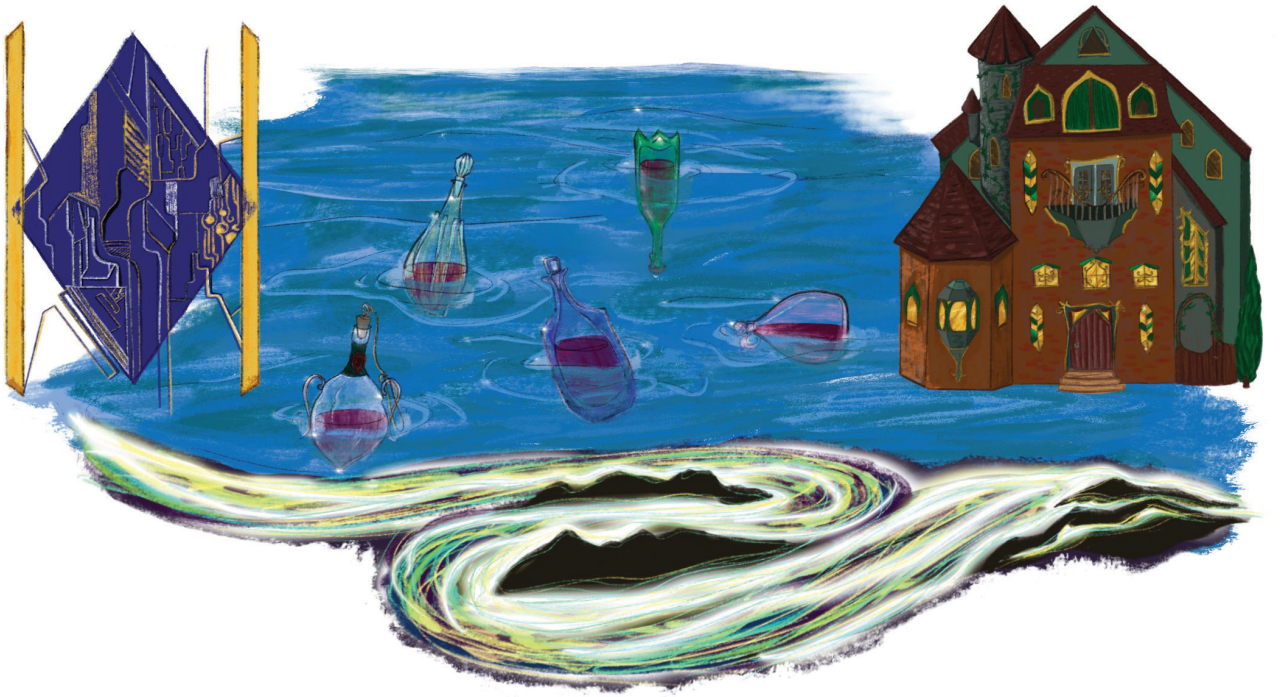
The lounges at the top of the Multverse's Tree in Goamdwee are difficult to comprehend for those without your stage in development in the Grand Journey. Now you can be near the green leaves and brown bark and understand what those two things mean without your Psyche imploding.

So, in part the purpose is that you may now use permanent Ḥowsh Potencies to enter lounges in Tree Canopy, previously unavailable, and meet other Advanced Forcang, as well as potentially Elder Forcang or even Grand Forcang. But there are many other features of the Tree Canopy

It is said that there are lenses that, with enough patience, distant corners of the Great River may be seen; or the Dark Lands, or maybe Beyond. Or perhaps you wish to browse the Scholars Library, where treasured relics of The Multiverse are kept by guards that you probably don't want to try to subvert. There are also the Closed Gateways, an ancient experiment in Ḥowsh Potency long abandoned that supposedly connects to any number of locations throughout The Multiverse. There are the Political Party Headquarters of course, where the major shadow factions vying for favor and supposedly directing the government of The Alliance of Multiverse have their offices. There are the Beastlands, where Shape Shifters learn new forms, and it is rumored that in cages somewhere deep at the bottom are things that are best left unknown.

The Tree Canopy is a place of some of the greatest mysteries of The Multiverse, and thanks to your new innate surge of Potency from the Grand Journey, granting you the Light to shine through the hidden ways and say the proper passwords or do the proper actions, you may travel freely amidst it. Yet beware, for it is a foreign environment. And while

the city of Goamdwee is itself a terrifying but amazingly beautiful place, this is truly a jungle of possibilities and wonders.

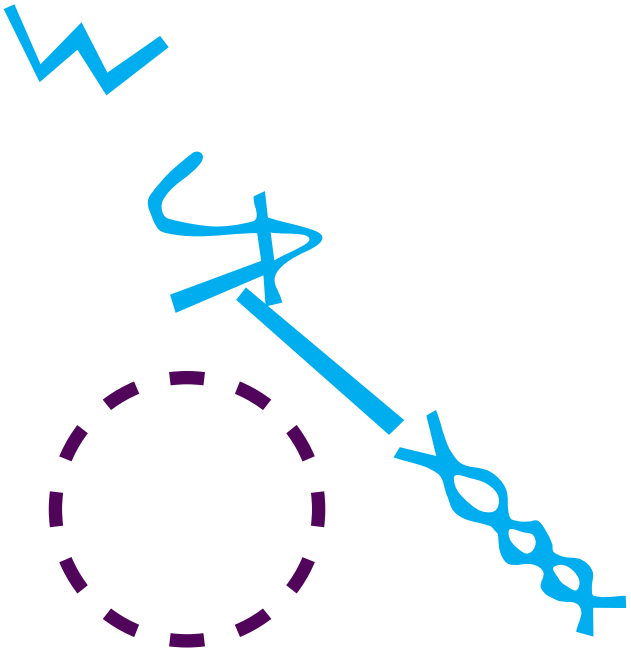


Wine Anytime!

Well clearly now you can retire. Because with a little Reflection wave and a wish, you pull a bottle of the finest wine vintage of the Reflection out of your hat. Forget that, you pull the finest vintage that never existed. You can do the same for whiskey, port, or just about any other spirit. In a pinch you can even turn water into wine. The Reflection manipulations come with mugs, growlers, glasses, and service for a medium sized party. Your friends like to have fun, and you are ready to supply. The one down side is that from everything you create, at most one bottle will still exist after one Absolute Day. Everything else turns into the purest and most delicious water. In other words, this nectar is made for drinking here on the spot, not for giving as gifts, although a single bottle is there for you if you need it.

As a final note, those who charge for the drink they serve also tend to end up with a raw stick. Things tend to turn sour. They start to have bad luck. Their enemy shows up to spoil the fun. In other words, party hearty, impress your friends, but don't do this for the profit.

As an added benefit, as long as you are drinking freely and giving freely, as though you were some incarnation of Dionysus, your Endurance is considered to be two ranks higher; but only for purposes of determining how long you can party and absorb alcohol. In addition,



you may grant any of those you wish in your sight an additional rank of Endurance for the same purpose as well. You may choose to deny someone a rank, but only for moral or ethical purposes (such as them being a minor, or being a criminal, or some other legitimate reason). Being petty about denying people extra ranks of Endurance once again begins to make the party turn sour and have bad luck.

Parties created by Advanced Forcang with this ability tend to be some of the most epic and work their way into the legends and myths of Reflections that get passed down for hundreds if not thousands of years. You might even end up the origin story for to the God Dionysus.

Modifiers considered unacceptable for this ability have been mentioned. There are elements that you can add that will not create bad luck. Feel free to use other abilities, or your own money or resources to bring food and entertainment to the event. You may choose to hire servants to serve the drinks and refreshments—although it is generally required that servants receive ample breaks and a cut of the refreshments, even if this makes them somewhat less capable when they become intoxicated—remember that you can grant them an extra rank of endurance to make sure they can hold their liquor. The venue and location the party is held at is up to you, although generally you are going to want it to be very exclusive. You may have it in your Sanctuary, although this is a little frowned upon since Lords of Chaos who might attend and those of anarchic races tend to be uncomfortable in them—your parties are supposed to be welcoming. Better to rent out the most exclusive club on the Reflection. Surely you have the money from other resources. There are certainly more modifiers you could add to your party. Modifiers that would qualify as "in good taste" versus those that would add bad luck are ultimately up to the Gamemaster.

The benefits of a "Staged" party are first and foremost for flavor. You can be known as the Advanced Forcang who throws the best parties in The Multiverse. That's sure to make you friends everywhere, even probably further up among the ranks of Elder Forcang or even Grand Elder Forcang. There is nothing like using soft power well.

And while generally speaking it is frowned upon to conduct business at the party, usually Advanced Forcang and above have enough Endurance to maintain their memories of the event, and you can remember to meet each other afterwards. It is considered appropriate, like at any party, to exchange names. And you can see what they seem to look like. Using Psyche to scan guests is frowned upon (that's business). Even exchanging a few Ḥowsh Cards at a party is about the maximum allowed—and that is because while Ḥowshes are incredibly useful, they are also a form of artwork, and therefore borderline. In any case, you can try to look up the new names up on the Grand Network afterward, or else browse the few new Ḥowsh Cards you get, or else distribute a few of your own to people you would like to have contact you in the future.

There may be many other uses for both Staged and Unstaged parties. Be creative. This is supposed to be a fun ability.

GREAT RIVER IMPRINT

250 points. Or, if you've already got Advanced Grand Journey Imprint an additional 75 points

River Passage

An Elder Forcang is now fully capable of traversing the Great River, all on her own. There is no need for a River Vessel. Rather she Shape Shifts into her Primal Form, one of Pure Energy, similar to the Shape Shifting ability. She is fully in control of Herself while in this form, and has all the benefits of her normal abilities, as well as the abilities of the Being of Light ability of Advanced Grand Journey Imprint, in

addition to that of being in Primal Form. She is able to change back from Primal Form at will. Only contact with the Living Energy of the Great River permits an Elder Forcang with Great River Imprint to undergo this Shape Shift.

The Lord of Order travels at startling speed, traveling the distance of a Bloodline in about a day. She is fully capable of slowing down this trip. By exerting her Endurance, she may attempt to accelerate it, reaching astonishing speeds, but this is very draining, and she may risk being thrown from the Great River into either a random Manifestation, or into the Dark Lands. Still, this may increase Her pace to as much as five or seven Bloodlines per day.

Generally in order to communicate with her, other Forcang must make a Psychic connection. Since she is in control of her mind, she is able to do this. By reserving a portion of her mind, she is able to communicate telepathically. A common sight for Advanced Forcang on River Vessels is to see Elder Forcang in Primal Form swimming by, with the occasional blessing (or curse) projected to those on the vessel telepathically. It is said that Elder Forcang with particularly potent Psyches have attempted to even project Power Words through this connection, but that is about the extent of the connection. Psychic Battles are impossible.

Those restricted to River Vessels generally are stuck traveling the safest and most secure routs along the Great River. This is not the Dark River, and the Living Energies are wide, luxurious avenues with lots of room to spare. That being said, there are secrets in the glow. Whether these are remnants of the creation of the Great River—matter caught up long ago and trapped here—or ḥowthçtz purposely created, are unknown. Generally it takes a Lord of Order who is at least an Elder Forcang to find these secrets, since they must be able to reach isolated islands in the Great River without a Public River Vessel. It is a very rare River Vessel Conductor who will acknowledge the existence of these legends let alone divert their ferry to go to one. Once again, this is not the Dark River, where the object is exploration. Those Advanced Forcang who would want to go exploring should try and find a Grand Elder Forcang with a Private River Vessel. Obviously Elder Forcang do not have those concerns.

Generally while in Primal Form there is no need to eat or sleep for about two or three times as long as usual. This can be a long period of time. If accelerating the speed of the journey, this draining method of travel requires more energy, and a corresponding amount of food and sleep sooner.

Luckily the very nature of the Great River is the existence of River Ports. Many Manifestations have special cities right up along the Great River to receive guests from the rest of Dweehwail, as well as process them through their own form of customs. Those who arrive through Reflection should not be so sure that their travel goes unnoticed. They should recall that those with Potencies and elements of Energies in them stick out in Reflection like a sore thumb. Elder Forcang are welcome in nearly every River Port, and receive free lodging for long periods of time, especially if it is only a layover. This is considered among Lords of Order to be polite hospitality. After all, the next time a Grand Elder Forcang is traveling the Great River, they might need a layover. And if the Elder Forcang gets curious and wants a tour of the Manifestation, usually there are special trips for Sentients of their caliber leaving every day. Private trips can be arranged, though the customs inspection is fiercer. Anytime someone with potentially world-shattering consequences shows up at the border, there are naturally extra precautions to make sure they are there for the reasons they say.

The limits for Elder Forcang generally involve departing into the Dark Lands and the Dark River. As mentioned, those who mess up or push themselves too much can accidentally cause that to happen. The results are harmful and catastrophic. Intentionally departing the Great River from a little used corridor into a tributary of the Dark River is something a Grand Elder Forcang might do if they were beginning a journey to the Abyssal Courts, or some other epic journey. Generally that sort of multi-

Energy ability is beyond an Elder Forcang with this ability. But they are aware of Grand Elder Forcang who have done these sorts of things.

Minor Avatar

There is no other way of saying it other than that an Elder Forcang can be more than one place at the same time. Usually for every 20 points of Psyche and 10 points of Endurance rounding down, an Elder Forcang may create an Avatar to represent themselves in a variety of circumstances.

Generally the process of creating an Avatar is similar to a Shape Shifter changing into a familiar form. Only, the form you create is a doppelganger copy of yourself. Those who look at it cannot tell the difference between it and you, unless it has shape shift, and that is the ability you choose to grant to that particular Avatar. Then it might look different.

When creating all of the Avatars you are capable of creating, once you have a physiological mimic of yourself, you now invest it with some of your Potency. If all of your Avatars are out, you may invest in them a number of Potency Points equal to 50% of your Potency Points; but no more than 15% in any one Avatar. And the Potencies, artifacts, creatures, and anything else with Potency Points you give them can be based on what you personally have based on your Potency Points at the moment of creation. This may include giving a fraction of a Potency, allowing it to function to a reduced affect, if it has Potency Points up to 50% of its required amount. Alternatively you may have fewer Avatars than you are permitted, but investing a greater number of points. If you instead choose to have two Avatars, the maximum permitted to one avatar is 30%.

You see the through the eyes and ears and other senses of your Avatars as though they were your own senses. The arms, legs, fingers, and body parts of these Avatars are also your own. Once you send them out, you can control them anywhere in The Multiverse, and speak through them. Alternatively, you can shut off the link temporarily. As you can imagine, it takes an Elder Forcang with extremely high Psyche to think with multiple minds at the same time, even if they are all your own. But essentially you allow the Avatar of yourself to continue the conversation independently, and you can upload what happened later. You can trust yourself, right? Even a lesser form of yourself.

First of all, there is a difference between your Avatars and You. Most Elder Forcang and Grand Elder Forcang, and the most powerful Advanced Forcang (those who have been around the block enough times) will be able to tell if they are talking to you or your Avatar. So it lets you do business in multiple places, but they will see it as sending a lieutenant, not being there yourself. Then again, it is quite a lieutenant. And it is something every Elder Forcang and Grand Elder Forcang does. So it is not looked down upon. It just means you have to be aware that sometimes you have to actually show up in person as You, and that there is a significance to it being 100% You, and not an Avatar.

Generally deeds accomplished by your Avatars earn a negligible amount of Advancement Points compared to those earned by You. They will earn some, and they may contribute to a greater scheme that benefits You, and therefore will earn you the big points in the long run. But if you want the most Advancement Points, you need to do it yourself.

Avatars can be sent to travel the Great River if they have at least 10% of your Potency Points. They take more time to get to their destination, and use the River Passage ability slightly less well. But they will get there eventually independently of you. They will also be able to travel Reflection with little problem, as though they all had Grand Journey Imprint, even if an individual one does not receive that particular Potency in the split. An Avatar must have at least 5% of your Potency Points to travel Reflection.

Avatars generally have your skills and your memories. Anything that does not cost Potency Points is assigned to all Avatars. The exception is an Avatar that receives 3% or less of

your Potency Points. These are known as Avatar Zombies, and do not come with any Free Stuff. Instead they gain the Race of a Foreigner with the Undead subtype.

Your Avatars need to consume food, sleep, and otherwise do the normal things that Forcang need to do to survive. These are adjusted by the attribute distribution you assign to them. The exception to this is the Avatar Zombie, which does not need to eat, drink, sleep or breath.

Avatar Zombies indeed take some creative thinking to use properly. One use is that they have been known to survive in otherwise impossible environments. They can generally exist in Daxuk, and can put up with most extremes of hot and cold. In many ways they act like zombies. The eerie part is that they look just like you—even as their skin starts to peel off. Generally you don't want to send these to represent you in front of Forcang you are trying to impress.

Generally you can instantly Reduce an Avatar, causing it to explode in a flash of energy. This is somewhat of a waste. However, Potent Forcang might try to capture an Avatar and experiment on it or even find a way to gain more real access to your Psyche with it. There are some stories about this succeeding. Though just as often, leaving an Avatar active in such a context to try and interact with the captor is useful too. It takes a while to put an Avatar in place—they shouldn't be destroyed lightly. But as a last resort, you can destroy them at will. However, generally you cannot create a new batch of Avatars until you have Reduced at least three quarters of the Potency Points worth distributed among the old ones (rounding up). So make the best of your Avatars.

Lesser Genesis

With this ability a Lord of Order may begin the process of true creation, in either a Cosmos or a Universe. She may not create an entire Manifestation, but rather, structures within a Manifestation. This creates obvious restrictions as the laws for creation will be controlled by the creator of the manifestation. But whether it is entire planes, continents, stars, galaxies, or cities, there is much that may be achieved with this Potency.

As with creating manifestations, this is a form of art, and requires a sufficiently high Psyche and Endurance. There is no exact requirement, but generally the larger and more intricate the project, the higher the numbers required. Further, if something goes wrong, the consequences are dire on a scale based on how deficient the Elder Forcang is in these abilities. There is some preference given to those with previous experience and those who have skills in knowledge, but those tend to be tie breakers.

This is an exhausting ability, and is not something that can be used on a short term basis. It might take several weeks to create a city, but a continent would likely take several months, and a planet might take several years. An entire solar system could take several decades. And so on. The degree of detail can be as exact as the Elder Forcang desires, but this ability is not for short term purposes.

There are limited exceptions to the prolonged length of time, such as materializing small objects of various sorts, but this is sort of like using a planet buster as a laser pointer. There can be very negative consequences if the Elder Forcang is distracted while creating the small object, although he may create just about anything that does not have Potency Points, including living Reflection Mortals and Reflection Creatures. Usually the minimum time scale is about one hour.

Generally an Elder Forcang has a far more limited ability to use this ability in Manifestations such as Temples, Fortresses, Paradises, and Capitals. Objects created in these locales are much smaller and require far more time and concentration and higher ability scores. Usually, it takes the most powerful Elder Forcang to work on such projects, and they generally do so on behalf of Goamdwee, along with groups of Forcang, rather than on their own.

Lieutenant

This ability allows an Elder Forcang to dedicate Himself to be the loyal servant to a Grand Elder Forcang, and in so doing, receive access to some of the abilities of a Grand Elder Forcang in limited circumstances. Usually the circumstances will be indicated as "available for Lieutenants". For example, the Lieutenant of the Creator of a Manifestation, while present in that manifestation, generally has access to some of the powers of omnipotence while in that Manifestation, although to receive full privileges she must be assigned as the Manifestation Lieutenant by the Creator. This ability might allow the Grand Elder Forcang who is a representative to The Alliance of the Multiverse to have the Lieutenant cast a vote for Her in proxy, if She cannot be present at a particular vote. There may be other uses. Still, in most instances and locations an Elder Forcang cannot use the Powers of a Grand Elder Forcang. But, as the Lieutenant of the Grand Elder Forcang, their relationship will evolve, and the circumstances in which exceptions arise will also evolve.

Goamdwee Noble

Upon gaining the Potency of Great River Imprint, an Elder Forcang who is a Lord of Order gains a permanent residence in Goamdwee, within the Elders' Division. This is a fabulous place with buildings built of solid gold, and architecture designed as though it were all framed by a single mind. The comfort and joy experienced by Elder Forcang living in their residence within the Elders' Division is unrivaled by nearly anyone living anywhere else in The Multiverse, except maybe Grand Elder Forcang living in the Grand Division. Of course this is all the boast of Goamdwee, but few have ever challenged the claim.

As a Goamdwee Noble, an Elder may call for aid through a Permanent Ḥowsh connection anywhere in Dweehwail, and in short order, shock troops from Goamdwee will be made available to aid this important citizen of the Capital. Great Knights will ride through a Ḥowsh Gate and slay whoever is threatening the Elder, and solve the problem at hand. Generally it must be for a good reason, although Elders tend to hold a lot of sway, and it takes a number of false alarms before this privilege can be revoked or response times increased.

Furthermore, the Elder Forcang is provided with either an interstellar future setting or an interplanar fantasy setting and command of armies and armadas, and several lieutenants who will actually run the show; Advanced Forcang, but with a requirement to appear for some number of weeks per year for training. The forces may be used for any purpose the Elder Forcang deems necessary as long as it is acting towards the betterment of Goamdwee, with the caveat that in an actual times of war, the Elder Forcang should remember that She is of a particular rank as a General in an army, and must follow orders.

Finally, upon gaining the rank of Elder Forcang, she is given an Earldom on a Reflection. This is a customized Reflection that she may design in any way she wishes, along with about one hundred neighboring Reflections which belong to her, but which she does not get to control directly. She is in charge of the trade, the politics, the Reflection Mortals and animal and monster life, and other elements of order in that region. But Goamdwee will also build a pleasant and impressive mansion of any architectural design on her Reflection as well as six other locations in the hundred Reflections of her Earldom that will belong to her. She will truly be an Earl of that territory.

Of course that is just what she gets on day one. Hopefully she meets up with a Grand Elder Forcang partner in short order and gains Lieutenant duties, which can give her so much more than just an Earldom. The point of the Earldom is to learn how to someday be a Duke or an Emperor, like a Grand Elder Forcang, and the Lieutenant ability role is most ideal for that education. Grand Elder Forcang who do not have a Lieutenant are always eager to find such a partner if they are able and clever.

Euphoric Energy

A Lord of Order with Great River Imprint is a Being of the Great River, having absorbed much Living Energy, and this permits him to use it. He may project it out at will, and this has a lesser effect than a direct contact with the Energy on the River, it having degraded. But still, it is incredibly powerful.

It spreads out in a radius depending on the Psyche of the Lord of Order, causing the Psyche and Warfare attributes of those in the area, to be reduced by half. In addition, memorized magical energy such as sorceries are instantly lost, and using Power Words is impossible. Shape Shifting beyond the second tier becomes impossible without a very high Psyche, with the only desired form tending to be ones that promote pleasure and sexuality or wonder, possibly avatar form. Using Maelstrom Potencies is next to impossible while under the effect of this ability, for all but the highest Psyches.

In contrast, the Strength and Endurance of the Characters is doubled. The Potencies of Journey and Lords of Order are Strengthened, and generally require less Psyche to use, and less Endurance to maintain while under the effect of this ability. Characters tend to feel the urge to be friendly towards one another, and arguments stop, conversations temporarily turn overly friendly or even romantic, and once in a while, two friends decide to kiss.

This ability requires a great investment of Endurance on the part of the Elder Forcang. It is possible to use Psyche to control the ability, and Endurance to fuel it, while striking down weakened opponents with Warfare or Strength. This is a classic Elder Forcang move. But it often leaves her drained afterwards. But she can succeed in taking down even mighty opponents in this way.

Elder Roots

An Elder Forcang may use Bloodline Imprint abilities in any Bloodline with no penalty. He may use Advanced Bloodline Imprint abilities in any Bloodline with only a 10 Point Penalty to Psyche. When he takes an Additional Bloodline Imprint, he does so for [20], but it also includes the Advanced Bloodline Imprint for the same Bloodline for the same Points (Essentially Additional Bloodline Imprint and Additional Advanced Bloodline Imprint [20]). The cost to gain a devotee in a Bloodline is now only 4 Points.

Avatar of Order

At any time you may shift into an alternate form, in which you are a Being of Light. While in this form you are Insubstantial, allowing you to pass through many solid objects, and you can Fly. You also gain the Artifact quality “Invulnerable to all Conventional Weapons”. Your shape is approximately humanoid with wings.

You gain an energy weapon that functions as both a magical weapon and a tech weapon with the Deadly Damage Quality. It has the qualities of a futuristic flame thrower, only the energy is light. In places where neither magic or tech function, the weapon still deals bludgeoning damage. Those who look at you must be capable of staring at very bright objects, like snow on a very bright day, or else they will be somewhat blinded.

You have a number of Sorcery spells, as with the Potencies. These include Stone Binding, Lightning Bolt, and Pressurized Lava. These spells may be used at will, but require a large expenditure of Endurance for each use. For those with whom you do not share a language, you are capable of communicating telepathically.

You are capable of “Speaking the Truth”. While in this form, you may declare to those assembled that you are about to speak the truth, at which point, you get a bonus to your Psyche equal to 50% to deliver your speech, even if at times it is not the perfect truth. Those without exceptional Psyches who hear your speech leave the room believing the words you say and are motivated by your speech, even if they may not necessarily become acolytes to your cause.

This form provides some protection

against other forms of Potency, including Journey, Maelstrom, Ḥowsh, Shape Shifting, and Magic. Those forms of Energy becomes mixed with the Light and while diluted, all of their effects are reduced significantly. Essentially, you can act as though the wielder of such Potencies had five points of Bad Stuff and you had five points of Good Stuff regarding the encounter. If you hold in your mind the image of the Grand Journey, you are considered to have three more point of Good Stuff for protection. This can even provide protection against contact with Maelstrom, although the benefit is half; randomly decide which points of Good Stuff and Bad Stuff remain, with the exception of the points of Good Stuff gained from holding the image of the Grand Journey.

Pure Energy

As a being of the Great River, an Elder Forcang who is a Lord of Order is capable of assuming a form which is essentially a pure expression of the residual Living Energy remaining in her. This transition takes about five minutes. While in this form, it is very difficult for the Elder Forcang to be harmed by most forms of physical attacks. She is also able to survive in nearly any environment, including some of the most strange supernatural situations. However, she is generally unable to use her own Potencies and Attributes other than to change back to a physical form while in the form of Pure Energy, so this is a purely defensive ability.

While in Pure Energy form, there is some form of mobility permitted, as well as some amount of communication. Generally he may move at up to about 75 mph and he communicates telepathically. But contact with the energy is like touching plasma, and causes horrific burns, to Reflection Mortals and Forcang alike, so it is best not to get all too close.

This is a very useful form to use if the Elder Forcang accidentally ends up on the Dark River, and it is said it can even survive in The Indeterminate, and works well in Daxuk too.

Some of the most Powerful of the other energy forms can still effect Pure Energy form, as well as Forcang with extremely high Psyches, who can succeed in making "eye contact", and a mind-to-mind-connection with the Elder Forcang, and thus, engaging in a Psychic Battle. Therefore, the Elder Forcang is not invincible. But this is a very powerful defensive ability.

Political Parties

Lords of Order who are Elder Forcang are now eligible to join the Political Parties associated with Goamdwee, that lobby The Alliance of the Multiverse. As a matter-of-fact, the Grand Elder Forcang themselves who are politicians serving The Alliance of the Multiverse are above forming political parties, and it is Elder Forcang that are permitted to form the official Political Parties that lobby these politicians and form "factions". A reminder, that as early as Lesser Forcang with Grand Journey Imprint, information about Parties has been made available, but this is the first full access to these parties.

About every 100,000 years or so, Primary Elections are held for Officers of the Political Parties, and Elder Forcang are permitted to register again and change Party affiliation. Thus, over hundreds of thousands of years and eons, the makeup and Parties in power change. Officers in charge of Political Parties are very potent Elder Forcang, even though they rotate periodically, although officers are frequently reelected for multiple terms.

Each party defines its own dozen or so Officers, and they each have a Palace in the Tree Canopy of Goamdwee near the Legislature of The Alliance of the Multiverse, from the Parties with the highest affiliation, to the very smallest. New parties are started all the time, and some disappear, their Palaces remaining empty for eons as tombstones for past ideas.

Officers have abilities to initiate Political Party Mailers, among other abilities. They have the right to call meetings with Representatives to Goamdwee, or members of the Administration, or Councilors, either themselves, or to name Agents to do so on their behalf, and The Alliance

of Multiverse will make themselves available to meet with these Party members in a reasonable amount of time. If so requested, a meeting may even be required to be 100% attendance, without Avatars, although this may be expected to take more time to arrange.

Officers and their Agents receive fulltime security from Goamdwee, both Advanced Forcang and some Elder Forcang whose job is to ensure their safety. They also have command of their own security forces and armies that they may use for their purposes and assignments according to their Party's mission, although obviously a Political Party's resources are far more limited than a Politician of The Alliance. But an Officer or Agent of a Political Party has far more resources than a solitary Elder Forcang.

In addition to interacting with politicians of the Alliance of the Multiverse, Political Party Officers are authorized to negotiate with politicians of Bloodline Capitols, but also Blossomline Capitols, and the Courts of Chaos. These will always be seen as second level negotiations, with ministers rather than heads-of-state. But these officers are seen as important representatives and agents of Goamdwee, particularly if they arrive in 100% form, and not as an Avatar.

All Officers of Political Parties receive the following items.

Order—Longsword [50]

Immense Vitality [4]
Engine Speed [4]
Tireless, Supernatural Stamina [4]
Combat Mastery [4]
Invulnerable to all Conventional Weapons [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]
Shadow Seek [4]
Able to "mold" Shadow Reality [4]
Regeneration [4]
Limited Shape Shift [4]

Protector—Gold and Diamond Full Plate [22]

Invulnerable to all Conventional Weapons [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]
Able to "mold" Shadow Reality [4]
Regeneration [4]

Justice—Singularity Rifle [18]

Advanced Weapon [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]

Frontier—Implosion Wand [18]

Advanced Weapon [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]

Dawn—Pegasus [50]

Immense Vitality [4]
Engine Speed [4]
Tireless, Supernatural Stamina [4]
Combat Mastery [4]
Invulnerable to all Conventional Weapons [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]
Shadow Seek [4]

Able to "mold" Shadow Reality [4]
Regeneration [4]
Limited Shape Shift [4]

All Agents of Political Parties receive the following items.

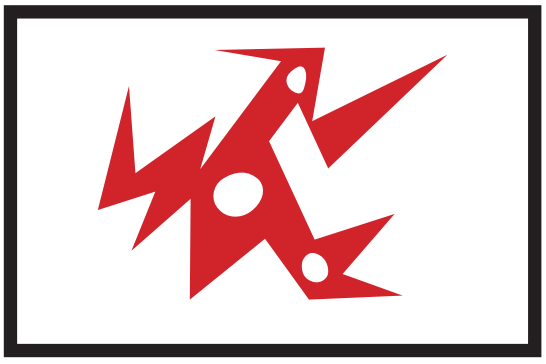
Judgment—Rapier [20]

Combat Mastery [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]

Interceptor—Gold and Diamond Mountain Pattern with a Red Cape [18]

Invulnerable to all Conventional Weapons [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]
Regeneration [4]

Investigator—Singularity Rifle [8]



Advanced Weapon [4]
Deadly Damage [4]

Golden Dawn—Implosion Wand [8]

Advanced Weapon [4]
Deadly Damage [4]

Daybreak—Pegasus [22]

Engine Speed [4]
Invulnerable to all Conventional Weapons [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]
Regeneration [4]

These Elder Forcang keep these items as long as they hold these positions, and may use them to augment items they may already have. They return them once they no longer occupy the particular position.

Miracle

This effect is similar to the Prayer ability of Advanced Grand Journey Imprint, only, generally it is not bound to a particular list of words. Standing in a Temple Manifestation, an Elder Forcang can issue forth any Miracle in the same manner. Generally those that still are based on one of the words on the same list are particularly powerful.

In addition, generally when it comes to geographic features that the Elder Forcang has created with Lesser Genesis, she has the ability to use unlimited Miracles, usually unless the Grand Elder Forcang governing that manifestation prevents the Elder Forcang from using them. These Miracles may be issued in that particular setting.

It is possible that the Creator of the Manifestation may have limited the Elder Forcang to certain lists of words, or 'Portfolios/Spheres', when it comes to the Miracles that can be used in her settings. If this is the case, in almost all instances, she is limited to that list of words. In

contrast, if she has Lieutenant Privileges for that Manifestation, she may have unlimited Miracle rights for the entire Manifestation, not just geographic features she created.

Generally these Miracles are still defined by a quickly designed poem based on the word



desired, and directed at the location desired. At this point, people, objects, structures, and other permanents in the location may be targeted by the miracle as the Root for the Miracle Poem. The ability for the Poem to be executed properly and as desired will depend on the Psyche and Endurance of the Elder Forcang.

Outside of these particular locations, Miracles generally cannot be used. They can be attempted anywhere, but they usually will not work in most other locations. But on rare occasions a particularly well phrased Miracle by a very potent Elder Forcang may go through, to the chagrin of all those around him.

Anarchic Blast

A Lord of Order with Great River Imprint, while on a Reflection along the Great River, and all the more so in the Twilight Peaks, is able to direct a great focused blast of a large portion of her residual Living Energy, as well as some Grand Journey Energy, to wholly consume the entire Reflection. This effect takes about one hour to initiate, and about three hours to consume the whole Reflection. In the Twilight Peaks, it takes about one third less this time.

If the Elder Forcang is in anyway low on Endurance, or has insufficient control over his Psyche, he may quickly find that the Anarchic Blast will get out of control, and may spread, consuming many more Reflections. This event is greatly amplified in the Twilight Peaks. The process of a runaway Anarchic Blast takes several days, and can utterly destroy anywhere from half a dozen to several dozen Reflections.

It is possible to attempt to use this ability on a smaller level to destroy individual cities, or even a building. But this is incredibly difficult, and will just as often trigger a full Anarchic Blast. The lesser form is called an Anarchic Shot. If an Elder Forcang wishes to engage in such a precise use of this ability, she should make sure to be fully rested, and have spent plenty of years traveling the Great River in Primal Form to collect ample amounts of Living Energy. It would also be helpful to have some Warfare in addition to lots of Psyche and Endurance for Anarchic Shots. They still do not always work.

ADVANCED GREAT RIVER IMPRINT

350 points. Or, if you've already got Great River Imprint an additional 50 points

River Dominion

A Lord of Order who is a Grand Elder Forcang has full access to the Great River in a way no other Forcang can imagine. It is one thing to be permitted passage along these broad avenues, but quite another to cruise along on luxurious pleasure ships with close family and friends, without a care in The Multiverse. And in fact, the River Vessels that permit all Advanced Forcang to travel the Great River are run by Forcang that are part of a special Order of Grand Elder Forcang that has largely controlled passage of the Great River for eons.

If it matters, as far as the River Passage ability of the Grand Elder Forcang, she may go for weeks without eating, drinking, or sleeping, and cover a dozen Bloodlines per day with no problem, and dozens if pushing herself. She may communicate telepathically with those she sees, at which point she may make mind-to-mind contact for purposes of using Psyche for Psychic battles if she wishes, or she may use Power Words. Those with good Psyches may resist telepathic contact.

Her Primal Form has all of the Offensive and Defensive ability of Avatar of Order. Generally this would be relevant upon coming across other Lords of Order in Primal Form. But as Lords of Order at this tier know, there are other secrets in the deep parts of the Great River, and these defensive abilities have proven handy many times over.

All of this being said, it is far more common for Grand Elder Forcang to use their own Private River Vessels to travel the Great River. These are beautiful yachts that are designed according to the needs and desires of every individual. Usually each Grand Elder Forcang will have a small fleet of these Private River Vessels to serve their immediate family as part of their Bloodline.

It is very common for Private River Vessels, like the large ones used by the Order, to have sails and look relatively simple, not being built in a futuristic model. The Grand Elder Forcang rather has the ability to "Speak to the Sails", causing them to propel the River Vessel along. This vessel can achieve speeds somewhat less impressive than he can in Primal Form, but the benefit is that he can bring multiple people along with him, and that he has full access to all of his attributes, potencies, items, and everything gained from being in physical form.

In addition, she may use the Miracle ability while on her private River Vessel for a variety of purposes. If nothing else, River Vessels are generally considered unique parts of the Grand Elder Forcang's own Creation for which she has Creator rights. This means the Miracles are effective. Generally these miracles are used to create all of the creature comforts to befit an Emperor and his family and friends on a voyage. She may have banquets, phantom entertainers, fine art, music and movies, and all sorts of other experiences to pass the time. All of this appears on the deck, possibly the single deck, of the private River Vessel, and then with a second Miracle, It disappears, leaving a pristine surface once more. It is said there are few more comfortable and pleasant ways to travel than on the private River Vessel of a Grand Elder Forcang who is a Lord of Order. In order to designate a vessel as a River Vessel, a Lord of Order Grand Elder Forcang takes the River Vessel artifact ability.

On a rare occasion these Miracles have also been attempted to be aimed at features beyond the confines of the River Vessel. These are often less effective, and often depend on the intent and the object, among many other factors. More information on Advanced Miracles will be discussed in the description of that ability. A Grand Elder Forcang may come across other River Vessels, as well as rare Objects of Interest

in the Great River. The latter will most likely permit the functioning of some Miracles, while it is unlikely that a Miracle aimed at another River Vessel will work, particularly those used in hostility.

Miracles can be used on River Vessels belonging to friends and allies who are Grand Elder Forcang, generally if they permit their use. But as they have the Creator Rights, Miracles must at some level be approved by the Creator. Therefore, it is perfectly acceptable to assume a friendly Grand Elder Forcang who is helping to prepare dinner or entertainment will remain able to use his Miracle abilities on a friend's Vessel. But if things should get out of hand, at the end of the day, he is a guest, and those rights can be revoked. The exception is once again Miracles aimed at objects outside the River Vessel itself, which already have limits on the possibility of their functioning, as explained.

Generally Grand Elder Forcang are the ones most able and most interested in exploring the very rare and unique secrets that may exist in the Great River. It is very uncommon to find an adventuring Grand Elder Forcang, but they do exist, and they will go out in their private River Vessel in search of floating objects of any size, and disembark, onto those objects, to explore them. Their miracles have varying degrees of success on those objects.

Such trips are very perilous, even for Grand Elder Forcang, and these objects can be anything, and may have been altered in enormously strange ways by having been bathed in Living Energy for potentially eons. There can be foreigner aliens that have ended up fossilized and sleeping in the Great River, and once awakened, have had God-like Powers, requiring legions of powerful Forcang to ultimately subdue them. There have likewise been benevolent beings, and moons with strange civilizations. The possibilities are endless. These adventurers at this tier are privileged, and a very impressive little group.

It is said that there may be other secrets, such as small bases purposely established by Goamdwee in the Great River. In any case, these are final revelations to be discovered by a character who has at last reached this stage.

Major Avatar

As with Minor Avatar, you can create Avatars. Now you can create an Avatar for every 10 points of Psyche and 5 points of Endurance rounding down. Once all of your Avatars are out, you may invest 75% of your Potency Points, but no more than 25% in one Avatar. Alternatively, you may have fewer Avatars than you are permitted, which allows investing a greater number of points in each. If you instead choose to have two Avatars, the maximum permitted to one avatar is 45%.

If an Avatar has 2% or less of your Potency Points, they are known as Avatar Zombies, as explained in the Lesser Avatar Ability. You have the option when creating a batch of Avatars, that if at least 80% of your Avatars are Zombies, than you receive an equal number of Zombies for no additional cost. These Zombies gain the ability to enter and exit Daxuk at will, a process that takes ten seconds. They can exist in Deep Daxuk. Your Zombies that you direct to eat the brains of a Forcang or Reflection Mortal turn that person into a Zombie. This is a mindless, animated corpse, a Mundane Zombie, that does not have Intelligence (regardless of whether it was previously a Forcang or a Reflection Mortal). Mundane Zombies are considered a form of Reflection Creature, as opposed to a Foreigner of the Zombie subtype like your Zombies.

Greater Genesis

This is really the defining ability of the Grand Elder Forcang, who is a Lord of Order. Whether born into this right, or having earned it over the eons, she is now capable of creating Manifestations, and everything within them. This is not on a relevant time scale, however. These are extremely long term projects that are the most epic art projects in the Multiverse. Giving birth to a Universe or a Cosmos, or even a Temple or Fortress, these are true marvels, and

all other Forcang look upon each new project with awe, even fellow colleagues.

If solar systems in Lesser Genesis took decades, it might take millions of years to design a Cosmos, and ten million to create it. For a Universe, multiply that by a factor of five. For a Temple, multiply by a factor of two hundred. For a Fortress, multiply by a factor of eight hundred. A Paradise will take eons to create, and is next to impossible to design without collaboration, though it has been done. Only four Capitals have ever been created.

A new Manifestation is established within a particular Bloodline, under the laws of the Bloodline Journey controlled by it. In most instances Grand Elder Forcang are True Born. In other words, they are born Grand Elder Forcang, with Advanced Great River Imprint, and therefore, into a particular Bloodline. Thus, the Manifestations they create will be part of that Bloodline automatically.

For the rare Lord of Order who has earned their way to the top, they must go through the hallowed process of designing a new Primal Bloodline Journey. This is a separate ability that will be discussed later. This will establish their Bloodline as a new Bloodline, and they do this before beginning to create a Manifestation. It is very difficult and really a rite-of-passage for new Grand Elder Forcang. And then once they have created their first Manifestation, it will be the first Manifestation in that Bloodline.

On rare occasions it is also possible to be adopted by an existing Bloodline. This is most often only possible for Bastards, those who may have been raised apart from their True Born half-siblings, but have earned their way into being Grand Elder Forcang. They may petition their True Born relatives to permit entry into the family Bloodline, at which point they will lose their current last name, and take on the family name, being admitted as a True Born child, and now able to use the family Bloodline Pattern to make Manifestations.

There are a lot of decisions that must be made by a Grand Elder Forcang in the process of creating a Manifestation, some of which can be changed later. The most obvious is what type of Manifestation. Almost universally Grand Elder Forcang will be creating Cosmoses and Universes, particularly beginners at the Art Form. Of course the Cosmos is easier, and Fantasy based, while the Universe is far more difficult, and Science based.

She automatically gets Creator Rights. That essentially means she can name all roles in the Manifestation. This in some ways might be looked at like a programming language. The first role is the Sovereign of the Manifestation. Usually this is taken by the Creator. The Creator has all of the Power of the Sovereign automatically, but the Forcang, who has to be a Grand Elder Forcang, endowed with the Sovereign Rights, gets most of the same Power. It is very common for any spouse of the Creator to also be named Sovereign. There is also the Royal Family, which include the Princes and Princesses of the Manifestation, who are placed just below the Sovereigns in the Pantheon and usually have almost as much Power. Almost universally these will be the immediate family members of the Grand Elder Forcang, and almost universally these also have to be True Born children—bastards of lower tiers can serve in pantheon rank as a Prince, but they may not have the Power of a Prince. True Born Princes tend to perform a number of roles, such as being the Manifestation's representative to Goamdwee, acting as the General of the Manifestation's Expeditionary Force in Dawn Wars, and Acting as Sovereign on occasions when the Sovereign is too busy to focus on this particular Manifestation. Bastard Princes tend to receive minor roles in the Pantheon, but wield just as much respect as their brothers and sisters on the rare occasion they do step into the light. They are the Creator's child after all.

Another important title is the Manifestation Lieutenant, which is almost always an Elder Forcang, which is likely why Great River Imprint evolved to grant the Lieutenant ability. It is very common, based on the way that True Born Grand Elder Forcang are raised, for them to develop close friendships with a particular True

Born Elder Forcang. This is an obvious choice. The Lieutenant, as indicated by the ability, can use some of the actual Potencies of a Grand Elder Forcang. She also tends to have almost as much Power as the Sovereign/Creator, serving as the Creator's Chief-of-Staff among the Heads-of-Department on the Pantheon. In the absence of the Sovereign, the Lieutenant is usually the one who acts as Sovereign (as a rule, even before the Princes, unless instructed otherwise).

Next, the Creator generally must design a Celestial Bureaucracy. This is true whether it is a Cosmos, that is fantasy based, or a Universe, that is Science based. This may be a thin Bureaucracy, with Gods and Ministers for just a few major Portfolios, or a broad, wide ranging Divine Government, with a God for everything. But generally if the Creator wants it to rain, and mountains to weather and erode properly, and the tides to come in at the right time, then having good Celestial managers is useful. Commonly this is done with several different Pantheons. The King/Head of each Pantheon is one of the Ministers/Chief Lieutenants that serves with the Creator's Lieutenant on the Creator's Celestial Small Council in that Manifestation (along with the Princesses and Royal Family on the occasion they might be there). The Creator defines the Power of each member of the Celestial Bureaucracy. Usually each can be said to have a few words that they can create full Miracles based off of, or sometimes for the Heads of Pantheons, many words. They are frequently omniscient for matters related to these words, loosely, and for Heads of Pantheons, for anything related to the jobs of Lesser Gods serving the Head. Really they are creating Advanced Miracles a lot of the time for these specific terms, though sometimes they are the lesser kind. But it is the restricted Portfolio that makes these Ministers of the Manifestation work. And this often puts them at odds with each other. And so the battle between Good and Evil, and Law and Chaos, and Fire and Earth, and so on and so forth, begins anew in a brand new Universe.

Next the Creator might Hallow a Heaven and a Hell, among several other Celestial Domains in the Manifestation. These exist *even* if it is a Science based universe. In this case the existence of such domains is seen as mythological, not as fantastical. Obviously in a Cosmos, having realms on various planes, or a whole plane devoted to a deity, works just fine. Cosmoses work more logically since they are by nature already split into Planes. Universes work less naturally with this concept, and each Creator must decide how the Celestial Domain fits in with it. Perhaps upon reaching the farthest point from anywhere in the Universe, and then traveling twice as far again, a mortal may reach Heaven, or Hell, or the Great Library of the Universe. These are the places where the Gods and your Ministers govern the Creator's universe, and answer all prayers. Then again, maybe at the heart of each galaxy, or some galaxies, or on planets in empty space billions of light years away from any stars, that is where the Gods live. The decision is entirely up to the Creator. Then again, there is a practical element, in that the Creator wants this to be a comfortable environment in which Local Lesser Forcang and Local Advanced Forcang will actually want to live and work without rebelling. They are bound to you as the Creator, and are almost always your direct creations. But they work hard and deserve good accommodations.

In the next step, the Creator designs Lesser Forcang to serve the Ministers and Gods' needs, which can be done in many different ways. There may be a generic race of Angels, or else a difference race of Servants for each God, and any other sort of arrangement. These Local Lesser Forcang may be based on the Plane or Celestial Domain of the God and may at times enter the mortal realm on behalf of the God to do His bidding. There tend to be many Local Lesser Forcang. They are endowed with their own Power, that does not include an element of the Miracle ability. Rather they are more similar to Lesser Forcang beyond their Manifestation, only with an orientation in their Potencies towards the design for which they were created. As a general rule, certain areas of the Manifestation will be more easily accessible to these Servants than Gods, and likewise, others will be for only

Reflection Mortals. It depends on the purposes of the Creator.

The Creator controls the fundamental laws and principles of the Manifestations, including laws of science, of magic, and of Powers. Powers are essentially a local form of Potencies, that can be just as perilous as Potencies available to Forcang outside the Manifestation. Generally there are classes of Local Lesser Forcang and Local Advanced Forcang created along with all of the mortals and animals and plants and such in the Manifestation that are beings of that Manifestation, empowered by the Powers instead of Potencies. This has all just been described, but now it should be clarified that the Powers must be defined from scratch for each class of Forcang. There is a reason this process takes millions of years, or longer. Likewise magical forces and laws of science that mortals will use are set by the Creator, and this will establish unique Mechanics for this Manifestation. Whole other role playing systems might exist in a particular Manifestation, and games might be played there, isolated from the greater events of The Multiverse. One thing that is clear is that the Creator, and generally the Sovereigns, are the Omnipotent Gods of the Manifestation, and may alter or change any law, rule, Power, magic, or any other element of the Manifestation at any time. Such absolute control is frightening, which is why it is usually limited to Grand Elder Forcang and the Manifestations for which they have Creator Rights or for which they have been granted Sovereign Rights.

In some instances a Creator may invite Foreign Forcang to Inhabit Her Manifestation, and Become and gain Governorship Rights. This is often the case if a Creator is looking for a particular Portfolio or talent that is currently lacking in the Celestial Bureaucracy and she may be aware of a particularly competent Elder Forcang in the Multiverse, or on a rare occasion, a Grand Elder Forcang, who may come and serve in a role in the Manifestation. The Creator may then grant Citizenship and Governorship Rights along with the particular title of Ministry, Godship, and the Portfolio or Pantheon agreed to, along with certain Powers belonging to that Manifestation. Usually such arrangements come with far more privileges for the Independent Forcang then Local Forcang. He likely has a family of his own that he may bring with him, or not, and he generally has permission to spend time as he will, provided he does his job, beyond the boundaries of the Manifestation. Loyalty is required at all times, but it is understood that it may belong to other places as well. Yet such arrangements can have enormous benefits, and can even create long lasting friendships. And it is not uncommon for an Elder Forcang or Grand Elder Forcang to decide that they wish to perform such a role at some point or other in their long existence—they can always give proper notice and depart if they get bored.

At last come all of the living beings meant to inhabit the Manifestation, and all of the other structures. These are so many beyond count. And the structure of the Manifestation may need to be designed to some extent, particularly if it is a Cosmos. Universes tend to require slightly less design, except for the location of the Celestial Domains. Races must be chosen, plants and animals, geographic features, the smells of things, the colors of the sun, and the sound of raindrops. Of course, much of this may be left to all of these nice new Celestial Deities whose job it is to think of these things. But when it comes to the First Creation, the Creator almost always puts in the final approval on everything.

In addition to acting as a Celestial Bureaucracy, the Creator's Minister's and all of those that serve them must, if the Manifestation is threatened with conquest, be able to join together and defend the Manifestation. The fact is that for 5,000 years, such attacks from beyond the Manifestation are against the Rules of Warfare of The Alliance of the Multiverse. But every 5,000, a free season that can really last indefinitely begins, and anyone looking to claim just a galaxy, or a plane, or the whole Manifestation has free reign to invade. Therefore, the Creator must assign military ranks to the members of the Celestial Bureaucracy and ensure that they are trained, and get along well enough that in such an event, they will work in the common

interest. In those times, usually the Princes of the Manifestation, along with the Sovereign, the Lieutenant, and Minister of War, act as the Chief Generals, and they lead the defense, and a possible counterattack if that is an option. All of this is why it is common for Local Forcang in Dweehwail to have military ranks in their official titles as well as those more commonly associated with deities.

An important position in the Pantheon is the God of the Answer, or else that known as the God of Religion, who is the catch-all for the religions of mortals that are not directly represented by a religion that has succeeded in worshipping a deity that really exists, or else non-theistic religions. Mortals will have their Prayers answered, and the God of the Answer is an important position. Obviously the way in which prayers are answered is an important decision for each Grand Elder Forcang who creates a Manifestation, and part of the Great Art involved.

Any of the positions mentioned above may be changed by the Creator at any time, except the position of Creator. The Creator of a Manifestation will always be the Creator, unless killed, at which point the Creator Rights go the First Prince of the Manifestation. If there are no Princes remaining than it goes to the Sovereign. If there is no Sovereign it goes to the Lieutenant. If there is no Lieutenant, it goes to the Second Lord/Minister of the Small Council. This continues onward down the Small Council to its end. Of course there have always been plots by the Evil members of the council to do away with everyone to cause her to become the Creator, but these plans rarely succeed. If a Forcang who is not a Grand Elder Forcang becomes Creator, he will begin to suffer from the burden imposed by the Energies of being Creator, but will be able to grant the Creator Rights onto another Grand Elder Forcang by laying on hands. In the meantime, he is endowed with certain Potencies, specifically River Domain, which should allow him to travel to a location where he can properly pass along the Creator Rights to a worthy Grand Elder Forcang, usually a member of the Bloodline, if not an immediate family member.

In the same manner, a Grand Elder Forcang may attempt to create other forms of Manifestations. These projections are mighty indeed, as they are largely domains for Forcang, with mortals that exist there being merely servants used for a purpose. They are very powerful, and many Forcang cannot survive in such Manifestations, let alone create them. Still, for the most savvy and determined Forcang, having a private Fortress or Temple can be extremely useful. Otherwise, these Manifestations are built as collaborations with the Communal Genesis ability as will be described along with that ability.

Greater Genesis may be used on a smaller scale by Forcang with the absolute highest of Psyches. This pinpoint use of the ability is impressive, and dangerous by anyone else, who would likely blow apart a Reflection in the attempt if they were not careful or made a mistake. It requires a tremendous battery of Endurance as well. But it permits the creation of just about anything, including Artifacts and Living Humanoids, Creatures, and Monsters with Qualities and Potencies up to 8 Potency Points in about thirty minutes. These items are permanent, and can have any aesthetic.

Greater Genesis may be used on purpose to harm Reflections, similar to an Anarchic Blast, except on any Reflection. This is done essentially by attempting a pinpoint maneuver but purposely failing on Psyche and Endurance, and doing so epically. Maintaining focus on this failure causes, what is called a Genesis Bomb, to grow larger and larger until in about one hour the entire Reflection will be consumed and quickly changed into something random, and wildly different and strangely, possibly even of pure Living Energy. It is possible to get really out of control and cause this to spread to dozens of Reflections.

On rare occasions a particularly power Genesis Bomb has opened a Genesis Rift, a partial opening between The Multiverse and another dimension, which has spread and consumed dozens of galaxies of Reflections, though never as much as a whole Manifestation. It is said

whole Earldoms have been lost. For this reason, using Genesis Bombs is somewhat frowned upon among Lords of Order. It is somewhat seen as a violation of the gift of Journey. This Potency is meant to be used for Order and Creation, not destruction. But, such is the option available to the Lord of Order.

Dark River Journey

The Grand Elder Forcang has reached such a stage as a Lord of Order that he may tolerate the alternative Energy Form of the Dark River, to a certain extent. This allows you to enter the region of the Dark River banks and board a Dark Lands Vessel. But to think this makes you much better off than a Lord of Chaos who is an Advanced Forcang, just starting off sojourns on the Dark River, would be laughable.

The Dark River is wild ride, and you will need a Guide just like them, and you will have to pay triple, since you are a Lord of Order, out of prejudice, and because you can afford to pay. You can enter at the same locations, at Dark Cities that are still in business, where you can contract with the Guide for passage and arrange for the Dark Lands Vessel. All of this has to be done, as there are no nice big boats going along these wild rapids.

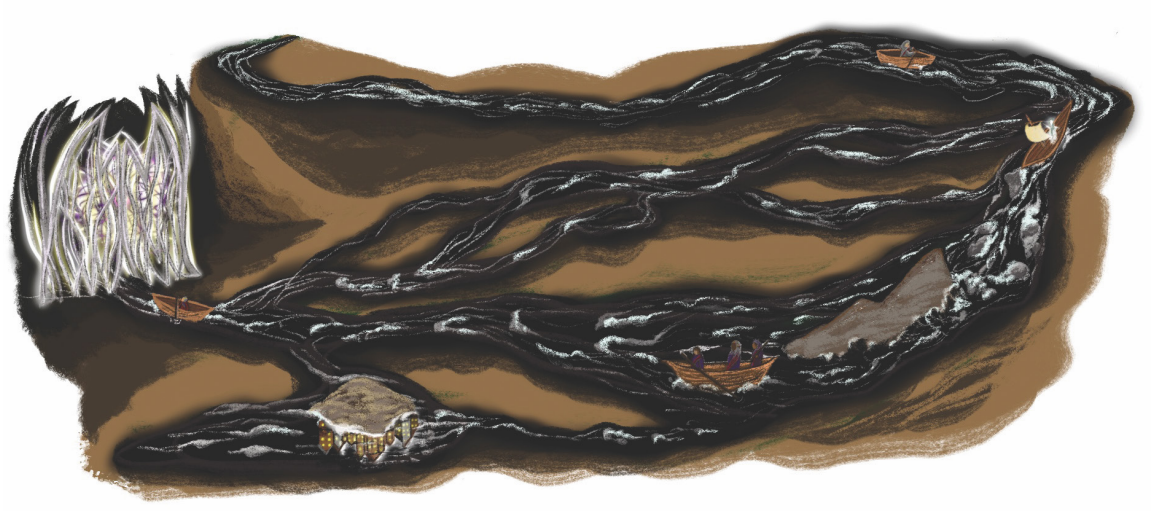
Still, you are likely to join a group with the majority being Lords of Chaos, as well as a few Shape Shifters in the form of Urchins pasted to the walls of the Vessel, and a few other Lords of Order. And you will all be expected to use your Psyche to help direct the Vessel. Everyone works together to make this journey smooth.

And of course this ability offers the same opportunities as the Lords of Chaos, namely the mysteries of Dark Cities, but finally, in the Far West of Dweehwail, the Abyssal Courts. The latter can be found in the ability description for the Advanced Twilight Maelstrom Potency. It is often a right-of-passage for Lords of Order to head to the Abyssal Courts, and since they have full abilities once they get off the River Vessels and go into the Courts, they are as mighty as the Lords of Chaos once they have arrived. And they are ready to test their strengths as Champions, leaving out into The Indeterminate.

All of these things are now possible for a Lord of Order at this tier. Whether they are wise….

Indeterminate Form

For those Grand Elder Forcang who have Advanced Shape Shifting, they may assume Indeterminate Form as an additional option for one of their natural forms. This is an abstract design of their choice, and may combine natural constructs, as well as unnatural, industrial, or even supernatural elements. This form will be essential for a Champion who wishes to enter into The Indeterminate.



The Indeterminate is a place that is Alien in a way more foreign than most people are used to in the basic meaning of the word. It is place where existence is very separate from reality as we can comprehend. We would understand The Indeterminate, or really not understand it, as nonsense words, as series of random letters, numbers and symbols, and abstracts that make no sense, and ultimately horrors beyond imagining, or wonders too amazing to comprehend. This is hard to consider after thinking about Dweehwail, a Multiverse that has pretty much everything that can be thought of. The Indeterminate then has something else just as large and intense, in fact something so much more intense, that really it cannot be thought of or comprehended.

Your Indeterminate Form is your approximation and connection to how you will go about within that theater, once you leave through the West Gate, and see whatever is There. It is a strange experience, and you will never again be the same. How you move, how you get there, that alone is something you have to stop thinking about in such simple terms and exactness, and start thinking about in terms of beauty, and horror, and purest storytelling and interest. For a whole story is about to unfold, beginning with this form.

You do have the ability to survive in the Indeterminate, barely, maybe. Maybe not. No Grand Elder Forcang or authority will guarantee your survival in The Indeterminate. There is a reason only Champions go through the West Gate. It is a right-of-passage some would say. Or a fool's errand. You will come back changed. It will be like a dream, that is not a dream. But enough said. It is time to begin this wild ride.

Goamdwee Royalty

This is it. For the Grand Elder Forcang of Goamdwee, she has reached the top, and she is the Empress, the Queen, and is treated as such. She receives a permanent residence for her and her family in the Grand Division, a shockingly beautiful district built of pure diamond running all the way to the base of The Multiverse's Tree. Anytime she wants tickets for shows, or games, or seats, hers are in the front, the best in the house. Of course she shares these seats with other Grand Elder Forcang who might be in attendance that day, but it is an elite club, and they tend to know each other intimately after the eons of having seen each other countless times.

As well as receiving full access to Goamdwee, she receives a Dukedom, similar to an Earldom, only in a prime location on an established trade route with Goamdwee, and in proximity and control of several dozen to several hundred galaxies worth of Reflections. In some cases She may receive thousands of galaxies worth of Reflections in her Dukedom, or else she may receive dozens of planes as part of the Dukedom as well. In addition to receiving free mansions, she receives free cities, including a stunning capitol built according to however she desires, as well as several dozen other cities with Palaces as she instructs. Also, rather than making the fleets and armies a separate responsibility, these are attached directly to the Dukedom, and she has enormous reserves immediately available at her disposal of Fantasy, Present, and Future military personnel and machinery. The Rights and Positions granted to her are such that she essentially has Sovereign rights over the territory of her Dukedom, although obviously she ultimately has to answer to the Creator(s). In the long run, as the Grand Elder Forcang gets established and creates their own Manifestations, they often pass along these holdings back to Goamdwee so that the next worthy new Grand Elder Forcang can have them. Then the Manifestation becomes the Dukedom. But the Grand Elder Forcang has the right to the same privileges on the Reflections in her Manifestation as far as Palaces and cities and their maintenance, assuming such help is desired.

In times of a True War, it is the Grand Elder Forcang who are expected to organize the Elder Forcang in defense of Goamdwee. Generally they are expected to bring their armies to the Capital, both to train in times when there is not war, and so they will be prepared at a moment's notice should the call come. It has

been many eons since such a call has gone out, but it could happen again, and probably will. Then Goamdwee will be ready, thanks to the greatest of its Lords of Order.

Screaming Energy

This allows a Grand Elder Forcang to channel Living Energy along his arms, legs, or from his mouth, and towards any target. This stream has the effect of Plasma at 50,000˚C and 1 Point of Attribute Drain per minute it touches, or faction thereof. The flow of Living Energy makes a loud sound, thus the name of the ability. It takes an enormous investment of Endurance to use this ability, and Psyche to control it, as well as Warfare to properly aim it. But otherwise, it is incredibly powerful. It also requires that the Grand Elder Forcang has spent some time recently bathing in Living Energy of the Great River in Primal Form.

Grand Roots

There is no longer any penalty for using Advanced Bloodline Journey in any Bloodline Reflection. In addition, from now on when the Grand Elder Forcang traverses a new Bloodline Journey for the first time, paying the 20 Potency Points for the Additional Bloodline Journey, she gets the basic Bloodline Journey Potency, as well as the Advanced Bloodline Journey Potency, but she also gets a +30 bonus to Psyche when using abilities from either Bloodline Journey or Advanced Bloodline Journey for that Bloodline.

Primal Avatar

This adds to the Avatar of Order ability the addition that the Grand Elder Forcang acts with the speed, ferocity, and skill of his Primal Form. Only He does this while still conscious. Those Lords of Order with Primal Shape Shifting are especially skilled at using this ability, while those without that Potency have a more base understanding of its use.

The Primal Avatar is capable of using the abilities of Avatar of Order or Being of Light, except the Speak the Truth option. Instead, the Primal Avatar has the option Invoke Terror. When she does this, she grows to an enormous size, which is either a literal effect, or only in the mind of the beholder, and all seems to grow dark around the Primal Avatar. Those without the highest Psyches look on the Primal Avatar with Fear, and may choose to flee, rather than stay to fight, or may cower in place.

Of course the Primal Avatar may just as quickly switch back to a simple Avatar of Order so as to use the Speak the Truth option once the Invoke Terror act has been accomplished. These two abilities can be used quickly and interchangeably, with about a thirty second delay to change between the two forms.

The Primal Avatar doubles as a form that is capable of surviving brief serious contact with actual Living Energy, and so is a common choice for Grand Elder Forcang who have disembarked their private River Vessel on the Great River and are exploring strange objects, asteroids, or moons, but still want a form that will protect them should something suddenly dump them into the Living Energy. It can last several minutes in full exposure, although the more permanent full Primal Form must be used at that point if she wishes to stay in the Living Energy.

Bloodline Journey Catalyst

This is a potent ability that permits a Grand Elder Forcang to create new Primal Journeys, with the help of a special tool called a Jewel of Judgment. There are only a few of these in existence, and they are generally held in Goamdwee, as well as some of the most trusted of the Dukedoms. It takes time for a Grand Elder Forcang to become attuned to this Relic, usually several centuries if not thousands or tens of thousands of years.

It is almost universal that this act is performed by the rare Lord of Order who earns the Grand Elder Forcang tier, rather than being True Born. These may find that they are not accepted into any Bloodline—in some cases they might be admitted as True Born among their half

siblings in recognition of their achievement. But more often they must strike out on their own. This means starting a new Bloodline, with a new name, and a new Journey.

She would begin by meeting with representatives of the Palace of Arts, which would arrange to make a Jewel of Judgment available as soon as possible, though there is almost always a queue. Then there is a special training program, led by the Archduke of Journey Arts, aimed at ensuring a certain consistency among all Primal Journey Ḥowthçtz, a process that has worked well for eons.

Finally after a the training program is complete, and a Jewel of Judgment has been made available, the Grand Elder Forcang will generally be sent to his Dukedom, to its Capitol, to establish at its heart, a new Primal Journey Thçtz. There He will draw the new Journey. This process also takes thousands of years. Still, the process of creating a Journey is strangely much shorter than creating Manifestations. There is an irony in the simplicity at the root of the Order on which those future Art Projections will be based.

The Journey may be as intricate or as simple as She desires. Obviously as She has children and others she may wish to Initiate into Her Bloodline Journey, it becomes increasingly likely that deadly mistakes will be made if the Journey is overly intricate. At the same time, perhaps the effects of regeneration and healing, or for that matter, the complexities, laws, and properties in all of the Creation that is to follow will be far Greater in more detailed Journeys. These are all good questions for the Archduke of Journey Arts.

Once the great Art Project is complete, all of the Reflections of the Dukedom separate from the Manifestations in which they were a part, and become Reflections of a Quasi-Manifestation in their proximity known as a Dukedom. This is generally considered a temporary lone.

In the long run, now that the Grand Elder Forcang can create Manifestations in her Bloodline, she is expected to consider big projects, and once the first is complete, to move the Bloodline Capitol into the Manifestation. This has the effect of releasing the previously held Reflections back into their original Manifestations back under control of their original Bloodline Journeys. It is generally considered polite to do this. Some of the oldest and most well established lines of Grand Elder Forcang lend Reflections from their Manifestations to become part of Dukedoms, out of their loyalty and love for Goamdwee. But that doesn't mean they do not appreciate those parcels being returned when a novice Grand Elder Forcang has become learned enough that she no longer needs those entry level Reflections.

Generally the Jewel of Judgment is returned to the Palace of Arts between the completion of the Bloodline Journey and the completion of the first Manifestation. If He wishes to move the Bloodline Capitol, He must request once again to borrow a Jewel of Judgment, but these tend to go through faster, as such moves take much less time, on the order of decades, and centuries at most. Once this final step is complete, generally He can return the Jewel of Judgment for the last time.

There are strange effects to having a Jewel of Judgment, which is why it is best to only have one during times of Journey Creation or Manipulation. They are strange and ancient and mysterious. One ability is that, as it is worn around the neck like a necklace, those wearing one during off hours from working on a project, and they must wear it continuously in order to stay attuned, find that they can alter the weather anywhere. They can even do this in Goamdwee. So if they felt like it, they could summon a hurricane in the Capitol. Of course this would be frowned upon.

The Jewel also has the ability to possibly mold or destroy any Reflection as well as to over time increase the temporal speed of the wearer in relation to everyone else—they will speed up and everyone else will appear to slow down. Finally the Jewel knows every major way of traveling between Reflections to a Bloodline Capitol or Goamdwee for every Bloodline Capitol, and can bring this information up like a giant map in the mind of the wearer—in a sense, maintaining a

memory of the projects completed over eons of having been used.

Alliance of the Multiverse

Goamdwee is the home of The Alliance of the Multiverse which is a Judicial Constitutional Republic. Grand Elder Forcang who represent the numerous constituencies of The Alliance of the Multiverse serve in the public roles of the three branches of the Alliance, as well as several secondary roles. Each Manifestation of the Great River receives one Representative to Goamdwee. Frequently this is a relative, child, sister, or spouse of the Creator of the Manifestation, though sometimes just a good friend. Representatives serve in numerous committees representing every manner of topic that vote on laws that effect all Sentients along the Great River. The Speaker of the Legislature is known as The Priness.

Yet there are also the Councils, those who ensure that laws act according to the truth, which is made up of appointed Councilors, led by a Chief. Each Chief of each Council in turn makes up the Council of Knowledge which is ledge by the Judge, the supreme head of the Judicial branch. Finally, the Jooquaip is the head of the Executive branch, and is supported by a Cabinet of Princes in charge of departments of government. Together they execute that laws.

Such is the quality of the Grand Elder Forcang, and such is their temperament, and their superior nature, that only one chamber of the Legislature is required, and there are no political parties (which are left as Shadow Parties for the Elder Forcang, as mentioned). They do not fight wars over control of Goamdwee, at least not for countless eons. Such is the might of Lords of Order. Yet perhaps it will not always be true.

The reward for receiving a role in public service does not come with mighty items, as with the Political Parties ability available to Elder Forcang (It is important to note that that ability is no longer applicable for Grand Elder Forcang.) Rather, they receive access to the mightiest and most impressive Chambers of the Multiverse's Tree, where the Legislature, the Council's, and the Prince's, and the Jooquaip meet. These are some of the most impressive Creations in the history of Dweehwail, and it is said Dibødo Himself constructed them, and breathed life into them, building them in His image. Few Forcang are that zealously religious for that to be the reason they serve. But along with all of the other resources of the Tree Canopy, there are all the more potent secrets available in these Hallowed Domains, and Energies and Potencies barely conceivable for those who have not served in one of the three branches of government. It is like being in one of those mighty Legendary Songs, a Living Myth, where every word carries Might, and Significance, and is Holy, and Echoes Out Through the Multiverse. It is said that even the Transcendent Forcang listen to what occurs there.

So of few other abilities, the reward of having access to it is merely becoming and obtaining a position on The Alliance of the Mulitverse, serving the role well, and having access to these Chambers. No additional bribe was deemed necessary by the Great River or the Journey and so no ability evolved to reward those who serve.

Energy Star

This allows for Living Energy previously absorbed by the Grand Elder Forcang to be released for positive purposes, among other utilities and other curiosities, beyond offensive and defensive purposes. The Great River is capable of altering matter into wildly different conceptions of reality, and this provides a small taste of this Power.

She may release an enormous wave of energy, that may spread out in a sphere from the size of a continent to the size of dozens off Reflections. In that area, all living beings, particularly mundane life, find that their illnesses and infirmities, both physical and mental, are cured. Even those with deathly illnesses are healed. This even has an effect on non-living structures, where it tends to fix-up imperfections

in buildings, cracks in pavement, and even seal-up potholes slightly, and other strange corrections. The Lord of Order has some control over which sorts of healing she desires, but at some level she does not. In the same way the Great River does not choose when something is bathing in it or who it is effecting; when using this ability, everyone and everything is effected equally. It is an even blessing.

Forcang in the area of the effect may find that they recover a portion of their Endurance, permitting a couple extra days of physical activity or more use of Psyche. This tends to be more useful for lower tiers of Forcang, and particularly for those who are Lords of Order. They might heal basic mundane physical ailments like the common cold, and injuries may repair themselves somewhat faster. The process of regenerating lost limbs might skip an amount of time by as much as 1-5%. Lords of Chaos are not as fond of this ability and do not seem to be affected by it, although they are not harmed by it. In some instances, it seems to have the opposite effect on them, although this is not because of an intent to cause harm by the Lord of Order, but merely because of the clash of the Great River with their Maelstrom Potency.

This ability may also be used to create permanent connections between a series of Reflections, usually anywhere between three to about fourteen. In some extreme instances it may be several dozen. These are similar to the sort that naturally develop over time and permit anyone to travel between Reflections without the use of any sort of Potencies, provided they have simply the proper skills and knowledge. This is very useful in establishing small inter-reflection civilizations. It can also be very useful in Dukedoms for assisting and maintaining such routs to the capitol. Generally some amount of fine control can be made on the details of such connections, but not so much. In the same manner as before, much about where these connections come out is random. Rather the Lord of Order if he wishes may express a preference that is sometimes followed. But the Living Energy will choose the routes as it will.

This ability can be used to effect a similarly large area, and this time it can either rid it of flaws, in other words, areas that can be used by Broken Lords (though that is rarely the reason for using this ability), or the inverse, adding sporadic new flaws, which will permit access by Broken Lords. With the proper intent, the Lord of Order may even succeed in a reflection of his Bloodline Journey being made on one of these Reflections, and in rare instances, even the Grand Journey, creating whole new Primal Journeys for use by new Broken Lords. But this latter effect is accidental, and cannot be requested, even if it is desired. The extent to which Lords of Order care about Broken Lords vary greatly, and whether or not they have access to Reflections they care about. In a way healing these flaws creates more perfection in these Reflections in general, and maybe having a bunch of paradise Reflections does not really represent Order in its truest sense. And sometimes having good, humble monks among Forcang, such as Broken Lords, able to use Reflections, can be a very good thing. Making sure they can access the Reflections is useful. So this option is handy.

This ability can be used to create a pocket of the Great River in the Dark Lands, that lasts anywhere from a few centuries to tens of thousands of years. Of course, this can be followed up by turning all of the Reflections in that area into controlled Reflections as if they were on the Great River. There might be many reasons for doing this, including invasions, or a temporary hideout. This option tends to be less effective the closer it is to the Twilight Peaks or the actual Dark River. It tends to be more effective in areas of the Dark Lands closest to The Indeterminate, which are somewhat unclaimed by either the Courts of Chaos or Goamdwee. Naturally the act of creating this pocket, and using this ability again would have to be done separately over broad periods of time, since they would take a tremendous strain. So making additional group alterations to this region of Reflection would need to wait. As a general rule, Lords of Order who create pockets of the Great River anywhere near any respectable

jurisdiction of the Lords of Chaos are going to be very unpopular, and this behavior is not usually encouraged by Goamdwee, since they want to avoid things that might result in future wars and antagonism.

There are many other possible uses of this ability. It creates options for creativity, and the options are up to the Storyteller. Usually the limits are greater than expected, but the sky should be seen as the limit as a rule. So be as creative as possible. Go create pockets in The Indeterminate. This is a very powerful and game altering ability.

Collaborative Genesis

This permits multiple Grand Elder Forcang to work together on a single Manifestation. These are Manifestations which when begun by their Creator are established as Manifestation Projects, which permits the Creator, who then gains the title of Original Creator, to name as many additional Creators as he chooses. This can create large groups of Forcang to design the most complicated of all Manifestations. These include Temples, Fortresses, and of course Paradises. At any given time there are a handful of each of these Manifestation Projects going on around The Multiverse for private groups of Forcang or for The Alliance of the Multiverse itself on an official level, and it is really the only way these sorts of more advanced forms of Art get done.

One curious element of Manifestation Projection is that the Original Creator can name Agents of the Project, permitting Elder Forcang to join the effort as well. While Elder Forcang are much less able to contribute, they can do a lot of grunt work, and follow instructions, and there are more of them relatively speaking than there are of Grand Elder Forcang. A lot of times they work blind since much of Temple, Fortress, and Paradise work is beyond their comprehension. Still, they get the job done. In particular, there is one great Paradise being built to be a community resource for all Sentients of Dweehwail in the future that has legions of Grand Elder Forcang, but significantly more Elder Forcang working on it, and it is progressing much faster thanks to the help of the latter (but slower due to another factor).



Capitol Manifestations are essentially only possible by Collaboration. In a strange abstract way of speaking, there are laws of The Multiverse when creating other forms of Manifestations, but Capitols are a blank sheet, a full Custom option, and because that is so

technically confusing, it takes teams of the most knowledgeable, most expert Grand Elder Forcang, just to comprehend what they are doing. It is said it has only been done four times in history (possibly a fifth, since it is debated whether or not the Vampires had a Capitol).

There is a question whether or not Grand Elder Forcang are capable of having any effect over the Great River. The general answer is no. It is a Primordial Force far greater than the Journey, a Living Entity, a Transcendent Forcang, a Gift of Dibødo, and it cannot simply be altered. That being said, the question that is raised on rare occasions is how these Lords of Order of the Great River might work together to expand their civilization, since the Dark Lands ultimately is so much larger.

Might this be done with many using their Energy Star abilities together in some planned, technical, precision, so as to created permanent pockets of Living Energy? But this seems like it would create territory too small to create Manifestations. There is a question of whether there might not be another Fundamental Structure, more like a Chaos Blossom, that would act like a node, permitting a connection to the essence of the Great River, but in areas of the Dark Lands previously inaccessible. There are plenty that notice that there is enough territory to support three Courts of Chaos, while there is only one Capitol for the Lords of Order. A typical place to start experimenting is suggested to be in the Dark Lands near The Indeterminate, where few in the Courts of Chaos dare to claim their rights, since it is dangerous and difficult to build.

But it is likely that this ability would be part of the effort to make such new Manifestations, and claim new territory. Clearly great things can be expected, and from those who can help come up with ideas to make it happen, in whatever way they can.

Advanced Miracle

As indicated, a Grand Elder Forcang generally has Omnipotent Godlike powers in a Manifestation in which she has Creator rights, or Sovereign rights. In those limited (though not so limited) locales, she can pretty much do anything. There may be a handful of other Manifestations in which she has lesser rights and positions, such as Princess rights or Lieutenant rights. These would provide either another round of Omnipotence or a specific, defined Power. And as stated, on their River Vessel, they similarly have near Omnipotence. But in any case, in virtually all other Manifestations, as well as Forcang cities, the Potencies of Grand Elder Forcang are defined.

Advanced Miracles are still powerful, but they are uncertain. They function generally by the Lord of Order appealing to a Higher Power, most commonly the Transcendent Forcang of the Feaist Tradition, or the God of Silence of the Cult of Giḥi, and in saying these Prayers, properly, the response produces an Advanced Miracle. Generally it is said that Grand Elder Forcang are the ones who have finally and are most able to communicate with Higher Powers, and that those of the Feaist Tradition do that best—though it tends to be those who are Feaists who write the histories, and Giḥins produce great results too. In any case, the Higher Powers respond and give the Grand Elder Forcang what He desires, because of that closer relationship. Essentially, they have learned to be able to speak The Language of the Universe, known as Loahueth.

Outside the mentioned locales, a Grand Elder Forcang can attempt to do the same, but it will depend on a lot of circumstances. Doing so in Temples still tends to work, as it does for Lords of Order of lower tiers. Otherwise, it often depends on whether the Lord of Order is doing something in line with the will or desires of the Transcendent Forcang. These may be Passive Beings, but they do not just grant the will of those desiring of striking down their adversaries. It has to serve some greater purpose. And it may not even be a purpose as clear as saving The Multiverse.

Different Transcendent Forcang will respond in different ways, and to differently worded Prayers. There is a reason certain words

are said to a particular Transcendent Forcang into the sails of a River Vessel in order to get it to sail. Of course, the Lord of Order is the Creator of that Vessel. Generally these Transcendent Forcang will act and respond and issue the Advanced Miracle if it best compliments the story—if it is really necessary—if the situation is most dire and all other avenues have been exhausted. Or if it is just particularly and absolutely most interesting and compelling. On a very rare occasion it could be unfair or grisly. Some of these beings after all serve dark aspects of reality. But those things may not be what is interesting.

For all of these reasons, Advanced Miracles will be available just about anywhere. They should still be constructed in at least a sentence or so, with poetic words, or as a stanza of a poem, or longer. They should be treated not just as a poem but as liturgy, the words of a prayer to a higher being, whether to this Feaist Religion or Giḥi. And if your Forcang is a rare Atheist, and they do exist, than your understanding is of interacting with a power broker, and less of Gods, but still saying a magic formula to produce results. So make whatever you write count. And the Advanced Miracle may fizzle. Or it may produce results beyond your wildest dreams.

Promotion

This ability allows a Grand Elder Forcang to temporarily endow a Sentient of a lower degree, or a Forcang of a lower tier, with the might and status of a higher degree or higher tier. A common use would be for the Creator or Sovereign of a Manifestation who wants to bring a Local Forcang to Goamdwee, or a Bloodline Capitol, and thus, they need to be able to travel the Great River, or be able to survive in Goamdwee. This allows them to be Promoted into a form that can survive in these settings.

A Grand Elder Forcang has the most control over her own Creations, and over those she has the most Rights (such as if She has Sovereign Rights). Generally this does not work as well with random Forcang to whom the Grand Elder has no connection. But this is not universally the case. At times it may be desirable to have any Lesser Forcang testify or otherwise stand before the Legislature or one of the Councils of The Alliance of the Multiverse. This would not be possible if Grand Elder Forcang could not Promote these Forcang temporarily to permit them access to these Domains.

While under a Promotion, the Grand Elder Forcang defines any tier of Lord of Order up to Elder Forcang of which the Sentient in question temporarily gains the Multiverse status. In this limited instance, the third tier is usually sufficient for entering The Alliance of the Multiverse Domains for purposes of testifying, although long stays are not recommended. Other Forcang will detect without closer inspect that this Sentient is of the Promoted tier, rather than their actual status.

This illusion does not come with much real Potency. On rare occasions, Images of the actual abilities of the Potencies of those tiers and those below them are available to those particularly clever and able. But just as often those who try to use them cause enormous damage, and random explosions of energy and matter, rather than actual concrete, purposeful effects. The Journey and Great River energies are not really answering to these Promoted Sentients, except in the most unusual circumstances.

There is the possibility of a True Promotion, which permits a slightly higher possibility of some access to actual abilities, and is usually used for those who will be assuming this role for a long period of time. Actually the choice of a True Promotion is not because of the abilities, but because the status of that tier needs to be made stronger, in order for the Sentient to receive the proper protections in the Domains or areas of Dweehwail he will be entering and possibly living in for the duration of the True Promotion. It is simply a side effect that this carries a higher possibility of actual access to Potencies.

There has been mixed success in using this ability on Lords of Chaos. Obviously it is very useful to be able to have important politicians and representatives of the Courts

speak before the Alliance, but the Promotion to permit them to do so does not work perfectly every time. So usually there is a small team of Grand Elder Forcang working together to perfect the ability for such important state visits. In contrast, for a more mundane Lord of Chaos, the Representatives of The Alliance might just decide to meet in a location outside The Alliance Domains or Tree Canopy altogether to make things easier.

At the end of the period requiring the Promotion, the Grand Elder Forcang will touch the Sentient, and Demote him back into the original form. This generally returns him in exactly the same way as before, although it is not always perfect, and depends on the skill of the Grand Elder Forcang, the length of the Promotion, the type of role performed, among many other factors. Permanent residual effects also seem to be more likely among mortals who are Promoted to Forcang tiers, which is a rare occurrence, but it does happen. Possible residual effects might be that the Forcang is left with a couple extra Potency Points which she can immediately assign as she desires. Sometimes they can be more dramatic for a particularly sloppy Grand Elder Forcang. But no Forcang is going to suddenly find themselves having gained a free tier of Lord of Order.

As something important to note, a Creator of a Manifestation adding a Potency to one of his Reflection Mortals, making her a Local Forcang, or else changing a Local Lesser Forcang with one Potency into a Local Advanced Forcang with a more advanced Potency, is not Promotion, but rather an innate right from the Greater Genesis ability. That's merely what a Creator or Sovereign of a Manifestation can do to maintain the Celestial Bureaucracy in a local Manifestation normally. Promotions are used in a much larger context generally where the whole Bloodline of Manifestations is the concern or all of Dweehwail is the theater, and the Grand Elder Forcang has to worry about the logistics of maneuvering her mortal or Local Forcang Sentient around that setting for some important reason. The Promotion ability makes this possible.

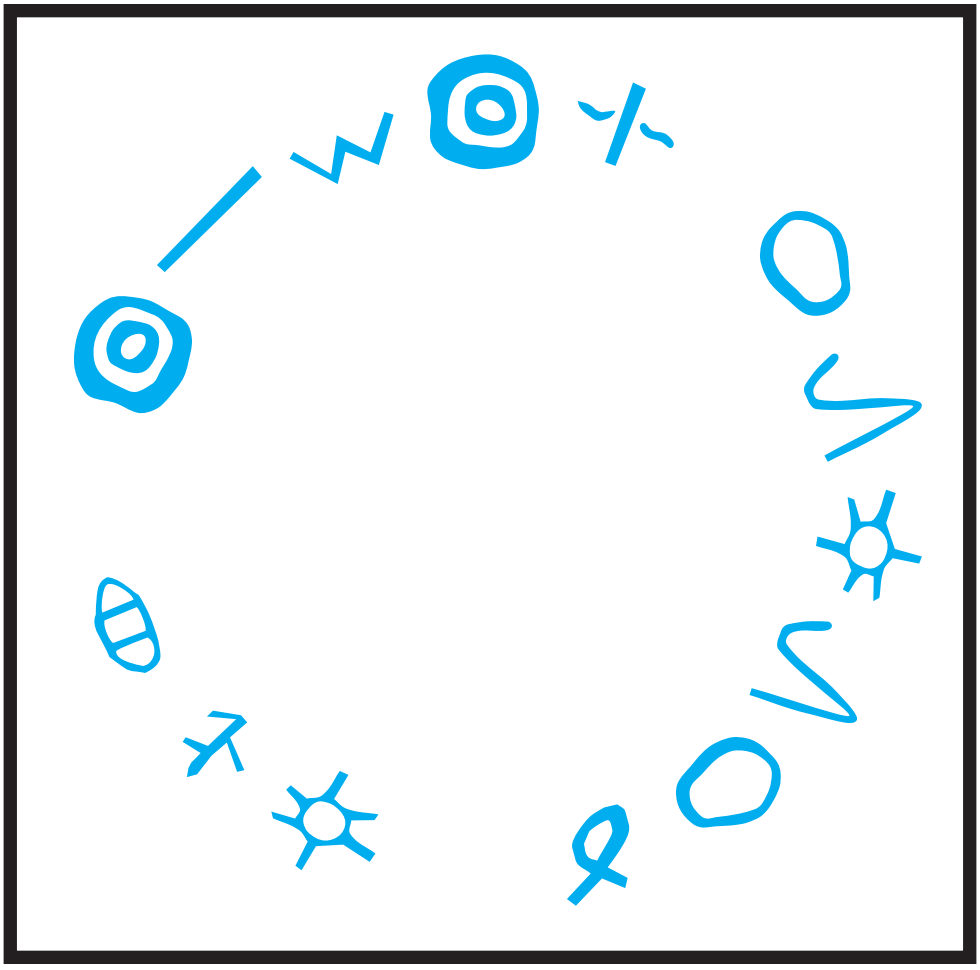
The Demotion ability can only be used by the Grand Elder Forcang on the Sentient he promoted to return her to her original form. Sentients cannot be demoted to lower tiers by this ability (as mentioned, this is different than the Greater Genesis ability, or having Creator or Sovereign Right to a Manifestation). If the Grand Elder Forcang should die before the Demotion occurs, the Demotion occurs immediately, which indeed may be very perilous for the Sentient in question.

ADDITIONAL BLOODLINE IMPRINT

20 points. Or, if you've already got Grand Journey Imprint an additional 10 points

ADDITIONAL ADVANCED BLOODLINE IMPRINT

20 points. Or, if you've already got Grand Journey Imprint and the appropriate Bloodline Imprint an additional 10 points



~~Maelstrom Mastery~~
Becomes
BLOSSOMLINE MAELSTROM

Essentially the player chooses the family line (input name) of a Chaos Blossom in Whose Manifestations she has the effect of Maelstrom Mastery. Long ago Dark Seeds spread out from their original Chaos Blossoms, randomly creating Manifestations, including several Universes and Cosmoses. These Manifestations also at times grew more Dark Seeds, which spread and produced many successive generations of Manifestations. While in one of these Manifestations belonging to the family related in some manner to that original Chaos Blossom, the player may use the effect of Maelstrom Mastery normally.

Regarding other Manifestations the player can use the Maelstrom Combat and Manipulation, Maelstrom Spell Storage, or Maelstrom Defense, but is generally limited when it comes to inter-Reflection abilities. Blossomline Maelstrom grants no abilities that effect the Great River or the Dark River.

~~Advanced Maelstrom Mastery~~
Becomes
ADVANCED BLOSSOMLINE MAELSTROM

As with the previous changes, Advanced Blossomline Maelstrom only applies to the Manifestations belonging to the descendants of one Chaos Blossom.

When it happens that a Force is in a Manifestation of the appropriate Blossomline that is a Cosmos, he gains the ability to use Maelstrom Mastery abilities with the added element of naming a particular Plane of the Cosmos. In some cases, additional identifying pieces of information can assist in narrowing the search further. With Advanced Blossomline Maelstrom, Blossomline Maelstrom effects function faster than normal with a named plane.

TWILIGHT MAELSTROM

70 points. Or, if you've already got Blossomline Maelstrom, an additional 35 points

Off in the farthest reaches in one corner of Dweehwail stretches the Twilight Peaks, and atop the three tallest, each has its own Primordial Twilight Maelstrom. When the breeze is right, and the eon is darkest and most chaotic, the Dark River carries Chaos Blossoms from each of these three points throughout the Dark Lands of Dhweehwail. These three Courts at times act together, at times fight at war, and at times remain silent as the grave. There is no unity, and the three Peaks are also at times called the three Anarchic Peaks, a subset of the Twilight Peaks.

Light and Darkness

Your Blossomline Maelstrom now works normally in all Manifestations of your Blossomline and those along the Great River, although the negative effects of contact with Journey still apply. Generally your Maelstrom Mastery will now work in other Manifestations of the Dark Lands as well. However, Manifestations spawned by Dark Speeds of ancestry from the two other Twilight Maelstroms may have subtle effects on your Potency. This can be different every time, sometimes being completely benign, other times having an intoxicating effect, or results far worse. This can usually be fixed by Shapeshifting into a form that is native to the Court of the Twilight Maelstrom upon which that Reflection is formed. It can also be effected, it is said, by the state of truce, war, or silence the three Courts currently exist within in relation to each other.

Maelstrom Paths

Once this is selected, it cannot be changed. It indicates that you have traversed the Twilight Maelstrom of this particular Court. You have made your choice in a dramatic way.

Duzog Court Commoner

Much like Goamdwee, you are now welcome to stay in the capitol and make use of their amenities, such as they are. These by far predate Goamdwee. Duzog is ancient, and being able to walk among its famous theaters, and gardens, and monuments is an honor. Yet it is a large city, and by using a Programmed Ḥowsh Contact you can arrange with the Concierge to stay for two days. Of course, you can always travel over to a local Reflection, and stay there, but at your own risk! And staying in Duzog is a risky business, since Forcang of Chaos might skewer a cocky youngster just for fun, though most are far more normal.

Duzog is a monarchy, with a very large royal family, that has fiefdoms all over the Twilight Peaks, and outposts on Reflections stretching far out along the Dark River. Usually as a regular Commoner in Duzog you can arrange within a few-day's-time to meet with a lesser official to discuss a request or file a grievance, and you are usually heard fairly. It is a very bureaucratic place, so trying to contact those higher up is unlikely, unless called upon. Unlike Commoners of Goamdwee, Guests must meet certain requirements. Generally Commoners of Goemdwee cannot stay in Duzog residences. Also, if Duzog is currently in a state of war or indifference toward Rozeg or Kroetof, then Forcang Commoners from there also may not stay. It is possible for these people to find other places to stay in the city, although it is more dangerous. They simply cannot use complimentary residences, along with many other privileged locations in the city.

A Duzog Commoner receives similarly comfortable treatment generally at any outpost belonging to the Court along the Dark River or Twilight Peaks themselves, although most outposts will have altered rules based on fewer options and less fine accommodations.

It is expected that in a time of particularly urgent need, more so than just regular wartime, that Duzog can call on its Commoners to serve in its defense. This hasn't happened in eons, though such a frightful cataclysm has occurred. Those who fail to heed the call within one Absolute Month have their privileges in the city permanently revoked until they have traversed the Duzog Twilight Maelstrom again.

Duzog has its own network known as the Twilight Network, which it claims is the oldest Ḥowsh Network in The Multiverse. By being a Commoner of Duzog, you are free to purchase with Advancement Points or receive in any other manner access to the Twilight Network. You do so by adding the Artifact Potency "Powered by Ḥowsh" [4]. Generally speaking if you arrange for an audience with even a low ranking government official, they will supply you with a special Ḥowsh Network Node that will allow you to access the network. It's just unlike in Goamdwee, around here, things happen a little more, well, chaotically. You wouldn't expect Duzog to have a totally ordered bureaucracy.

Now if there are warnings about the Grand Network, all the more so about the Twilight Network. Please read the description of the Grand Network ability under the Grand Journey Imprint Potency above for more information. Duzog has a higher than average population of Anarchics who won't gut you, but there are also lots of people from the other Courts on there, and more Forcang still. It's really the Wild West on the Twilight Network. So use at your own risk.

Hacking is heavily frowned upon in Duzog, and is likely to get you exiled from the Twilight Maelstrom for years, not just from the Network. Then once your serve your sentence, you, and your time without your Potency and Maelstrom, you can come walk the Maelstrom again in disgrace.

That being said, Ḥowsh Hackers are rampant on the Twilight Network, like cockroaches, they keep boiling up from the

gutters. And ultimately if you are a Lesser Forcang and they are a Lesser Hacker, the government probably has bigger things to worry about than justice for you. On the plus side, if you are a Ḥowsh Hacker, or even better, if you have Ḥowsh Networking and you are actually good at Ḥowsh Hacking, you might actually get away with a life of being a good villain before you get caught and exiled.

Rozeg Court Serf

This is a truly magnificent palace serving a wealthy royal family and the surrounding city. Initiation into the Twilight Maelstrom of Rozeg confers few rights within Rozeg itself beyond the laws available to anyone within its borders. Generally, there are the top 1%, the royalty, and everyone else. So you too would be a Serf.

Being a Serf of the Court of Rozeg does have its benefits the rest of the time, however. First of all, it is considered as 5 Advancement Point credits towards any sort of Magic Potency, whether it is a Power Word, Sorcery, Conjuration, or High Compelling, which may be applied either immediately or the next time you gain Advancement Points. Alternatively you may immediately apply Can Rack Named and Numbered Spells and Contains Named and Numbered Power Words to an Item currently in your possession, although you must already have either Sorcery or Power Words, respectively in order to take each quality.

While you are wandering the streets of Rozeg, feeling very much a stranger, magic seems to be a common language here, and one item on tap that is fascinating is an offer of what someone claims to be "free Reflection Local Magic". It might be a gimmick, but the Forcang has a Reflection where he can send you, where time passes fast, and you will gain some free Potency Points, and the ability to use magic in that Reflection and the surrounding Manifestations according to Manifestations Laws. All he asks is that you remember this when it comes time for you to become a Property Owner and to join the Magic Users Association.

Well a couple years have passed, and you've got your 4 Power Points of Local Magic, or Manifestation Magic, for the Manifestion of Vøvoav. A strange corner of the Cosmos, but now you are a 15th Level Wizard there. Of course none of that means anything outside that Manifestation. But for someone who loves magic, it is was a fun vocation. And you learned a thing or two about Vøvoav too, acquiring a number of good skills that may come in handy. What's even funnier, is that when you get back into town to thank the person for actually providing some good information about what could have been a waste of time, the Forcang is nowhere to be found.

You also find that simply being around the folk of Rozeg has a powerful effect on spells of all sorts. The preparation time for all of your Sorcery, Conjuration, and High Compelling spells is now 25% less. This doesn't last just while you are in the city. It lasts wherever you go. Your preparation time is permanently reduced. That is, unless you were to do something to be exiled from the Twilight Maelstrom. Better try not to do that.

Kroetof Court Unit

The Kroetof Court is the one most likely to start wars with everyone else, and as far as having citizens, it views everyone as a member, a "Unit" of its army. An entry level citizen is just a "Unit". Certainly the royal family would have higher titles which you might eventually learn.

There are drawbacks to such a commitment. You may be called upon, at any time, to active service, and you are expected to come from anywhere in Dweehwail to fight Kroetof's wars, no matter who they are against. Truly, you must be one who loves battle and death.

On the plus side, your rewards are remarkable. As long as you are in a Manifestation of the Twilight Peaks or the Dark River, add 5 to your Warfare. In addition, the next time you would gain Advancement Points, simply add 5 to your Warfare.

Choose and apply one of the following to a weapon in your possession: Combat Mastery, Deadly Damage. Once every three Absolute Months, you may meditate on the Kroetof Twilight Maelstrom for one hour, after which you have the choice to change the option you chose.



If you ever receive the instruction to report for battle on behalf of Kroetof, and fail to report within two Absolute Weeks, you immediately loose access to your enhancements to Warfare, and those to your weapons. In order to regain them, you must traverse the Twilight Maelstrom in Kroetof again, presumably after you have somehow received pardon for desertion. Thus the mantle of this Court is not taken up lightly.

Kroetof is one of the greatest Fortresses in Dweehwail, and has withstood assaults more horrific than can be imagined, and likewise inflicted them. It is said they have even besieged Goamdwee twice, though never with much of a hope to succeed. Though few in Kroetof would say that was the point. If you show up at Kroetof, expect to be given a bunk bed, and field rations to eat during your stay, as befits a Unit. And if you think a Forcang deserves better, just remember—every basic Unit is a Forcang—that was just the coin that got you through the door.

Being part of a military force has its advantages, even as just a unit. And you are not "just" a unit. You are a Forcang. And you can request assistance from Kroetof. You may use your permanent Ḥowsh Connection to contact them with an S.O.S. request, and generally they will attempt to send assistance. Kroetof is proud, and will not stand for its real citizens being targeted, wherever they are. Help will usually arrive within anywhere from one hour to one day. In absolutely urgent cases, they can arrive by your Ḥowsh immediately. Obviously who arrives will be dependent on what is available. If you are actually able to make contact, and do more than a "ping", than providing details of the problem makes things easier. Then they can provide exact assistance.

It should be noted that generally speaking assistance to the lowest level officers of Kroetof is going to be done only in the most dire circumstances. You had better be about to die at the hands of Kroetof's sworn enemy. And it better not happen very often. And you better make sure to put in some extra time on active duty. But, you can count on some Lords of Chaos showing up to provide some extra swords and Maelstrom Tendrils. Also you should keep in mind that Kroetof is doing this less because

they see this as an attack on you as an individual than as you as a unit of Kroetof. Also, the help that arrives is known for being less than helpful when it comes to whatever allies that might be with you—unless you are all working together in a capacity that will embarrass one of Kroetof's enemies.

Highland Reflections

While in a Reflection world of the Twilight Peaks, an initiate of Twilight Maelstrom gains the ability to effect the substance of Reflection with her Maelstrom Tendrils, although in a way far different than those with Bloodline Imprint or Grand Journey Imprint. This use of Maelstrom essentially counts on the Maelstrom Master understanding that the "Peaks" are in a way the cataracts at the foot of the Dark River, and that by pushing and pulling them, Reflection may be warped around that effect. This takes tremendous power, and those who merely have Twilight Maelstrom have just begun their journey.

You may cause the Reflection around you to blur and move, flowing away as though pushed by a wave. This is not a quick effect, but rather slow, and steady, and effects a cube of about 10x10x10 feet at a time. But with this effect, any of the features can change, just like those traveling with Bloodline Imprint. The key to this, however, is that you must be standing completely still, and concentrating, to use this ability.

It is also important to understand that it is easy to lose control of these forces. A player with a little bad stuff or who might get distracted while attempting to use this ability can let go of a tendril, and cause the effect to suddenly run quickly wild. Then the Reflection changing effect can occur rapidly, by itself, until the player can actively attempt to regain control. Who knows where he will be by the time that happens?

Twilight Roots

All Blossomline Maelstroms are based on one of the three Primal Twilight Maelstroms. So it might be possible to attempt to manipulate Reflection in Manifestations of a particular Blossomline as though you had Blossomline Maelstrom or Advanced Blossomline Maelstrom, because of that relationship. Well, it's not that simple.

Maelstroms are alive! And all of the Blossomline Maelstroms may pay deference to the Twilight Maelstroms, but that doesn't mean they are going to automatically give full privileges to someone who hasn't even bothered to be initiated into the ranks of those trusted by their Family. If all you have is basic Twilight Maelstrom, then you need to also invest in the specific Blossomline Maelstrom for full privileges.

Yet, the Blossomline Maelstroms will grudgingly accept the superior position of their ancestral Twilight Maelstrom, at a cost to your abilities to use corresponding Potencies within it. Therefore, you may use any of the Potencies of Blossomline Maelstrom, however, all attributes relevant to the Potency are treated as if they are two ranks lower. In addition you can use Advanced Blossomline Maelstrom, but all attributes relevant to the Potency are treated as if they are four ranks lower.

There is a way to reduce these penalties. If you commit to refrain from using your Light and Darkness ability or any other form of Maelstrom Summoning for one Absolute Day, than the number of ranks reduced is decreased by one. However, if during this day, you travel Reflection either voluntarily or involuntarily you put yourself at great risk, for the Blossomline in question may take it as a personal affront. The immediate effect can result in physical trauma up to and including heart attacks and strokes. In the long run, agents representing that Blossomline Maelstrom may feel it necessary to avenge your violation of their Sacred Thçtz. In other words, when you use Twilight Maelstrom to use the abilities of Blossomline Maelstrom or Advanced Blossomline Maelstrom, do so with respect and reverence for the Local Maelstrom, or else you may be creating a whole new set of enemies.

There is an additional layer of complication specifically for Lords of Chaos

using Maelstrom in comparison to their opposing Lords of Order. A Lord of Chaos chooses one of three Twilight Maelstroms, and this effects how other Maelstroms react to her. If the Reflection corresponds to a Blossomline with ancestry in your Twilight Maelstrom, than the penalties are reduced by one rank. For the other two, use the following table:

In what state of alliance is the opposing court corresponding with that Twilight Maelstrom with the Court corresponding to your Twilight Maelstrom?			
	Duzog	**Rozeg**	**Kroetof**
Alliance	-1 Penalty	-1 Penalty	-2 Penalty
Truce	-1 Penalty	Nil	+1 Penalty
War	Nil	+1 Penalty	+2 Penalty

Black Channel Fortress

You can use your strongest Maelstrom Tendrils to form a fortress around you, that appears as opaque, black starlight walls, in strange shapes that are limited only by your imagination. Yet they form a large enclosed space the size of a skyscraper. The purpose of this Fortress can be multiple.

You may design it as a place of Refuge, with fortifications, and traps that make it difficult for infiltrators to enter within. However, it does not come with live guards. Rather you design mechanical traps that function without Sentient support. Generally, they occur in a somewhat wild and chaotic fashion, which makes them dangerous for your enemies, and a little dangerous for you.

The Shelter within the Fortress is not a place of supreme comfort. It might be as comfortable as an inn on an old road in a fantasy Reflection. It provides the needed protection, warmth, and rest, but not much else. In it you can wait out the storm, and those who hunt for you, if the going gets tough. It has a few barrels of ale, some dried meats, and it has enough space for a few others.

However, this is not a Fortress that is only made for hiding from your enemies. You may also design it as either an Astral Dreadnaught, or in a Tech Reflection, a Dreadnaught. You can assign it weapons that can be used for offensive purposes, or a large mouth to bight and pinchers, although all of these appear with the same opaque, black, starry substance.

To control the attacks of the Astral Dreadnaught or Dreadnaught, use Warfare, although at the same time you must have firm control of your Psyche, or else it is possible that you may lose control of your Fortress. Your Fortress takes damage to your Endurance Attribute. You may ignore basic punches, sword strikes, or even plasma rifle fire. However certain siege enginery or fighter jets will have a serious effect. While your Fortress is in the form of an Astral Dreadnaught or Dreadnaught, you must spend your time in the Command Center to control it.

Using your Twilight Maelstrom tendrils in this manner is very draining, a form of using your Potency at maximum. Therefore, it affects your Endurance significantly. If you try and sustain it for more than a few days, expect your Fortress to start to come apart as your Endurance fails, and finally, for your tendrils to retract back into you, with you falling unconscious. After that you would require a couple days of rest to be back to your full self, even the Prince that you are.

Forgotten

A Forcang, while standing in any dark space, or at night, can attempt to be Forgotten. Assume that they have automatically made a Psychic Connection with everyone in the room that can see them simultaneously, up to a maximum equal to 1 for every 10 points of Psyche rounded down +25. They may now proceed with a Psychic Battle against these people, but only for the explicit purpose of adjusting their minds so that they do not remember that they were just present in the room. For each Psychic Battle they are successful at, that individual remembers nothing of their presence, even resisting a future Forcang's effort to reconstruct the memory

without much difficulty.

However, if the Psychic Battle is a near thing (either a near loss or near victory) than the memory is not completely erased, and flashbacks, and strange ideas of what just occurred will pop into their the victim's head to varying degrees depending on what side of that Battle the victim ended up.

If the Forcang using Forgotten loses the Psychic Battle, than the victim retains their memory of the battle and the perpetrator, and an encounter can commence. Depending on how many other failures occur simultaneously in the same room or area, this could cause lots of problems for the character! Obviously only those with high Psyches should consider using this ability.

ADVANCED TWILIGHT MAELSTROM

140 points. Or, if you've already got Twilight Maelstrom, an additional 55 points

Drawn to Darkness

You are beginning to pick up on the beneficial qualities of the Dark River, even if its greater uses are far from available. When you travel through Reflection on Manifestations that are along the Dark River, your Strength is one rank higher if it is below Goamdwee Rank, and 5 points higher if it is at least at Goamdwee Rank. If you are within the Twilight Peaks Region of the Dark River, Strength can be improved by one rank even when within Goamdwee Rank or above. This bonus diminishes within one Absolute Day of leaving a Reflection along the Dark River or Twilight Peaks.

Maelstrom Paths

To qualify, you must have been a member of the respective court in good standing.

Duzog Court Celebrity

You are starting to get at least notable from the perspective of Duzog. Usually you get the better seats in the theaters and the feasts, and your requests for audiences with moderate celebrities and government officials usually produce results. Even more renowned officials are likely to take notice of you, although you can never be sure of their response. You should still be on your toes.

The Concierge can schedule you for five Absolute Days per Absolute Month in Duzog, provided at least twenty-four Absolute Hours warning. The type of residence provided to Celebrities of Duzog have unusually good Ḥowsh Networks, allowing you to access information from all over the city, and beyond. Your residence comes with security to make sure you are undisturbed while you are using this. Of course, should you trust freely provided staff? It is also said that the residences are Dweehwail famous for their artwork, which sometimes double at Ḥowshes. You might find an interesting contact in your suite, though nothing dangerous, so no worries. Likewise, there are Ḥowsh escape routes, just in case.

It is possible at this point to receive assignments from the Duzog monarchy. Strictly they are low level assignments, but still official business. These may come with additional earned rewards and creature comforts as only a royal family that has existed for eons might provide. Surely you could always stand to add Duke to your name; assuming you don't have higher aspirations.

In addition to any family connections you might already have in your Court, you now receive land and territory somewhere in the realm of your Court. Obviously this is far short of what you might be granted through merit. But the centerpiece of this is a mansion that is at one

time connected to many different Reflections simultaneously.

You are officially considered a Noble of your Court of Chaos, and your mansion is considered a Tul. If you are already publicly acknowledged as a member of another noble family, you may be part of both simultaneously. Ḥowtul are complex webs of passageways, rooms, and are some of the most complex, beautiful, and chaotic locations in Reflection. Yours starts off connected to only a few different Reflections. Of course there are many Nobles of your entry level rank. Advancing in rank is now up to you.



Unlike Forcang of the other Courts, you gain access to the Noble Ḥowtul ability of Elder Lords of Chaos for purposes of customizing your Tul. See the description of that ability for more details.

By being a Noble of the Court of Duzog, and having power over your own Tul, you are now able to walk some of the halls of the Anarchic Precipice of Duzog. This is the extreme of the Anarchic Peak, and essentially the Royal Palace of this Court of Chaos. It is a Tul that has been worked and reworked for so long and under so many Princes of the Duzog Royal Family, that it is arguable the most complicated residence in The Multiverse. Some say that it has Reflection connections to every Manifestation, in and out of the Dark Lands, in existence. Some say it has connections to Manifestations that have yet to be created in the future.

Simply being able to survive in these halls takes your innate ability as an Advanced Forcang, and having less Potency Points in Maelstrom would generally render you unconscious quickly. Still, not all halls will be available, and some may still result in the same effect. Others may be off limits for the old fashioned reason in that they are guarded—leaving it up to you whether you are willing to fight your way past. Still, you at least have access.

It is a mysterious place. Nearly anything you can imagine exists somewhere in the Anarchic Precipice. There are multiple throne rooms, great halls, and royal suites. Although, usually one set is used depending on which family is currently ruling Duzog, and who is King. Sometimes they will rework and create

the reception halls and chambers of state from scratch upon gaining power—since the previous rulers may have left unpleasant surprises. This Tul predates Goamdwee, so assume that any features, including the Great Library, Network Hall, Art Gallery, and Chamber of Champions, among endless other landmarks, are larger, more ancient, and more complete than those in Goamdwee. Of course they include individuals relevant to Duzog, not Goamdwee.

The Royal Family governs Duzog as with most monarchies, with the help of a Small Counsel. Areas that provide access to the chambers of these officials, who are sometimes Princes of the Royal Family, as well as Chambers of State, and Duzog Landmarks, are usually publicly accessible. In other words, you may walk unaccompanied. But expect to begin receiving a tail if you start wandering further inward or off the beaten track. Odds are that these are a more advanced form of Dark Channel Agent, but they may actually be Forcang ensuring you stay out of areas the Royal Family wants left alone. That's not to say that you might not be able to shake your escort with a little tact. Of course that may depend on exactly who is escorting you. But that means you will have to guess which rooms are passable to Advanced Forcang and which will knock you out simply for trying to enter.

Rozeg Court Property Owner

Owning property in Rozeg gives you far more rights. You are no longer treated on par with a Foreigner. Or rather, you now have the right to own property in Rozeg. That spot, there in town. It belongs to you. Yes, it's not huge. But it's comfortable. Now you can do what you want with it.

Property Owners in Rozeg have access to the esteemed Artifact and Magic shops in the Twilight Capitol, and for newcomers, they have a special deal. You get to go ahead and construct your very own Rozeg customized Artifact or Creature, free of charge. Basically, you get 10 Advancement Points to either create a new one, or 8 to add to one that already exists.

It is important to note, that if you have Power Word, Sorcery, or Conjuration as Potencies, you are required to join the Rozeg Magic Users Association. This is a society of Forcang whose purpose is all things Magic. If you have created any of your own spells, they will want to hear about it. They may share some unique spells of their own. Also, they reserve the right to call you up to three times per Absolute Year from anywhere in Dweehwail to meet and discuss these matters for up to one Absolute Week at a time. The benefit is that you usually come away from these meetings with a new Sorcery spell or two. Failure to attend can result in the confiscation of your Artifact or Creature and exile from Rozeg until you have walked the Twilight Maelstrom again.

Offers for getaways also become more common. You are familiar with them from your early days as a Serf. These allow you to go to some exotic Manifestations with magic, generally one with a much faster timeline, and gain about 6 Potency Points worth of Local Magic Power, as well as skills associated with living in that Manifestation.

There is a Getaway office associated with the Rozeg Magic Users Association, and they are willing to throw in two free all expense trips when they hear that you are a new member. Also, once you get to talking, and they find out about the odd story of your early days as a serf, they promise to look into who gave you that excursion, and add that they will throw in for no extra charge some extra time in that Manifestation to brush up your Local Magic and skills (worth 2 Potency Points). Usually you get an extra Getaway offer each time you get called in by the Rozeg Magic Users Association.

This is rather complicated in terms of mechanics, but be creative. Obviously for the Vøvoav setting, it is easy. Essentially your character gets to move up to a full 20th level character, or else, 10th level in a different Arcane Class. With the other two, it is your responsibility to (with the help of the Gamemaster) do a little research into other fantasy role playing mechanics and their magic systems. You gain the abilities

of a top level mortal spellcaster as long as you are in that Manifestation. (Note: the challenge faced by a Forcang against a top level spellcaster with Local Magic is no greater than any other that may be created with 6 Potency Points—a sobering thought for any Mage)

Once you have enjoyed your getaway, you find that somehow, the Cosmos has provided some hidden insight or fascination about the overall Blossomline. You may choose one of the Cosmoses for which you gained Local Magic Potency Points, and gain Blossomline Maelstrom and Advanced Blossomline Maelstrom for it for only 5 Potency Points now or in the future when you gain Advancement Points. Unfortunately this does not work for Vovoav, since Vøvoav is not a part of a Blossomline.

A Rozeg Court Property Owner considers each of their Attributes to be ten points higher for purposes of meeting minimum requirements for any abilities of Mage Powers. This is interpreted as liberally as possible. Generally this is not effective in contests that compare Attributes between characters or between characters and monsters, or for actually casting spells and executing abilities.

Rozeg Property Owners are attuned to when the Twilight Maelstrom of Rozeg has its Daxuk Vortex open or closed, and to a lesser extent, those along its Blossomline. Generally with some advanced permission, such an Advanced Forcang can arrange to use these Vortexes with little trouble.

Of course the Propery Owner is aware of the existence of the Temple of Arcana in Rozeg. By devoting one hour per day to being in the Temple, she can gain the effect of having cast a spell of particular type—Power Word, Sorcery, Conjuration, or High Compelling—for purposes of generating Refined Energy, without having cast a spell of that type. Generally only Lords of Chaos with the status of Property Owners or higher and Mages of sufficient status are permitted in the Temple, with some exceptions for those who arrange permission through proper channels. Regardless, generally only Rozeg Property Owners are sufficiently attuned to magic to benefit from this effect, a talent for which the Mages that observe them are quite jealous.

Kroetof Court Specialist

Your usefulness to Kroetef has reached greater heights. Expect to be called more often, but given more important and interesting assignments. Also expect better benefits. You may now at times be called upon to command Units. Your accommodations have not improved that much in Kroetof, except up to a lower officer's quarters. You know some of the lesser passwords, and you are involved in some strategy planning.

Well your time with Kroetef has surely paid off. As long as you bask in the shadow of the Dark River, you are one rank higher in Warfare. If you are anywhere else, your warfare is 5 points higher, except in the case of a character with a rank of Human or Chaos. These still increase by one rank.

Choose and apply the following to a weapon in your possession: Combat Mastery, Deadly Damage, Extraordinary Psychic Sense. Once every three Absolute Months, you may meditate on the Kroetof Twilight Maelstrom for one hour, after which you have the option to change the option you chose.

Apply the following to an article of clothing or form of armor in your possession (this replaces the Kroetof Court Commoner ability that bestows qualities to a weapon in the Twilight Maelstrom Potency): Invulnerable to All Conventional Weapons.

In addition to the frequent possibility of being called to war, you may also be called into active service simply to fill the ranks of the active army for a period of time. This is usually not a lengthy summons in Absolute terms, but is equally expected to be answered. The consequences for failing to respond to any summons are considered to be the same.

As a specialist, you are trusted both as a commando, but also in command of your own forces. When you say you need your elite squad for a mission, Kroetof is happy to send them.

You gain a squad, which in Dweehwail is made up of eight Forcang. These are entry level units, and you may design them as Forcang from scratch, with the caveat that they must have Twilight Maelstrom with the Maelstrom Path as a Kroetof Court Unit. Otherwise you can decide the attributes and other Potencies and abilities. Generally assume a 125 to 145 Potency Point building scale when you first put together your squad.

As you complete special campaign objectives with your squad, your squad will gain some advancement points in addition to those you gain. Generally you will gain about 20% fewer advancement points while you are using your squad, although the overall points earned by you and your squad is much more. Still, your squad advances slowly, but surely.

Of course Kroetof cannot give you your squad full time. This is a short term loan when it isn't in the context of your active duty in the Kroetof military. Generally you have a week, maybe two. And usually you can do this two or three times a year. You can also usually ask for them for more very short assignments of two or three days.

A shortcut is to try and convince the Kroetof government that you are going into active duty, and that your mission is actually in service to the Court. But that is risky. You are, after all, still not the highest up in the food chain, and you are basically "asking permission to speak freely". If given, you better have a good sales pitch. So sound it out to other allies. If it really is good, you might get as much time as you want. Then again, success is much more essential, since you are basically on company time. But if your commanding officer gets the impression that you are requesting your government carry on your personal vendettas or pet projects, at best you could lose your squad for months, and at worst you could be Exiled from Kroetof. Discipline is a serious thing. Still, you are a Specialist now, not a Unit, so you have more freedom and respect. Just don't think you are too much more than you are. You are a middle manager, and more often, an elite squad fighter.

In addition to a squad, generally Kroetof likes its Advanced Forcang to continue fostering their leadership ability by practicing on Reflection Mortals. To this end, it sends you part of the time to serve as military governor of fleets of either Future Tech battle fleets or worlds or the fantasy equivalents.

Generally you get to construct a small interstellar civilization in which you are the military dictator, constantly preparing the mortal forces for battle. Design worlds, moons, space stations, capitol ships, war suns, and fighters. Create laws, dispense justice, and offer mercy. But remember, that Kroetof is the supreme government, and you rule at their pleasure.

Also, generally they do not want you to alter these Reflections, but rather, try and develop things organically. That is part of your training. But feel free to spend part of your time role playing in your interstellar civilization. Don't ignore the possibility of an interstellar fantasy civilization. And if you want to borrow one of the war fleets once in a while to go training and you happen to come across some live fodder that also accomplishes one of your other player objectives, well, that wouldn't be such a bad thing. Then again, if the fleet gets blown away, expect to be Exiled for sure.

Also, you are generally able to enter and survive in manifestations that are Fortresses. Fortresses are a rare form of Manifestation with many special Powers, that Kroetof would love to make use of at times. Generally they have been created by Grand Elder Forcang with Advance Great River Imprint. It seems that the successes of the Grand Elder Forcang of Kroetof has on occasion caused Chaos Blossoms to produce special Dark Seeds that turn into Fortresses. Yet there is less control over this occurrence. Your ability to enter and explore foreign Fortresses on behalf of Kroetof will be appreciated. As you explore, you may attempt to make sense of what you see, and perhaps gain temporary use of mighty Potencies that exist in these strange places.

Highland Tsunami

This has the effect of shifting Reflection, but at a much faster rate. Rather than a space the size of a room, you select the contents around you, indiscriminately, for perhaps 5 miles radius in a sphere. This Reflection all changes at once and continues to change rapidly, roaring like a great tsunami, until it exhausts itself on its own. It is a freak of the effect of the Dark River, of the Twilight Peaks once it is set loose, and is destructive to the Reflection worlds it's on. And those you are fighting perhaps.

It is known that those with high Psyche have been able to increase the radius of the effect. Furthermore, those without at least Goamdwee Rank in Psyche will find that they are unable to control one side of the tsunami, namely, the ground beneath them, which they will want to artificially keep from changing. The rest they will want to give one big push with their Twilight Maelstrom Tendrils, to churn into an anarchic frenzy.

Twilight Reconciliation

This essentially allows for a player or character with Advanced Twilight Maelstrom to use Blossomline Maelstrom on any Manifestation, including those of the Dark Lands. Previously there had been some issue, depending on which Dark Seed the Reflection had been born from.

But like the Journey, there will be elements within these Reflections that may be dangerous, that must be avoided. These are small remnants of the particular Chaos Blossom itself, and have a similarly dramatic effect to coming in contact with Journey. Chaos Blossoms are essentially the substance of the opposing Maelstroms.

If a player touches something made of a Chaos Blossom, or containing qualities as such, it can cause her to lose her Blossomline Maelstrom until she walks the Twilight Maelstrom again. Then she will have to make an embarrassing trek back to the Twilight Peaks and a dangerous retrial to get back what was already hers. Of course if the Chaos Blossom Relic in question is connected to her own court, she suffers no ill effect.

Twilight Superiority

It is clear that the Twilight Maelstroms are superior to their Blossomline descendants. There is still a penalty for using Blossomline Maelstrom and Advanced Blossomline Maelstrom, but they are reduced by one. In addition, the modifiers for the states of treaty between the Courts is different, as seen below:

In what state of alliance is the opposing court corresponding with that Twilight Maelstrom with the Court corresponding to your Twilight Maelstrom?

	Duzog	Rozeg	Kroetof
Alliance	Nil	Nil	-1 Penalty
Truce	Nil	Nil	Nil
War	Nil	Nil	+1 Penalty

Rapids Novice

You are now timidly capable of entering the Dark River. Dip your feet in, and taste the anarchy and entropy. It is a wild ride that will eventually run in one direction, with rapids that will tear your vessel apart if you aren't careful. You could bring a specially designed Dark Lands Vessel onto the River and give it a go, but you'd be dead pretty fast. Likely you would want a Guide.

Guides come at a pretty penny, usually trading in multiple favors. The thing is that the Dark River doesn't really get you anywhere. There are very few ports of call along the way. Essentially if you grasp on and start using Maelstrom Tendrils to pull yourself into Reflection, you will find yourself much closer to your destination, like you had taken a big shortcut, if you knew ahead of time that it was along the Dark River.

There are a few Dark Cities along the routes, that serve similar purposes to River Ports on the Great River. Yet these tend to be long abandoned, or else populated by Things best left

undisturbed. Still, they go right up to the edge of the Dark River, and that makes them logical places to disembark. They also mark the most ancient Manifestations of the Dark Lands. Some say that long before the Great River existed, these were attempts at the same concept that the Great River eventually fulfilled. Perhaps it was invented by Duzog. It is unknown what became of the Masters of these Manifestations, or why no Court currently has Nobles staffing them. They seem like juicy spots. This is not universally true. There are a few Dark Cities that are populated and open for business.

Still, traveling on the Dark Lands Vessel is like a white water rapids ride. It will be you, the Guide, and a few other Forcang. And be prepared to paddle with your Psyche. Every bit helps. Furthermore, these vessels must be independently contracted. Usually most of the Courts and major cities of the Twilight Peaks and Noble Manifestations will have firms that arrange this sort of thing, as well as private individuals who look able but less than savory.

There are tributaries of the Dark River, though these are but trickles, and it is said they may be maneuvered with even more skill. Going up or downstream them costs extra. Finally, it is known that at the end of the Dark River is the surest break in Dweehwail that spills into The Indeterminate; a great hole in The Multiverse. Energy from The Multiverse continuously spills out, though most is held back, and the tension continues to build, as it has since The Alliance of the Multiverse began to keep track of records. That was a long time ago

When someone falls in the Dark River, they immediately gain 5 points of Bad Stuff. Every five minutes they gain another 5 points of Bad Stuff. Once their total points of Bad Stuff is equal to or great than the sum of all of their attributes, they are absorbed, and become part of the substance of the Dark River.

Abyssal Court

At the mouth of The Indeterminate is the most active of the Dark Cities, known as the Abyssal Court. It is held by a Duke, known simply by that word, a Grand Elder Forcang who defies placement in any of the three courts. Surely he must have ties to one, but none will say which, if they know. But Duke maintains the truce for those who come to the Abyssal Court, to gaze at the ultimate end of The Multiverse.

Simply to survive here, you must be an Advanced Forcang, and have weathered the Dark River here to its end. This is most frequently why people contract with Guides to travel the Dark River. There is a hunting lodge like feel here at the end of the world, where Forcang of all levels of power and backgrounds live in relatively stoic lodgings (by Forcang standards) and contemplate entropy.

Duke has one Principle Wife, and one Principle Husband, who are frequently by His side, and are Lords of the Court. Yet they are mere high officials, ensuring order is kept. Yet they are powerful Grand Elder Forcang in their own right, and should not be trifled with. They have an array of children, cousins, and extended family, as well as allies, and objectives. Generally those who do not intend to cause trouble for other guests, or to overthrow the Abyssal Court have free reign to do as they please on the grounds.

The place is a few square miles in size. That is positively tiny by the standards of Forcang. Such is the nature of this place. But everyone had better keep their tempers. Those who fight tend to be sent immediately upstream, or simply tossed into the Dark River.

On rare occasions there are Champions, as they are all tended to be called, who leave through the West Gate, into The Indeterminate. To pass, they must first speak to The Sentinel, and convince Her that their mission is true and worthy. Likely regardless of the honesty, any who pass through the West Gate will perish regardless, and just as many are prevented from going by the Sentinel. But a few Champions return, and rarely by the West Gate. Their stories are legends, either of terror and woe, or of wonder and greatness. But remember, Champions are frequently just as likely to be Grand Elder Forcang. So it should give you pause if the Sentinel is just as likely to

turn away them, and if they are just as likely to perish. If that would happen to them, imagine what would happen to you.

That being said, there in the Abyssal Court is the Hall of Champions, which commemorates heroes who specifically returned back through the West Gate. There is also a library, a few temples to different religions, and a garden that grows most of the food that is necessary. There is also a small heard of livestock for meat.

But there are numerous other mysteries of the Abyssal Keep. How old is it? The Dark River predates the Great River for certain. It seems to be a fundamental feature of Dweehwail, so for all you know, Duke and his Abyssal Court might have been here since the beginning of time. The secrets buried in hidden corners of this small city could be endless.

Generally speaking the interference of The Indeterminate being so close makes normal Ḥowsh Cards function incorrectly. That means it is inadvisable to use them. If you do, you might end up with your head where you want to be and the rest of your body remaining here. Likewise, Ḥowsh Networks including the Grand Network and Twilight Network have trouble reaching the Courts. So in a way, even you, and the great ones around you, in all of your glory, are cut off from civilization. Enjoy it while it lasts. And watch your back.

Dark Channel Agents

A flurry of your strongest Twilight Maelstrom Tendrils falls from the sky, detaching, and becoming a platoon of soldiers, ready, at your command. They all have Goamdwee Rank Attributes, and weapons and armor combining for three 1 Potency Point Qualities each. They will fight immediately and recklessly, all on your Warfare, or according to their own independent minds.

Alternatively you may opt for twenty agents with low Goamdwee Ranks, or ten agents with medium Goamdwee Ranks.

The form of the agents is the image of opaque black, but starry. Therefore they are very hard to see. They can see each other and you. And you can innately see and sense them. But your enemies have difficulty seeing them. Those without a method for seeing well in the dark will have their fighting ability impaired. The shape of the agents is demonic, so although the color is as mentioned, they have horns, and spikes. If they weren't already shadows, they would cast a darker shadow.

While in the presence of your Dark Channel Agents, you trigger your Drawn to Darkness ability. This remains true while at least one of them remains standing.

Dark Channel Agents is very draining. Generally, it is used to cover an escape, allowing time to use a Ḥowsh, and then permitting time to rest in a safe house. Use of this ability requires a good night's rest afterwards to recover proper use of Endurance. Otherwise, continued use of Potencies that rely on Endurance will prove hampered. Such will be the case if the Lord of Chaos stays and fights with them.

This is not entirely true. Usually the Endurance is enough to create them, and then stick around for a few minutes of fighting, which is actually a lot. But that time could have been used for escaping. Obviously, if the Advanced Forcang was fighting the whole time, now he will be exhausted while he is meddling with his Ḥowsh Cards trying to escape.

If at any time the Forcang loses consciousness because of lack of Endurance, or because she is killed, the Dark Channel Agents continue fighting independently for about ten minutes. However, they fight wildly, killing everything in the area, except those that they would know automatically on primal instinct are the helpless Lord of Chaos' closest allies. After ten minutes, the Dark Channel Agents shrink into the ground and vanish, as though merely shadows.

Dark Genesis

Using your Tendrils, you may rework Reflection worlds in the Dark Lands. The closer the Reflection is to the Twilight Peaks, the

easier and more precise you are, and the fewer imperfections you accidentally create. The closer you are to The Indeterminate or to the Great River, or farther from the Twilight Peaks, the less precise you are, and the more imperfections you accidentally create. Imperfections are flaws in the Reflection that Broken Lords can exploit.



The sorts of changes you can make are nearly endless. This is faster than the "Manipulate Reflection" ability of Advanced Blossomline Maelstrom. And the changes are more permanent. It is also far more precise than using Highland Reflections or Highland Tsunami. In about a day, you can alter an area the size of Colorado to look exactly the way you want it to.

You can still alter Reflections along the Great River, only it will end up with lots of imperfections. These will be areas of your world where a swamp will turn up where you wanted there to be a garden, or people are blood enemies where you wanted them to be trusted allies. The same is true for areas close to The Indeterminate. If you don't have qualms about these Imperfections, either in the swamps or in that they are actual flaws in Reflection, then you can really use this ability anywhere.

There are some limits. Manifestations such as Capitols, Temples, Fortresses, and Paradises, tend to resistant attempts to use abilities such as Dark Genesis on them, as well as far stronger abilities possessed by Elder Forcang and Grand Elder Forcang.

Unlike an Advanced Forcang Shape Shifter, you can manipulate the Reflection Mortal population, as well as animal and plant life forms on the Reflection. This gives you far more resources, and ultimately really lets you shape your world in any way you please. Just make sure it doesn't anger some other Forcang who liked it in a different way.

Ambrosia and Nectar

A Lord of Chaos with Advanced Twilight Maelstrom can detach small pieces of her Twilight Maelstrom and convert it into any form of food or non-alcoholic drink she has ever come across on any Reflection. These take on the complete form of whatever she shapes it into, whether food or drink, but also has the identity of Ambrosia or Nectar. Anyone who consumes Ambrosia or Nectar has an increase in Strength of one rank for as long as they continue to eat and drink more of the substance. After one hour of ceasing to do so, it fades. This stacks with the Lord of Chaos' Drawn to Darkness ability. It takes about two minutes per item to generate Ambrosia and Nectar.

A modifier that can be applied is to host parties at which sporting events and games are held. These are for purposes of entertainment, and can be quite epic. As long as games that use the Strength attribute are being held, the Lord of Chaos can produce enough Ambrosia and Nectar to feed a party large enough to fill a mansion. Doing so does put a certain strain on her Endurance. Usually a Lord of Chaos will have a set area for creating and manipulating the Twilight Maelstrom, and then giving it to servants to send out to guests every few hours. It takes about ten minutes of time to do this preparation.

Generally creating Ambrosia or Nectar or holding games for purposes of profit results in the effect of the Lord of Chaos having points of Bad Stuff. Bad things start to happen at the party. One of the competitors turns out to be an Elder Forcang, who has a bone to pick. An army of Reflection paramilitary forces shows up to break up the party, thinking you are a hostile alien force. You can consider adding any monetary gain from this ability to be a negative modifier.

Neutral modifiers that do not affect the luck of the event might include socializing with guests, gathering new Ḥowsh Cards or the names of Forcang or their contact information, or for particularly creative Lords of Chaos, maintaining records for ongoing sporting competitions and championships. Also, having an ally who is a Lord of Order with the Wine Anytime! ability is a great addition to this one. There is nothing like adding Multiverse class alcohol to the food and non-alcoholic drinks beings served. Usually the cost is the Lord of Chaos has to ensure that the sporting events are non-lethal. Finally, having servants working at the event is acceptable, provided that they are permitted to enjoy some of the Ambrosia and Nectar and some of the sporting events; usually failure to do so creates bad luck and a negative modifier.

DARK RIVER MASTERY

225 points. Or, if you've already got Advanced Twilight Maelstrom an additional 60 points

Rapids Expert

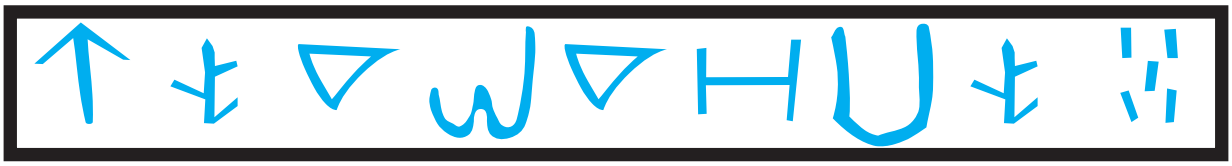
Lords of Chaos that have reached the third tier and become Elder Forcang are no longer uncomfortable guests of the central feature of the Dark Lands, the Dark River. Rather, They are Experts, with many special abilities, and resources. Still, unlike Lords of Order, they are not going to simply change into some Primal Form shape and travel the river naked, but rather, they tend to use vessels.

Elder Forcang have their own Private Dark Lands Vessel. These might be so small they only accommodate one or as large as a normal Dark Lands Vessel. It is also perfectly common for an Elder to request to borrow a Vessel at major Dark Cities, though the more derelict ones do not tend to have this option. Sometimes this option requires a Lesser Favor or a Generic Artifact, but just as often they are happy to help Elder Forcang who are Lords of Chaos. But generally Dark Lands Vessels are gained in a number of ways by Elder Forcang, whether through their families, their Courts of Chaos, or built from scratch as an item by the Forcang Herself.

Use the following table for building Private Dark Lands Vessels. These are not quite Artifacts or Constructs, but have elements of both. They are less nice then River Vessels but far nicer than the average Dark Lands Vessel used by Advanced Forcang.

	Advancement Points	Details
1 Seat	3	Cannot choose 2,4,8, or 22 seat.
2 Seat	7	Cannot choose 1,4,8, or 22 seat.
4 Seat	12	Cannot choose 1,2,8, or 22 seat.
8 Seat	18	Cannot choose 1,2,4, or 22 seat.
22 Seat	25	Cannot choose 1,2,4, or 8 seat.
Energy Type	7	This must be chosen before Second Energy Type.
Second Energy Type	18	This must be chosen after Energy Type.
Psychic Sensitive	3	An Energy Type must have been selected to choose this. Cannot choose Power-Based Psyche, Able to Speak and Sing, or Able to Speak in Tongues and Voices.
Power-Based Psyche	12	An Energy Type must have been selected to choose this. Cannot choose Psychic Sensitive, Able to Speak and Sing, or Able to Speak in Tongues and Voices.
Immense Vitality	3	
Engine Speed	3	
Tireless, Supernatural Stamina	3	
Combat Mastery	3	
Invulnerability to Conventional Weapons	3	
Double Damage	3	Cannot choose Deadly Damage.
Deadly Damage	7	Cannot choose Double Damage.
Able to Speak and Sing	3	Cannot choose Psychic Sensitive, Power-Based Psyche, or Able to Speak in Tongues and Voices.
Able to Speak in Tongues and Voices	7	Cannot choose Psychic Sensitive, Power-Based Psyche, or Able to Speak and Sing.
Extraordinary Psychic Sense	3	
Psychic Neutral	3	
Regeneration	3	
Powered by Ḥowsh	7	
Contain and Use Named and Numbered Power Words	7	
Rack and Use Named and Numbered Spells	7	

Aesthetics of Dark Lands Vessel	1	Make it look pretty, serious, and decorate it any way you choose. Can change this generally at will, though the process can take a number of days, weeks, or months depending on the complexity of the change.
Type of Hull Armor (Adamantine, Clear Steel, Obsidian, Mithril)	2	Generally the Qualities and Potencies are what matter, but it will provide some difference if the hull is made of Adamantine or it is lighter because it is Mithril. Generally once chosen, this cannot be changed without several years of dry dock work (no extra Point charge).
Control of Creature Comforts and Living Necessities (Limited)	2	Provides forms of entertainment while in the vessel, and basic food rations, but it does not create food in sufficient quantities. Anyone traveling the Dark River knows it is a rough ride, requiring stops to restock.
Permit Shape Shifters	2	Different Elder Forcang have different opinions on allowing Shape Shifters in their Vessel. They have the ability to join them on journeys, in a weird form that looks like as sea urchin. To each their own. This basically coats the side of the Vessel so an Urchin can be stuck onto it for the ride. But you never know if you'll end up with a friend who is a Shape Shifter.



With a Private Dark Lands Vessel, an Elder Forcang can slip in and out of the Dark River as often as She wishes. The next important part of this ability is the power to use the Vessel. The Elder Forcang is capable of navigation and directing it on Her own, in almost all circumstances.

This is not universal, and any Lord of Chaos who is not insane will admit that the Dark River at the end of the day is treacherous even to the most skilled Forcang. So, it really is a white river rapids ride. This just means that the Elder Forcang no longer needs the Guide, and nearly always gets there without a broken leg. Sometime He gets wet.

To that end, he can survive some amount of time in the Dark River Itself. The Living Darkness seems to see something familiar and comforting and normal in a Lord of Chaos who is an Elder Forcang, and she generally does not suffer attribute damage. This resistance can last dozens of minutes, or a number of hours. Some have heard of it lasting days. It seems there is a certain Sentience of sorts, if it can be called that, and the Living Darkness varies in how long it tolerates Lords of Chaos.

To this end, Lords of Chaos may find that there are reasons to purposely enter the Living Darkness. In other words, it is no longer simply about getting from one destination to another on the Dark River. First of all, there are "Sandbars" and "Rocks" along the way, strange features, secrets that may reveal items deposited by Vessels destroyed in the past or Artifacts left when Forcang were killed and lost their items. Or else there might be stranger substances or revelations revealed.

But beyond the plane of the River Surface, diving down into the Living Darkness, being for the first time fully submerged in it, is almost a Rebirth, a right-of-passage for Lords of Chaos, and there is a realization that there is a Depth to the Dark River. This may go on forever with nothing more than the same. Or else it may reveal secrets that only an Elder, or ultimately, probably a Grand Elder might hope to uncover. But such are the ideas that a Lord of Chaos at this tier will begin to consider.

Certainly for other abilities it helps to sail out into the Dark River, and to spend some time bathing in Living Darkness. But it must be a matter of Balance. It is said there are consequences for those who spend too much time bathing in this substance, even among the Lords of Chaos, for whom this is their element. For those who bath to long, or dive too deep, they should beware! For after all, this is the Dark River, which is supposed to drag Dweehwail in union with The Indeterminate at the and end of time, and destroy everything. So perhaps the ultimate revelation both in physical items and places and in internal feelings and sensations in the depths of the River are slivers, tastes of this entropy, this annihilation held in store for the end days. Yet this is only one hypothesis. There may be many other possible truths. Only the wisest and most ancient of all Lords of Chaos might know any sort of answer to this riddle, of what lies in Deep Darkness.

Yet generally this ability is about cruising around the surface, and arriving at destinations—or exploring ancient, empty Dark Cities for nice Artifacts to feed to Ḥowthçtz—or searching for obscure tributaries to the Dark River, rarely sailed upon. The Dark River offer almost endless possibility for powerful Forcang, laying out a vast Frontier touched by the River. These are the playgrounds of the Elder Forcang of the Lords of Chaos. Enjoy and be merry.

Noble Ḥowtul

Many Lords of Chaos may have already been living in a Tul for some time, but it takes an Elder to really establish the character with this defining feature of the class. Ḥowtul are mansions, palaces of sorts. But they exist in multiple Reflections at the same time. One room is in one Reflection, while the next room is in a different Reflection, while the hallways between them are in a third Reflection. It is even said that some of these are able to cross into Daxuk (as a foundation).

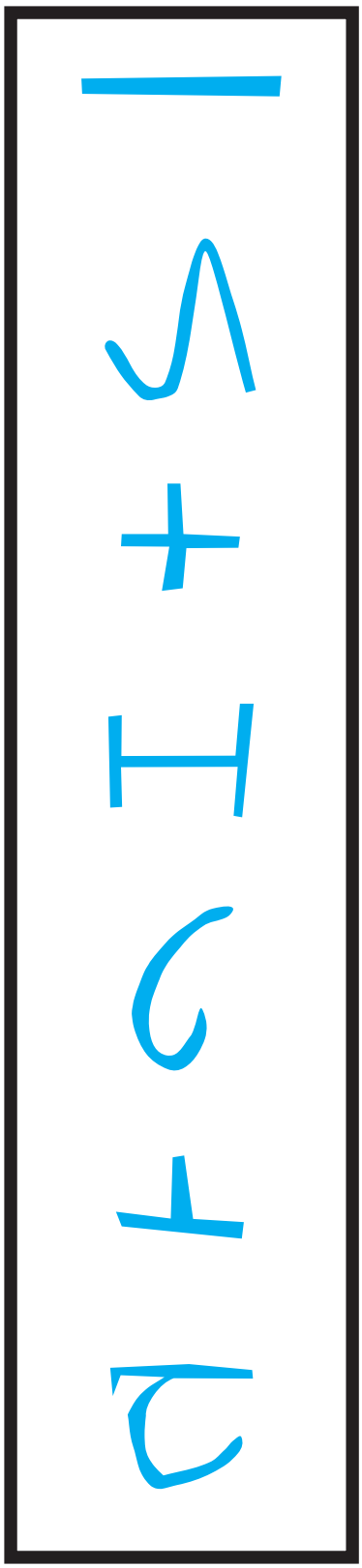
The Courts of Chaos and their Lords of Chaos are ancient, and the oldest Ḥowtul were

established eons ago, and have been improved and remodeled to a complexity bordering on genius, divinity, and insanity. These noble, royal families that inhabit them continuously reshape them. Of course they have entrances in the Courts of Chaos themselves, the Capitals, and also their Dukedoms, but also hundreds if not thousands of other places.

With this Noble Ḥowtul ability, an Elder Forcang is finally able to contribute to this process of editing and adjusting the Ḥowtul. Manipulating Reflection in this fashion is extremely complicated. It is for this very specific purpose, which might seem at some level insignificant. But the Tul of a Lord of Chaos serves as a Base of Operations, a Symbol of Nobility, a Status Symbol, and a vast network of Multiverse shattering secrets and stashed weapons.

As indicated, usually it is an Elder Forcang joining the process of adding to Her family's long established Tul. On a rare occasion an Advanced Forcang joins the ranks of Elder Forcang, and is not admitted into any house (Bastards who succeed in becoming Elders have a decent chance of being made Legitimate). This ability then allows them to start creating a Tul from scratch.

They will want to choose a starting point, an "Entry" to the interdimensional Palace, and name it. Generally, then they can start freely placing new rooms and architectural features on Dark Region Reflections of their choice. It takes slightly more effort to choose Reflections along the Great River, near The Indeterminate, or in Shallow Daxuk. To build features in Deep Daxuk takes a lot of effort. Use the following table. Note: generally an Elder Forcang who is not also at least an Archmage cannot create rooms existing in Deep Daxuk that have Exits into Deep Daxuk.



	Time	Advancement Points
Entrance to Way	22 Years	6
Tiny Room	1 Month	1
Small Room	5 Months	1
Medium Room	12 Months	2
Big Room	36 Months	3
Large Room	6 Years	3
Giant Room	10 Years	4
Gargantuan Room	16 Years	5
Colossal Room	22 Years	6
Small Hallway	5 Months	1
Medium Hallway	12 Months	2
Large Hallway	36 Months	3
Apothecary	36 Months	3
Arboretum	16 Years	5
Armory	6 Years	3
Art Gallery	6 Years	3
Ballroom	10 Years	4
Barracks	16 Years	5
Bathroom	12 Months	2
Bedroom	6 Years	3
Bunker	10 Years	4
Card Room	10 Years	4
Class Room	10 Years	4
Command and Control Center	22 Years	6
Commercial Store	10 Years	4
Convention Center	22 Years	6
Custom	6 Months – 22 Years +	1 – 6+
Distillery	10 Years	4
Dungeon	16 Years	5
Entertainment Center	10 Years	4
Factory	22 Years	6
Garden	10 Years	4
Great Hall	10 Years	4
Guest Room	36 Months	3
Important Guest Room	10 Years	4
Infirmary	10 Years	4
Interrogation Room	6 Years	3
Jail Cell	12 Months	2
Library	10 Years	4
Mage Room	36 Months	3

Meeting Room	6 Years	3
Music Room	6 Years	3
Observatory	16 Years	5
Office	10 Years	4
Opera Hall	22 Years	6
Pharmacy	36 Months	3
Power Plant	22 Years	6
Recreation Room	10 Years	4
Research Center	6 Years	3
Restaurant	6 Years	3
Safe	36 Months	3
Salon	6 Years	3
Security Office	6 Years	3
Sports Stadium	22 Years	6
Starship Bay	22 Years	6
Temple	10 Years	4
Throne Room	10 Years	4
Torture Chamber	6 Years	3
Training Room	6 Years	3
Warehouse	16 Years	5
Small Patio	12 Months	2
Medium Patio	36 Months	3
Large Patio	6 Years	3
Small Window	5 Months	1
Medium Window	36 Months	3
Large Window	10 Years	4
Add Artwork	6 Years	3
Customize Aesthetics	12 Months	2
Add Room Resource	1 Month	1
Add Room Resources (x11)	5 Months	1
Add Advanced Room Resource	5 Months	1
Add Advanced Room Resources (x11)	12 Months	2
Add Servant	5 Months	1
Add Servants (x11)	12 Months	2
Add Advanced Servant	12 Months	2
Add Advanced Servants (x11)	36 Months	3
Change:		
Foundation in Different Dark Region Reflection	4 Years	2

Change:		
Foundation in Great River, Near Indeterminate, or Light Daxuk	9 Years	4
Change:		
Foundation in Deep Daxuk	13	6
Fortify	10 Years +	4+
Quality	16 Years +	5+
Thçtz	22 Years +	6+
Secret Way	16 Years	5
Misc	1 Month – 22 Years +	1 – 6 +

Fortifications can be added to Ḥowtul. These are important for two reasons. Essentially Ḥowtul exist in two different spaces. They are "Space Stations" of sorts, with walls between the rooms of the Tul, and then walls separating it from the Outside. The Tul, generally does not really make contact with the Outside, even though that is the location of its Foundation.

It is possible for intruders, or drunken revelers to start trying to tear through a wall. Lining it with adamantine can make a big difference. A more important protection is from the outside. This is much less likely, but it is possible for mortals or Forcang to come across the Room or Hall, and attempt to gain access from the Outside. This is more difficult, as there is a natural protection, requiring them to pierce the Tul. But if this is done, then they would simply have to break through the stone or wood of the wall. Adding mithril or steel or adamantine can make a big difference.

Similarly various options from the Artifacts and Creatures list can be added to all or part of a room, or just to items in the room. This includes Transference. This cost in time or points for Qualities is per Quality added, not for every Quality. Properties of Ḥowthçtz can also be added, including adding Energy Types, a Potency-Based Psyche, and Artifacts and Creatures that are connected to the room as Manifestations. This can be augmented by adding actual Thçtz Infrastructure.

A Secret Way is a Room or Hall designed to be hidden away from anyone the Family of the Tul, or else its Creator, does not designate. These can be a single Room here and there, or it can be vast sections of the Palace. The Family can alter the Rights to permit access to non-Family Members if they wish, at-will, to all, or part of the Secret Tul network. A Forcang, servant, or mortal having once visited a Secret Tul has no guarantee of being able to find it again unless they are given such Rights again. The cost in time and points for a Secret Tul is for the entire Room.

The Adding Artwork option is a generic choice for generating sufficient notable art for a respectable Forcang in a given Room or Hall. The cost for this option may be altered for particularly large or small Rooms or Halls or for very specific or expensive artwork requests. This is the sort of Art that will impress other Forcang, and is therefore worth spending time to add. In contrast, the Customize Aesthetics option is a general switch that permits pretty much any alterations to the basic premise of the room, fine tuning the concept to the exact desires of the Forcang. But generally this option will affect elements that do not alter the fundamental nature of the Room. If it is a Library, then this cannot be used to remove all of the Books (unless you are clever enough to create a library without books, which is possible). Also, generally, it cannot be used to replace other categories; so it cannot add major artwork, but rather, the furniture it chooses can be the absolute most expensive and high quality and the curtains can be the finest and embroidered—just not by a renowned artist.

Room Resources can be added in a number of methods. Expending uses of Noble Ḥowtul to do so is one certain way of accomplishing this. Room Resources may be Medicine for a Pharmacy, Swords for the Armory, and Fine Liquor for the Entertainment Room. Obviously it would be weird to get a single bottle of pills for the cost of 1 Month of focused use of an Elder Forcang's ability. Rather assume that it is 1 Unit of some sort of medicine, like a hospital would get. Or else a crate of Swords. Likewise, for the Add Room Resources (x11), multiply those Units by 11. The inherent benefit gained from using the Noble Ways ability to generate these resources is that they tend to be the highest quality. If you need to restock your wet bar in your Entertainment Room, then you will get 1 Unit of some of the best whiskey to be found for dozens of Blossomlines, maybe even some of the best in The Multiverse.

In contrast, you can always do things without the use of this ability, which is what most Forcang eventually do, since it does not make sense to always be investing time to restock wet bars (as much as it may be fun). Instead, already existing Servants and Forcang who live in the Tul and operate its in-house Economy ensure that all of the sufficient number of the items are stocked, just like any other Palace would. Doing this can sometimes be helped by taking the time to create a Factory or two in the Way to easily produce sufficient resources, and maybe a Power Plant, so that any need of the Palace can easily be obtained. Of course you can always do it yourself if you really need it.

Servants function in a similar manner. If the Elder Forcang needs a bartender, a housemaid, or a card dealer, these can all be generated by this ability. Once again, it is weird to talk in these terms when it comes to "People", but usually Servants, which are a class of mortals, come in units. So it is a Unit of card dealers or housemaids. And like with resources, using the Noble Ḥowtul ability produces the best Servants possible, the most loyal agents of the household. Of course you can always trust the Butler or Lesser Forcang serving the Tul to hire Servants in a more normal manner, and this happens a lot more often, since you have better things to do than generate servants all the time. But these have all the problems of hiring Servants anywhere else, despite the best intentions of your competent staff.

Advanced Resources and Advanced Staff are for the higher quality or more select among these items and people. Headache pills are one thing, but medicine that cures cancer is another. A card dealer is one thing, but a skilled neurosurgeon is another. You might want a Master Chef for your restaurant, and a Singularity Scientist for your Power Plant. You will need the fuel for your Singularity Power Plant. All of these might be Advanced Resources and Advanced Staff. Likewise these may be obtained by your use of this ability or by the Economy of your Tul. But either way it takes longer and more effort, since naturally these are more specialized and harder to come by. But in the longer run you will want to have them. There are some limits, for instance, you cannot necessarily get a potion for your Apothecary that cures Chaos Cancer, since that is a Forcang Disease, and generally Advanced Servants are always mortal with human ranks (although they can have very sophisticated knowledge and skills).

The Forcang can make a Patio that exits from Her Way, and provides a glimpse of the local Reflection, or more exotic environment. A glimpse is generally all it is. Unless She also constructs an Entrance to Way on the patio, than it is part of the Tul and not really part of the Reflection. In the same manner, those in the Reflection will not be able to pass onto the Patio. In particular, those in the Reflection are not automatically aware of people standing on the Patio (but usually they are aware of the structure itself). Patios are nice features, like fancy windows, and make Ḥowtul less claustrophobic. Windows in contrast have a lesser but similar purpose and effect. One thing that may not immediately be clear, is that other than the Small Window option, generally this category may refer to several Windows. In particular the Large Window option can generally cover most

of the Room in Windows, which is part of why it takes 10 Years. These provide glimpses of the Reflection or exotic locale. It is important to note that without Fortification or the addition of Qualities, Patios and Windows do tend to be weak spots in the defenses of Ḥowtul. But they are pretty.

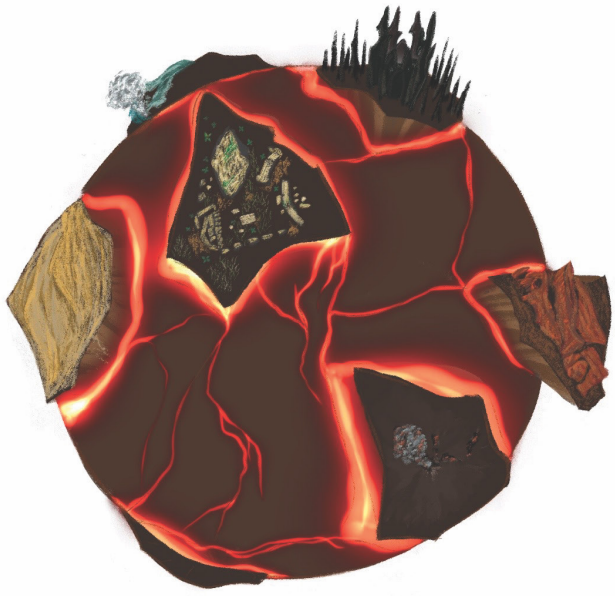
When it comes to actually building features of the Tul, generally it is done in the following manner. The Elder Forcang will choose a Big Room, in which to build a Card Room, with one Small Window. He then adds together the time for each of these: Big Room 36mon/3, Card Room 10/4, Small Window 36mon/3. He then adds those together, in any combination, which can simply be Time, or if He has just received Advancement Points, He can deduct that amount of time to pay that amount of Advancement Points instead. Instead of a Big Room, He could have chosen a Large Hallway, or in a rare instance, a Medium Patio. If He chose the Medium Patio, He would have to remove the Window, since the Patio is not compatible with the Window option. Likewise, the three Tul Type options, Room, Hall, and Patio, as well as any specific size, are not always compatible with a particular Improvement. It should be noted that Rooms and Halls should not be thought of as much in the traditional sense, but more in that a Room takes up approximately a cubic space in the Reflection it occupies while a Hall takes up a rectangular prism. Therefore, a big enough room is simply a big cube, which can be filled with something like an Opera Hall, or a Power Plant. Of course a small cube can be filled with something more traditional like a Card Room or a Bedroom.

Forcang who have free access to Ḥowtul are encouraged to be as creative as possible, since the possibilities are nearly endless. They take a lot of work, over a lot of time, but they are incredibly powerful.

The Primal and Occult Thçtz

From the beginning of time, Lords of Chaos have had a special relationship with Ḥowthçtz. They would have to in order to create something like the Journey. But that was merely one of numerous great projects throughout history. There have been many others.

First of all, Lords of Chaos get a big discount for creating Ḥowthçtz. Generally in all instances they use one less degree of multiplier. This does not change the Potency of the Thçtz, but merely the Advancement Points invested by the Elder Forcang. In a sense, the Dark River



Energy serves as a catalyst to further enhance the Thçtz for each point, making up for the missing multiplier.

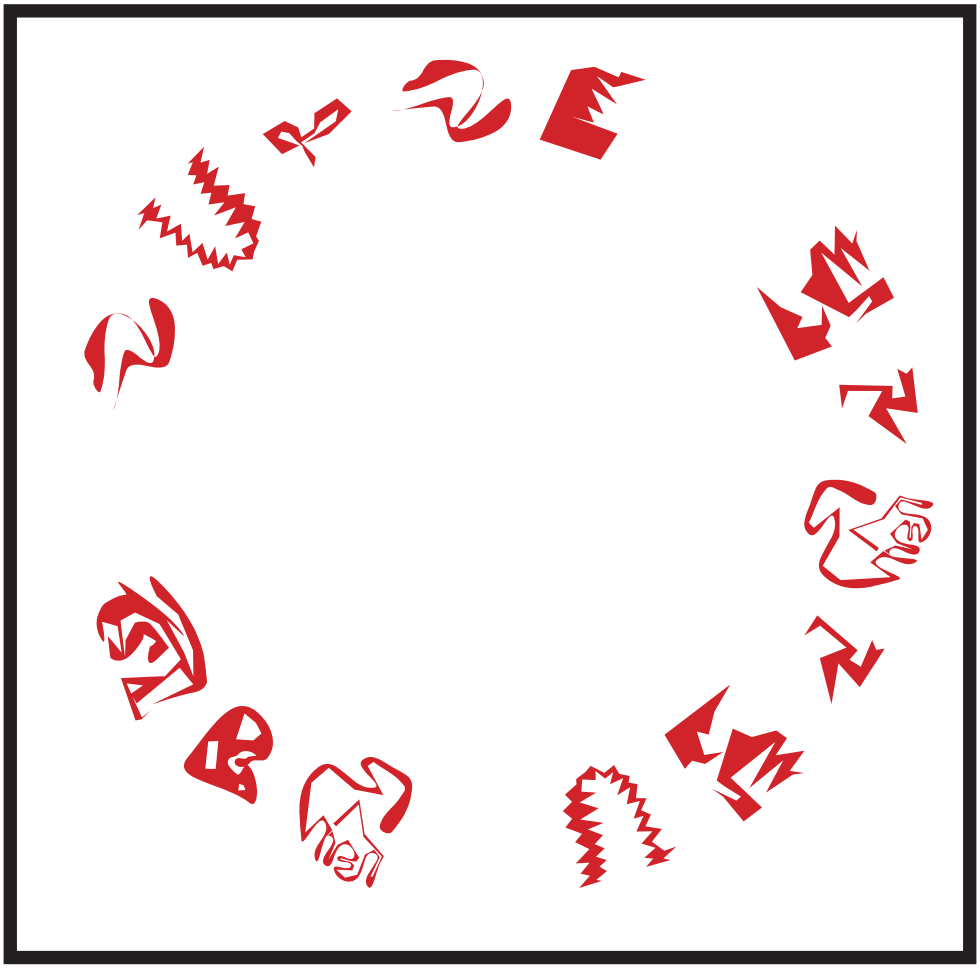
There is also the effect that the Elder Forcang who creates the Thçtz receives Creator Rights, designating Her as unusually resistant to the Psyche and personality of the Thçtz. This allows the Elder Forcang to dominate and control the Thçtz longer than other character classes. In relation to Ḥowthçtz, His Psyche might be seen to be twice as high, when it comes to controlling it. Still, at the end of the day it might take over. But a Lord of Chaos will be able to create Ḥowthçtz with far more powerful and sophisticated Psyches without danger to Himself.

The options of what can be done with a Thçtz also begin to become more flexible. She may now add additional Manifestations for every 15 Points of Psyche, rounded down (although an additional appropriately sized multiplier is stilled added). In addition, it is possible to create Ḥowthçtz oriented around a large Object instead of a Reflection. This does not exclude Reflections from being part of the Thçtz, but rather allows that Object as well as others to be part of it.

An Object must be bigger than simply a normal Artifact or Creature, and it must generally be portable. Starships, Space Stations, Astral Dreadnaughts, Pirate Ships, and at its smallest size perhaps a Battle Tank or a Transformer, all might be an Object for a Thçtz. A Principle Object carries the brains and heart of the construct, like the Reflection in the traditional model would have. Use the following table to enhance an Object.

	Potency Points	
Immense Vitality	3	
Engine Speed	3	
Tireless, Supernatural Stamina	3	
Combat Mastery	3	
Invulnerability to Conventional Weapons	3	
Double Damage	3	Cannot choose Deadly Damage.
Deadly Damage	7	Cannot choose Double Damage.
Extraordinary Psychic Sense	3	
Psychic Neutral	3	
Able to "mold" Reflection Reality	3	
Regeneration	3	
Alternate Form/Shape	3	Cannot choose Alternate Name and Numbered Forms/Shapes and Limited Shape Shift
Alternate Name and Numbered Forms/Shapes	7	Cannot choose Alternate Form/Shape and Limited Shape Shift
Limited Shape Shift	12	Cannot choose Alternate Form/Shape and Alternate Name and Numbered Forms/Shapes
Powered by Ḥowsh	7	

Contain and Use Named and Numbered Power Words	7	
Rack and Use Named and Numbered Spells	7	
Confer Quality on Wearer/Owner/User	12	
Confer Potency on Wearer/Owner/User	18	
Personal Object	3	Required for an Object
Object of the Realm	7	
Occult Object	12	
Primal Object	12	
Communications Barrier	3	
Restricted Access	7	
Guarded	12	
Control Contents	3	
Control Time Flow	7	
Control Object's Destiny	12	



So, an Elder Forcang could create a giant Mothership for His armada as a Principle Object for His Thçtz, that would be vastly superior in every way to any ship that it would come against. Of course in the longer run, there is a possibility that this ship will be dominated by the Thçtz along with everything else owned by it. But in the meantime, enjoy!

The Occult is a concept belonging to the Lords of Chaos that allows them to create Ḥowthçtz that grant abilities in a similar way to Potencies. In a sense, they get to design their own Potencies. Usually for an Elder Forcang, they have to be equivalent to Tier 1 abilities, but the variety of choices can be endless. Usually the cost for each ability granted by a Thçtz is 12 Potency Points. This defines the Thçtz as being Occult. The option to define a particular Object as being an Occult Object generally means that any Sentient of your design according to the purpose of the Thçtz will be granted the Occult abilities. It similarly costs 12 Points to define part of a Thçtz Reflection as Occult, or 25 Points to define the entire Reflection as an Occult Reflection. As might be imagined, creating an entire Reflection where a slew of abilities can be granted and removed at will is very potent.

Elder Forcang have a limited capability to invest portions of their Ḥowtul as being Objects of the Thçtz, and being Occult. A Room of the Tul might be part of the Thçtz and Occult. This tends to work particularly well if it is a Secret Tul. Generally this sort of merging of a Thçtz with a Tul is done by Grand Elder Forcang.

Obviously it can become quite costly to build and improve Ḥowthçtz, their Manifestations, and Objects. Generally a Lord of Chaos can earn 10 Potency Points towards the Thçtz with 1 Century of work on the Thçtz, or regular attention. She can work on other things at the same time, so it is not a constant effort. But this would be one of her main projects. She does not gain these points in segments, but rather all at once at the end of the Century. They can be augmented by other Potency Points towards goals She may have.

By making a Primal Thçtz, this increases all of its attributes, and makes it much more Potent. Those looking at really exercising the true art of Thçtz building deal with Primal Ḥowthçtz. They have near limitless potential. Endless amounts of Points can be poured into them. But eventually they will gain control, and stop listening to their Creator. It is more of a matter of Giving Birth to a new Sentient Being when building a Primal Thçtz, then something artificial. It is best then to be careful about the sort of Thçtz chosen to be built.

Maelstrom Paths

To qualify, you must have been a member of the respective court in good standing.

Duzog Court Prince

You are treated like royalty in Duzog. Not like the actual Royalty, or the monarchy in charge of the Court of Chaos. But you have the run of the streets. And you have a permanent residence in the city in the form of an Entrance to your Tul in Duzog. You may also have other permanent property nearby that entrance, creating permanent holdings in the city, although that is generally seen as less important than this opening. Sometimes you have multiple Entrances in Duzog. You would not want to have to travel far to get to different landmarks of the city now would you?

Expect to be invited to dine and interact with important figures in all walks of life of Duzog, here in the Capitol, and numerous Dukedoms. There you might just be around for conversation, or else to arrange a mission, or assignment, depending on if the individual is your Superior. On occasions that you are asked to dine with actual Duzog Royalty, and it will happen, suggested assignments are not actually suggestions. But they are almost always fun activities tailored to someone of your expertise. It is time to start playing politics, and learning what it really means to be a Prince of Duzog.

Now is when you can really start vying for territory, and that little piece of land you received as an Advanced Forcang is not going to

cut it. Getting a real Dukedom is what you now want to work toward. You will receive additional territory automatically, as well as Reflections, armies, armadas, and such, at your command. Palaces, cities, museums, and monuments will all be built for you, and servants provided for you. The Entrance to your Tul in Duzog was free, and so is the one in your Earldom. Duzog tries to take care of you. But now is the time to start thinking whether this is really the location in Dweehwail that you want to stay in, or if you would rather be in a different spot—maybe trade spaces, make a deal, get a choicer assignment. Someday you will become a Grand Elder Forcang, and become a Duke with a Dukedom. If you want the choicest territory, it is all about starting with your accomplishments and networking now as an Elder Forcang. And you are taken very seriously—because now you are a Prince.

Your ability to survive and travel through the Anarchic Precipice has greatly improved. You still cannot survive everywhere, but you have much better access, and more trust. There are far deeper places and secrets that you can find. The Small Counsel of King is reserved for Grand Elder Forcang, and the Counsel Chamber might only be reached by them, but you might get a permanent assignment now to other important sections of the Palace. Or else you might join the Small Counsel of any of the Lieutenants of the King, and have access to those special Chambers within the Anarchic Precipice.

There are deep parts of Daxuk pierced by the Royal Tul, and strange Dimensions as well, and some say The Indeterminate. There are cities in these destinations. If you have the proper additional Potencies to survive in these locales, then you have the Potencies from this ability to reach the proper entrance through the Royal Tul and survive the journey as an Elder Lord of Chaos. You can reach the Entrance of the Tul in major Great River locales and find Multiverse shattering Primal and Occult Ḥowthçtz.

You receive enhanced Network Security surrounding your Ḥowsh on the Twilight Network. For those who believe there is a certain reputation had by the Twilight Network, they are not completely wrong. The government has a security agency of powerful Ḥowsh Artists for its Elder Forcang and Grand Elder Forcang specifically to ensure that it is at least much harder to hack their information. They also make it easy for those Lords of Chaos with their own Ḥowsh Networking skills to collaborate, although certainly few have those abilities.

Regarding the Twilight Network, for those wanting to do research, there is an ancient society of powerful Forcang investigators that becomes available to those of at least Tier 3 in Duzog, called the Network Association. They are independent agents, and usually charge Lesser Favors. Though sometimes they work for free. But they get the job done. Often they make contact as soon as a Lord of Chaos reaches Tier 3. And they are happy to teach their skills. But that is because they know that a single Elder Forcang by Herself rarely achieves what they the Network Association can. They are very good. Give them an assignment, and they will find the information, or person, or place, or thing. However, it is not always clear what they entirely get out of this. For such an ancient organization, some wonder if they are not behind some of the dirtier secrets still kept in the deepest recesses of the Twilight Network, just waiting for a rainy day. In a pinch they can also help provide further Network Security for a Forcang.

The Temple of Champions will also be making contact about a separate matter, and that is looking for bold individuals who might wish to join an expedition to the Abyssal Courts. They provide much of the supplies, a state-of-the-art Dark Lands Vessel filled with only Elder Lords of Chaos and above, and a purpose. Those who arrive at the Abyssal Courts wish to leave through West Gate and spend some time in The Indeterminate. This is not exactly something everyone wants to do.

However, it is said that there are very good reasons to work with the Temple of Champions. They are an ancient order. In one of the oldest districts of Duzog is the grand building, indeed a Temple, as well as extensions and facilities nearby. It is said they are masters

of Occult abilities that are gained by those who successfully complete the assignment. Also, during the journey on their Dark Lands Vessel, some Occult abilities are granted. It is also rumored that they are actually aware of some sort of alien Thçtz that grants these Potencies in The Indeterminate. In any case, they have the support of the Royal Family of Duzog, and this is simultaneously a great way to gain Their favor. It is also a good way to end up dead.

There is also the opportunity to join another ancient order. This is the Crucible Scythe, those who are still to this day responsible for hunting and slaying Vampires. And furthermore, they have a goal that is very bold, which is to travel into Deep Daxuk, and ultimately do what no Lord of Chaos ever was able to do, which is to completely destroy the Crucible. This is a very bold and daring way of life. It comes with a number of Occult abilities, and some free items, along with a code of conduct, which can be found in the section for the description of the Potencies for the Crucible Scythe. There would be plenty of independent work to be done, so no worries about how this would effect a party, although this would also entail some amount of personal quests that would redirect the party toward those goals. Vampires are really pretty evil, right?

Duzog is ancient, and has many, many Orders such as this. Many can be found and learned about while exploring and talking to important Lords of Chaos in the Anarchic Precipice, or a number of other important landmarks around Duzog. Orders generally require committing to a certain Code of Conduct for a period of time, after which a small number of Occult abilities are granted. Then the Forcang may serve that Archetype and the entertaining flavor it creates.

Rozeg Court Knight

Elder Lords of Chaos of Rozeg have finally achieved a position of notability, and subtlety in their Court of Chaos. They know how to remain silent, and to keep secrets. And for this they are known as Knights of the Realm, with many roles and privileges.

Knights are permitted into the Palace Arcana, a Tul that is newer than all of the others, though none should doubt its potencies. Magic has been brought to a level there that Mages throughout The Multiverse can only dream of, and merely being able to pass the threshold of the Tul requires a spell, or so it is said, as well as generally this Tier of Lord of Chaos.

The Palace is a labyrinth that demands tests of Magic in order to earn new secrets. It is perfectly possible to get trapped, and spend centuries inside if one is foolhardy. One legendary secret is the Library Arcana, home to endless shelves of spell books, and histories of magic, as well as priceless artifacts. The Great Oracle is also based someplace within the Tul, as well as the Well of Redemption. Once again, it is getting to these places that is the challenge.

And of course at times the Knights will be called into the Palace for business, for there may be a threat to Rozeg. This may be as obvious as a threat of war from Kroetof or as esoteric as a deep desire to find some long lost artifact or Thçtz. These quests are given varying degrees of urgency and are generally assigned rather than provided voluntarily on occasions that Knights are summoned. There are vast meeting complexes for the Knights, and Forcang quality barracks and armories. Of course the Elders are not the true chief advisors of Rozeg, but they are close enough to be the elite units and in larger numbers so as to be the ones that accomplish most of the missions.

Now that you are a Knight of the realm of Rozeg, you gain a number of options.

You may now add to a Creature the following option: Daxuk Creature [6]. This permits it to live and function in Shallow and Deep Daxuk, even without food or water for long periods of time. This does not mean that it does not require sustenance in The Multiverse Proper, but rather, Daxuk suspends normal requirements of life. You may now choose a normal Creature with any other Qualities and bring it through a Vortex into Daxuk. As a note, creatures with this quality have an occult vibe no matter where they

go.

The following Refined Energy abilities are available to an Elder of Rozeg. However, in the case where an Elder also has tiers in the Mage class, whichever abilities are more advantageous may be used, whether the ability is granted by the Mage class or by the Lord of Chaos class.

You gain the Refined Energy ability defined under the Archmage tier of the Mage class. You are able to create and use artifacts with the Refined Energy quality.

You may use 70 points of Refined Energy to create an impenetrable shroud around yourself. This blocks virtually all weapons and dampens the effects of most Potencies. Generally once weapons on the scale of Chaos Bubbles, and abilities that erase whole Reflections are involved, it is possible to kill the Lord of Chaos, along with everyone else. But hopefully the Lord of Chaos is long gone by then. This effect is very draining, and usually requires the Lord of Chaos to get a good night's rest afterwards to replenish her Endurance.

On a previous occasion you may have purchased a tech weapon or fantasy weapon with the Quality "Refined Energy" [4]. This weapon now fires Refined Energy in a massive ray in addition to its normal attack. Usually it is a blast of a minimum 40 Points of Refined Energy at a time. This is enough power to detonate a one hundred story skyscraper in one shot. Usually that gives you up to about four shots with it a day at maximum. Imagine the damage it can do to a normal target. This feature can only be added to one designated weapon. Once the quality is applied to a weapon, it cannot be applied to another weapon until it is removed from the previous weapon.

By expending 10 Points of Refined Energy, a Lord of Chaos may allow Herself to memorize two Sorceries instead of just the one. This is in addition to those She may have on Her Maelstrom tendrils or elsewhere.

An Elder of Rozeg automatically gains the effect of having done the Lynchpin for Magic of Reflections without expending the additional time.

A Knight who is also a Master under the Mage class may bring any of the Master's Instruments to the Temple Arcana in order to further enhance them, adding additional Qualities to them on a permanent basis, Potency Points drawn from His own allotment. A ritual is done, that involves expending 40 Points of Refined Energy, which then allows the Instrument to gain new Qualities and Potencies. This allows for Master Instruments to continue to be useful for Elder and Grand Elder Forcang in Rozeg.

Once a Knight has altered any of the Master's Instrument's in this manner, He may add to it the quality of Refined Energy Item [4]. This allows any of the Master's Instruments to be charged by Refined Energy, greatly enhancing their already existing effects as well as any Qualities or Potencies they may have. Generally at any given time up to 10 Points of Refined Energy can be put into an Instrument, enhancing it to that degree. Refined Energy is an enhancement that works equally in Science and Magic settings.

Knights receive a bonus on Scrying with Ḥowsh Cards to determine their fate, but double if they are attempting to divine the location of the Dream World they may be searching for from the Mage class. This is still a very unlikely possibility. And it requires a sufficiently sized Ḥowsh Deck, with the right cards. It is worth it therefore for a Lord of Chaos to invest in Ḥowsh Cards over time.

The nature of this Scrying if done properly may be to actually rule out various portions of The Multiverse. By asking about specific coordinates, and then putting a set of cards into the reading, it is possible to get an answer about that region. By doing this over and over again, it is possible to eliminate possibilities. Generally smaller regions are most likely to produce useful results.

Going to The Great Oracle can also be helpful in trying to find a Dream World, although it is generally known that it is important to research both the trial involved in traveling to that portion of the Palace Arcana, and what the Oracles will expect to receive in order to produce

results. Elder Lords of Chaos know these things, enough that when it comes time for them to do this, they will have researched this information first.

Kroetof Court Commander

You are an established figure in Kroetof Command now. Your actual rank will change over time, but they will all span command ranks. Those under your command include numerous Forcang as well as vast armies of Reflection Mortals.

As long as you are along the Dark River, your bonus to Warfare is a full 30 Points, and you gain a bonus to Strength of 15 Points, which stacks with any bonuses you gain from elsewhere. Outside the Dark River, the bonus is 20 Points to Warfare and 8 Points to Strength.

Having a strong Artifact at Her side in personal combat is important for a good Elder Lord of Chaos of Kroetof. She gains 30 Potency Points to assign in any way she desires to one item. This may be used to augment an already existing item if She so desires. It must be a weapon or form of armor or similar item.

Hopefully by now, many if not most of the members of the Elder Forcang's original squad has made rank, and become Advanced Forcang. If this is the case, than these Advanced Focang Specialist Officers of Kroetof will usually remain as Officers under the command of the now Elder Forcang Commander. Those of the squad however who have not succeeded in making rank will often be transferred. This is not personal, though it is a bit of a demerit. Often the Elder Forcang will have a say, or request at least, and might ask for the transfer to be into a Squad controlled by one of the Advanced Forcang. Still ultimately your group of Advanced Forcang may have new members.

These eight will be members not merely of a Squad, but of your War Council. The sorts of operations handed down to you by the Strategoes are now ones of much higher trust and difficulty, and you must bring these assignments to your eight Advanced Forcang to decide how to accomplish these tasks. Between you there are vast forces. There are a sizable number of Lesser Forcang available to command, as well as galaxies of armies and armadas of Reflection Mortals.

As a Commander you also have access to many special operations resources and reserves to augment your own personal command in Kroetof. These of course must be approved, generally when you meet with your own superior, a General who is a Grand Elder Forcang. In a meeting of Her War Council, you present your requests, and you will usually get what you want, although not always. Part of being a good officer is knowing how to make do with the resources you have.

Sorts of special operations available might include Forcang with particular Attributes (such as high Strength), secondary Potencies (such as experts at Ḥowsh), or specialized Artifacts. There are also Thçtz and Ḥowtul Squads, experts at busting those sorts of complicated settings. The Reserves are useful for simply adding extra boots on the ground, although often they are of a more typical sort of Lesser Forcang Unit. You can also ask for any number of arrangements of Reflection Mortal Armies and Armadas and Forces of both a fantasy and science fiction nature.

Now all of this should make it seem like you are a very powerful and important individual. You are, and this sort of work should be expected to go on for about three to five weeks a years at least of active service; plus you are always on call. Now once again in terms of using these resources for your own personal desires and assignments—you have slightly more discretion now that you are a Commander. But you still must do everything with Kroetof in mind. You still have a General to answer to if things go wrong, and if you are wasting Court resources. So if in doubt, run the idea by the General. These are not really your own personal forces to do anything you want with, unless, you are very clever. You will have to find a way of making whatever personal agenda you have Kroetof's agenda. Of course once you do that, there's no

knowing if you'll be able to keep it just among your own forces, or if it would end up involving the broader Court. At the end of the day, beware! Elders can still be exiled from the Courts for a period of time or permanently—consequences in Kroetof are harsh.

The territory belonging to your military dictatorship is greatly increased to include dozens of galaxies and many planes. It is no longer a more typical governorship as mortals would see it, but closer to a divine role. You are also their God-King. Interestingly enough, more flexibility is permitted, and experimentation within such a broad territory. So the vast majority of it is a giant military network of mortal Reflections. But in rare instances there are democracies and republics, places where freedom reigns, and experiments, or museums, or in even wider expanses, to see how such things would effect military forces. All manner of experiments are performed at the discretion of You, the God-King.

Your quarters in Kroetof Command are impressive. They are like a Palace, but not a Tul, or anything of comfort. Kroetof is a Capital unlike anything most Forcang would find familiar in the word, far more of a Fortress Manifestation. Therefore, it is less of a Palace than its own smaller Fortress. Therefore, it has its own Commander's Quarters which are very nice, and places for the officers of the War Council to stay. There are places to train, meet, Ḥowsh Operations centers, everything Forcang of these Tiers would want to ready themselves for any tactical situation and prepare for any mission. There are armories and starship bays. There are no entrances to any Ḥowtul, as a rule. There are Ḥowsh Gates to the Military Dictatorships of the Commander, and with Her permission, she may add them for Her Councilors as well. The Ḥowtul of the Forcang of Kroetof are to be kept in their Dictatorships, not in Kroetof Command. Ḥowtul make Forcang soft, so they are a step removed when Forcang are spending time in the Capitol.

An Elder Lord of Chaos of Kroetof has access to Thçtz Object Starships and Planofacts based in Kroetof Command, Motherships by any other name. Next tier, they will get bonuses to building these themselves, but if they need to borrow these, they can get lesser forms of these to support an armada. Usually they will want to run this by their General, and they will want to be sure they have sufficient Psyche to control the Thçtz, and to practice with any Occult Potencies granted by the particular Ship. In some instances, in particular once She has reached sufficient rank, she will be assigned one of these permanently. This is still different than owning one Herself.

Highland Manipulation

This has the effect of Highland Tsunami, except spread across much of the Reflection. It flings the features of Reflections near and far together and apart in a cacophony of rapid changes, devastating for the Reflection Creatures and objects existing on them, and most likely also for Forcang standing on them as well, probably including you too!

Yet not all is bleak. With your Black Channel Tendrils, you can attempt to have the opposite effect, as you see somebody using this ability, or Highland Tsunami, or a similar ability. As they attempt to throw a Reflection apart, you may hold it together. This then changes over essentially into a Psychic-Battle, with the character with the higher Psyche usually winning. Remember, that the Elder Forcang is already using a powerful ability controlled by Psyche upon initiating the Psychic Battle. The victor then decides whether to continue with the Reflection devastation or sustaining action as they deem fit, while the loser is often rendered unconscious, or otherwise completely exhausted.

Those with particularly extreme Psyches may attempt to use this ability beyond the Dark River, particularly in the Dark Lands. This usually does not work, but sometime it has an effect. The higher the Psyche, and by the time She reaches Tier 4, the more likely this will work. This most likely will not cause an actual Tsunami, but more of a big wave. Still, it provides the possibility of greater versatility.

Twilight Elder

An Elder Forcang may use Blossomline Maelstrom abilities in any Blossomline with no penalty. She may use Advanced Blossomline Maelstrom abilities in any Blossomline with only a 10 Point Penalty (1 Rank) to Psyche. When she takes an Additional Blossomline Maelstrom, he does so for [15], but it also includes the Advanced Blossomline Maelstrom for the same Blossomline for the same Points (Essentially Additional Blossomline Maelstrom and Additional Advanced Blossomline Maelstrom [15]). The cost to gain a devotee in a Blossomline is now only 3 Points. Penalties may still apply for using Advanced Blossomline Logrus Potencies depending on the state of alliance in an opposing Court of Chaos. See the table below.

In what state of alliance is the opposing court corresponding with that Twilight Maelstrom with the Court corresponding to your Twilight Maelstrom?			
	Duzog	**Rozeg**	**Kroetof**
Alliance	Nil	Nil	-1 Penalty
Truce	Nil	Nil	Nil
War	Nil	Nil	+1 Penalty

Dark Power

This is a greatly varied ability, almost a Miracle, and it creates Lesser Occult Powers in Forcang and Reflection Creatures it targets. An Elder Forcang is capable of targeting a Sentient with a spray of Residual Living Darkness, using Her Warfare, and Psyche to control Darkness Itself. If the Darkness succeeds in hitting the Sentient, a number of things happen.

First they gain 1 Temporary Point of Bad Stuff for every 1 Minute the Living Darkness Hits them. This Point will disappear the next time they gain Advancement Points. This is with the exception of Lords of Chaos who are of at least Tier 3.

Then the Sentient gains two abilities. These are Occult abilities that must be designed by the Elder Forcang and may be comparable in their Potency to Lesser Forcang abilities. These Occult abilities may be used by the Sentient anywhere, and last as long as the 1 Temporary Point of Bad Stuff lasts.

Obviously this works best on willing subjects, but this can be done by force, as some Forcang abilities are not advantages. Equally this may be done on purpose to friends or allies. This provides an important second option.

An Elder Forcang can target a Sentient who is a Forcang for at least 5 minutes with a steady stream of Residual Living Darkness, causing 5 Temporary Points of Bad Stuff. These points have the same lifespan. But instead of granting ten Lesser Forcang abilities, He may create a single Advanced Forcang Occult ability. This ability works anywhere and likewise lasts as long as the points of Bad Stuff last.

As a general rule, attempts to capture Forcang and bathe them in Bad Stuff and give them multiple Advanced Forcang Occult penalties tend to fail. It seems that inherently Living Darkness is unstable, and can in large enough quantities become unstable, even doing things like altering the Temporary Bad Stuff to Good Stuff, or change the nature of Occult Penalties. So some Bad Stuff and a penalty is very common. But smart Elder Forcang are aware of the limits of this ability. Also, the wording of Occult abilities are ultimately up to the Storyteller, and those who desire to use this ability regularly should design their desired abilities ahead of time to get them approved, so when the time comes, there are no surprises.

Bad things tend to happen to Sentients who gain more than six Lesser Occult abilities or two Advanced Occult abilities (for multiple reasons) from Dark Power.

Primal Anarchy

At any time you may shift into a series of alternate forms, in which you are a being of Primal Anarchy. While in this form you may switch between a series of elemental forms, air, earth, fire, water, steel, tree, darkness, light, and a number of others. In each of these forms

you gain appropriate elemental qualities. You also gain the Artifact quality "Invulnerable to all Conventional Weapons". Your shape is approximately humanoid.

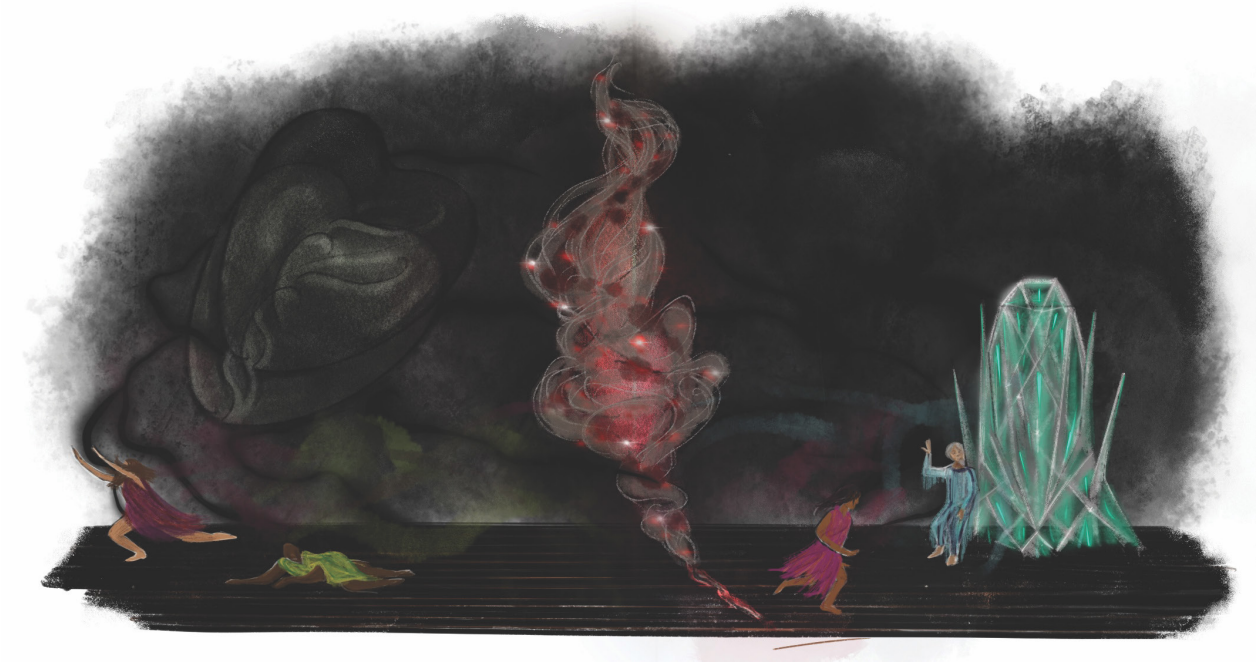
You gain a special weapon that has a Necromantic effect. Upon hitting its opponent, they find themselves less able to use their Potencies, which increases with every successive hit. It also dampens their Psyche, and their ability to use their skills. This weapon is a ray that functions in both Science and Fantasy settings, and operates directed by Warfare, but controlled by Psyche. The Necromantic damage will recover over time.

You have a number of Sorcery spells, as with the Potencies. These include Cardiac Arrest, Invisibility, and Strength Drain. These spells may be used at will, but require a large expenditure of Endurance for each use.

For those with who you do not share a language, you are capable of communicating telepathically.

You are capable of "Evoking Anarchy". While in one of your forms, you may release a stream of Residual Living Darkness while simultaneously shifting between your forms. This causes all Sentients without a very high Psyche to panic, and to run in fear, dropping whatever they are holding. Some may just as well start attacking those around them, or else engage in similarly crazed and chaotic action. The area of this effect is your uninterrupted horizon. Thus it is common to go to the top of a tall building in a city, causing everyone to go insane.

This form provides some protection against physical attacks. You essentially act as though the wielder of those weapons and Attributes had 10 Points of Bad Stuff. This tends to be effective at close range, during Warfare and Strength combat.



Lesser Adoption

Unlike a Lord of Order of this Tier, a Lord of Chaos does not have the ability to create whole geographic features within Manifestations, and the accompanying Miracle ability. Lesser Adoption permits a much lesser degree of Rights for geographic features within the Dark Lands, particularly along the Dark River.

An Elder Forcang who is a Lord of Chaos may enter an Unclaimed geographic feature, up to the size of a galaxy within a Universe, or a plane within a Cosmos, and Declare an Adoption. Over a process that takes 1,100 Years at most, She will gain the Rights of an Archduke for that geographic feature.

This is different than Sovereign Rights. Generally as Archduke he gains full control of the Reflections and may invest the equivalent of Potency Points in any Reflection without paying any actual Potency Points. He can define eleven or so Hallowed Reflections, areas that grant Lesser Occult Potencies to those who Inhabit the cities there. The Elder Forcang has Godlike Powers on these Hallowed Reflections, and on one of them He may place his Dukedom Capitol, which is also where He places an Entrance to His Tul. Usually over the next ten thousand years, every couple hundred years, one Local Advanced Forcang or a handful of Local Lesser Forcang arise with Occult Potencies defined by the Elder Forcang in a similar manner to the way Greater Genesis of Tier 4 Lords of Order works. These form Lieutenants and Servants in a Celestial Bureaucracy operating out of the Hallowed Reflections. Still, they are tiny numbers compared to the legions and armies of these sorts that exist under the control of Lords of Order, but they are a nice touch.

The numbers may be altered slightly of course if the Elder Forcang is simply adopting a City or single Reflection. Generally the territory of the Adoption needs to be of a sufficient size to permit there to be Hallowed Reflections—often a combination of several dozen planes and a few thousands planets at least. Over time an Elder Forcang with more than one Dukedom can combine them together in a process that takes an additional 500 Years each time. Combining a Dukedom Capitol into one location takes 200 Years. In some instances, Courts of Chaos provide these services at a discount. Generally it is assumed that Lords of Chaos will invest time doing this and building their territory and holdings, and the most powerful Lords of Chaos have holdings that are nearly as great as those of many Lords of Order (generally by the time they are Grand Elder Forcang).

Dark Storage

This is an ability that permits a Lord of Chaos to store Advancements Points in a bank of sorts to be used at will on future occasions. Many of Her abilities have options that require a large expenditure of Points and having these Points readily available any time can be very useful. To put points into Dark Storage, it costs 1 Advancement Point, which is permanently lost, and the Lord of Chaos gains 1 Temporary Point of Bad Stuff for 1 Month. At that point, as many points as are desired may be added into Dark Storage.

The Storage Limit for Dark Storage is 30 Points. As many points at one time can be added up to this maximum storage limit. Ultimately these points are stored in the Residual Living Darkness on the Lord of Chaos. It is important to note that this requires regular maintenance in that the Sentient must spend some regular amount of time in Living Darkness.

If He runs out of Residual Living Darkness, He can start to hemorrhage Dark Storage Points, in some cases permanently. There are some Orders in the Courts of Chaos, particularly Duzog, that claim to be able to help recover lost points, but these have had historically mixed results. In using abilities that are fueled by Residual Living Darkness, it is important to be aware of whether or not these will exhaust the remaining Residual Darkness Reservoir possessed by the Forcang. Generally a Forcang is aware of the content of this Reservoir.

Keeping a full Reservoir most of the time can actually cause the Dark Storage to earn interest, generally an extra Potency Point every six months.

ADVANCED DARK RIVER MASTERY

300 points. Or, if you've already got Dark River Mastery an additional 50 points

Rapids Guide

A Grand Elder Lord of Chaos is capable of expertly navigating the rapids of the Dark River Herself, but also performing the role of Guide for large Dark Lands Vessels for Advanced Lords of Chaos who are Rapids Novices. Their Psyches and Endurances heavily influence and substitute for those of the Advanced Forcang, and other character classes that might be on the vessel. In taking the title of Guide, a Grand Elder Forcang may charge any fee, favors, information, Artifacts, even good old fashion currency. Obviously since this is an established practice there is a certain market, and those who charge unreasonable rates will not find business. Then again, once in a while a group with a particularly unusual request might be willing to pay anything to go to some unusual Dark City or isolated Dark River tributary.

The costs for building Dark Lands Vessels is reduced and comes with additional options. Use the following table.

	Advancement Points	Details
1 Seat	2	Cannot choose 2,4,8, or 22 seat.
2 Seat	5	Cannot choose 1,4,8, or 22 seat.
4 Seat	9	Cannot choose 1,2,8, or 22 seat.
8 Seat	14	Cannot choose 1,2,4, or 22 seat.
22 Seat	20	Cannot choose 1,2,4, or 8 seat.
Energy Type	5	This must be chosen before Second Energy Type.
Second Energy Type	14	This must be chosen after Energy Type.
Psychic Sensitive	2	An Energy Type must have been selected to choose this. Cannot choose Power-Based Psyche, Able to Speak and Sing, or Able to Speak in Tongues and Voices.

Power-Based Psyche	9	An Energy Type must have been selected to choose this. Cannot choose Psychic Sensitive, Able to Speak and Sing, or Able to Speak in Tongues and Voices.
Immense Vitality	2	
Engine Speed	2	
Tireless, Supernatural Stamina	2	
Combat Mastery	2	
Invulnerability to Conventional Weapons	2	
Double Damage	2	Cannot choose Deadly Damage.
Deadly Damage	5	Cannot choose Double Damage.
Able to Speak and Sing	2	Cannot choose Psychic Sensitive, Power-Based Psyche, or Able to Speak in Tongues and Voices.
Able to Speak in Tongues and Voices	5	Cannot choose Psychic Sensitive, Power-Based Psyche, or Able to Speak and Sing.
Extraordinary Psychic Sense	2	
Psychic Neutral	2	
Regeneration	2	
Powered by Ḥowsh	5	
Contain and Use Named and Numbered Power Words	5	
Rack and Use Named and Numbered Spells	5	
Aesthetics of Dark Lands Vessel	1	Make it look pretty, serious, and decorate it any way you choose. Can change this generally at will, though the process can take a number of days, weeks, or months depending on the complexity of the change.

Type of Hull Armor (Adamantine, Clear Steel, Obsidian, Mithril)	1	Generally the Quality and Powers are what matter, but it will provide some difference if the hull is made of Adamantine or its lighter because its Mithril. Generally once chosen, this cannot be changed without several years of dry dock work (no extra Point charge).
Control of Creature Comforts and Living Necessities (Limited)	1	Provides forms of entertainment while in the vessel, and basic food rations, but it does not create food in sufficient quantities. Anyone traveling the Dark River knows it is a rough ride, requiring stops to restock.
Permit Shape Shifters	1	Different Elder Forcang have different opinions on allowing Shape Shifters in their Vessel. They have the ability to join them on journeys, in a weird form that looks like as sea urchin. To each their own. This basically coats the side of the Vessel so an Urchin can be stuck onto it for the ride. But you never know if you'll end up with a friend who is a Shape Shifter.
Reflection Sojourn*	9	Only permits travel to and from neighboring Reflections to the Dark River. Any, up to the full 22 on the Vessel, can be transported by the ability, as well as Urchins.
Communications Barrier	2	Must have Power-Based Psyche
Restricted Access	2	Must have Power-Based Psyche
Guarded	2	Must have Power-Based Psyche
Control Time Flow	2	Must have Power-Based Psyche

Able to "mold" Reflection Reality	2	Only Relevant Outside the Dark River
Limited Shape Shift	5	Must have Power-Based Psyche
Grant Occult Powers	14	An Energy Type must have been selected to choose this and must have Power-Based Psyche. This allows the creation of 4 Lesser Occult Powers or 1 Advanced Occult Power.
Additional Occult Powers	20	An Energy Type must have been selected to choose this and must have Power-Based Psyche. This allows the creation of 4 Lesser Occult Powers or 1 Advanced Occult Power.
Thçtz Object	14	This allows the use of another Thçtz to effect the Dark Lands Vessel. It is still necessary to pay the Dark Lands Vessel cost for Energy Type and the corresponding type of Psyche, if relevant.
Family Vessel	5	Generally orients the Dark Lands Vessel toward the family of the Lord of Chaos.
Anchor	9	Generally holds a Dark Lands Vessel still, preventing it from moving on down the River on its own.

A Grand Elder Lord of Chaos can be in Living Darkness essentially indefinitely. This is what really allows for true exploration of the Living Darkness in a way impossible to any other Tier or Character Class, with the exception of the rarest Tier 3 Lords of Chaos. They can spend weeks beneath the surface of the rapids, their Dark Lands Vessels Anchored at the surface, even in the roughest rapids. There they tend to lose themselves, as they enter a wholly different world, one of Entropy, and Annihilation.

It can take those weeks, and in some cases months, and legend says years to reach the choicest secrets of the Dark River, submerged in the depths of Living Darkness. There are worlds there, beneath the rapids. A few days is enough to find Multiverse shattering secrets, but these pale in comparison to those discovered by those who commit fully to Exploration. Yet these sorts of Grand Elder Forcang tend to become

altered over time by the Living Energy. There is a price to be paid, that comes with both curses and Potency.

These Lords of Chaos become Dark Lords, focused Forcang who lose access to some abilities of Lords of Chaos and gain some of their own. It is its own Archetype, with a Code of Conduct that carries harsh penalties for violations. Really it is more of an addiction, a permanent alteration, and those caught in this change find suddenly that they cannot return to their original form. They are forever more Dark Lords.

But it is thanks to them that secrets such as the possibility of The Great Wave was measured long ago, and the continued rate of increase in Strength of the Dark River. They are not automatically evil, though most question their sanity. More information can be found under the description for Dark Lord.

There are some Dark Lord abilities that tend to be available to all Grand Elder Lord of Chaoses. In a pinch, those who regularly spend time on the Dark River, particularly in it, can conjure a minimum points Dark Lands Vessel made of the Living Darkness, a design of Pure Energy. It can seat up to 2 and has up to 8 Potency Points worth of categories. This is a good emergency measure on the rare event that His Vessel loses its Anchor, or it fails, and it zooms down the River, leaving Him stranded. Generating it on the River Itself out of the pure Living Darkness does not consume Residual Living Darkness. But the Darkness Vessel Reduces back into the river after several days, maybe a few more depending on how good the Psyche of the Forcang happens to be. This is an emergency measure, not a logistical choice.

Of course a Grand Elder Lord of Chaos of a particular mind with a particular relationship with Living Darkness can attempt to summon a Dark Deluge to submerge Her own Dark Lands Vessel, and in some cases, those of Her adversaries. This does usually use Residual Living Darkness in addition to manipulating the pure stuff as well. Of course anyone aboard Her Vessel who is not of the proper class and tier will suffer terrible affects. This takes tremendous Psyche and Endurance and regular exposure to direct Living Darkness to use. Also, submerging Her own Vessel can cause damage to it, since it is not meant to be covered completely in this method. It may take Potency Points, in a particular amount, to repair it afterward. Until that happens, it is fragile, and gains a Damaged condition, and may break further or become more effected by adversaries in the future. Of course the same is true for the Vessels of opponents. Generally this is a quick deluge, not any sort of constant flood. Other Guides can attempt to hold back a Dark Deluge, and prevent it from happening.

Some entrances to Dark Cities and destinations, such as on Sandbars, along the surface of the Dark River, are only accessible with those who have the Identity of a Dark Lord. It is possible to gain an in between status. Those who have spent a considerable amount of time, usually many months in Living Darkness, can often gain this Identity, and the ability to use most of these Entrances.

Generally the Dark River is now the Grand Elder Lord of Chaos' playground, and He should take advantage of it, and think of creative ways to use it. A wise Lord of Chaos spends at least some time exploring Living Darkness, though there is certainly no requirement to choose the Dark Lord Archetype, and most do not. Most do build their own snazzy Dark Lands Vessel which they use to travel around with, often a series for their families. Some entrepreneurial Grand Elder's might start Forcang Businesses dealing in Favors and other Real Currencies, offering their Guide abilities and quality Vessels to those of lower Tier and different classes. The Dark River feature has endless possibilities.

Royal Howtul

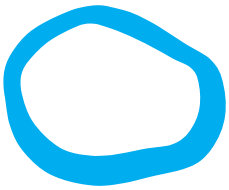
A Grand Elder Lord of Chaos is an expert at designing and expanding Her Tul, whether it is Hers alone, or belonging to a long established Noble Family. She has the respect of Royalty,

and Her Tul is like a Palace. She can construct Her Tul faster and for fewer Points than ever. She has more options than before, including very difficult technical choices that come with some degree of risk but great potential. Use the table below to see changes and new options.

	Time	Advancement Points
Entrance to Tul	16 Years	5
Tiny Room	2 Weeks	1
Small Room	2 Month	1
Medium Room	8 Months	1
Big Room	24 Months	2
Large Room	4 Years	2
Giant Room	7 Years	3
Gargantuan Room	11 Years	4
Colossal Room	16 Years	5
Small Hallway	2 Months	1
Medium Hallway	8 Months	1
Large Hallway	24 Months	2
Apothecary	24 Months	2
Arboretum	11 Years	4
Armory	4 Years	2
Art Gallery	4 Years	2
Ballroom	7 Years	3
Barracks	11 Years	4
Bathroom	8 Months	1
Bedroom	4 Years	2
Bunker	7 Years	3
Card Room	7 Years	3
Class Room	7 Years	3
Command and Control Center	16 Years	5
Commercial Store	7 Years	3
Convention Center	16 Years	5
Custom	2 Months – 16 Years +	1 – 5+
Distillery	7 Years	3
Dungeon	11 Years	4
Entertainment Center	7 Years	3
Factory	16 Years	5
Garden	7 Years	3
Great Hall	7 Years	3

Guest Room	24 Months	2
Important Guest Room	7 Years	3
Infirmary	7 Years	3
Interrogation Room	4 Years	2
Jail Cell	8 Months	1
Library	7 Years	3
Mage Room	24 Months	2
Meeting Room	4 Years	2
Music Room	4 Years	2
Observatory	11 Years	4
Office	7 Years	3
Opera Hall	16 Years	5
Pharmacy	24 Months	2
Power Plant	16 Years	5
Recreation Room	7 Years	3
Research Center	4 Years	2
Restaurant	4 Years	2
Safe	24 Months	2
Salon	4 Years	2
Security Office	4 Years	2
Sports Stadium	16 Years	5
Starship Bay	16 Years	5
Temple	7 Years	3
Throne Room	7 Years	3
Torture Chamber	4 Years	2
Training Room	4 Years	2
Warehouse	11 Years	45
Small Patio	8 Months	1
Medium Patio	24 Months	2
Large Patio	4 Years	2
Small Window	2 Months	1
Medium Window	24 Months	2
Large Window	7 Years	3
Add Artwork	4 Years	2
Customize Aesthetics	8 Months	1
Add Room Resource	2 Weeks	1
Add Room Resources (x11)	2 Months	1
Add Advanced Room Resource	2 Months	1
Add Advanced Room Resources (x11)	8 Months	1

Add Servant	2 Months	1
Add Servants (x11)	8 Months	1
Add Advanced Servant	8 Months	1
Add Advanced Servants (x11)	24 Months	2
Change:		
Foundation in Different Dark Region Reflection	2 Years	1
Change:		
Foundation in Great River, Near Indeterminate, or Light Daxuk	5 Years	3
Change:		
Foundation in Deep Daxuk	7 Years	5
Fortify	7 Years +	3+
Quality	11 Years +	4+
Thçtz	16 Years +	5+
Secret Tul	11 Years	4
Misc	2 Weeks – 16 Years +	1 – 5 +
Change:		
Foundation in Indeterminate	11 Years*	7*
Change:		
Foundation in Alternate Dimension	22 Years*	11*
Change:		
Foundation in Ḥowsh World	33 Years*	15*
Change:		
Dark River Sandbar or Surface Feature	11 Years*	7*
Change:		
Dark River Shallows	22 Years*	11*
Change:		
Dark River Moderately Deep	33 Years*	15*
Change:		
Dark River Very Deep	44 Years*	19*
Change:		
Dark River Custom	55 Years*	24*
Reflection	16 Years +	5+
Occult	22 Years	6
Hallowed	55 Years+	24+
Primal	33 Years	15
River Vessel Bay	16 Years	5



Along with the discounts the new options offer the Grand Elder many Powerful new options.

There are many more options for the Foundations of the Tul, but these are all notoriously difficult and challenging locations to choose. It takes a Lord of Chaos with high Psyche, Endurance, and generally also other attributes to succeed in this these unusual settings. Each is different and has unique requirements. If the attempt at changing to that location fails, there is no guarantee that any Points invested will be recovered.

Foundations in The Indeterminate are a clever way of gaining true power, fame, and fortune. Particularly, for those who have already established a sizable presence of their Tul along The Multiverse near The Indeterminate, they might use this to have some sections actually in The Indeterminate. It would be highly recommended to spend many extra years learning about The Indeterminate to gain skills associated with it and its history, perhaps including a trip to the Abyssal Courts, and an actual journey through the West Gate may help. Any number of threats might exist even after a successfully built Room, Hall, or Patio, and it is not unusual to have a section of the Tul destroyed. These usually need particularly expensive investments in fortifications, qualities, and other protections. At the end of the day nothing may prevent these from ultimately being consumed. But the potential of a private entrance into The Indeterminate and the discoveries there for powerful Forcang can be endless.

Other Dimensions are always theoretical, and even other classes that have abilities that reference them generally do not automatically actually bring Forcang to those dimensions, but merely acknowledges that they might exist. This option takes considerable research, even much more than that for The Indeterminate, which everyone knows exists. Having one of the Potencies that references a Dimension helps. Once another Dimension is fully researched, generally with the assistance of another Energy form (anything but Journey), the Change for the next section of the Tul can be attempted into that Dimension. This is still very difficult and uncertain, particularly since it may be that the Forcang has never actually been to the Dimension before the establishment of the Foundation. Therefore, there may be any number of unknown obstacles, or not. But it is the very nature of this unknown potential that draws Forcang ever interested in novelty and new sources of Potency to insert a Foundation, and then an Entrance, so as to access the Dimension, and its possibilities. Of course this is very perilous.

Putting Foundations in Ḥowsh Worlds is difficult more in that it is combining Energy Types, and fundamentally only a Grand Elder Lord of Chaos who also has Advanced Ḥowsh Networking can use this option successfully (a good reason to choose that secondary interest). It takes a Forcang who is an expert and an innate avatar of both Ḥowsh and Maelstrom to connect Ḥowsh to Maelstrom in this manner, and it still takes either many years or lots of Potency Points. Of course an Entrance from the Section must also be made into the Ḥowsh World once the Foundation and Room has been made. In addition, the Powered by Ḥowsh option must by selected to permit creations within the Ḥowsh World to enter through the Entrance into that Section of the Tul. But it is important to note that these Ḥowsh Phantoms can only exist in these sections that have the Powered by Ḥowsh option, which must include the Section with the Entrance to Tul if they are to enter into it. There

must be a line of Sections with the Powered by Ḥowsh option for the Ḥowsh Phantoms to continue deeper in any direction into the Tul. No matter what, this does not permit the Ḥowsh Phantom to enter into The Multiverse Proper without following the normal rules for a Ḥowsh Phantom under the ability for Advanced Ḥowsh Networking. But a clever Lord of Chaos who is also a Ḥowsh Artist might fill Her Tul with Her Ḥowsh Phantoms as well as Forcang allies and other servants—for a price of course.

Building infrastructure for the Tul in the Dark River itself takes great technical understanding of Advanced Dark River Mastery and this ability, so it takes time or many Potency Points. A Sandbar is not very big, perhaps fitting a Small Patio and an Entrance to Tul. Still, this could become a very useful shortcut, or escape route from the Dark River. Or if the Grand Elder Lord of Chaos wants to go swimming in Living Darkness, this would offer a quick route into it. The successively more expensive options demonstrate how much greater difficulty it is for such a feat. Those secrets of the depths of the Dark River come from somewhere, and ancient Ḥowtul of the oldest Noble Families can be one of those sources. They of course would have had the time to build networks of Foundations in the deepest depths of the Dark River, where none were meant to find the Sections, or what might be released into the local environment. A smart Grand Elder might go to the spot they wish to place the Foundation at first, to make sure they are alone, and not near something of power or interest. The Living Darkness itself is powerful, and it will require some occasional investment of time or Potency Points to repair damage to sections.

The Reflection options allow for use of many of the categories of the Shadows section in the Amber Diceless Rulebook. These can be applied to Sections of the Tul individually in a way that makes sense. Some aspects of Reflections categories do not make sense, and these details should be discussed with the Storyteller. Generally the details would be reframed with reference to the Section. This does not alter the cost, though that can be argued. In some cases for Sections particularly Powerful, a Reflection cost may be more than the normal cost.

The Occult option allows for Occult Lesser Potencies to be granted to those in the Section, generally 2 per cost. Instead for a cost of 100 Years, or 30 Potency Points, She may gain 1 Advanced Occult Potency. These Potencies generally are granted to all Sentients in the room, although some qualifiers may be included in the rules for the Occult ability, as per the rules of Occult abilities. Some Ḥowthçtz grant Occult Potencies. Generally those available to be built with the options in Ḥowtul grant Potencies less efficiently than the Occult option, though using them together in the same room might result in an extra Lesser Potency for the same cost as 2 Occult costs (44 Years or 12 Points) or 2 Advanced Potencies and a Lesser Potency in 150 Years. This generally involves building a room with both this independent Occult option and a Thçtz option built in.

The Hallowed option is used for sections of the Tul built on Hallowed Reflections. In order for the Archduke to receive His Godlike Potencies, or the members of the Celestial Bureaucracy to receive their Occult Potencies, the Section must have the Hallowed property. Generally only Sections on Hallowed Reflections can receive this option. It is possible to attempt to give Sections of the Tul adjacent to another Section with Hallowed this property, but it costs a custom amount of Years or Points, subject to the Storytellers approval, and it can be very expensive, usually prohibitive. It is very rare, even in the Tul Palaces of the Courts of Chaos, for the Grand Elder Forcang there to have many rooms in which they have Godlike Potencies. Yes, they do have a few.

The Primal option is necessary to really install that Section as part of Dweehwail history, on the scale of Great Ḥowthçtz, a piece of Reality. Of course it means it is a lot easier to see where its Foundation rests, but also much harder to destroy. This goes well when it comes to fortifying it and protecting it. It also helps

establish it as one of the great ones—an ancient and wondrous Tul. Certainly the Tul Palaces of the Courts of Chaos have Primal Sections throughout most of their insides. It is also found over time that Ḥowtul that have a large amount of Potency Points invested do better when they are supported by being Primal, as if that Force acts as a vertebrae, preventing all of those heavy Potency Points from collapsing. It is rare that happens, but it is a concern for Ḥowtul as they get older and full of Potency Points.

A final addition to the categories and options is a Dark Lands Vessel Bay. This has to be positioned properly in the Multiverse, so it is right next to the Dark River. Of course most places along the Twilight Peaks are by definition along the Dark River. Otherwise a Small Patio with an Entrance on a Dark River Sandbar can work as a connection to a River Vessel Bay. What this allows is for a Dark Lands Vessel to be stored in a safe location, secured, and protected. Dark Lands Vessels also receive considerable investment, and having a place to put them when they are not in use is something that occurs to every Lord of Chaos. This permits that to happen. It is a big, heavily protected section of the Tul, generally with other sorts of Science or Fantasy devices and servants to provide maintenance and service between uses. It is possible to use the Reflection Sojourn function of the Dark Lands Vessel to move it in and out of the Bay. The Patio, as mentioned, for example, would make the Dark Lands Vessel Bay, count as a nearby Reflection. This is a good combination of these two abilities.

A major change to the how this table works is that it does not necessarily need to apply to an entire section. In particular, a Quality may be applied to a single Object in a Room, a Thçtz applied to most of the rest of the Room. This can get very expensive, as a Secret Way is created in a corner of the Hall, while the rest is an Art Gallery, with Forcang Artwork. But this sort of flexibility only offers more options for creating the perfect Tul.

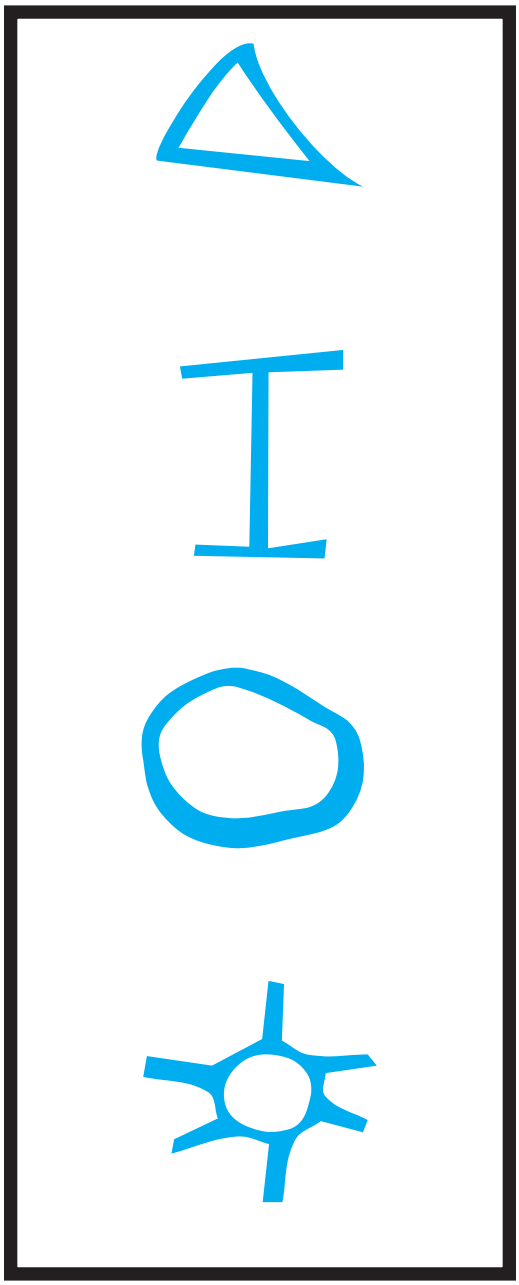
Take advantage of the Custom and Miscellaneous options, and discuss any new ideas that are not listed. The Potencies and uses of a Tul are potentially endless. Do not miss out on any one of them.

Greater Primal and Occult Thçtz

Grand Elder Lords of Chaos have achieved great mastery over their innate connection to the Dark River and its Energy, and are able to harness this toward enhancing Ḥowthçtz in some of the most potent ways imaginable.

Now, once all the multipliers are totaled, the final result multiplied by the Power Point base number is the multiplier constant -1. In other words, if the base number for Reflections is 12, and for Manifestations 20, while the Multiplier for Reflections is 1, and the Multiplier for Manifestations is 4, that means that total multipliers are 5, and 1 can be subtracted from them, in this case from the Manifestation Multiplier. A Multiplier in a given category cannot be reduced below 1. Therefore the final result is a 3 for the Manifestation Multiplier in this case. As with other reductions in the cost of the Thçtz, for purposes of its actual Power, the Thçtz is still recorded at the higher number. It is simply that the Grand Elder pays fewer Potency Points to build it.

The table for building Objects for Ḥowthçtz is altered in the following manner, and gains the following additional options and categories. Objects are different than Manifestations. More details will follow the table.



	Potency Points	
Immense Vitality	2	
Engine Speed	2	
Tireless, Supernatural Stamina	2	
Combat Mastery	2	
Invulnerability to Conventional Weapons	2	
Double Damage	2	Cannot choose Deadly Damage.
Deadly Damage	5	Cannot choose Double Damage.
Extraordinary Psychic Sense	2	
Psychic Neutral	2	
Able to "mold" Reflection Reality	2	
Regeneration	2	
Alternate Form/Shape	2	Cannot choose Alternate Name and Numbered Forms/Shapes and Limited Shape Shift
Alternate Name and Numbered Forms/Shapes	5	Cannot choose Alternate Form/ Shape and Limited Shape Shift
Limited Shape Shift	9	Cannot choose Alternate Form/ Shape and Alternate Name and Numbered Forms/Shapes
Powered by Ḥowsh	5	
Contain and Use Named and Numbered Power Words	5	
Rack and Use Named and Numbered Spells	5	
Confer Quality on Wearer/ Owner/User	9	
Confer Potency on Wearer/ Owner/User	14	
Personal Object	2	Required for an Object
Object of the Realm	5	
Occult Object	9	
Primal Object	9	
Communications Barrier	2	
Restricted Access	5	
Guarded	9	
Control Contents	2	
Control Time Flow	5	
Control Object's Destiny	9	

Reflection Trail	2	Cannot Choose Reflection Path, Reflection Seek, or Reflection Sojourn
Reflection Path	5	Cannot Choose Reflection Trail, Reflection Seek, or Reflection Sojourn
Reflection Seek	9	Cannot Choose Reflection Trail, Reflection Path, or Reflection Sojourn
Reflection Sojourn	14	Cannot Choose Reflection Trail, Reflection Path, or Reflection Seek
Object of Daxuk	20	
Dark River Tolerant	35	
Reality Bender	54	Includes Object of Daxuk and Dark River Tolerant
Advanced Weapon	5	
Advanced Weapon	9	
Advanced Weapon	14	
Advanced Ability	5	
Advanced Ability	9	
Advanced Ability	14	
Artwork	2	
Artwork	5	
Artwork	9	
Servants	2	
Servants	5	
Servants	9	
Resources	2	
Resources	5	
Resources	9	
Aesthetics	5	
Type of Hull Armor (Adamantine, Clear Steel, Obsidian, Mithril)	5	
Control of Creature Comforts and Living Necessities	5	
Family Vessel	14	
Anchor	14	
Other	35	May Cost More or Less Points

The Tier 4 Lord of Chaos table for Ḥowthçtz really opens up the options for Reflections, but even more so for Thçtz Objects, bringing in categories usually associated with Reflections, weapons, Ḥowtul, and all manner of other abilities and resources.

It allows for ease of travel by enabling Journey abilities to the Thçtz, an odd feature. It also enables, for those who provide the sufficient investment, for Objects that can travel to very exotic locations. However, it should be noted that generally these will have to be Objects for Ḥowthçtz, and otherwise specifically created with engines to enable travel to the actual locations. The ability to be in Daxuk, or the Dark River, or Realities like The Indeterminate, does not mean that the Object has a way to get there. But the Thçtz could have as one of its designs a powerful method for propelling the Object to reach those locations.

There seems to be a contradiction between Control Contents and all of the Tul categories. Control Contents is a large, general tool for controlling the mood, the emotions, the actions, and personnel of the Object, but particular instances may still vary. It controls the history of the pirate ship, or battle cruiser, but specific instances where some resource or another, or a needed position on the crew not being filled, may still occur. These instances are fixed with the fine tuners, the Artwork, Servant, and Resource options. Based on the quantity of servants and the type of servant, the cost in points varies, and generally instantly generates the help, and once generated with points, such positions remain filled, even after a person is killed or incapacitated. For instance, it happens that an able replacement appears at the next starbase who is friendly and interested in joining the crew. The same system works for resources.

Artwork can generally be designed with the Control Contents category, but if a Forcang really wants the best, museum quality pieces on her ship, or Reflection, then investing in the Artwork Categories ensures that this effect will be achieved. Control Creature Comforts is a final seemingly redundant category. It once again ensures that the wet bars are stocked with the best whiskey, that the food is banquet, luxury quality, and that the entertainment is fresh, novel, and interesting. Otherwise this might tend as being the case, but lapses may happen that could cause problems for the most important guests. Remember that the Control Contents category is only 2 Points, while the other options cost quite a few more. Consider the former just a given down payment on what will over time be periodic additional investments in the quality of the vessel or Reflection.

The Reflection categories are more extensive, and with the Control Destiny category, the Forcang really can arrange for others to eventually run into him, the same way it works on a Reflection. The weapons and abilities options allows for future science and future fantasy weapons and abilities to be activated for full benefit, immediately benefiting from Deadly Damage for instance if that category has already been purchased. Abilities might include systems of transportation that allow instant teleportation (portal) travel between worlds in galaxies of future fantasy civilizations or defenses against weapons of mass destruction in a future fantasy setting.

Communications barriers are very useful, as with Reflections, for keeping out Forcang, which is addressed with Restricted Access. Require that anyone entering literally needs to know the password, and even a Forcang will not be able to go onboard the pirate ship unless they say the magic words, even if they can see it (though they could still blow it up). Guarded Objects provide a strong first line of defense against those who would threaten the Object. For those who have strong connections to the "Object", a pirate ship for example, and its crew, the Guardians provided by this category would be normal members of the crew, but rather monstrous creatures (Foreigners of the Monstrous subtype) controlled by the Thçtz, under the command of the Lord of Chaos. They are different every time, and living with them around takes some adjustment, and usually it is nice to ask permission before simply imposing

them on a crew. But having a supply of minions that regenerates its losses quickly to defend your Object has its uses—and the creatures can be friendly and kind of cute—or mean if you like that too! Control Time Flow allows your vessel to be set apart the moment someone steps on board, literally with time flowing faster or slower, by many degrees. Generally this cannot be as great as a Reflection, but it can still be very significant.

Finally there are the options to make the Object a Family Vessel, which can actually be risky, as a Thçtz can find this offensive. It can have a personal relationship with its Creator, but it may resist having a piece of itself being reduced to being merely an arm of the Lord of Chaos's family. Yet this is still an option, even if it may lead more quickly in the long run to the Thçtz gaining independent control of itself. An anchor simply lets the Object stay still, wherever it is, in a very firm way, which may be difficult to do in certain extreme environments.

No Lord of Chaos should feel that these options are the limit to what she can do. After all, even Dibødo was once a Lord of Chaos creating the Journey as a Primal Thçtz. The rest is legend.

Doppelganger

This ability allows the Grand Elder Lord of Chaos to create a copy of himself, a Doppelganger, that has 65% the value of his Attributes, and a combination of 65% of his Potencies, which may divide Potencies up by Attribute. However, the Doppelganger comes with 10 Points of Bad Stuff. Otherwise, it serves just like an avatar, similar to the Lord of Order ability. The Lord of Chaos can be in two places at once, and can see and think and hear, and sense simultaneously in both of those locations, hold two conversations, and do everything it means to have two selves.

As with the Lord of Order Avatar abilities (see those ability descriptions), Forcang can generally tell the difference between a Doppelganger and the Lord of Chaos Herself. So for important meetings, it is important to arrive in person. Not to mention, that in the case of the Doppelganger, things tend to go wrong. So they have to be used more delicately. But they are still very powerful. And they have much of the capability of the Lord of Chaos.

Doppelgangers exist indefinitely, but the old Doppelganger must be Reduced before a new one can be created. This causes it to reduce to an amorphous tar-like liquid in about ten seconds wherever it is in The Multiverse. Creating the new one takes about one hour.

Maelstrom Paths

To qualify, you must have been a member of the respective court in good standing.

Duzog Court Queen

What would someone who is already treated like royalty in Duzog desire? Well the choicest pieces of land, and assignments, and people to talk to would be a start. As a Grand Elder Lord of Chaos, it is clear who gets the most respect in Duzog—from the position of their property and Entrances to their Ḥowtul, and the success of the their building projects, and getting things done, and having a say in the government. They get the respect they deserve.

A Duzog Court Queen gets a Dukedom for starters, as a basic tithe for making it this far by merit, or else it will be a family possession passed down over eons. This Dukedom will span hundreds of thousands of galaxies and hundreds of thousands of planes. Now if it is one assigned by Duzog, then the family or particular Forcang will have to take what they can get; but as previously said elsewhere, part of the test is the ability to win at intrigue, and by now, a good Noble should have been playing politics, and by the time that first meeting arrives, the Queen should be able to tell the representative of Duzog, rather, what Dukedom, what territory She will be taking as a possession from among those within the vast holdings of Duzog that it gives to its Grand Elder Forcang—having successfully pried a choicer selection from some other sorry Elder Forcang or even Grand Elder Forcang. Of course other abilities can be used to go out and stake a flag in

an unclaimed Dark Lands stretch of galaxies, or even a whole manifestation, assuming a Forcang has a couple millions years to spare. But intrigue is so much more fun, and so much more the style of a Lord of Chaos.

And on the same note, Queens can expect to receive summons from the Royal family regularly, and assignments, that are really orders, but are fun, and interesting tasks. These are top level requests that bring a Grand Elder Lord of Chaos into the Anarchic Precipice to meet a member of the Royal Family, and then out to accomplish some grand scheme on behalf of Duzog, that is deemed to fall within the particular talents of that Forcang Queen. It is important to note, that in a real way, the literal success of Duzog depends on the successful merits of its Grand Elder Forcang, since its new crop of Chaos Blossoms each year grows in strength directly related to the success of its Grand Elder Forcang. So the Royal Family works closely with its Grand Elder Forcang. Of course, most of the time Queens can count on being left alone. These are still just occasional summons—like paying taxes—that usually come with enormous payouts and benefits.

The Anarchic Precipice is now almost entirely open to the Grand Elder Lord of Chaos. With the limit of very few locations that require submitting to particular Archetypes, Queens now have free reign of the Royal Palace, and all of its secrets. Of course now they just have to get past the Royal Guards and the passwords if there is a room they are not supposed to access. It is even possible to be invited to serve on the Small Council, and in all manner of government positions, so those particularly good at politics, who work very hard at their Royal Assignments, just might go very far with Duzog. Maybe even they might put their eye on something particularly juicy and untouchable—the throne of Duzog itself—the sort of dream only a Player Character might have.

Queens can request assistance from Duzog at any time, and usually within thirty seconds, a small force of Forcang will arrive to assist Her via Ḥowsh Connection. This cannot be used too frequently, so it is important that it is the utmost need. On rare occasions, a Ḥowsh Gate can even be opened to fly small vessels through.

It is said that over the eons a great benefit and secret has been gained by the Court of Duzog, namely, that they have tamed some elements of the Crucible. This has the most horrific suggestions, that perhaps even they still know its location, and perhaps even have forces working on it. At the very least, it seems that an ability is granted to the Queens of Duzog, namely, to be able to survive in Daxuk innately. While in Daxuk, Grand Elder Lords of Chaos of Duzog have no need to eat, drink, or sleep. This is truly a dark secret, and many a Vampire would give their life to learn more about it.

The Grand Elder Lord of Chaos of Duzog also prove particularly resistant to other types of potent energies, whether it is forces within The Indeterminate, or even other alien or alternate dimensions. This does not work every time. But many say that this is the cumulative effect of great Ḥowthçtz like the Crucible, and countless others that have been built or possessed over the years, that have given a communal toughness, that at this tier of Duzog, gives a certain shield to Psyche, Strength, and Endurance, equivalent in those instances to several ranks. This is specifically against the environmental effects, and in some cases, creatures associated with them.

Grand Elder Lords of Chaos of Duzog are intimately familiar with grand cities, and are never lost, no matter which city environment she finds herself visiting, even for the first time. The hardest to find locations may require a basic map, but she has a great intuition, based on Psyche, for finding locations. This is true of cities, but all the more so of towns, villages, and hamlets. This ability may function to a lesser extent in more complex locations such as multi-dimensional Ḥowtul, The Indeterminate, and alternate realities, or it may not work at all in these locations.

Ambassadors are a particular Archetype of Duzog Grand Elders who are capable of

enduring Living Energy, to the extent, among other abilities, that they can traverse River Vessels, and they can enter the Tree Canopy in Goamdwee. They are associated with a Powerful Thçtz that has some similarity to Journey deep within the Anarchic Precipice—a lesser cousin in some ways—that grants some resistance and even immunities to the effects of Journey on Maelstrom. By walking the Ambassador's Journey, Ambassadors are able to serve Duzog well as foreign dignitaries. But only the most select Grand Elders are selected for this role, and those interested should hope they have the ear of the King or Princes or their favorite advisors if they want such a job.

Reality Wardens are a particular Archetype of Duzog Grand Elders that receive special abilities that enable them to guard gateways into alternate realities, keeping dangerous forces and creatures at bay, or opening them on command from their royal patrons. Their abilities are granted from special access to Ḥowthçtz deep inside the Anarchic Precipice, which she visits regularly, although eventually the abilities become innate. This is not a short term commitment, but a special honor granted by the Royal Family to those they trust the most, for terms of at least 5,000 years. Nonetheless, the assignments are interesting, and there are opportunities for leave, special objectives, and a character may find that gateways are in many locations throughout Dweehwail, and beyond. Therefore, it is a big commitment, but the tradeoff may be worth it.

Rozeg Court Duke

Grand Elder Lords of Chaos of Rozeg have achieved a rank of nobility within the Court, and may work to earn a space among the most trusted Forcang in the Kingdom. It is best that they hone both their Advanced Dark River Mastery and abilities as a magic Master, and top that off with additional qualities and abilities to bring to the table. Rozeg respects facts on a resume. And of course those who have already found their way to the most famous locations within the Palace Arcana. Has the Grand Elder been to the Library Arcana and read some of its key books? Has she been to The Great Oracle and received advice? Has she been to the Well of Redemption and gained enlightenment? What about other locations? To earn a place among the select, a Grand Elder Lord of Chaos of Rozeg must prove they can pass the tests of the Palace Arcana.



Some of the additional locations to look for that should now be available to her include

The Transitive, a space between dimensions, The Indeterminate, and Daxuk, in which Magic in particular has particularly unusual properties, and experiments are performed. There is also The Real, a small space of strange creatures and vibrant meadows or dark storms that is both wonderful and terrifying. Finally, there is The Distant Star, apparently a moon on the distant side of The Indeterminate, with all the perils, but also all of the possibilities that provides.

Of course the Duke will be called upon for matters of business to the Palace, even if he is not one of the most trusted advisors. He will be given difficult assignments, of all sorts, suited to the unique talents of each Grand Elder. These are mandatory, and those who fail to do them may lose access to their Maelstrom Path abilities until they walk the Twilight Maelstrom again. One of these tasks might even be to tend the garden of Chaos Blossoms, which actually generates a unique Archetype, given its location in Rozeg, within the Palace Arcana, known as Gardeners. Those interested in the natural side of magic at the level of a Forcang might consider becoming a Gardener. It is best to do the assignments and then move on with individual pursuits afterwards. Furthermore, it plays politically with the Royal Family, earning future favors, and bringing him closer to The Select.

Rozeg Grand Elder Lords of Chaos' knowledge of magic is such that even in environments that manipulate magic they are capable of resisting these effects, and casting their spells normally. For instance, in a Daxuk Realmz with enhanced Conjuration, she could cast regular conjuration, or if it had limited Sorcery, she could cast regular Sorcery. She may make two alterations such as this up to two steps. Moving two steps counts as two alterations.

The Grand Elder may memorize two Sorceries without expending Refined Energy, or up to three Sorceries by expending 20 points of Refined Energy. This is in addition to those stored on Her Logrus tendrils.

For Grand Elders who have found their Dream World's, and wish to move them to a Manifestation or Galaxy that belongs to him, there is a special Thçtz in the Palace Arcana designed for the purpose. It requires that he be a full Master of course with a Dream World, and that he have an Adopted Manifestation or Galaxy.

And toward that end, Dukes get a Dukedom, which is smaller than in Duzog, but makes up tens of thousands of galaxies and tens of thousands of planes. She is also able to use Lesser Adoption or Greater Adoption with a time reduction of 33%, accounting for her magical talents complimenting her Dark River Mastery and her Malestrom abilities, provided she is also a Master.

The total reduction for the time it takes for learning Sorceries becomes 95%. Add the lynchpins to the base time before applying the reduction. This supersedes all other reductions in casting time.

For purposes of using Necromancy and Advanced Necromancy, a Grand Elder Lord of Chaos of Rozeg considers himself to have a Strength two ranks higher.

Kroetof Court General

Beginning with an entry rank of Rear General, and working onward through the ranks, the Grand Elder Lord of Chaos of Kroetof has reached the pinnacle most Forcang of this Court achieve. Unless somehow she succeeds in earning a place among the Strategoes, or their individual War Councils, the amount of freedom and control a Forcang of this court has at this point is near its maximum.

As long as you are along the Dark River, the bonus to Warfare increases to a total of 50, and the bonus to Strength increases to 25. Everywhere else the bonus to Warfare is 30 and the bonus to Strength is 15.

The number of Potency Points available to assign to his primary artifact increases to 60. In addition, a secondary artifact becomes available that may total up to 30 points. Both of these must be weapons or armor.

The same eight Advanced Forcang who made up your War Council, and perhaps your squad before that, are available to make up your

War Council as a General. Kroetof finds loyalty to be a strong glue to hold its Court together, in addition to discipline. Of course, now that you are a General, you have more of a say. You can choose whether or not you want to keep a particular member of the Council, and can interview replacements yourself. This still does not mean that higher ranking generals or even the War Council of a Stratego might not force your hand and give you someone to work with. But you have far more say. Ideally you end up with the same group you had from the start of your experiment with leadership in Kroetof, with maybe a few additions.

You now have access to the contents of Kroetof's research and development arm. This develops highly classified artifacts and Ḥowthçtz among other items for the use of its officers and trained specialists. You can tour facilities and make use of completed arsenals. In rare instances you may require approval of higher ranking Generals, and in the case of Weapons of Mass Destruction, you may need permission of a Stratego. The Kroetof Generals in charge of this research have cooked up some impressive devices, so this side of the Court should not be ignored. They are also in charge of the next crop of Chaos Blossoms, which is considered almost a sacred task in an otherwise not particularly religious court.

You will find that your territory has expanded to several thousand galaxies and several thousand planes. This would certainly be dizzying, but all in a day's work for the mind of a Grand Elder Lord of Chaos. And they are to be kept battle ready. But as with the previous tier, some are to be used as experimental workshops with all forms of government, environment, and people, since Kroetof wishes to learn about all forms of existence should they become relevant in the next war. You are still the God-King of the realm.

The Generals' Quarters in Kroetof Command are vast. They can house armies and armadas, and train them too. They can simulate almost any battle. Food and drink there is plentiful and self-sustaining. Yet it is still not too comfortable. It is perfect for keeping your command together and doing Kroetof's assignments.

You are now bound for seven to nine weeks of active service every year, plus more if you are asked for additional time. You are also expected to diligently control and monitor your military dictatorship and territory on behalf of Kroetof.

Thçtz Object Starships and Planofacts are very expensive, which is abundantly clear. Luckily, there is a major discount, given that no proper Kroetof command would be without one. You receive a 40 Potency Points credit toward improvements to such an Object Starship. In addition, while they are in service to Kroetof, they tend to be partially controlled by the communal mind of Kroetof Command, and therefore, the likelihood of the Thçtz taking control is even further reduced.

Highland Utility

This takes the Highland series ability and adds a variety of additional uses in the Dark River Highlands environment, as well as to a lesser extent, for those Forcang with particularly high Psyches, in the rest of the Dark Lands, particularly near the Dark River and its tributaries. There are some similarities with this concept to the Energy Star ability of the Advanced Great River Imprint Potency.

Using her Black Channel Tendrils, the Grand Elder Lord of Chaos can manipulate matter of any sort found on a Reflection, gently changing it into structures of any kind, eventually creating enormous, precise creations. This takes Black Channel Fortress to a whole new level, and those with high Psyches and Endurance values can make very precise features and even define organic elements to these structures. These Tendrils can reach out and bring in matter from nearby or distant Reflections within range to make these creations. This can be used to augment Dark Genesis, morphing mountains, creating fortresses of adamantine, and hollowing out catacombs and bunkers. It takes about one

hour to manipulate one billion cubic miles for every twenty points of Psyche, rounded down. Organic matter in the premises of the adjustments can be moved without harming it if desired, or destroyed if so chosen.

Black Channel Tendrils can be used to coat several Reflections at a time, like a starry dark tar, converting all of the realms therein to an anarchic state. Creatures of Chaos begin to appear, the affect and mood of Reflection Sentients, and Creatures changes, and weather patterns are wild. Light sources are dimmed, and there is a general lack of motivation toward long term projects or efforts. This anarchic atmosphere persists so long as the Tendrils are used in this manner.

Black Channel Tendrils can be used to pierce Bloodline Capitols, and other secure Forcang locations, and in general can provide a highway for forces from one Reflection containing the forces of Lords of Chaos to travel to another desired location to conquer or wage war. This can be done by the ability of one single Grand Elder, or this aspect of this ability can be used collaboratively, creating Grand Highways to pierce the protective barrier of secure realms. This was of course one of the initial purposes of the development of Black Channel abilities in the first place. Travel along Black Channel Highways is rapid, faster than Hellriding, and comfortable. However, as such infiltrations into a given realm are detected, it is likely they will be met by the opposition of actual Forcang, who will defend and attempt to destroy these highways, as has happened eventually throughout history, thus far.

Black Channel Tendrils can be used to bind others, preventing them from escaping. This can be done in person, or traps can be set that suddenly spring. These Tendrils are particularly potent, and unlike normal Highland Utility abilities, if a Grand Elder Lord of Chaos uses this ability, he may choose to do so in a state of permanency, leaving some substance of his Black Channel Tendrils to fulfill the desired task. While this is in effect, he may not use the other aspects of this ability, although he may use other Highland series abilities of lesser Tier Potencies. He can dismiss his Black Channel Tendrils being used to bind others at any time, although it takes one hour for him to be able to have access to his abilities once more. Black Channel Tendrils have a Strength equal to his Psyche plus his Strength.

Grand Twilight

A Grand Elder Forcang may now use any Advanced Blossomline Maelstrom abilities in any Blossomline in addition to any regular Blossomline ability with no penalty. When she takes the Additional Blossomline Maelstrom/ Advanced Blossomline Maelstrom [15] Potency, while using abilities of Blossomline Maelstrom or Advanced Blossomline Maelstrom in that Blossomline she considers her Psyche to be 30 points higher and her Endurance to be 10 points higher. There are no more penalties or bonuses based on the state of alliance between Courts of Chaos. Bonuses for having Blossomline Maelstrom and Advanced Blossomline Maelstrom for a Blossomline in addition to the Grand Twilight ability applies retroactively.

Dark Transport

By expending 75% of his Residual Living Darkness, beginning from a full supply, a Grand Elder Lord of Chaos can create a small transport vessel constructed out of the Living Darkness itself. It is sleek, and has enough space for the single Grand Elder, and seems to be built for him. With it he can easily sail between the Dark River and Reflections, or along oceans, or between Reflections through the air. It can sink into the Depths of the Dark River, and it can survive many parts of The Indeterminate and Daxuk, and many alternate dimensions and realities. It is truly a magnificent craft. There is storage space enough to provide food and drink to sustain the Grand Elder, though seemingly it generates these from nothing. It has potent weapons, which can match many a capitol ship, though certainly not one designed by devoted Grand Elders as their motherships. These are transport ships after all, not battleships.

Dark Channel Fortress still has its use. It does not use Residual Living Energy, and it will not immediately be spotted as the vessel of a Grand Elder by those who are knowledgeable.

The Grand Elder can bathe in Living Darkness after generating the Dark Transport to recharge the Residual Darkness, while retaining the vessel, but she must stay nearby, as the craft tends to disappear if she moves more than one mile away from it. The exception to this rule is if it is touching a fresh supply of Living Darkness.

By using an additional charge of 50% of the supply of Residual Living Darkness while in a Dark Transport, a Grand Elder can make a Warp, and jump from one location in contact with a supply of Living Darkness at least the size of the vessel to another. He may instead use 75% to Warp anywhere. There are exceptions to this, and usually there is a map in each Dark Transport of Regions it is aware that it cannot warp to.

It is possible while flying/sailing through the Dark River with a Dark Transport to activate special devices in the chair that allow Living Darkness into the vessel around the Grand Elder, allowing him to recharge his Residual Living Energy while on the run. Of course this is not possible while using this ability outside the Dark River.

This ability has many uses. It also does not supersede building Dark Lands Vessels, as the Dark Transport only facilitates the single Grand Elder, and requires a full supply of Residual Living Darkness, which is not always present. This is not true for a constructed Dark Lands Vessel.

Greater Adoption

Unlike a Lord of Order of this Tier, a Lord of Chaos does not have the ability to create Manifestations, and the accompanying Advanced Miracle ability. Greater Adoption permits a degree of Rights for chosen Manifestations and geographic features within the Dark Region, particularly along the Dark River.

A Grand Elder Forcang who is a Lord of Chaos may enter an Unclaimed geographic feature, up to the size of a galaxy within a Universe, or a plane within a Cosmos, and Declare an Adoption. Over a process that takes 550 Years at most, She will gain the Rights of an Archduke for that geographic feature. He defines fifty-five Reflections to be Hallowed Reflections. Over the next one hundred years, and every one hundred years or so thereafter, several Local Advanced Forcang or a dozen or so Local Lesser Forcang arise. Combining Dukedoms takes 250 years and including the Dukedom Capitol takes 100 years.

A Grand Elder Forcang may also enter an Unclaimed geographic feature, up to the size of a Manifestation, which may be a Manifestation of any sort, and attempt to Declare an Adoption. This process takes 55,000 Years for a Cosmos, 275,000 Years for a Universe, 1,375,000 Years for a Temple, 6,875,000 Years for a Fortress, 34,375,000 Years for a Paradise, and 171,875,000 Years for a Capitol. Claiming a whole Manifestation in this manner gives the Grand Elder the Rights of a Prince in the Manifestation, or rather, a family member of the Sovereign—essentially, unlimited rights, since there is no Sovereign. In this setting, the Prince of the Manifestation may choose up to twenty Local Lesser Forcang every 80 Years or six Local Advanced Forcang every 80 Years, and the Local Advanced Forcang can be authorized to create 2 Local Lesser Forcang each every 80 Years. They form the Celestial Bureaucracy that helps run the Manifestation. Hallowed realms are somewhat irrelevant. Rather, Rights may be granted by the Prince in the form of a Viceroy, and up to a total of eleven named Rights. Combining Dukedoms the size of Manifestations takes 10,000 years and likewise Dukedom capitols on that scale take 1,500 years.

One of the curious possibilities of the Greater Adoption ability is its possibility of working beyond The Multiverse Proper. It may work on Structures in the depths of the Dark River, or on Realmz of Daxuk, or Structures of The Indeterminate, or in alternate dimensions. The time it takes to do this and success will be different in each circumstance.

Primal Darkness

This ability has all the same effects of Primal Anarchy, but adds to it. You may also change into a number of different forms. These are abstract monstrosities, which must be designed and defined ahead of time, along with specific qualities. They are Indeterminate Forms, useful both in The Multiverse Proper, but also potentially in a variety of alien theaters. You also gain the Artifact qualities "Deadly Damage" and "Engine Speed". Your shape need not be humanoid.

A Grand Elder Lord of Chaos with this ability can summon a Colossal Thunder Serpent to its aid, which appears in seconds out of waves of Residual Living Energy within fifty feet of the Grand Elder. Furthermore, once summoned, while in Primal Darkness form, the Grand Elder is capable of also completely making his body wink out and placing his spirit inside the Thunder Serpent. This is different than Shape Shifting. The Thunder Serpent is larger than a Juggernaut. If the Thunder Serpent is slain while inhabited by the spirit of the Grand Elder, the Lord of Chaos's body appears next to the creature unconscious, having exhausted her Endurance, with the exception of those with the absolute highest Endurance, who might remain conscious. Thunder Serpents are particularly useful for exploring regions surrounding Chaos Blossoms. They can fly through the space directly around the Blossom itself with ease.

The Grand Elder while in an area of Darkness can diffuse his body and spirit to inhabit the Darkness, over an area up to 10,000 cubic miles. While in this form, it is very difficult to harm the Lord of Chaos, and he can manipulate all instances of Darkness in that area. He can simultaneously sense everything in that area. Non-Sentient Reflection creatures in small numbers in that area can be given simple commands and small objects can be moved, and breezes created, like a haunt. The Grand Elder is not invulnerable, and potent abilities from fellow Grand Elders with particularly high Psyches and Endurance values may very well harm her or force her to return to corporeal form.

The Grand Elder can transform into a shimmering puddle of pure Residual Living Darkness, making himself very difficult to harm. Those who touch the puddle loose 2 Points to each of their Attributes every minute or fraction thereof. The puddle can be used in emergencies by another Grand Elder who needs to keep their Dark Transport in Living Darkness, although it would mean that particular Grand Elder sitting still for a long period of time while his friend left and explored. But it is a useful trick. While using this aspect in this fashion, the Residual Living Darkness drains at a rate of 5% per hour, based on what would be a Full Supply.

Dark River Spring

With this ability and 121 Years or so, a Grand Elder can plant a new Spring of the Dark River in the Dark Lands, which can grow to enormous size over thousands of years and eons. Reflections that get in the way eventually, or are right next to the Dark River itself and its tributaries, will be annihilated as with Primal Chaos, though in rare instances something remains in the deep Dark River. Planting Dark River Springs is an easy thing that Grand Elders can do to improve the prestige of their Court of Chaos, so it is usually a worthy time investment, although it takes considerable daily commitment during that time, and finding a location for it is challenging.

Attempting to do this anywhere near the Great River can cause catastrophic effects, usually in the form of giant rifts into alternate dimensions and realities and such. Therefore, there are many interested parties who will work very hard to prevent vigilante Lords of Chaos from detonating Dark River Bombs. However, it has been done, and some say that many of the monstrous races in The Multiverse Proper ultimately have their origins from such breeches over many eons, although the original rifts have long since been sealed.

This ability also provides limited ability to tend to Dark River Springs already created,

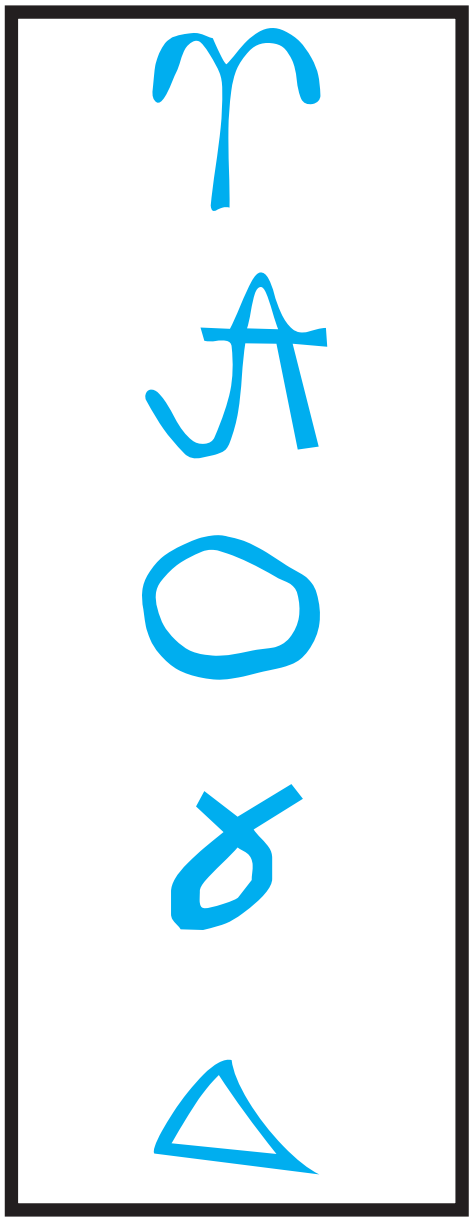
with the best effects on those created by the particular Grand Elder. For every additional 121 years or so spent attending that Spring, the effects of the Spring are likely to double, at the least. Although it depends on many factors, and the time put into it. There is an Archetype known as Rivers that results from enough time spent tending to Springs and their resulting tributaries of the Dark River.

ADDITIONAL BLOSSOMLINE MAELSTROM

15 points. Or, if you've already got Twilight Maelstrom an additional 7 points

ADDITIONAL ADVANCED BLOSSOMLINE MAELSTROM

20 points. Or, if you've already got Twilight Maelstrom and the appropriate Blossomline Maelstrom an additional 10 points

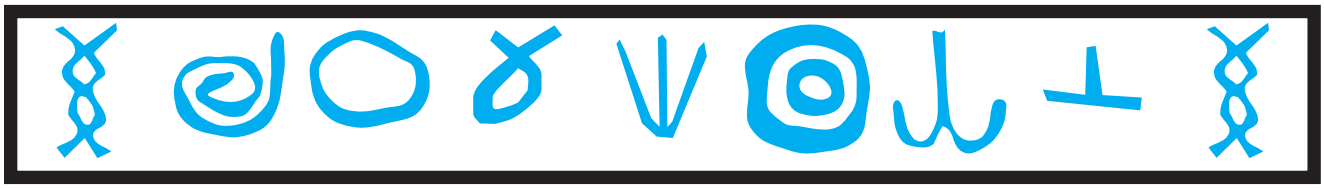




Sentient Potencies

Relevant Topics in Amber Diceless:

Trump Artistry, Advanced Trump Artistry, Shape Shifting, Advanced Shape Shifting, Magical Powers, Power Words, Sorcery, Conjuration, High Compelling, Broken Pattern, Broken Pattern Initiate, and Adept of Broken Pattern



INTRODUCTION

Sentients have a variety of races or species. Commonly they are Axiomatic, Anarchic, or Foreigners of the Spirit subtype. All may take Potencies from this chapter. It is merely the case that those of the Axiomatic or Anarchic races may also take Forcang Potencies, and Foreigners of the Spirit subtype may take Spirit Potencies.

Broken Lords lose their racial type and become Foreigners of the Broken subtype—thus, it does not matter what their original race happens to be. The exception to this is if a Broken Lord takes Potencies from Forcang Potencies or Spirit Potencies greater than the value of their Broken Lord Potencies. In this case the player character forfits the option to be a Foreigner of the Broken subtype, and remains their original race.

Of course other Foreigners races may take Sentient Potencies as well, including Aberrants, Draconics, Demons, and Vampires. These are generally options for NPC characters run by the Gamemaster, and are unavailable to player characters.

ḤOWSH NETWORKING

90 points. Or, if you've already got Advanced Ḥowsh Artistry an additional 30 points

Creating Networks

This is the first serious level of useful power in the line of Ḥowsh Artist Potencies. It moves from a Ḥowsh Artist building one individual card at a time, one piece at a time, to developing series that connect potentially vast numbers of different Ḥowsh cards and devices simultaneously. Such a concept did not exist in a real way when the creators of Amber Diceless designed the game. The World Wide Web had not been invented yet. Therefore, it is up to bold new Game Masters to decide what place networks and concepts of the internet have in science fantasy storytelling.

The first object that a Ḥowsh Artist creates is a Ḥowsh Node, which generally looks like some sort of sculpture, and would cost in points the [4] "Powered by Ḥowsh". This object is created over a three day period.

The Ḥowsh Artist may then take Ḥowsh Cards with images of places or people and connect them together via the Ḥowsh Node. First of all, anyone whose Ḥowsh Card is connected to a Ḥowsh Node gains a Permanent Connection to that particular Ḥowsh Network. That means that they can without holding anything access with their mind alone that Ḥowsh Network, and all of its resources.

Generally Ḥowsh Networks are spaces that exist somewhat like social networks. They are programmed with a number of different images of people and places. These represent the Ḥowsh Cards of people and Places entered by the Ḥowsh Artist into the Ḥowsh Network and stored in the Ḥowsh Node. When the Ḥowsh Node is created, the information that is displayed to those with Permanent Connections who access it is created.

The information may include bios for the People and descriptions of the places. This greatly helps people decide whether to select a Ḥowsh, particularly since many of those they see may be individuals and places they have never seen. Generally speaking the names of people and places will be whatever was entered by the Ḥowsh Artist who created the Ḥowsh Network. Therefore it is possible for information to be incorrect.

It is possible to have more advanced Ḥowsh Networks with Person bios nested with Ḥowshes to places and descriptions of places nested with Ḥowshes to people. Resources and information on the Ḥowsh Network may not be limited to Ḥowshes, but may also include basic information and other more mundane elements that we might associate with networks and the internet. After all, there are plenty of Ḥowsh Artists who are skilled with the Internet on Reflection Worlds and would be happy to provide encyclopedias and dictionaries of knowledge to

be accessed on the Ḥowsh Networks they create. Obviously though it is the Ḥowsh Potencies of the Network that are the most important.

Generally a Ḥowsh Artist with Ḥowsh Networking can add one Ḥowsh Card per Absolute Day to her Ḥowsh Node for every 8 points of Psyche she has, rounded down. She must actually have the Ḥowsh Card, so if she does not have it yet, she must use Ḥowsh Artistry to create it first. The Ḥowsh Node must belong to her, and not one that was created by another Ḥowsh Artist

There may be other ideas for Ḥowsh Networks, and Ḥowsh Artists should be encouraged to express their thoughts. However, the ultimate decisions on what is possible with Ḥowsh Networking is up to the Game Master.

Ḥowsh Hacking

This is generally a bold attempt by one Ḥowsh Artist to break into a Ḥowsh Node that doesn't belong to him. Generally a hacker does not want to get caught, so there is an assumption that he will first attempt to avoid a direct Psychic Battle with the Ḥowsh Artist controlling the Ḥowsh Node, known as a Security Agent.

Generally the Ḥowsh Hacker compares the sum of her Psyche, Endurance, and Warfare to the Psyche of the Security Agent. If the combined attributes are at least 1 Point higher, than the hack is at least somewhat successful, although, marginally so. The number of points beyond the Psyche of the Security Agent indicates how many changes and alterations, as well as how much understanding the Ḥowsh Hacker may glean of the Ḥowsh Node. After all, they must understand a unique Ḥowsh Artist's handiwork and alter it simultaneously. It is like your mind exploring a strange, alien moon world, where you must find a diamond in the rough. It isn't easy.

For every ten minutes you spend hacking, your sum against the Security Agent's Psyche is considered to be reduced by 10 Points, and the comparison is done over again. If at any time your comparison is below their Psyche, you immediately enter into a Psychic Battle with that person. The Psychic Battle then proceeds normally with a number of additional rules.

Often it is possible for a Security Agent to share their thoughts with additional Security Agents. Therefore, if it seems as though the battle might be lost, and you might escape, think again. They might be replaced by reinforcements. Or else you might end up fighting two Psychic Battles simultaneously, or a single empowered mind.

It is also important once inside a Ḥowsh Node to look out for Ḥowsh Fortifications. These are elements of raw Ḥowsh Potency inside the Node that can engage in elements of a Psychic Battle with you if triggered, and can come on very suddenly. Usually they are geared toward one particular avenue of Psychic Battle, whether it is Mindlock or Psychic Freeze, Psychic Assault, Psychic Suggestion, or any of the others, but not all at the same time.

In particularly powerful Nodes, there are also Ḥowsh Agents, which are essentially Phantoms of the Ḥowsh Artist's Psyche that act independently with their own Attributes and generally Potency Points. They should not be underestimated. Once again, encountering them in this environment is rare, but very alien. This is described below, and good Ḥowsh Artists might design training scenarios for such possibilities to make sure they are ready for the first time this occurs. If a person is slain in a Ḥowsh Node, they are slain in real life. Usually in physiological terms, those around them see their head explode spontaneously.

Ḥowsh Realities

Those with Journey or Maelstrom have long suspected that there is far more to the Potency of Ḥowsh than the earlier layers of basic Ḥowsh Artistry reveal. It takes Ḥowsh Networking to unveil the first elements of worlds that only a Ḥowsh Artist can see.

Once again, it starts by creating a Ḥowsh Node, only this time, within it the Ḥowsh Artist programs a dream world. This world is somewhat limited in its dimensions—perhaps the size of a

state (although add three dimensions, and you've got something more interesting). This Ḥowsh Node takes far longer to craft. It is an epic work of art that takes one month of Absolute Time to complete.

Once finished, the Ḥowsh Artist has her own world, filled with people, objects, places, and things. The laws of physics are hers to define, and everything else is entirely up to her imagination. It is her play thing. The final element of creation is to give it a Proper Name.

Now the Ḥowsh Artist can create Ḥowsh Cards and Ḥowsh Potencies that permit entry into her world. Which of course can be a great trap! Because in this world, she is God.

That is not entirely true. This is a world that exists inside a Ḥowsh Node. It cannot be traveled to or exited through Reflection. But it is said that creative and innovative uses of Journey abilities such as "Journey Editing" and "Erasing Reflection" and Maelstrom abilities such as "Manipulate Reflection" have eventually been able to cause Ḥowsh Realities to essentially expel their prisoners. So it is not an impossible trap. Even with more basic versions of these Potencies, enough careful thought might permit escape. But it is indeed a formidable obstacle.

A favorite activity of some crazier Ḥowsh Artists is to hack large networks and insert the Ḥowsh Card for their Ḥowsh Reality, waiting for some poor Forcang to chance a visit. Then when the trap springs, they have themselves a fun new toy. Evil Princes must have their pastimes.

These are also great worlds for pursuing philosophy, or anthropology, or any other intellectual pursuits. And there are plenty of noble and virtuous Ḥowsh Artists who have watched civilizations grow and die over and over to see how it might best be done, so that they may rule best in the "real world". Of course that raises a moral question. Isn't the Ḥowsh Reality real enough?

Cache Parsing

There are many places in the Multiverse where Networks have stopped sending information, but what they did so in the past has gathered and remained. These caches have been corrupted and are dangerous potentially, and need an expert like someone with Ḥowsh Networking to sanitize. Grand Broken Journeys are a very good example, one of the most extreme, of where Network Caches might be found.

The process for manipulating a Cache is different every time. Sometimes it is very easy. The Ḥowsh Artist is capable of simply gathering a largely functional Cache and gaining the Ḥowsh Images within it for his personal use. For purposes of doing this, a Ḥowsh Artist with Ḥowsh Networking is capable of creating a Cache Node, a technical device that takes one week of Absolute Time to design and build. The images from a largely benign and functional Cache go into the Cache Node, and may be used in the Ḥowsh Artist's future projects. A Ḥowsh Artist is almost always aware if there is any sort of security on a Cache.

In most circumstances, it will not be this easy. Generally, the Ḥowsh Artist will once again add together her Psyche, Endurance, and Warfare. For purposes of this ability, the Ḥowsh Artist should actually use the rules for Sword Battles and Warfare. It is possible that this may transition into a Psychic Battle, but for now, Warfare is closer to the sort of technique involved. But the number you used is as calculated above.

There will usually be some sort of adversary faced in the Cache. This can vary greatly. It could be a Phantom, as found in Ḥowsh Hacking, although animated and given form in a freakish manner. The ground and trees around the area of the Cache might themselves have been given life and be what is defending the Cache. Otherwise is might be monsters who have been mesmerized by its power.

The number you are using against them all, is the same sum, although it decreases by 5 Points for every ten minutes you face the Cache. This sum is used in place of all Attribute values for Psyche, Strength, and Warfare for purposes of fighting minions of the Cache. The exception are any other enemies that might arrive spontaneously for other reasons, or player

characters that might arrive. For purposes of facing them, your attributes are not different than usual.

The battle reaches a climax in a number of ways. Sometimes you defeat enough minions that the Cache is defeated, and there is no further conflict. But other times, it continues with a Psychic Battle. This may be initiated when you walk up to put information into your Cache Node, and a Psychic Connection is made (and a Psychic Battle is suddenly begun), or else anytime during combat with minions, a minion may make the Psychic connection and the final Psychic Battle might commence. In the case of particularly strong Caches, it may take several Psychic Battles to defeat whatever force inhabits the Cache.

Finally when there are no more minions, and nothing triggers anymore Psychic Battles, you can be sure that the Cache Security is dead, and that you can gain the Cache Node in peace.

However, this is not a done deal. Particularly if the Cache in question is the Network Cache of a Grand Broken Journey. This is not necessarily because the Journey itself is some evil malevolent force, but because separately the Cache by way of its considerable, but twisted, power is an evil malevolent force. The Cache may be a Thçtz with a Psyche.

In this case, first of all, assume that a successful battle to defeat it will be long and dangerous. Second, never assume that it is over. It may be over. Or it may be a smart Thçtz that was just testing the limits of your strength, and is getting ready to slay you the next time you come here. Or, it may have planted something nasty in your mind that will follow you around for a long time. You did make a mind-to-mind contact with it, right? Who is to say that you defeated it, but rather, it didn't just defeat you and alter your mind to make you remember it so that you think you won?

Now to be certain, there are extra precautions you can take when facing a Grand Broken Journey. In addition to bringing your Ḥowsh Cache with you, bring at least one of your Ḥowsh Nodes, or two. This is obviously rather risky if they were captured. But it seems that each Ḥowsh Node has the effect of making it less likely that there will be an evil Thçtz and less likely that it will do something truly devious even if there is. In a way, each node is like having an extra point of "Good Stuff". You can have up to three Ḥowsh Nodes. (Note: Ḥowsh Nodes tend to be heavy. You might want to bring trusted allies.)

Network Security

It doesn't serve you very well to create a Ḥowsh Network and Ḥowsh Nodes if you can't defend them from Ḥowsh Hackers. Unfortunately the best features will require abilities available to you only in the future if you acquire Advanced Ḥowsh Networking.

However, for now, you are able to create a Ḥowsh Card for your Ḥowsh Node, that allows you to access it anywhere. You must designate yourself, by saying so to the Game Master, that you are acting as Security Agent for that Ḥowsh Node. At the moment this is your own Ḥowsh Node. If any hacker has their sum fall below your attribute in Psyche, it will immediately trigger a Psychic Battle with you, regardless of what you are doing. Of course that is a bit of a commitment, since you might be otherwise engaged when such a thing occurs. So you might want to think twice before committing to being both the creator of a Ḥowsh Network and being the Security Agent for it. There are other options.

A Ḥowsh Artist may find it concerning that it is so easy and overwhelming for hackers trying to bypass them. They get three Attributes against one. So, first of all, the person preparing to be a Security Agent can prepare. To begin, a Ḥowsh Artist with Ḥowsh Networking can create a device called a Security Node. This takes one Absolute Week, and it must be placed beside the actual Ḥowsh Node in question. The effect is to give the Security Agent 1 Point of "Good Stuff" regarding their objective. In addition, for each additional Ḥowsh Node belonging to the Ḥowsh Artist, up to two, in the vicinity of the principle Ḥowsh Node, the Security Agent gains an

additional Point of Good Stuff in relation to her objective. Therefore the Ḥowsh Artist may have up to three points of Good Luck when facing a Ḥowsh Hacker if she prepares properly.

He can also create very confusing landscape for a Ḥowsh Node. Such a Ḥowsh Node takes two additional days to make initially, and must be maintained for one day, two days per month. By doing this, it creates a complicated and sophisticated landscape in the Node, and practically speaking gives the Ḥowsh Hacker two points of "Bad Stuff" in relation to their objective.

Other than this, more advanced measures as explained in the section on hacking could be added if the Ḥowsh Artist were to team up with a trusted Ḥowsh Artist with Advanced Ḥowsh Networking to add those features. However, allowing another Forcang access to your Ḥowsh Node is a very personal thing. Usually only in environments such as governments where it is assumed going in that Ḥowsh Artists are working together is there a degree of comfort with sharing Nodes. Also, once someone with Advanced Ḥowsh Networking has been inside your Node, they have a good understanding of how it works, that could be shared with others. So all of that added security could mean nothing if they turned out to be a traitor.

Frozen

By calling to mind the Potency of Ḥowsh, you can target that Potency on people around you. It is the cool energy felt when making a Ḥowsh contact, but further than that, the overwhelming sort that a Ḥowsh Artist with at least Ḥowsh Networking has come to know. It is wholly overwhelming for the uninitiated.

You may choose one target for every ten points of Psyche rounded down. The effect is instantaneous. They feel as though a Ḥowsh call is coming on, only it is far more powerful, and quickly they can't think, feel, and their senses are blocked. All they can see are lines of rainbow colors and a song plays in their mind. It is different for each person, but usually it is a melody they heard as a child, and loved. It is said in some extremely rare cases it is the inverse, and it is the song they hated the most as a child.

This state of being Frozen can go on for hours. It is possible to try to resist being Frozen, but it is like resisting a Ḥowsh call, only much harder. The waves of Ḥowsh Energy here are far more intense than that from a mere Ḥowsh Card. Therefore the Psyche differential must be higher than usual for the character to succeed in resisting. While the character is Frozen, they are generally impervious to attacks by others. They are in a form of stasis. A wave of energy will ripple around them if any get too close, causing a certain amount of discomfort, like for a second you were in two different places at the same time.

Of course part of the goal here is that the Ḥowsh Artist can disable enough of her enemies that she can be long gone. It is a major drain. She can't simply be dishing out Frozen effects left and right. Usually she has enough energy to freeze a number of enemies, and then find the proper ally through a Ḥowsh to retrieve her. Once there, she will need a good night's sleep. This is because the ability relies on her having good Endurance.

Fellow Ḥowsh Artists are resistant to the effects of this ability. Those with Advanced Ḥowsh Artistry tend to only be frozen for about an hour. Anyone with at least Ḥowsh Networking or better tend to be Frozen for a couple of minutes.

ADVANCED ḤOWSH NETWORKING

120 points. Or, if you've already got Ḥowsh Networking an additional 30 points

Network Collaborating

This is really at the heart of the two great networks of the Multiverse, the Grand Network and the Twilight Network. And the greats

working at both are experts with Advanced Ḥowsh Networking. They are revered artists given great freedoms because they are someone divorced from the politics of the Journey and Maelstrom. Instead they focus on working together to maintain the largest Networks ever created.

A Ḥowsh Artist with Advanced Ḥowsh Networking who creates a Ḥowsh Network Ḥowsh Node may use Network Collaborating to give Permissions to another Ḥowsh Artist with Advanced Ḥowsh Networking, or anyone else for that matter, to have full access, or partial access, to editing that Node. That sort of logistics allows for great collaboration. Others may therefore edit the Node, or assign themselves as Security Agents.

Regarding security, it is possible to create a special security subspace of the Node, in which one Security Agent is on duty, but may activate others in case of emergency. Once again, varying levels of permissions allows the creation of these resources. The concept of multiple Security Agents has been described in the Ḥowsh Hacking section under Ḥowsh Networking above. Merely it should be noted that this ability allows the creation of such a system. Generally, it requires a large group of Forcang with Advanced Ḥowsh Networking to do so (with high Psyches to boot).



Unlike a Ḥowsh Artist with Ḥowsh Networking who gives a Ḥowsh Artist with Advanced Ḥowsh Networking the ability to access his Ḥowsh Node, in this case, the original creator of the Ḥowsh Node still retains the Creator Permissions, and can change the permissions of anyone else on the system. If the Ḥowsh Artist is killed or slain, then the Permission passes to a previously designated successor. If not, there is a (hopefully) quick, non-violent Psychic Battle for control of the Ḥowsh Network. Usually, therefore, the Ḥowsh Artist with Creator Permissions is careful to write a long Line of Succession.

Reality Windows

This is a very peculiar device, and takes a considerable time to make. If the size of a large television, it takes about one Absolute Month. If the size of a large billboard, it might take three Absolute Months.

Reality Windows allow a real time glimpse, supposedly, into another Reality. Not every Ḥowsh Artist with Advanced Ḥowsh Networking chooses to make these. And for those who do, every window is different, and always perplexing. Many seem to think that they are seeing images from The Indeterminate. Possibly they think they are getting images of what might be the future. Maybe they are different dimensions altogether—or else the Ḥowsh Realities of other Ḥowsh Artists. There are any number of explanations.

It is even said that once every rare eon a particularly powerful Ḥowsh Artist manages to construct a Ḥowsh Card that allows them to go into that Reality. Maybe one or two manage to construct a card that lets them come back. Although none of them are ever sane enough again to talk about it.

But enough people have been by to see these Reality Windows to find them an interesting mystery in the Cosmos, compliments of Ḥowsh Artistry. It would take a particularly savvy Ḥowsh Artist to finally put that mystery to rest.

Security Elements

This is the ability that allows you to add to your Ḥowsh Network Ḥowsh Node, or to another for which you have permissions, the sort of Ḥowsh Fortifications and Ḥowsh Phantoms described under Ḥowsh Hacking in the Ḥowsh Networking Potency section.

Obviously there is a great advantage to having bombs essentially planted throughout the landscape of the Ḥowsh Network, in case they get past the Security Agents, as inevitably some will do. Generally speaking each Ḥowsh Fortification uses one type of Psychic Attack for one purpose defined by you upon creation using your Psyche value. Once created it is static. For each Fortification added to your Ḥowsh Network, it takes an extra half day to create the Ḥowsh Node.

Ḥowsh Phantoms are generally based on you or alternatively, if you have a Ḥowsh Node with a Ḥowsh Reality, on any template person or creature in that reality. The Ḥowsh Reality must already exist and the template must already be complete in order to include in the Ḥowsh Network Ḥowsh Node. Every Phantom you add that is a normal Reflection human or similar sort of defender adds one day to the creation time for the Ḥowsh Node. You may examine the following table for features to add to the phantom that will alter the time but may provide additional protection for your Ḥowsh Network:

Phantom Enhancement	Cost in Time	Cost in AP
Chaos Rank Attributes	+1 Day	
Goamdwee Rank Attributes	+2 Days	1 AP
Low Rank Goamdwee Attributes	+4 Days	2 AP
Medium Rank Goamdwee Attributes	+8 Days	3 AP
High Rank Goamdwee Attributes	+14 Days	4 AP
Creature of Power (Dragon)	+ 6 Days	2 AP

Ḥowsh Worlds

This is the same as Ḥowsh Realities, but you may create a Ḥowsh Node Dream World with one star system for each 8 Psyche points you have rounding up. In addition, you may have 1 Planet in each star system equal to the same number. You may have up to half that number of moons, rounding up, rotating around each planet. In this way, you can design your own little interstellar civilization. Of course it is all a Dream World. Although it is hard to tell with Ḥowsh. Is it really a Dream?

While in your Dream World, Inter-Reflection Potencies of Journey and Maelstrom do not function, but with your Ḥowsh Cards, you can connect to the outside as usual. So can others of course. You may also connect to other Ḥowsh Worlds or Realities if you have them, or those of your allies who are Ḥowsh Artists. And you begin to have the sickening thought—what if all of this, this whole story, were in one big Ḥowsh World?

Your worlds may of course be based on either fantasy or tech, or both. Naturally you will want some method for interstellar travel either by magic or tech. The final option of having neither fantasy or tech in your Dream World is up to you, but will generally only permit you to travel between systems, worlds, and moons in your Ḥowsh Node. Of course, having dozens of isolated bases of operation to design for a variety of purposes could be useful. You may also change the rules essentially at will, although as with Ḥowsh Realities, the effects on the current contents of the Ḥowsh Worlds may be very toxic.

There are rumors that it has been possible to make connections from distant, isolated corners of Ḥowsh Worlds to obscure Realities, places very different and alien from what most Forcang of Dweehwail are familiar with.

Usually this requires a very carefully constructed Dream World, and therefore a particularly both expert and somewhat insane Ḥowsh Artist with Advanced Ḥowsh Networking. As with Reality Windows, scholars of Ḥowsh have suspicions that Ḥowsh energies used on these scales have begun to brush up against realities of existence set apart from Dweehwail, and that have yet to be explored and defined. Of course that means there is very little known that may be further stated about them here.

Ḥowsh Phantoms

Phantom is a very unfortunate term here, because they would not like to hear themselves called that. In any case, it is possible for a Ḥowsh Artist at this stage to bring a number of "people", "monsters", or "objects", from his Ḥowsh Worlds into Dweehwail. This is done by the Ḥowsh Artist constructing a Ḥowsh Node in the Ḥowsh World. This is a standard process that takes two Absolute Days. This in a way serves as a Beacon that strengthens the connection between the two realities.

Once the Beacon has been created, the Ḥowsh Artist may create a Ḥowsh Powered Gate in the Ḥowsh World that allows beings of that world to enter Dweehwail. The gate can usually be up to a maximum size of a football field. It must be in proximity to the Beacon, or else it instantly fails. The Ḥowsh Artist maintains control over the Gate while in her Ḥowsh World, and controls all passage of contents of the Dream World out of the Gate.

Generally a Ḥowsh Artist may bring one person, monster, object, or other creation through the Gate into Dweehwail for every 5 Points of Psyche she possesses. Regardless of what race or classification these might have in the Dreamworld, Dweehwail immediately classifies them in the race of Foreigners, person, monster, and object alike.

Generally the Ḥowsh Phantom can know as much or as little about the reality of who or what they are as the Ḥowsh Artist desires. The consequences for informing a Ḥowsh Phantom of the reality of his existence will depend on their Psyche, their history, how well it is explained, and any number of factors. Once the topic is broached by the Ḥowsh Artist, the Game Master reserves the right to secretly assign to that Ḥowsh Phantom up to 5 points of Stuff, either Good Stuff or Bad Stuff. Not all points have to be assigned. Generally speaking a character with low Psyche to whom the matter of their existence is poorly explained will receive several points of Bad Stuff, while a character with a strong Psyche, a reasonable explanation for the subject, and a history of exploring the unknown, might gain four or five points of Good Stuff. Therefore, a Ḥowsh Artist always takes a gamble, and should choose wisely what they say.

Once in Dweehwail, it is not obvious to anyone else that they are a being from a Ḥowsh World. It is apparent to anyone with Psyche that they are a Foreigner, which is itself very unusual. One type of foreigner can be people from Ḥowsh Worlds, but that is merely one of many types. It is just as likely that the Foreigner is some powerful alien entity, so labeling it incorrectly could have dire consequences. Therefore there is no particular reason why any Forcang would figure out that the Ḥowsh Phantom is from a Ḥowsh World. This is odd when thought of more fully.

Sometimes Elder Forcang, and more frequently Grand Elder Forcang are able to pick up trace elements of Ḥowsh energy on the Foreigner, and based on experience, this is a good indication of the Foreigner's origin. And there may be other indications. In any case, if someone other than the Ḥowsh Artist makes an accusation, generally it is harder to initially make headway. The Ḥowsh Artist automatically comes off as God, while anyone else might make themselves appear as God, but it requires effort. Nonetheless, it is possible to be successful in convincing the Ḥowsh Phantom that they are speaking the truth about their origins.

The same process occurs. Stuff is assigned to the Trump Phantom. However, generally speaking it is Bad Stuff. It is hard for the Trump Phantom to find out the truth of

their existence from someone other than their creator. There are some exceptions to this, such as Phantoms with particularly high Psyches. The number of Points available is one more, at six. The Ḥowsh Phantom may end up with as many as six points of Bad Stuff.

Therefore there is a gamble in deciding whether or not to tell your Ḥowsh Phantoms about the reality of their existence. There are additional steps of course, such as choosing the right Phantoms that will likely end up with Good Stuff when you explain the truth to them. You don't pick weaklings to pull out of their universe to send on an elite mission to another. Then again, you might have your reasons for keeping some of your Phantoms in the dark.

Ḥowsh Phantoms are generally speaking the exact replica of what existed on the other side of the Gate in the Dream World. It is hard to say anything other than that they passed through a Ḥowsh Gate like any Forcang would do and came through the other side. Because they are your dream, they may have many strange features that are different than normal looking humans. They may be monstrous, or very abstract. In the case of objects, they may be powerful weapons. Or else, they may be artificially intelligent designs inside objects, or clouds of gas, or anything else you envisioned. Whatever the case, the table below summarizes modifications on the number of Psyche Points you must have to maintain one of these Phantoms in Dweehwail, rounded down.

If at any time your Psyche is reduced such that you do not have a high enough value to maintain a Ḥowsh Phantom, the effect is dire. You must choose and kill a number of Ḥowsh Phantoms until you only have those left that fit within the number of Psyche points you have remaining. A wise Ḥowsh Artist leaves a margin for this contingency, or else brings one or two Ḥowsh Phantoms they don't care about. These Ḥowsh Phantoms do not reappear in the Ḥowsh World. They simply cease to exist

.

Phantom Enhancement	Extra Psyche Points
Animal	-2 Psyche
Customized Monster	+2 Psyche
Advanced Customized Monster	+4 Psyche
Customized Fantasy or Tech Weapon/ Substance	+2 Psyche
Advanced Customized Fantasy or Tech Weapon/Substance	+4 Psyche
Elder Horror	+6 Psyche
Doomsday Device (Fantasy or Tech)	+6 Psyche
Chaos Rank Intelligence	+1 Psyche
Goamdwee Rank Intelligence	+2 Psyche
Epic Intelligence	+4 Psyche
Mastermind	+6 Psyche
Chaos Rank Attributes	+1 Psyche
Goamdwee Rank Attributes	+2 Psyche
Medium Rank Goamdwee Attributes	+3 Psyche
Epic Rank Goamdwee Attributes	+4 Psyche
Champion Rank Goamdwee Attributes	+6 Psyche

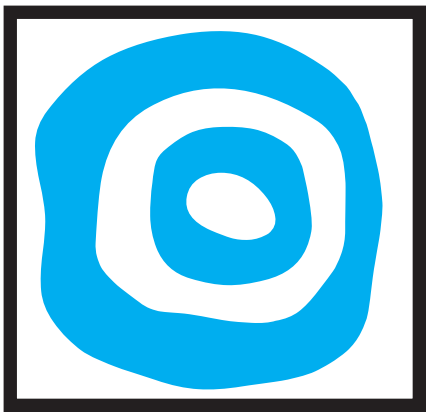
Ḥowsh Permanency

This ability allows the Ḥowsh Artist to establish permanent Ḥowsh connections between other Forcang's. In some cases, this may be limited, similar to the situation of an individual Ḥowsh Card. In other instances, an individual who is at least an Elder Forcang may be established as a Living Node to whom many permanent connections may be made, often in enormous numbers. It is possible with this ability to create a Node Condition, that once met, causes the Permanent Ḥowsh connection to be created with the Living Node automatically. This Condition usually comes with Permissions that may be revoked by the Ḥowsh Artist who

created the Living Node.

Commonly this is used to allow for membership in parties and organizations, and for a single spokesman to represent it. Once Forcang meet the criteria of membership, they gain a Permanent Ḥowsh Connection to its founder, or spokesman, for purposes of future clarification. This can be a faster way of answering questions than making them get out a Ḥowsh Card or look up the person on the Grand Network.

The Living Node may in some cases be a Thçtz with a high enough Psyche. Sometimes it is hard to tell them apart, particularly if the questions being asked are simple. The dangers of using a Thçtz of course are getting the creation of the Psyche just right, and usually for this Advanced Forcang Ḥowsh Artists work with a Grand Elder Forcang consultant to make sure they get the best result. Otherwise, the long term result may be a compromised organization.





PRIMAL SHAPE SHIFTING

100 points. Or, if you've already got Advanced Shape Shifting an additional 35 points

Awakening

Normally when you change into Primal Form, it is a desperate measure and you immediately lose yourself. It allows you to survive, and escape nearly impossible odds. But now you have a way of naturally returning.

Add the points value of all of your attributes together. For each two points of Good Stuff you have, subtract five points. This may at most reduce twenty points. For each point of Bad Stuff you have, add two points. This may add at most ten points. Your character automatically awakes after a number of Absolute Hours have passed equal to the sum.

Another form of protection requires you to prepare in advance. You must permanently add a sub-brain to your character, dedicated to your Psyche. This has the effect of making your Psyche more vulnerable, as though your Psyche were one rank lower. This may be offset if you have at least three points of Good Stuff (in which case, the effect of having one rank lower of Psyche is disregarded).

Now when you go into Primal Form, the number of hours until you Awaken is determined in a different manner. Add together only Strength, Endurance, and Warfare. Then take your point value for Psyche and divide by three, rounding down, and subtract it from the sum of your other attributes. You subtract time based on your points of Good Stuff as usual. Time spent in Primal Form before Awakening cannot be reduced below seven Absolute hours in these manners.

In addition, if you have your Psyche in a sub-brain, then you are more sensitive to your allies should they attempt to rescue you, even before the seven hours have past. If they come across your Primal Form at any point, the images of your closest allies should be enough to at least calm your activity, and give them enough time to engage in a brief mind-to-mind contact, which upon reaching your actual Psyche, will allow you to Awaken. Of course if they snuck up on you, your Primal form might turn and smash them without realizing it, so your allies should not think that you aren't dangerous. It is better to approach you in an open clearing, and let it dawn on you who the newcomers are. You can be Awakened by your allies in this way even in the first seven hours.

Juggernaut

This allows a Primal Shape Shifter to change into a fantastic monstrosity of enormous proportions. It may be the size of football stadium, and covered in all manner of pinchers, jaws, and pores that fire acidic spores. You may fly and you no longer have to breath air while in this form. Somewhat similar to a Creature of Power, this is really the next step up, a behemoth that swallows cities whole. Everyone has read stories about them. Generally your character will have one or two Juggernaut shapes memorized that take ten minutes to change into. The first time you change into a new one, it takes one hour, and two hours if you wish to add it to your memory. Make sure you have all of the details written down so that you can present them to the Game Master.

Technology Shifting

This is a fairly limited ability at this point, but you can begin to add elements of technology to your shapes. Perhaps you want a metal nose, or literal brass knuckles. You could shift your arm into a mundane sword or your chest into a mundane sheet of metal. Of course those changes might take many minutes, so they aren't life savers. And many Goamdwee Artifacts will punch right through that. But adding alcoves to store items on your shape shifted form, and nooks and crannies elsewhere can be good features to begin with. It may have to be another level of Potencies before you can shift into missile

launchers. But be creative while following the logic that you are using a limited form of Technology Shifting to augment all of the other Shape Shifting you are doing.

Primal Blast

This is a wave Psychic energy that causes many of those in sight to revert instantly to their Primal Forms. Many of them will not be Shape Shifters, and not even be aware they have Primal Forms. Of course you generally must have a superior Psyche. If it is close, they will usually change into their Avatar form for about an hour, which is still startling for someone not used to Shape Shifting. That is the form you are forced to change into as the cost for casting it, although you can change back in the usual manner.

This is a powerful ability, and is very draining to do frequently. Those who regularly blow out Primal Blasts tend to develop Chaos Cancer the fastest! Still, a well-timed and appropriately used Blast should have no ill effects, and resting a while later will restore your stretched Endurance. Of course, now you had better get out of the area, as these Primal Forms will likely tear it to shreds!

Chaos Bubble

Instead of using your now immense changing abilities to turn inward you may now focus on the space around you, causing Reflection to bend and twist. If you wish, you may even make this Reflection difficult to reach from other Reflections. This has the effect that the journey to and from the Reflection becomes very slow, as with trips to and from Goamdwee. You may also damage the fabric so that the trip becomes very fast. This effect permanently creates flaws that Broken Lords can follow through Reflection.

It takes ten minutes to create a Chaos Bubble, and once it is generated, you become virtually invulnerable to other forms of energy, such as Journey, Maelstrom, and Ḥowsh. However, the world around you starts to become somewhat chaotic, and to fall apart. Earthquakes rage, volcanoes erupt, and there is generally an apocalyptic tone. Usually you are unaffected for a time by these elements directly, you being at the eye of the storm. The citizens of the Reflection if they discover you are the source of the devastation might try to stop you, probably in vain. With about thirty seconds of effort, you can direct the energy in directions near you, unleashing earthquakes and other disasters that can destroy most assaults on you, or create storm fronts to bring down aircraft.

However, eventually the world will itself start to come apart, usually after a couple of hours, and it will explode. That will kill you if you are still here. Of course even if you leave just in time, you will have to live with the fact that your actions probably cost the lives of billions in order to protect you from whoever was after you.

Generally this activity is very draining, and takes all of your use of Endurance. So you cannot engage in any other Shape Shifting abilities while you are forming a Chaos Bubble. If you wish to take a different form, you should choose and settle on one prior to forming the Chaos Bubble, including consideration for the one you will wish to use to flee once you stop using the Chaos Bubble ability.

Summon Creature of Blood

If you change into your Avatar state, and cut yourself, leaving it on the ground as an offering, and then return in seven hours, having already created at least seven Creatures of Blood, you will find at least one of your creatures there to greet you. There it will stay while you are in your Avatar form. If you further offer it a piece of yourself, say the tip of your finger, it will eat and consume it, and you will have gained a friend, who will be more committed to you, and will seek you out in the future without requiring such a ritual. This is similar to having paid Potency Points for a friend in a Court.

Creatures of Blood go on strange journeys, some say backwards and forwards through time itself. Some say they can jump through space without limitation. All of these are rumors. Certainly in your presence it travels in the exact

way that would be logical for it. If you inquire, you are not going to learn the mysteries of Blood Creatures. Yet.

Yet having loyal Creatures of Blood that could communicate with the future, or the past, or some distant Reality, has unlimited potential. Even just with the possibility. After all, with even a small ranked Endurance, the tip of your finger will grow back. It will however require at least the tip of your finger to be sure of some sort of service. These are Creatures of Blood after all. They require sacrifice. In contrast, if you are rude to it or are scornful of past sacrifices, it and all previous sacrifices and Creatures of Blood might be permanently lost.

Creatures of Blood may still act as NPC's and contact you at other times. This is just one method of summoning them that is in your control, and of gaining their loyalty. This method generally does not work with the Creatures of Blood of other Shape Shifters. After all, these creatures exist because of your actual substance, or their substance.

Shape Shift Structure

With this ability you can generally manipulate the superstructure of a space the size of a mansion, as well as all of its internal features. However, they are all generally organic. The nature of their organic structure is up to you, and may be nearly technological in their appearance and structure. You may also add augmentation with your Technology Shifting ability.

It can be a very comfortable place. The Shape Shifter can generally touch a starfish and cause it over the course of one hour to turn into the desired organic structure. If it is a structure that the Shape Shifter has previously designed, it takes only ten minutes. She may have up to five structures memorized. In order to create the structure it is necessary for her to be touching a living organic catalyst (such as a starfish). Unfortunately the process kills the creature, so animal rights activists might have qualms with this application. It is certainly possible to choose the least advanced forms of life if that makes a difference on moral grounds. Most Forcang don't care very much.

The mansion may come with complete accommodations, including various sorts of food and drink, although they will tend to be very exotic (but usually delicious). It may also have forms of fortifications and protections, spikes, pinchers, generally inactive traps, designed as you choose. Any staff must be added by you separate of the creation of the structure. The structure does not provide local currency, so the Shape Shifter will have to find another way of obtaining that sort of resource, assuming it is still necessary.

The structures are permanent until the Shape Shifter causes them to disintegrate. Because of this, the first night after making them requires good sleep to regain proper Endurance, or else her Shape Shifting abilities will suffer. Causing the structure to disintegrate does not take any Endurance, but it occurs over the course of one hour.

Shape Shift Race

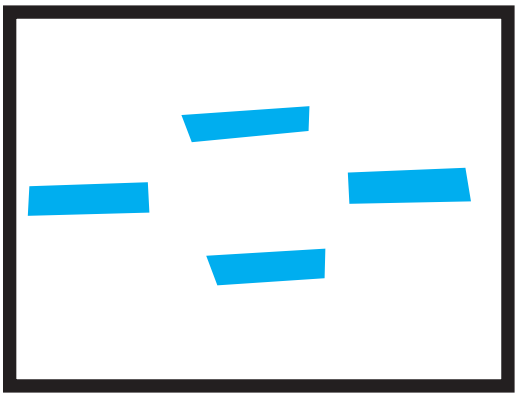
This is generally an important ability for shape shifters who are of anarchic race if they wish to be able to come in contact with Journey or those of axiomatic race if they wish to come in contact with Maelstrom. Obviously they have to choose ahead of time which blood they wish to be.

Ultimately, this is protection only against a very sudden exposure. There is the expression, "A Tiger Can't Change Its Stripes". Well, not even this can be wholly convincing against the most powerful of Ḥowthçtz. Generally the resistance is better against Bloodline Journeys and Blossomline Maelstroms than the Grand Journey or Twilight Maelstroms. Still, the ability to travel to one of these places with less probability of spontaneously combusting has to be a great benefit.

This also has the added benefit of on a cursory glance making others think you are of the different race. They will believe you are a member of the race according to whichever

blood you currently have. However, those with strongly superior Psyches to yours will be able to tell what your true race is, and certainly anyone who engages in a Psychic Battle with you will immediately know your disguise (though that doesn't change the fact that you are still resistant to the harmful effects of Journey or Maelstrom—it just means the secondary benefit will be reduced).

This ability does not change the avatar you become when you use your Shape Natural Forms ability, so that will be a dead give-away for those who know Shape Shifting.



ADVANCED PRIMAL SHAPE SHIFT

140 points. Or, if you've already got Advanced Shape Shifting an additional 40 points

Primal Apotheosis

Now when you go into Primal Form, provided you have met all of the conditional bonus modifiers under the Awakening ability for Primal Shape Shifting, along with at least six points of Good Stuff, you automatically change back to normal form after one hour. During this time if you are approached by your allies, you immediately recognize them, and will permit them to make a mind-to-mind contact with you. This will allow you to Awaken from Primal Form. Regardless, you cannot be woken from Primal Form in the first ten minutes.

You have the option to create a second sub-brain designed for containing memories of what occurs while you are in Primal Form. In order for this to be effective you must have an additional two, for a total of at least eight points of Good Stuff. If you meet these conditions, you are now aware of what occurred while you were in primal form, in detail. You can return to those places as if you had been there yourself, and done all of those things yourself. It simply wasn't you doing any of those actions. You weren't in control.

You have the option at the end of one hour to remain in Primal Form. As you feel yourself begin to Awaken, you may without changing form continue in your current form. Only this pushes yourself deeper into that state. And now you are trapped for two hours. After two hours you have you may once again renew the state, but then it takes three hours, and so on in that pattern.

It is possible to push your Endurance to the breaking point using Primal Form this way, and develop conditions such as Chaos Cancer. So stacking Primal Forms over and over is not necessarily recommended. Then again, sometimes there is simply no other choice. Characters who want to be able to do this should make sure they have a very high Endurance to feed their Primal Form.

Cybernetics

You may now generally incorporate technology in your shape changing. The technology may not make up more than one third of your body mass.

These may serve any number of purposes. Your arms may have guns on them. Your eyes can have lenses with far zooming. You might have magical sensors that detect sounds far away on your ears. The possibilities are endless. When scaled up or applied to all of the different Shape

Shifting abilities, the art form of Shape Shifting becomes even more awesome.

Now you can launch missiles from your Juggernaut, while at the same time a giant pincher crushes buildings in half. You can have a fusion powered core. Now of course, if you power yourself by tech, it won't work in a non-tech world, and you will immediately have a "heart attack", so be smart.

Generally speaking parts of your body made of metal may have the Resistant to Firearms Quality while weapons made of metal have the Double Damage Quality. If you give yourself engines than you move with the Engine Speed Quality.

Warp Bubble

Your efforts to redirect your Shape Shifting energy has paid off. It began with Chaos Bubbles, and now you have discovered that after about half an hour of a Chaos Bubble, you may turn it into a Warp Bubble.

A Warp Bubble is an instantaneous, inaccurate, and powerful way of slinging yourself across The Multiverse. You put yourself in fate's hands, and in a blast of energy, that detonates the area around you in a force equivalent to about 500 megatons, you suddenly appear somewhere else in Dweehwail.

Usually you appear near the surface of another Reflection, though sometimes you are in outer space. Rarely you are in deep outer space, or in some very hostile location. There are nightmare stories of people perishing in the Great River or the Dark River, winding up in The Indeterminate, or in some distant moment in the past or future. But that's generally agreed to be simply stories, or else the sort of thing that happens to those who push themselves too hard, for too long, and end up using a Warp Bubble when their Endurance is at its breaking point.

It becomes especially necessary to choose your form ahead of time, since you don't want to discover you need a form that can breathe in vacuum when you suddenly find yourself in deep outer space.

There is a concept of the Eye of the Bubble, and this is big enough to fit about a three bedroom house. You can in fact build that house with your Shape Shift Structures ability beforehand, making it air tight, and stationing yourself inside with your allies. Then you will all be shunted together to wherever you are going.



The key to this form of traveling is how inexact it is. It certainly is a revolution for Shape Shifters. Independent travel! But they can't really get anywhere without help. Of course by this time they probably have friends who are equivalent Lords of Order who will happily take the clunky shortcut and then fine tune the journey once they get there with Journey.

Shape Shift Land Mass

This allows for an Advanced Forcang or Advanced Foreigner Shape Shifter to manipulate an enormous area all at once. Usually it has to be a contiguous land mass, but that can mean an entire tectonic plate. The Shape Shifter touches the ground, and begins working, as the ground shakes and the world changes around her, bending upward, or hollowing out. She may apply Cybernetics to up to ten percent of it. She may add organic structures to twenty percent of it (where there were none).

Obviously this massive change could kill millions or billions, so once again it would take a particularly uncaring Shape Shifter to do this without thinking first. Those with lots of Good Stuff, as most are at this point, will likely find a nice, empty Reflection to morph into their own space.

The details can be worked over time into something very fine. Usually one day of work is required to fill in all of the detail that would exist in an area the size of Washington State in cubic miles if it were a dwarven city. However, it requires full concentration and use of Endurance. This is artwork at its finest. The Shape Shifter can get details down to the type of plates and glasses. However, food and drink will once again be limited, and creating a spark of life or bringing inhabitants is beyond his scope. But it can become a very attractive world to live in by the time he pays for a Ḥowsh Card to be put up on the Grand Network.

Shape Shift to Urchin

This is a rather undignified way to travel, but if the Shape Shifter is going to survive a journey on the Dark River, this is how it will have to be done. Essentially for an agreement of a rather reduced future favor, she spends her ride stuck to the side of a Dark Lands Vessel in the form of an immobile urchin like creature. The ride can go on for weeks, so this might seem very boring. Luckily, she is in a form of stasis, so time flies until her destination.

Yet this allows her to travel the Dark River. There are really no other ways. Unlike Tree Form, there simply isn't enough space for members of a Dark Lands Vessel who aren't at full attributes. So it isn't worth learning a reduced form capable of surviving the Dark River energies, because the reduction in attributes will make you useless as a crewman. No, you will have to spend your time stuck to the side of the Vessel.

Now if you are thinking that it would be especially easy for another Advanced Forcang to grab an Urchin when no one is looking and toss it overboard, you should note that it would take someone with Strength points over 100 to pry you loose. Besides, your Guide would likely throw the guilty party overboard. This is the Dark Lands, but murder of real people is still frowned upon. Besides, it's bad for business. No, you are generally safe in this form.

You can arrange to be woken up at a particular destination or try to set your own internal clock, although that is risky, since things come up, and you could end up waking up in the middle of the Dark River, and starting to gain points of Bad Stuff.

Generally the Dark Land Vessel travels out to the nearest Reflection once at the destination you desire, so you can Shift back there without danger. If it is a Dark City, usually there is an Aura that protects the Vessel and allows you to Shape Shift back to normal in safety, while still technically being on the Dark River. That is the danger of Dark Cities—but they usually come with the possibilities of greater rewards too, so that's the tradeoff.

You are even capable, and this might be the entire point, of traveling with the vessel all the way to the Abyssal Court. For more information

on the Abyssal Court, see the description under the Advanced Twilight Maelstrom Potency for the Abyssal Court ability. Obviously being there as an Advanced Forcang or Advanced Foreigner who is a Shape Shifter brings an entirely different tone than being a Lord of Chaos or a Lord of Order. You bring a certain, potentially, automatic neutrality.

Shape Shift to Phantom

This is a rather limited ability for many with the Advanced Primal Shape Shifting Potency, but for those who have been steadily stacking different Potencies, now will be a moment of triumph.

If you are also a Ḥowsh Artist with the Ḥowsh Networking Potency [90], you are capable of using the Ḥowsh Hacking ability to hack Ḥowsh Networks. While infiltrating a Ḥowsh Network, you are in a sense in a Ḥowsh World, in which you are now able to use your Shape Shifting ability.

At least in the Ḥowsh Network Ḥowsh Node, which is a more limited Ḥowsh Node, this is still somewhat limited. Generally it is assumed that your character has a bit of a sixth sense while in the landscape of the Network, and therefore, if you would come across a Ḥowsh Fortification, or another Ḥowsh Phantom, you will receive advance notice, and time to react. If your character has points of Good Stuff, then usually you will be aware which the possible threat is.

You may then Shape Shift to a form of your choice to better match the challenge. In addition, you may also have time to Shape Shift the landscape, such that if you end up fighting a Phantom, it will happen in a setting of your choosing. You might have it enter on an obstacle course, with you firing rifle shots at it, for example. Or else you might simply build a large chasm, so only Phantoms that can fly will easily be able to get to you, or else by the time they circumnavigate it, you will be long gone.

Obviously it is easy to calculate the number of points required to have both of these Potencies, and it would be a mighty Advanced Forcang indeed to accomplish the feat. Perhaps they would best be called an Elder Forcang?

In any case, there are other benefits for the rest of you who are not one of those rare few. This is still an unusual case, but more likely to occur. On the off chance that you become trapped or in general end up in a Ḥowsh Reality or Ḥowsh World, it is possible that the Ḥowsh Artist God will have adjusted rules making it harder to Shape Shift.

This ability generally negates much of this consequence (though not entirely). You can generally assume that in any Ḥowsh Reality or Ḥowsh World that you can use any of your abilities under Shape Shifting or Advanced Shape Shifting. However, in order to use the abilities of your higher Potencies, you must have a much better Psyche than the Ḥowsh Artist God, or else, for some reason the Laws preventing such things must have been ignored.

In addition, you may activate a Ḥowsh Gate in a Ḥowsh World to escape into Dweehwail, if you can find it, by token of the energies radiating from your Shape Shifting ability. Of course finding the one doorway in an interstellar civilization could take you thousands of years. So you should probably give up on using that way to get out. Remember that Ḥowsh Potencies generally work normally.

Shape Shift to Tree Form

This sounds rather dull, but it is actually very significant. For this allows Advanced Forcang or Advanced Foreigner Shape Shifters to comprehend elements of Goamdwee and the Multiverse's Tree enough that they can survive a trip on a River Vessel, similar to a Lord of Order.

Despite what it sounds, the Shape Shifter is not only bound to being a literal Tree. However, that is the safest way to travel. Usually River Vessels have a corner where a half dozen or a dozen Shape Shifters have chosen their favorite Tree Form and lie dormant, in a sort of stasis, until they wake upon reaching the River Port of their choosing.

It is very unlikely that they will be meddled with on the vessel. Fellow Advanced Forcang know that one of the few things that will cause them to "walk the plank" is if they kill other Forcang on the vessel. Fights aren't allowed. So cutting down Shape Shifters in Tree Form is a really stupid move. Also, kidnapping is also a very serious offense, likely to result in immediate exile and imprisonment at the next River Port—no exceptions. For all of these reasons, going to sleep in Tree Form for the voyage is a fairly sure bet. That's not to say that Forcang haven't been known to ignore their best interests and do something rash.

The alternative is to choose a Plant Creature. These are monsters that are made of wood and move very slowly. Generally you also have wits that move more slowly. You will not be able to fight as well. While in this form, reduce all of your attributes by one third, rounding up.

Obviously it seems far more likely that you will say or do something rash and be unable to defend yourself in this form. Now of course, they are unable to do anything serious to you. Fights are not allowed. That being said, you will not win one, of any type. But, if you are able to stay calm, and gather information, and know your surroundings, you might rather be able to take advantage of the high number of important and influential Forcang.

You must stay in your Tree Form. That means that you cannot generally use your Shape Shifting Potencies while you are on the River Vessel. That would be another item to consider before deciding to be a Plant Creature. If at any time you are in a Form other than Plant Form, you start to lose attribute points. First you lose 5 Points from all of your attributes. Then each three minutes after that you lose the same until you simply disappear into nothingness. At that point you are dead. Points lost in this way cannot be recovered in any known manner, though some say there may best Feaist Priests that have answers. Generally you will have to earn those points over again. This is a good reason to stay in Tree Form and refrain from using Shape Shifting abilities.

Read the rest of the ability description under the Advanced Grand Journey Imprint Potency for the River Sojourn ability to get a sense of what a journey on the Great River is like, as well as the River Ports at the beginning and end. It is worth repeating that these are all in heavily axiomatic jurisdictions. The price for gaining passage is usually a future favor to the Order that Conducts the River Vessels (one favor per ride, not round trip), or you may give them an artifact, creature, or something else worth 1 Potency Point.

Shape Shift to Nightmare

Despite the alluring title of the ability, it is far more limited on the one hand, yet full of potential on the other. The Nightmare this ability refers to is a racial Foreigner of the Undead subtype that exists in Undershadow. They are powerful allies of Mages, and so while the potential of becoming a Nightmare may have seemed exciting, mimicking this creature Mages depend upon may open vast doors of exploration.

This ability allows a nearly perfect replica of a Nightmare. This means that even a Mage with a very high Psyche will have difficulty determining that this Nightmare is different than any other Nightmare. Usually the difference in Psyche between the Mage and the Shape Shifter will have to be at least 50 Points before a sense that something is off will be detected.

Therefore, a clever Shape Shifter can follow a Mage through a Vortex and pose as a Nightmare, and then go along for the journey as the Mage's mount. This is in fact demeaning, though no less so than many of the other forms of Advance Primal Shape Shifting. But the places this may allow a Shape Shifter to go in Daxuk are potentially unlimited.

The Shape Shifter may survive in Daxuk in any place a Nightmare could survive. That means once in Daxuk, a Shape Shifter is comfortable with the harsh environment. However, unlike a Mage, there is no easy way to get to Daxuk. And becoming a Nightmare outside of Daxuk is a pretty sure way of stating

that you are an Advanced Primal Shape Shifter.

As a further added bonus, if the deception goes so far that a Master chooses to take the Shape Shifter as a Nightmare to be her Mount outside of Daxuk, the Shape Shifter may continue to accompany the Master. The Shape Shifter may accept the Creature Qualities applied to him as free Potency Points. From now on, these will be features available whenever he shifts into Nightmare form. However, even the best Advanced Forcang Shape Shifter should assume that someday that might be found out. And that will indeed be a day of reckoning if he has successively deceived a Master in such a way.

Perhaps the greatest adventure would be if a Master used the Shape Shifter as a Nightmare to navigate to an obscure legendary location in Daxuk, or else, to his own dream world created with Dreaming. These are some of the more common desired purposes for this ability. The other purpose is simply blending in when a Daxuk Vortex sucks you in and you end up trapped in Daxuk.

This ability, Shape Shift to Nightmare, is an *exception*, to restrictions on the Potencies of Shape Shifting in Daxuk. You may always use this ability. It is essentially the only Potency beyond Advanced Shape Shifting you can use.

It is important to remain in this form in Deep Daxuk, or else upon returning to any other form, Daxuk has a powerful affect on the mind. Terrible negative thoughts, longings, regrets fill the mind, and soon even those with very high Psyche may be consumed, and end up groveling on the ground in agony, eventually to die of hunger or thirst. While in the Form of a Nightmare, a Shape Shifter counts as the Undead subtype, and does not need to eat or drink. Note: Generally speaking this latter benefit works only in Daxuk. A Shape Shifter may extend the time she goes without food and drink longer than usual using this form in The Multiverse Proper, but eventually she can still die of thirst or hunger.

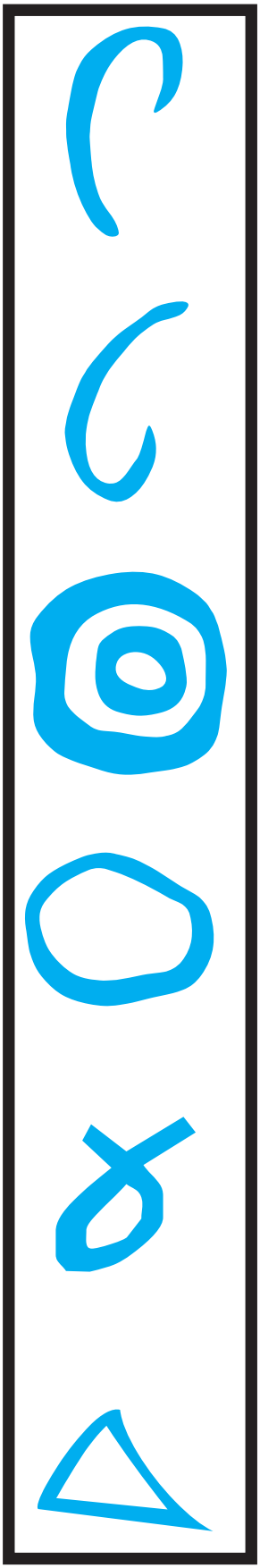
Possess Creature of Blood

This ability allows you, once you have summoned a Creature of Blood that you are already friends with, to Possess the Creature. You do so by cutting yourself and allowing it to come over and drink directly from the open wound. In that moment, the world spins, and you enter the mind and eyes of the Creature of Blood.

This is not an equal relationship, and often you will just be along for the ride. You will be asleep inside the creature's mind part of the time, but you will awaken to see through its eyes. Other times, you will be able to fully control its actions. These can seem somewhat random. It is said that the greater the sacrifice you originally gave the creature when you made it your friend, the greater the possession can be in the future.

Depending on how much control, you may be able to project a Ghost Form of yourself from the Creature of Blood. This is Incorporeal, with one third the value of attributes, rounding up, that your character normally has. Generally speaking you are limited to Potencies of 75 Potency Points and below while in Ghost Form. Further, if you move further than eye sight from the Creature of Blood, you risk being Lost. If that happens, that value of attributes is permanently deducted from your real attributes. So this is very risky—the ability to go and interact potentially with exotic environments, but at a potential great cost. And of course, if you have less control, you may find yourself randomly appearing as a Ghost Form without your permission, sometimes when you want, and sometimes when you don't want.

The Creature of Blood is your ally, and will go out of its way to keep you in sight. So you don't have to worry about it turning traitor, or trying to get you Lost. Usually it is your fault or an accident if it happens. But you need to be careful. Certainly if you get attacked, or if you use some mighty ability of one of your Potencies, it could cause it to happen. Generally the purpose of this journey is to see, hear, and listen. Remember, that supposedly these Creatures of Blood can go to odd places and Realities, or even travel through time. You don't necessarily need to wage war there. Yet.



WIZARD

65 points. Upon taking this Potency, you also receive 15 Potency Points worth of Power Words, Sorcery [15], Conjuration [20]. and High Compelling [5]. If you already have 15 Potency Points worth of Power Words, Sorcery, Conjuration, and High Compelling, you may pay 10 more Potency Points for Wizard (In this instance where you chose to take Wizard later, rather than all at once. Either way there is no loss in points).

Unified Theory

Your realization of multiple forms of magic allows you to see secrets common to them, permitting certain shortcuts. The preparation time for all of your Sorcery, Conjuration, and High Compelling spells is now 10% less. This stacks with any other Potencies that reduce the time it takes to prepare magic and spells.

Generic Name

This allows you to add a name, essentially "Reflection Creature" or "Force" to a Power Word, that seemingly adds some additional "Bang" to the effect. This helps counteract some of the inherent vulnerabilities that allow others to counteract Power Words. In effect, it gives a bonus on the character's Psyche in using the Power Word against someone else trying to counter it. If a character has a somewhat better or much better Psyche than a character who has taken measures to defend against her Power Words, the Power Word may still be effective.

Advanced Lynchpins

You have traveled to many Reflections, and your familiarity with magic allows you to cut short the time to customize your sorceries. When preparing a Sorcery spell, you may choose Lynchpins as usual. Only, when selecting one of the Lynchpins, do not add that time to the total time it takes to prepare the spell. Essentially you get one Lynchpin free. You gain this for a number of spells per day for every eight points of Psyche you have rounding down. Alternatively, you may ignore the time it takes to add two Lynchpins to a spell, but suspend this ability for the rest of an Absolute Day.

You also gain the Empowered Lynchpin for all of your spells, which makes it harder to overcome the effects of your spells, usually requiring a higher Psyche. Generally add this to those available for each spell, including those you create or those you gain from interactions with allies. You can use the Empowered Lynchpin a number of times per Absolute day for each eight points of Psyche.

Permanency

This increases the time of your conjurations. Usually your conjurations remain in existence for one hour for every five points of Psyche, rounded up. You may also try to maintain a single conjuration much longer instead, in effect giving yourself another customized artifact.

Doing this is draining to your Endurance, similar to partying full-time, but usually allows you to extend the amount of time your single conjuration exists into a matter of days for every four points of Psyche, rounded up. At the end of that period of time you will require a good night's rest and a full meal to replenish your Endurance.

Note: this references a Mage traveling between Reflection with her artifacts. If staying on a single Reflection where an artifact would remain conjured for much longer, assume that the effect of permanency naturally multiplies according to the corresponding advantage incurred by the Reflection, but only while remaining on the Reflection. In other words, if the sword with specific qualities would remain in existence for one year in a particular Reflection, and the Mage had a Psyche of 27, then if she spent the whole time on that Reflection, the sword would exist now for five years (there are 5 multiples of 5 in 27, rounding down—5 times 1 year is 5 years). However, as soon as she left the Reflection, the artifact would remain in existence

only for the same number but in units of hours. Upon return to the Reflection again, it would revert back to years, but with the remaining number after the hours had past. It is essentially impossible to use the secondary ability with the single focus, since that would involve straining your Endurance non-stop for months or years.

Misdirection

You have a certain resistance against other Mages using High Compelling, and any of its abilities, and to a lesser extent, attacks related to Psyche in general. In a way, this involves using your own High Compelling ability to convince the Mage or hostile Forcang using Psyche that they are targeting a different mind or a mind that they are being successful in affecting when really you are just fine.

You may use the abilities of Geas to construct an artificial persona, that is targeted instead of you by those using High Compelling. Generally the Forcang with High Compelling must have a much higher Psyche than you to notice the difference. Someone attempting to make a mind-to-mind connection with you will notice if they have a similar Psyche to yours that something is strange, although if you are superior in another Attribute such as Endurance, or possibly Warfare, you may be able to still trick them; a few points of Good Stuff or them having Bad Stuff doesn't hurt. Generally if they have a much better Psyche they will be able to navigate around the misdirection and make the direct connection to your real persona. Otherwise, if you are successful, or if you have a much better Psyche, the High Compelling and the Psychic Connection, and possible Psychic Battle target the persona you construct with your High Compelling ability. It may have taken you time to construct this decoy, and time to make a new one. But it sure is better having it ripped to shreds instead of you.

Local Magic

Generally you get 1 Potency Point off any investment in Local Magic, to a minimum of 1 Potency Point. Of course this is only useful on the Reflection in question, and provides little help with your actual Potencies. It is little more than like purchasing creatures or artifacts. But for someone who is specializing in Magic, it is like going on vacation. There is also a scholarly interest, as you gain some skills related to the Cosmoses in which you study. You must find the method of traveling to that Cosmos and design the history that justifies the acquisition of that Local Magic ability.



ARCHMAGE

100 points. Or, if you've already got Wizard an additional 35 points

Advanced Unified Theory

Your realization of multiple forms of magic has greatly increased, along with your understanding of shortcuts. The preparation time for all of your Sorcery, Conjuration, and High Compelling spells is now reduced by 25% instead of 10%. This still stacks with reductions in time from other Potencies and sources.

Now for every 2 Potency Points you invest in gaining new Power Words, you gain an additional Power Word for no cost. This is not retroactive (you do not gain Potency Points back). This includes Power Words you create or those you gain through interactions with other characters.

Daxuk Vortex

Using a combination of magic Potencies, you can create a portal into a twisted environment, that begins with a vortex that consumes everything around it, other than you. Those who do not have a high Strength attribute may find themselves pulled inside if they are close to the entrance to the vortex. It is possible with a very high Warfare to use tactics to get out of the way.

Inside is a pocket dimension between Reflection known as Daxuk. Everything is black, white, and grey. The Potencies of Journey and Maelstrom generally do not work inside Daxuk, and Ḥowsh and Shape Shifting is half as effective (except as otherwise noted under Shape Shifting Potencies). Yet there isn't very much here of interest.

Here in the pocket of Daxuk available to an Archmage, usually you may choose a landscape, such as a plain, a mountainside, a forest, a meadow, or even a city. As a general rule, assume that all of these are stripped bare and removed of almost all substance to the point of being barely recognizable as that landscape. The city might have a few buildings as far as you can see, and just outlines. A forest might have a half dozen trees, possibly of different shapes, also in outline form, plus a few bushes and plants, similarly shaped. There is no food or water, and generally after walking for a few hundred feet or so, you will find yourself back where you started.

This is a great place for engaging otherwise powerful adversaries, or quickly hiding out. However, Daxuk is not a place to be trifled with. There may be frightening adversaries. It is a realm of Ghosts, the remnants of those who walked the Journey and the Maelstrom and who are long since deceased. These are not necessarily the sort of mindless undead creature that will sap your character of power, but the very image of the Forcang they represent.



And sometimes they may come looking for you, long lost relatives, dead lovers, those you would prefer to leave in the past. So smart Archmages spend as little time in Daxuk as possible. Rather they use it tactically for offense or defense or for training of their abilities. Obviously once they achieve the Potency of the Master, their control over Daxuk and its contents will be a different story.

Necromancy

This ability has a number of uses. While you are in Daxuk, you are able to tell when a Ghost is approaching, although not necessarily its relative abilities or potency. With a high enough Psyche, you may be able to determine if it has Human or Chaos attributes or else a general sense that they are of higher rank.

In The Multiverse Proper, Necromancy is more powerful. Specifically, Necromancy permits a certain degree of control of Ghosts. It also grants some influence over another race with undead qualities, Vampires. Some scholars, among Mages, some of the wisest of which may be found in Rozeg, suggest that there are additional undead races affected by Necromancy. All of these races are technically considered Foreigners. All undead races are Foreigners, including Ghosts and Vampires.

In addition to being able to detect a Ghost, a Mage may also detect a Vampire, as indicated above. Upon doing so, she must attempt to grasp the Foreigner. This will likely involve her Strength attribute. It is then a question of whichever has the highest Endurance. All of this happens very quickly, so the advantage in Strength need only be fast enough to hold the Foreigner for about ten seconds.

If you have a much higher Endurance, then you gain control of the Undead Race, and may order it, similar to giving it a Geas with High Compelling. Only this is more permanent, and you now share control with whichever Thçtz created the Race. The Undead creature may still attempt to do as its Thçtz tells it, at which point you will be alerted, like a cold pin prick, and may assert control once more my using your Endurance.

By holding onto someone for about ten seconds, generally using your Strength attribute, you may temporarily gain the use of one of their Potencies, and deprive them of its use. This relies on you having a superior Psyche like usual (unlike Necromancy versus Undead Races). Usually if your Psyche is much better than theirs, the switch is for ten minutes for every five points of Psyche you have, rounded up. If it is closer to even, then add in additional attributes such as Warfare and Endurance. If you come out on top, then add eight minutes for each eight points of Psyche you have. If you slay someone while you possess their Potency, you keep their Potency for the rest of the day. You usually don't get to choose which Potency you receive, and it is always the lowest version without any prerequisites.

In the same manner, instead of choosing to take Potencies from the individual you hold onto, you may choose to take one rank of Endurance (10 points). This in turn grants you one rank of Endurance (or 10 points, whichever is less). For purposes of gaining ranks of Endurance and new Potencies, you may use Necromancy for these purposes for at most three Potencies at a time and three ranks of Endurance at a time.

If you don't have at least twenty-five points in Psyche, you can't use Necromancy.

Dreaming

You may state before you go to sleep your intention that you will be "Dreaming" that night, in which case you get to build when you go to sleep. There you get to create fantasy worlds left up only to your imagination. Yet your subconscious constantly interferes and threatens to bring in nightmares and items contrary to your plans. Further, there is a strange school of thought that says in fact that somewhere in Dweehwail that the effect of the Dreaming ability by an Archmage actually shifts Reflection, usually in some particularly twisted and fragile space close to the Abyssal Court. The truth is uncertain.

You may also, if you are in the same room and can see someone, and they are sleeping, declare that you will be "Dreaming" with them. In that case, you enter into their dreams. This is more complicated. On the one hand, you are the architect of the Dreaming. On the other hand, they are the subconscious that is doing the dreaming.

It is possible to take another person for every fifteen points of Psyche you have, rounded down into the Dreaming you create for someone

else. Generally harm does not come to those injured in worlds during Dreaming, but there is some exception. If a character is targeted for a Psychic Battle, these effects can have a near real effect. Therefore, it is possible to die while in Dreaming. It is also said that there have been freak incidents of portals that have brought the physical body from its resting place beside the sleeping rival into the supposed Dreaming World created near the Abyssal Courts. But that is all according to legend. It never actually happens of course.

The reasons for Dreaming might be for tricking a Forcang into revealing information, or convincing him to choose some different direction (soft power). Advanced Dreaming is necessary for stronger measures, and is available to a Master.

You must have a minimum of thirty points of Psyche to use Dreaming.

Shockwave

Using a combination of your knowledge of the different schools of magic, you unleash a wave of magic energy that blasts outward, knocking most people off their feet and damaging many objects. Generally Forcang with a particularly high Strength attribute are able to resist a Shockwave. This takes a great investment of Endurance. In addition, a Mage without sufficient Psyche (or who is sufficiently tired or who currently lacks enough Endurance) may cause the ability to detonate in an Explosion with a similar effect, only it targets them as well.

For every five points of Psyche above twenty-five possessed by the character, the Mage may choose one additional target that receives some protection and resistance from the effects of the Shockwave (to a maximum of seven). Archmages with particularly high Psyche and Endurance may add offensive elements to the Shockwave (beyond simply blowing people against objects). This may include waves of fire, or electricity, or cold. It may include more abstract or creative elements too. Abstract elements need not be offensive.

Use the table below to determine the thresholds required to add these elements.

Psyche	Endurance	Ability
30	20	None
35	24	+1
May Include: Acid, Electricity, Fire, Ice		
40	28	+2
May Include: Blinding, Dampening, Deafening (Psyche)		
45	32	+3
May Include: Abstract, Luck, Necromantic (Psyche)		
50+	36+	+4
May Include: Custom, Power Words		

Releasing Shockwaves is draining. Usually an Archmage may release two or three per day without much strain. If each is augmented, she will require a good night's rest afterwards, as it will strain her Endurance.

Obviously using this ability will requires very high attributes, and therefore, remains useful well into the future. The "Custom" option in particular allows for nearly anything to be added to a Shockwave for characters with sufficient attributes. The limitations are up to the Game Master.

Refined Energy

You are so competent at using the flow of magical energies that you can absorb the exhaust given off by a spell once it is used. This is very subtle, hard to detect, but also potent. For Power



Words, Sorcery, and for Conjuration and High Compelling, each has its unique signature and can provide a contribution.

Each Absolute Day, the first time you use a Power Word, you are able to channel it into a temporary boost to your attributes of 2 Points. This may be assigned to any Attribute. This only occurs the first time. Apparently successive forms of the same magical energies do not produce the same Refined result. Sorcery spells produce 5 Points. Conjurations produce 6 Points. Using High Compelling in addition to Conjuration may add another 3 Points. If you do all four, therefore, you can potentially augment your attributes by 15 Points in one day. You have a choice furthermore instead to hold onto the Refined Energy, and to combine it with all the others, so that when you have the mixture of all of them, you can apply them as you please, or for the effect of raising an Attribute by one rank, or else, choosing to apply this ability on the following Absolute Day. After all, it might take considerable time to fit four spells into one day.

Points gained from Refined Energy count toward values that determine other abilities in this Potency or others.

Alternatively it is possible for you to store Refined Energy and use it for other purposes. It is possible to construct an Artifact, a battery of sorts, that can contain Refined Energy, which costs a Mage 4 Potency Points. Usually it can contain about 80 Points of Refined Energy. You may then use these, up to 20 Points, on any day you choose. Only Mages can use these Artifacts or those with the Refined Energy quality (unless otherwise noted). Refined Energy might also be used to power Thçtz, provide fast healing (for a cost of large numbers of points), or a number of other purposes. A Mage should be encouraged to imagine how they wish to use their Refined Energy. Of course they will have to find opportunities to cast spells to get Refined Energy. Note: only the first unique spell type each day grants Refined Energy points.

MASTER

140 points. Or, if you've already got Archmage an additional 40 points

Master's Instruments

As a Master, the culmination of your Potency is represented in a series of objects common to the Order of Masters, the most potent of Mages, whose ranks you have now just joined. You don't have to use the instruments of their ranks, but as in many other worlds of fiction, refusing the instruments carries consequences.

Master Sword
Elven Blade

Combat Mastery [4]
Deadly Damage [4]

Master Garb
Silken Ceremonial

Invulnerability to all Conventional Weapons [4]
Extraordinary Psychic Sense [4]

Master Symbol
Belt with Symbol

Double Speed [2]
Confer Quality on Wearer/Owner/User [5]

The benefit is that if the Master loses these items, similar to those with the Potency of Journey, she may usually retrieve them by retreating to Daxuk, and searching for a short period of time. They will nearly always be found, unless she has violated the Code of the Order of the Master.

While wielding the Master Sword, the Master is considered to have Warfare of two ranks higher, or twenty-five points, whichever is less. This bonus disappears immediately when switching to a different weapon.

Final Unified Theory

Your realization of multiple forms of magic has reached its greatest peak. The preparation time for all of your Sorcery, Conjuration, and High Compelling spells is now reduced by 50% instead of 25%. This still stacks with reductions in time from other Potencies and sources.

Now when you use your Advanced Lynchpins ability, you may choose two Lynchpins that you prepare with no additional time, or three if you choose to use the ability once per day as indicated.

Daxuk Explorer

You can now hold open your Daxuk Vortexes longer, and make them more powerful. But more importantly, the realm you find once you pass through it, alone or otherwise, is far more extensive. In fact, it is practically infinite.

Generally you no longer have control over the type of landscape. If you have a particularly high Psyche, you can in a way "wish" it, and sometime this comes true. But unlike before, wandering sufficiently far into the landscape does not bring you back to the beginning. Rather, it connects you to yet another, possibly different landscape. Or a different version of the same.

For you have reached the Daxuk Proper, or Deep Daxuk. It is still a very boring, lonely place. Without the help of Journey, Maelstrom, and with limited Ḥowsh, and Shape Shifting, changing it would be impossible anyway. And the problem of Ghosts persists. Yet as you continue long past, far away from your Vortex, and eventually it will close on its own, after many hours, you may come across other openings into Dweehwail Proper.

These generally correspond to the most powerful Ḥowthçtz, namely depressions created by other Primal Journeys and Maelstroms. Some of the most powerful Grand Broken Journeys, or even Broken Journeys may make these too. When you get to these spots you will essentially have been able to travel between Reflection all on your own.

It is a little bit of a random thing, since these openings are not always there. True Journeys and Maelstroms tend to have some degree of control over whether there is a vortex into Daxuk within their realm. The Broken Sort have less control. Also, any of this being useful will depend on the Mage having studied the locations of Primal Journeys and Maelstroms. And no one really has knowledge of the location of Broken Journeys. And of course, knowing the location of Primal Ḥowthçtz and being able to survive in the perfect cities built up around them are two different things. After all, usually this will be the most pristine part of the chain of Manifestations or Blossomline, and will have powerful allies and defenders.

However, the mere fact that a Mage now almost has free reign over a private world in which to travel to other Reflections is revolutionary. In addition, there will be an additional ability under Advanced Necromancy below that will help speed up the process, as another problem tends to be the distances involved. That doesn't mean that it won't be necessary to bring along food and drink, as Daxuk is still just as barren as ever.

However, if legends from ancient Masters are true, or even partially true, there is some firmer substance somewhere in Daxuk. It is merely the vast amounts of space in which there isn't that makes it very unlikely that anyone will ever find it. And there are Those that don't want these places to be found. There might be whole other Potencies to be had for those who were to truly specialize in Daxuk, who were to spend eons studying it. Yet as goes an ancient proverb from the Masters: "Those who seek the dead, die."

Advanced Necromancy

You have a general understanding of death that can be useful for a larger variety of circumstances. With a wave of a hand, you can cause the bodies of dead Reflection Creatures and Reflection Mortals to animate, and fight on your

behalf. These gain the Race of a Foreigner, and the attributes of Chaos rank. Generally you can raise animals and humanoids equal to a number for every three points of Psyche plus 5.

You may also use fifty points of refined energy to create an Undead Apocalypse, during which any animal, humanoid, or generally previously living corpse on the Reflection of the planet comes to life, and begin attacking at random. This proceeds for the one Absolute Day, though you may renew the effect for an additional 30 points of refined energy. During an Undead Apocalypse, animated corpses do not gain any enhancement to their attributes beyond what the creature possessed during life. Regardless of whether it was daytime, upon initiating an Undead Apocalypse, the sun sets, and it gets very, very cold.

You may attempt to create your own Ghost of anyone through a process of Resurrection. Usually contact with and being able to cannibalize Artifacts or Ḥowthçtz can be useful for this. It is also necessary to have some thorough knowledge of the individual in question, similar to a Ḥowsh Artist designing a Ḥowsh Card. Usually a person attempting a Resurrection will gather personal affects, diaries, and Artifacts and Creatures belonging to the deceased, possibly even kidnapping relatives. The actual remains of the person can be useful too, though that is not necessary.

Usually once you have gathered together about 5 Potency Points worth of Artifacts, Creatures, and Ḥowthçtz, as well as the necessary reminders of the desired person to be Resurrected, you can gather them and begin a ritual usually unique to each Master. Upon completion, the 5 Potency Points or Artifacts, Creatures, and Ḥowthçtz are permanently consumed. A Ghost of the desired character rises from the Ritual Alter, and the Master must grasp it, usually with a Strength attribute, and engage in a mind-to-mind connection.

The odds are tilted in the favor of the Master, but attempting to Resurrect Forcang who was much stronger in Psyche in life is a bad idea. In the same manner, if it was much better in Strength, her arm is probably snapped like a twig by now. She must engage the Ghost in a Psychic Battle with a special result, that upon success, similar to High Compelling, the Personality of the Ghost is shifted to seeing the Master favorably, even weaving the Master into the Ghosts past. Finally, an Endurance comparison is made to assert complete control. If that is successful, then the Master has succeeded in fully Resurrecting a Ghost.

Generally the Ghost returns with all of the attributes and abilities of the character, only all Good Stuff is eliminated, and instead it is replaced with fifteen points of Bad Stuff. Also, whatever Race the character originally was, it is now a Foreigner of the Undead and Ghost subcategories.

The Ghost obeys the will of the Master, and can communicate with him directly anywhere in Dweehwail in a mind-to-mind link. This way the Master can be told what is going on, and he can issue orders. A smart Master knows not to provide instructions that are too different from the Ghost's actions in life.

Of course with fifteen points of Bad Stuff, it is likely a Ghost's days are numbered anyway. Of course, when it happens, it will likely be in a spectacular manner. They also tend to be quite brutal in their personalities and methods, unless specifically instructed otherwise. Only Ghosts of characters who were the most virtuous in life can sometimes temper this urge.

Ghosts can be sent into Daxuk at will. It is not entirely clear how this happens, but the transition is quick and easy. Obviously it would be interesting to assign a Ghost to explore Daxuk, or to search for legendary locations. Then again, Ghosts created by Ḥowthçtz tend to have much less Bad Stuff, so it is more likely your Ghost will get itself in trouble even in that environment. But it still might prolong the investment. Clearly the possible uses of Ghosts may be endless.

A creature that is hard to find for most who might become stranded in Daxuk is the Nightmare. But for a Master, it can be easy to find. With a special powerful call, the Master can Summon a Nightmare. Normally they might

even be dangerous, but while wearing the Master Garb, the Nightmare may be ridden like a horse. This permits much faster travel across the barren wastes of Daxuk, and is the primary way Masters get around. With a little exertion of Endurance and use of Psyche, the Master may even be able to get the Nightmare to assist it in attacking an adversary, although usually not Ghosts, as it views these as natural allies.

Advanced Dreaming

Generally this allows you to reinforce your own dreams so that you are aware if another Mage is using Dreaming on you. This would immediately allow you to become conscious within your dream, becoming essentially a second Dreamer, able to control much of the environment of the dream. You still may not be able to leave the dream, but at least there will be two poles to the experience. Of course you might just shoot yourself.

This allows that when you are using Dreaming on someone else, it may be more real. This means that your actions translate into a physiological effect on the target. Generally, you are able to designate Dreaming Agents beyond yourself who are capable of engaging in Warfare or Strength Battles with real results.

However, the subconscious of the person in which you are doing the Dreaming, unless you have a much higher Psyche, tends to react to every Dreaming Agent by creating a Dreaming Sentinel, equally capable of causing harm to you and your allies. Usually if they have a much worse Psyche than yours, they still get a couple—the inherent nature of a physically violent dream awakens the nightmarish responses from their subconscious no matter what. But obviously the tactical advantage is that you control the Dreaming and your own set of Agents. But the Sentinels can cause a great degree of trouble, depending on how they manifest. They can take just about any form, and have just about any abilities. Usually the more powerful the individual you are infiltrating, and more they have received training for this sort of thing, the more powerful their Sentinels will be.

Regarding declaring Dreaming on yourself, you have a better sense that such a place is real, and may someday be found. One thing you may include in the dream now is the addition, only in the dream, of a powerful Journey or Maelstrom Thçtz Replica. These are not actually what they seem to be. They do have the effect of seeming to make your dream more perfect. But they cannot be "traversed" and they do not grant Potencies of Journey or Maelstrom. But what they do accomplish, is that you control these Replicas, and whether or not they create Vortexes into Daxuk. You can even detect the unique signature of your Replica.

Now it still might all be a dream. For every Master who dreams of a magnificent world, very few actually find them. But, some do, and more say they do. As mentioned, most tend to be close to the Abyssal Court. That is a very dangerous region of Daxuk and Reflection to travel. It is barren and bleak and filled with rising entropic energies. But now it is possible that you might find your own dream world. And it is said that those who do, can still add to them, by simply going to sleep, and declaring a Dreaming cycle. Some who find them return. For other Masters, it is their final paradise.

You also gain an ability to make it easier to enable you to use Dreaming on people. It is known as a Dreaming Action, and it is a Psychic Battle while still awake, that if successful, the target is rendered fast asleep. Furthermore, he automatically has no memory of the Dreaming Action or the circumstances surrounding it for about forty-two minutes. This can make it much easier to grab someone and put them in a position to use this ability. If you have a superior Psyche of course.

Advanced Local Magic

You now get 2 Potency Points off any investment in Local Magic, to a minimum of 0 Potency Points. It also takes 33% less time on that Reflection to learn the Local Magic, although for

a full investment of time, you may gain additional skills related to that Reflection. Essentially, with an investment of about 3 years of aging, you can become a 10th Level Local Magic "Spellcaster" in any Specialization or Universal school for free. Obviously you can also pay additional Potency Points for high levels, but at a discounted rate from what it would normally cost. Of course not every Cosmos will have an accelerated time Plane, which may limit your options. In reality, it need only take 2 years of aging—it takes 3 years if you add in multiple additional skills, usually history, geography, politics of the Reflection or Cosmos, or more interesting things like local culinary or mixology arts.

Parse Metadata

This is the dream for speed readers, and the name of the ability is a little misleading. In part it refers to the aspect of the magic that involves Ḥowsh Networks. That aspect allows a Master to quickly enter a Ḥowsh Network, but solely for the purpose of gathering the information that isn't actually Ḥowsh related: the bios, the descriptions of places, the dictionaries and encyclopedias. The bigger the Metadata, the longer it takes. Generally what a Master gains from this is a either informal knowledge, or if it takes long enough, a full skill (possibly only as a novice or beginner). But the idea is that it takes much less time to do this. And for purposes of entering Ḥowsh Networks, a Master's Magical ability generally allows him to do so with ease since his only interest is the Metadata. Note: particularly advanced Networks may have some protections for metadata, including the Grand Network and Twilight Network, but usually these only cover the most critical portions of these networks, and there are lots of holes. Still, for Ḥowsh Networks, a Mage needs to remain vigilant, like a hacker. He may still end up in a Psychic Battle with the Security Agent like a Ḥowsh Hacker (see the Ḥowsh Networking Potency under Ḥowsh Hacking).

This magical ability also allows the Master to parse all sorts of other information very quickly. This is everything from digital databases of nothing but 1's and 0's (if her skills include binary coding) to old fashioned books. A Master could read a five hundred page book in about five hundred seconds. The time it will take her to walk over and pick up the next book is far greater. Obviously if she is engaged in studies, and is taking notes or doing problems, writing essays, then this time is extended (in the case of learning Local Magic, which presumably includes a few magic theory books).

The result of this is that a Master can learn information very quickly, and gains skills very quickly, at least from written sources. Once it comes to discussing them with others, and examining the information, the process slows down. But there are still some benefits.

When it comes to her own independent work and examination, she is a fast study. Usually it takes one third the time to learn. When working with other Masters, it usually takes half the time to accomplish an assignment related to knowledge and skills. If it involves Mages of lesser rank (but who are at least Wizards) then usually the process takes three quarters the usual time. When working with other Forcang the process usually takes 15% less time. With only the assistance of Reflection Creatures and Reflection Mortals, it provides a 5% reduction.

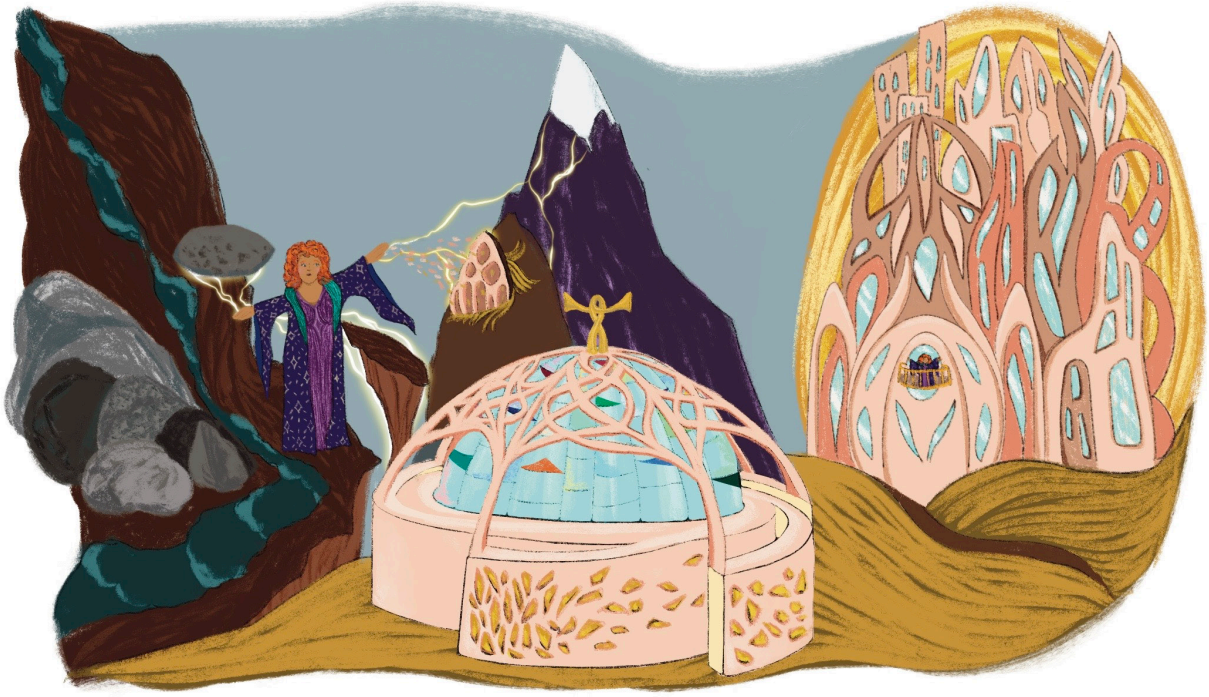
Alter Time and Space

This is a very powerful ability for a Mage, and is potentially limitless, but a good Master knows her limits. This is because a Mage who tries to do too much with this all at once will shift into a being of Pure Arcana, and merge with the Arcana of the Multiverse, losing their persona, and essentially dying.

One effect is that time may be altered to slow it down or speed it up. Usually this may be by a small factor; anything much more than 100-300% will put the Master in danger. Those with truly epic Psyche and Endurance may be able to cope with up to 500%. The area of the Time Alteration may be small, the size of a house, or large area, the size of a continent.

Including a whole Reflection is generally beyond the scope of a Master without risk. There is also permanency. The effect can deteriorate over time, or it can exist forever. These parameters are within control of the Master.

The Master may attempt to move objects. Usually objects ranging up to the size of a house can be moved. A Mage with particularly epic Attributes might be able to move something the size of a football field. But moving continents is out of the picture. There is also the speed of movement. If they are meant to move at a crawl, then that is easy. But traveling at engine speed takes great effort. Those with epic attributes might be able to move objects at jet speed. Nothing moves at rocket speed without risk.



A special exercise of many of the Masters abilities can simultaneously open a Vortex into Daxuk and move, using Alter Time and Space something into it. This requires a great strain, and nearly all his effort. The most legendary Masters have moved mansions into Daxuk before immediately retreating for rest. Others have almost succeeded at greater feats before bursting into light and fading as they became Pure Arcana.

Once in Daxuk, any Reflection material will immediately begin to become an element of its new environment. This process takes considerable time for both objects and people, since the nature of opening a Vortex automatically creates the Daxuk condition of Shallow Daxuk.

But over a course of weeks, as the Vortex has closed, it reverts to Deep Daxuk. Negativity, fear, and hopelessness will take hold. Color will be bleached from everything. Eventually existence in Daxuk is a death sentence for everything placed there; assuming the Ghosts don't get them first.

One way to prolong this is for the Master to add a time alteration to the pocket of the Multiverse placed in Daxuk. By slowing down time before putting it in Daxuk, it might take months before the negative effects of Daxuk take hold. This might be useful as a desperate attempt to fortify an installation, and stave or disaster. After all, most other Potencies don't work in Daxuk, and it is notoriously difficult to get there. Then again, it is hard to get out too.

Masters have been known to attempt to work together to amplify their abilities and move larger areas than they would otherwise be able to. Some say that this is the source of a few legendary locations, including whole worlds, where long

ago even the whole Order of Masters was moved to protect a Reflection from destruction, and perhaps the actual worlds were abandoned while the people were saved. Or maybe they are still there.

Generally Forcang receive an opposed Psyche Attribute check before they may be moved with this ability. The exception is if they are inside objects much heavier than they are. This is a matter of degree. If a Forcang is being shunted into Daxuk in a mansion, it may be wise for him to jump out of the window and take a hurt ankle. At the speed something that big would take to transfer, there would be plenty of time. Whereas, lifting the Forcang directly and moving them, that would essentially take a Psychic Battle first to accomplish.

Why don't Masters do this constantly? First of all they do sometimes. But it seems to upset Daxuk, and even The Multiverse Proper. In the future after they have done this, they tend to have Bad Luck both in Dweehwail, and in Daxuk. In a sense, it is as if they have a few points of Bad Stuff in relation to the most potent Journeys and Maelstroms in the Multiverse, and whatever mysterious energies lie at the heart of Daxuk. Unlike normal Bad Stuff, this tends to go away eventually. But the message is clear that the material of The Multiverse is meant to stay in The Multiverse. The limited exception is the Mage herself, who is privileged to be able to travel in both, and perhaps a few others, brought there to be killed as a last resort in a defensive or offensive measure.

That being said, with the proper motivation, there is no reason why putting an object or location in Daxuk should not be contemplated. It just shouldn't be done lightly. This would definitely be a good time to consult fellow Masters of the Order of Masters if this is something you are considering, assuming you have time to do so.

Other feats may be able to be accomplished with this ability. Creative role players should be encouraged to come up with them. Generally there should be a range of abilities permitted for the normal range of Masters, plus an upper end for Masters with the absolute best Attributes. Finally there should be the danger zone, in which bad luck might result in the death of the character, and a final point at which there is no question that the character will die. The ultimate decision about all of these points is up to the Game Master.

Code of the Master

The Order of the Master is not technically required for those who acquire the status of being a Mage with the Master Potency. However it is highly recommended. It does grant additional abilities connected to the Master Potency. For example, arranging that any of the Master's Instruments that you might misplace can be found just on the other side of a Daxuk Vortex is compliments of their Potency and Influence over Magic and its Potencies. They should not be trifled with. There are additional benefits that come by committing to joining the order and committing to its edicts. First the edicts will be stated, then some of the additional benefits.

• The Order of Masters is Apolitical, and does not take sides in Alliances, Truces, or Wars between government entities, either of Lords of Chaos or Lords of Order

• The Order of Masters exists to understand Magic and Arcana in Dweehwail, and Beyond, and all Masters are expected to put this pursuit as their first priority, and to encourage fellow Mages to do the same

• Masters may advise governments, any other group, or individuals, on any matters related to Magic or Arcana, even during times of war, provided that politics does not become involved; Masters who are proved deceived in their nonalignment must seek vengeance

• Masters may depend on other members of the Order of Masters for help and assistance for matters related to the edicts of the order, and furthermore, even on personal matters, so long as they do not violate those edicts or their spirit; other Masters will assist each other in seeking vengeance for betrayals for having been forced to unintentionally violate these edicts

• Masters are scholars and pursuers of knowledge and skills, and although this is considered secondary to Magic and Arcana, and mundane, time spent gaining mundane knowledge and skills is considered an acceptable and worthy extra-curricular and should be pursued; where Masters are surrounded by dullards or where the Master is the only mind on a particular subject, the Master should stay and be the Scholar and the expert on that subject, until a replacement may be found; however, if a crisis of Magic should arise, Magic takes precedent, and it is acceptable for the Master to take temporary leave

• Masters defend sites of particularly strong Magic, such as Ḥowthçtz, as well as Artifacts and Creatures enhanced by Magic, unless it is for purposes of politics; Masters defend sites of knowledge, including libraries, server banks, and Ḥowsh Nodes, but as a secondary cause

• The Energies of Journey, Maelstrom, Ḥowsh, and Shape Shifting have their Masters and protectors; Magic is a different cause, and you are its Master

• Masters maintain a state of balance in their moral and ethical alignments, and think honestly and carefully about each and every action; Masters do not use Magic lightly or in vain, but deliberately; still decisions may be harsh, or strict, or disciplined; justice may be dark as much as it may be light; worlds may be destroyed as much as they may be created; but do not lose sight of mercy either

• Masters are required to seek vengeance against those who force them to violate these edicts; the penalty need not be death, but is generally up to the individual Master; as stated, they may request help from their brothers and sisters amongst the Order, or their sons and daughters amongst Mages at large

• Masters who accidentally violate these edicts, but are not forced to do so, may find that it is difficult to practice as Master for a period of time; they will have to make peace with the Great Force of Magic, and each Attempt is different; therefore it behooves each Master to be diligent upon taking the oath to join the Order of Masters, though none should fear it

• Masters who intentionally violate the edicts of the Master will have to face the will of a Master Inquisitor; if one will not suffice, than more will follow; the Order of Masters is made up of individuals but it is also a Noble Order and it will not permit itself to be tarnished by Dark Lords who would bring cataclysm to Dweehwail and Beyond, or who would Curse Magic and Arcana; as many Masters will be sent to stop such Betrayers as is required, and only Justice will suffice.

As might be expected, though it is generally discovered, the chief Holy Site of the Order of Masters is Rozeg. This functions independently of the Court of Chaos, though how that is the case is unknown. The actual leadership of the Order meets elsewhere, for obvious political reasons. But new Masters are sworn into the Order at the Temple of Arcana in Rozeg. The Oath should not be taken lightly. Now for the benefits that come from it.

• You may now peer into Daxuk up to several hundred miles ahead, possibly even further. This is dependent on your Psyche, and if it is particularly high, and your Endurance, and if it is particularly high. This may be useful for spotting vortexes into The Multiverse Proper, but also for more unusual legendary features of Daxuk, such as supposed permanent structures that exist here, wholes cities, and worlds. A few hundred miles might permit you to spot these sorts of features. If you have invested properly in Psyche and Endurance, it might expand to a few thousand miles, and such discoveries might be even more likely.

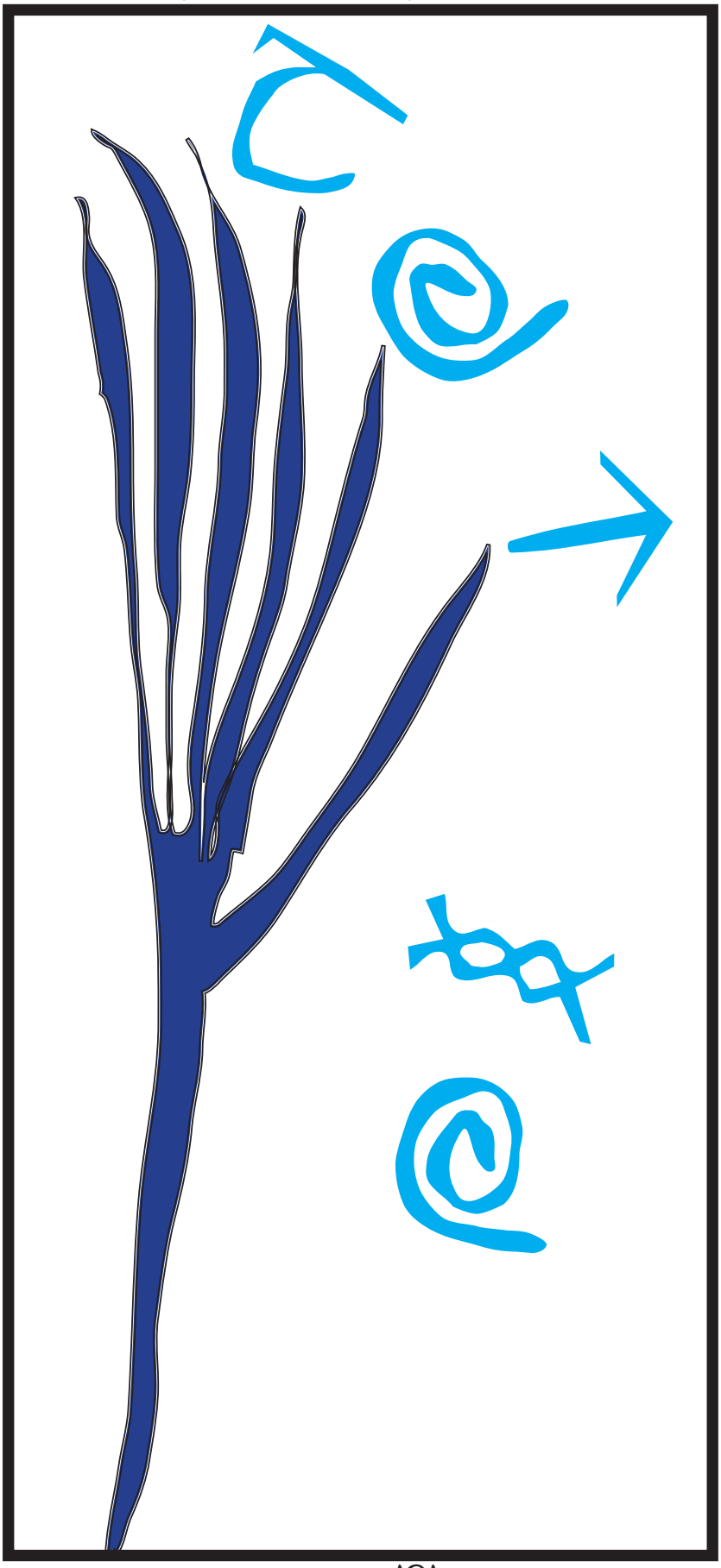
• You may bring your Nightmare with you through the Vortex. It may make you look pretty frightening, and it will take a small bit of continuous Psyche investment, but you are able to prompt your Nightmare steed to follow you into The Multiverse proper. Now of course in The Multiverse there are plenty of other ways of getting around much faster. For this reason you may now choose one particular Nightmare and add Qualities to it, turning it into a Creature like any other, essentially making it like a knight's steed. These additions cost one less Potency

Point each, to a minimum of 1 Potency Point, up to a maximum of 10 Potency Points that receive the benefit. You must give the Nightmare a unique name. It still counts as a Foreigner of the undead subtype.

• You may use 50 points of Refined Energy to create an impenetrable shroud around yourself. This blocks virtually all weapons and dampens the effects of most Potencies. Generally once weapons on the scale of Chaos Bubbles and abilities that erase whole Reflections are involved, it is possible to kill the Mage along with the everyone else. But hopefully the Mage is long gone by then. This effect is very draining, and usually requires the Master to get a good night's rest afterwards to replenish her Endurance.

• On a previous occasion you may have purchased a tech weapon or fantasy weapon with the Quality "Refined Energy" [4]. This weapon now fires Refined Energy in a massive ray in addition to its normal attack. Usually it is a blast of a minimum 20 Points of Refined Energy at a time. This is enough power to detonate a one hundred story skyscraper in one shot. Usually that gives you up to about four shots with it a day at maximum. Imagine the damage it can do to a normal target. This feature cannot be added to your Elven Blade. This may only be added to one weapon, which receives the name Master's Edict. It is added to the list of Master's Instruments that can be found once lost once you have paid the Potency Points to create it. While you hold Master's Edict, your Warfare is considered to be one rank or ten points higher, whichever is less.

These are not the only abilities received by those who join the Order of the Master. Others may exist, and it seems that unlike many other Potencies, the Master's is more fluid, seeming to indicate some degree of control by the Order of Masters. It is possible that actions over the course of the campaign may add to the list of abilities available to the Potency (or that there are others that will be revealed to those with specialized positions in the Order).



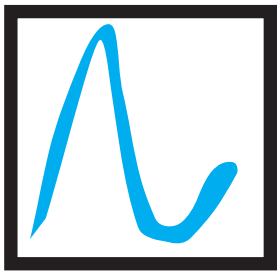
~~Broken Journey Initiate~~
Becomes
BROKEN BLOODLINE INITIATE

Essentially the player chooses a bloodline (input name) of a Force in Whose manifestations she has the effect of Broken Journey Initiate. This Forcang has created their own Journey and used it to fuel his own Manifestations, including several Universes and Cosmoses. While in one of these Manifestations, the player may use the effects of Broken Journey Initiate normally.

Regarding other Manifestations the player can follow the path left by someone else moving through Reflection. However, the only paths the Broken Bloodline Initiate seems to find are those through the worst parts of those Reflections, as per the abilities of the Potency.

~~Adept of Broken Journey~~
Becomes
ADEPT OF BROKEN BLOODLINE

As with previous changes, the Potency only applies to one Force's Bloodline Journey and it's Manifestations.



GRAND BROKEN INITIATE
25 points.

This is exactly the same as Broken Journey Initiate, except that the replica of the Journey in question happens to be that of the Grand Journey, not a Bloodline Journey. Therefore, by walking it, a Sentient or Forcang can gain power over all of Reflection.

This Potency essentially functions in the exact normal way as Broken Journey Initiate. Unlike Broken Bloodline Initiate, the character can move between Reflection of any Manifestations, regardless of the Bloodline.

Broken Contacts

It depends on every Broken Grand Journey, but some have the ability to grant one or two Permanent Ḥowsh contacts to random member Forcang, which may be important Elder Forcang in Goamdwee political parties. It is also possible that the Broken Grand Journey may have a General Information Contact Ḥowsh, but it is just as likely that this connection will deliver the initiate to a different person each time instead, often those she would least like to talk to. However, sometimes Grand Broken Initiates with particularly high Psyche can make more sense of these Broken Contacts. Then again, that may just be superstition, or rumors spread by the Primal Grand Journey to dissuade Forcang from trusting competing images of Itself.

Broken Shelter

You may reach out with tendrils of the dark well, and create a small shelter out of objects no bigger than a grand piano over the next ten minutes. It isn't much, but it should do to protect you from the elements, and in fact it is water proof, and even vacuum proof. It is even said to be able to survive in chaotic elemental environments. Of course that's assuming you were able to survive the time it took to build it.

The Broken Shelter can come with a small bed in one corner, a desk, a chair, and a table with three more chairs. Your Psyche can make this place seem homely enough to get a reasonable night's rest. Unfortunately there is not enough space here for anyone else to get any respite, although you might invite a few people in to protect them from the elements briefly, or to negotiate with them. But your Psyche does nothing to convince them that this is anything more than what it is. You Endurance takes hits to the outside of the structure once it is built, and it can withstand quite a few blows. However, once actual people start attacking your Shelter or firing weapons at it, it won't last long. If you don't voluntarily cause it to collapse, your Endurance will fail, and you will drop, knocked-out cold, as it collapses anyway.

Reveal the Flaws

This is done for a number of reasons, sometimes as a useful offensive tactic, but also to humble others. The substance of Reflection around you within sight seems to dull, while any flaws in Reflection immediately gain substance, and radiate energy with an eerie green and black light. The worlds of Reflection and reality suddenly seem so frail, and those without a substantially high Psyche suffer ill effects.

Generally those who are not at least Elder Forcang, and furthermore, specifically in their Psyche Attribute number, will receive a 5 Point penalty to all Attributes while in sight of the radiating energy. Broken Lords of any type are immune to this ability, as are Foreigners.

The negative for the Broken Lord, and the price for this ability, is the knowledge that this area is now permanently blighted. For these revealed flaws do not go away, but rather, remain as a permanent weak spot in Reflection, that he or another Broken Lord may use to travel between Reflections. In other words, he has placed a great blight on a Reflection World in order to make his demonstration. It had better have been worth it.

This is an instantaneous effect, like a Power Word.

Network Cache

The Grand Network is available to initiates of the Grand Journey, which you are not. However, it seems that somehow the signal is carried in some capacity in an imperfect way to your image of Goamdwee, and has been collecting all of these years in a cache now available to you.

This is like your own private Network, or rather, yours, and whoever else might be an Initiate of this Broken Grand Journey. However, this is a tiny segment, incomplete, imperfect, corrupt, broken, and any other word you can use to say that this can't be trusted. So scholars have even said that the process of filtering through into the Network Cache of Broken Journey sometimes turns these Ḥowsh Networks into their own independent Ḥowthçtz, with Psyches of their own. Therefore, be careful that browsing these Ḥowsh images does not result in the images browsing you!

But, it may also provide information about long lost rumors, places, information erased from the Grand Network, material Ḥowsh Hackers have tried to manipulate since, and government secrets. Really the potential of the Network Cache on each Grand Broken Journey is endless. But they are very dangerous.

It is highly recommended that you invest in Ḥowsh Artistry [40] and continue investing in those arts if you intend to investigate your Network Cache. In other words, while simultaneously planning to eventually move up to an Adept of the Grand Broken Journey, you would equally be investing in Advanced Ḥowsh Artistry and finally Ḥowsh Networking. It is a good idea to completely avoid your Cache until you at least have basic Ḥowsh Artistry, and even then to be very careful.

Asceticism

You may (but do not have to, in which case you do not get this ability—once that choice is made, it cannot be changed) choose a form of

asceticism, which will differ by the Grand Broken Journey, and will ultimately be determined by your character's history. Once chosen, your form of asceticism cannot change, as it is a fundamental aspect of your character. To you it is an expression of humility, an acknowledgement of the broken nature of The Multiverse.

Generally the reward for sticking to your form of asceticism is that your character will always have enough to eat and drink, clothing to wear, and shelter over your head. If you are particularly fervent and humble in your expression, than you may also find that you frequently have pleasant people to talk to and companionship if you so desire, as well as pleasant artwork to look at and mild forms of entertainment and even some discretionary money to enjoy, as well as other benefits.

The way all of this comes about varies, but generally speaking, the first tier is like have 1 Point of "Good Stuff" while for the second tier it is similar to having 2 Points of Good Stuff, although these points of luck tend to specifically be oriented towards the desires and aims of the Grand Broken Journey of which you are an Initiate.



ADEPT OF THE GRAND BROKEN JOURNEY

60 points. Or, if you've already got Grand Broken Initiate 35 points.

This Potency essentially functions in the exact same way as Adept of Broken Bloodline, with some additioal abililities as well.

Humble in the Imperfection

The Grand Broken Journey grants you a state of grace while you are following the route of its imperfections through Reflection. Your Warfare increases in rank by one. Once you leave one of these routes through Reflection, this increase fades over the course of one Absolute Hour.

Foreign Dignitary

Once you have gained the Potency of an Adept of the Grand Broken Journey, you become a racial Foreigner of the Broken subtype, regardless of whatever race you were previously. This change persists as long as your Potency Points in your class as a Broken Lord are greater than they are in any class with Journey or Maelstrom. If at any time your Potency Points in one of these classes surpasses your Potency Points in your Broken Lord class then you immediately become a member of that race permanently, and that change cannot be reversed. This is the case, even if you were previously a member of the opposite race.

As long as you are considered a Foreigner, you will be given ambassadorial status, protection, and honors. This may also extend to the Courts of the Anarchic Peaks, although this is not guaranteed. Of course your activities in these capitols will also be monitored, and any attempts at espionage will result in your expulsion at best.

Now the reality is that this is somewhat of a farce. Your connection to your image of the

Grand Broken Journey is powerful enough that you are bathed in a radiance that makes it appear to people that you are far greater than you really are, with a much higher Potency. It disguises the fact that you are a Foreigner with the Broken subtype.

However, if anyone were to do a thorough examination of your mind, say with a Psychic Battle, the disguise would be revealed, and they would know that you were simply someone representing one Broken Grand Journey or another, rather than being some powerful alien or undead or other Foreigner race.

Indeterminate Form

There is a truth about what you truly are with this Potency that courses through you as an Adept of the Grand Broken Journey, and it rings no truer than in the limited context of mixing it with Shape Shifting. For when you use the "Shape Natural Forms" ability of the Shape Shifting [35], you would normally have the option of changing into your avatar. This would be according to whether you were of axiomatic race, or anarchic race. But no longer are you of either.

You now become a freakish combination of elements, animal form, and really anything else. Be as abstract as you wish. Define and design one form to be your Indeterminate Form which will replace your avatar for purposes of Shape Shifting. Depending on the strange features of your abstract shape, you might be very powerful, or very weak, or very sad.

Prayers from the Dung Heap

This has the ability to begin to make the flaw you are walking in whole again. It begins slowly, but then cascades, and within a matter of hours, a garbage dump is now a meadow full of flowers, with a burbling stream, and beautiful, ancient trees. You might add a merry inn with a happy family of inn keeps to serve drinks that has plenty of livestock and an extra stable hand they can send to town to get supplies and get out the message that they are open for business.

Sound like a fairy tale? Well, it is yours to make. Standing in each flaw in Reflection as you pass from one to another, you can keep going, or, you can stop, and see if you can fix it.

Now it is deeply draining. It is a full use of a Potency, and so effects Endurance significantly. And furthermore, not every flaw is so calm. Some might have zombies to add to the trash and stench. Others might be an active war zone with people shooting at you. In other words, you might not just be able to stand there, staring at the sky and humming a pretty tune while you turn it into a meadow. Besides, there are so many flaws in reality out there, how can one Broken Lord fixing one flaw make any difference?

Well the choice is yours, and the potency to make a difference. Perhaps you will be clever, and there are other ways to enhance it, yet to be discovered. For the journey of the Broken Lord is one of humility and hope.

Making Do

Well with a wave of your hand, you manage to pull a few copper coins out of your pocket to pay for your sandwich. And you impressed some Reflection natives by manipulating Reflection to turn some water into ale that was, frankly, barely drinkable. But it got you to that delightful stage of buzzed that you wanted to be. And to top it off, for your daughter's birthday, you managed to give her tickets to her favorite band. It was the second section from the top, but you know, if you are a Broken Lord, you make do. Or else, you do if you are making it with a wave of a hand and pulling it out of your pocket. Otherwise, you have to earn it the old fashion way, with a little finesse.

Where Broken Pianos will Do

The forces of the Dark Well erupt from you simultaneously energized by the force of the Broken Grand Journey, and they animate junk all around you to come to your defense. You may now direct all objects within five hundred feet no larger than a grand piano to act according to your will. You may further animate them too,

for example, start "chomping" (in the case of a piano), and other purposes according to your imagination. This use of objects around you uses Warfare.

In a Pinch

Your guests would be shocked to learn the truth of what truly occurred, but this is what actually goes down. Assume that you have automatically made a Psychic Connection with everyone in the room that you can see simultaneously, up to a maximum equal to 1 for every 10 points of Psyche rounded down +25. They may now proceed with a Psychic Battle against these people, but only for the explicit purpose of adjusting their minds so that they are not aware of what they are actually eating and drinking, or what they are sitting on, or generally details of the literal meal service. For each Psychic Battle they are successful with, that individual remembers nothing of those details, even resisting a future Forcang's effort to reconstruct the memory without much difficulty.

However, if the Psychic Battle is a near thing (either a near loss or near victory) than the memory is not completely erased, and flashbacks, and strange ideas of what just occurred will pop into their the victim's head to varying degrees depending on what side of that Battle the victim ends up.

If the Forcang using In a Pinch loses the Psychic Battle, than the victim retains their memory of the battle and the perpetrator, and an encounter can commence. Depending on how many other failures occur simultaneously in the same room or area, this could cause lots of problems for the character! Obviously only those with high Psyche's should consider using this ability.

Now those are all the details. What this does, is allow a Broken Lord to prepare a meal for a small group of people with humble food, dishes, and drink, and make it appear to be a lavish feast that would impress even a Forcang. Ironically, while many other character classes in Apocalypse in Dweehwail would use such a deception for nefarious purposes, often the Broken Lord is doing this simply because they do not have the resources to actually provide the meal they think the Forcang deserves, so they would rather make them think they are getting it, than admit to the poverty in resources or Potency. There is also an aspect of humility, basically speaking, let's not let humble food and resources stop us from having a lavish form of enjoyment. Such is the wisdom of the Broken Lord, shared In a Pinch. Then again, it might be lost on some Forcang if their ruse is unveiled, as surely it would be on some.

As a note, a Broken Lord cannot actually use this to serve a substance that is inedible or would be harmful, or knowingly poisonous to any guest at her table. That prevents the ability from working for that person. Basically, they will not be able to form a Psychic connection with that person. That should further the notion that there are humble origins to the nature of this ability, not one of deception and trickery.

Ambassadorial Privilege

You must have at least 80 Potency Points invested in other Potencies in order to use this ability. This allows you access to the Great River in the form of River Vessels and other access provided by Grand Elder Forcang, similar to that available to Lords of Order with Advanced Grand Journey Imprint. You are able to board River Vessels at River Ports, including at Goamdwee, and survive the powerful energies of the Great River. But you do so in relative isolation, as others aboard see you as some alien, and tend to avoid interacting with you, with some exceptions at times.

Likewise, do not expect to receive the same sort of treatment as Lords of Order who are Advanced Forcang at River Ports. You will still need to make you own way. Obviously if you have developed a relationship with a Grand Elder Forcang such that they are transporting you in their own private vessel, then that is a different story. That would actually provide access to the potentially unlimited secrets hidden away in the

Great River. In any case, whole new avenues are now available to you.

Being of Truth

This is a strange form of shape shifting, for it allows you to change into a form that reveals before the eyes of others the truth (including yourself). You take the form of someone, and this is determined innately based on that character's history, who would best speak the truth to them. You become aware of that speaker's history, mannerisms, motives, and their influence on the character.

As a Being of Truth, you are best able to reveal to any character reality as it really is, flawed as it may be. You have the option to use the best of the abilities of either your character or their character, but not for offensive purposes, but only for the goal of convincing the character. You may use these tools defensively if you are attacked. You gain a temporary boost to Psyche of 20 and for purposes of Leadership a temporary boost to Warfare of 20 regardless of which form you use.

If you succeed in humbling a character, and convincing them of the truth, the whole truth, then you are rewarded by receiving a permanent imprint of the form you used. As with Shape Shift, you can assume this form freely, as though you had the Shape Shift Potency. If you already have the Shape Shift Potency, you can add this identity to those you know. But unlike usual, you are automatically able to succeed at changing into this form. However, similarly, it may only be used for defensive purposes, or, as a tool for convincing others of the truth.

Over time you may develop a portfolio of forms that you may use for telling the truth. It is part of your role you may see as an act of humility. It is important to note that in some cases these forms may be of Reflection Mortals or Forcang that are no long alive. That adds an interesting dimension to this ability.

Shadows

This is a powerful ability that functions anywhere along the Dark River and its tributaries. A Broken Lord is capable of manipulating all shadows and darkness in sight, even miles away on a clear day. This seems to have an effect far beyond simply darkness in tech worlds, where it seems to rob the essence of energy from technology, causing them to stop running. In a fantasy setting, all normal and magical light is quelled irrevocably. Likewise, a Broken Lord can release light again selectively, as desired.

This ability is powerful enough that a small region can be made sufficiently imperfect as to permit Reflection shifting by the Broken Lord. Of course she will have to live with the consequences of having ruined a Reflection in order to escape.

Enlightenment

The requirement for this ability is that you have already been playing with a form of Asceticism. Now you have the option to choose at least three more forms of Asceticism. You must also already have 80 Potency Points invested in other Potencies.

There are rewards for this further optional commitment to this monk's way of life. First of all, the rules for the game are altered for a Broken Lord with Enlightenment. When he gets Advancement Points, instead of following the normal rules, he makes his decisions last, after all other players, only he is given the exact number of Advancement Points. This allows him to control how many points of Good Stuff and Bad Stuff he will get. He also plays with his points of Good Stuff and Bad Stuff on his character sheet. A Player playing a Broken Lord who reveals the Advancement Point number loses this privilege on a particular advancement round.

A Broken Lord with Enlightenment is able to enter a state of meditation, in which she can begin altering the region around her, until it is sufficient to permit use of her Reflection shifting abilities. Unlike the basic Reflection ability, this can be used anywhere. It takes a considerable Psyche to be able to do this, and about thirty minutes. Unlike the Reflection ability, the

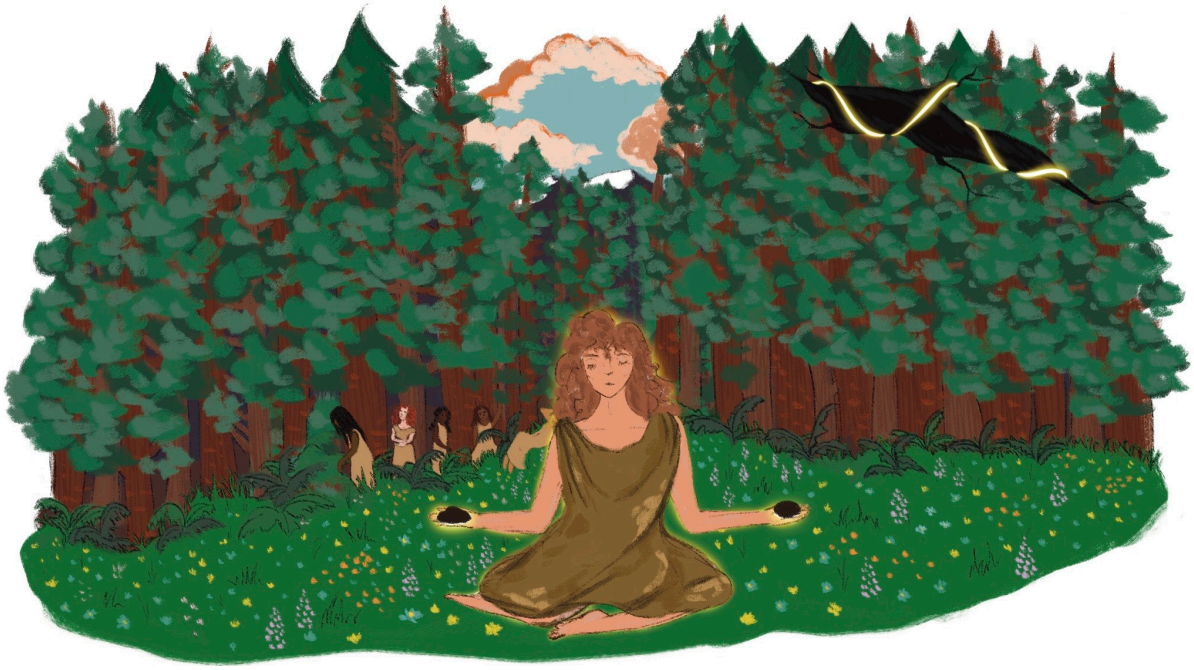
Broken Lord can live with the knowledge that within a few centuries, the imperfection she is creating will naturally correct itself.

At this point an Enlightened Broken Lord may also start to attract other Broken Lords to his cause. Like a beacon, Initiates of the Grand Broken Journey in Particular, but also entry level Adepts of the Grand Broken Journey, as well as those with other Broken Lord Potencies, will be motivated to find you and ask to join your cause. You can choose to accept this assistance or distain it. But you receive an official ability to aid these allies.

Those you officially accept are known as Acolytes, and this is a strong bond. It allows that up to ten percent of Advancement Points you earn, rounding up, may be directed to your Acolytes. Furthermore, on occasion you may receive Advancement Points based on accomplishments of your Order of Acolytes, not just on accomplishments of your own. The strength of bond starts at about equal to that of an ally, and for an investment of about three Potency Points becomes as strong as a friend, and for an additional three more, becomes as strong as a devotee. You can eventually end up with an Order of extremely zealous followers. Generally a devotee level Acolyte needs a Potency Point every Absolute Century or so or else the connection degrades to a friendship, and requires a new three Potency Point investment.

Eventually if you do establish a functional, named, Order, the Order itself will earn Advancement Points, which can be distributed among Acolytes. Usually an Order consists of at least one devotee, two friends, and five allies, but can be enormously larger.

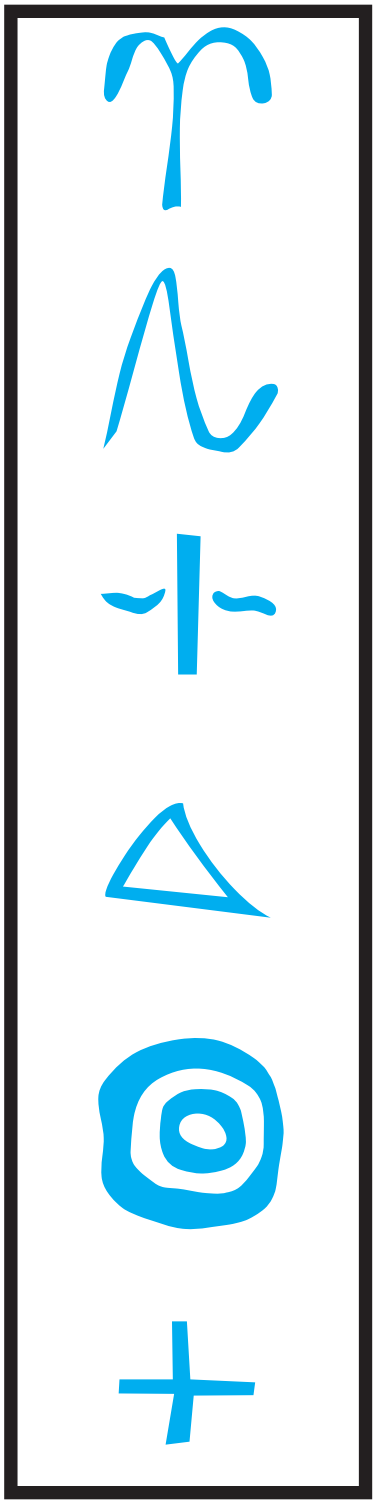
It is possible for non-Broken Lords to be attracted to an Order, or to service it, but generally this is as an associate member, not as a full member, and you cannot give such an ally Potency Points, or upgrade his status with this ability. He can contribute to the Order Advancement Points earned to be distributed to the group.



Finally, the Broken Lord plays as if she had four points of Good Stuff, in addition to those she may already have, towards those purposes described already under the Asceticism ability in Initiate of the Grand Broken Journey.

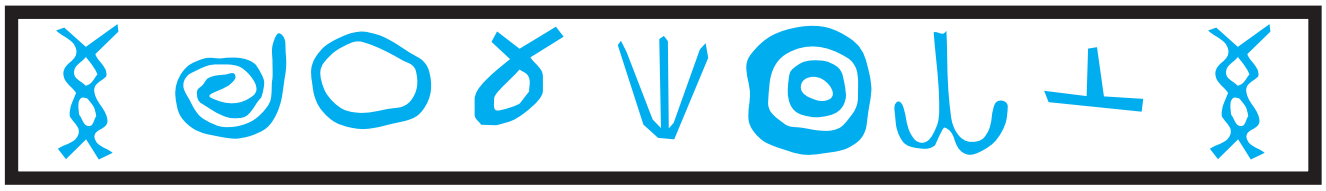
All of these benefits depend on the Broken Lord Player Character maintaining her discipline in Asceticism. This is not easy, such is the path of Enlightenment. The consequences for violations

of the discipline are harsh, and Good Stuff may be suddenly replaced by an equal amount of Bad Stuff, and Acolytes might suddenly become strangers, until the Broken Lord has found a way to atone, and return to the path of Asceticism. Obviously it would depend on the reason for the violation, but it seems the energies released by maintaining the discipline are surprisingly strict, and unforgiving when challenged. No quest for repentance and redemption is easy.





Spirit Potencies



INTRODUCTION

Those who choose Potencies from this chapter may also select Potencies from the Sentient Potencies chapter. However, they may not choose Potencies from the Forcang Potencies chapter. A Spirit may not be a Broken Lord.

SPIRIT AVATAR

65 points.

Being of the Multiverse

By selecting the Spirit Avatar Potency, or any other Spirit Potency, you have chosen a path beyond Forcang. For Spirits are the most famous Sentients of the Foreigner race. Specifically, they are Foreigners of the Spirit subtype.

This choice is permanent—thereafter racial Foreigners of the Spirit subtype may not select any Lord of Order or Lord of Chaos Potencies. Really, Spirits are Natural Beings of The Multiverse, and it may be argued that it is actually Forcang that are guests on their stage. Certainly, Spirits are no less powerful than even the most perilous Forcang.

A Foreigner of the Spirit subtype may still select Potencies of Ḥowsh Artists, Shape Shifting, and Mages, but not Broken Lords.

Natural Contact

You select an element or component of nature to establish as your contact with the Nature of The Multiverse. This may be a plant, animal, or non-living aspect of nature. It may be a force of nature such as lightning or fire. The Gamemaster is the ultimate decider of what constitutes a natural contact.

This selection may not be changed once chosen, and will remain important throughout the path of a Spirit from Avatar to Greater Being.

Spirits do not have standard Avatar forms like Forcang. At this point, the two forms capable of being assumed by you are Human form and your Contact. You may still take Shape Shifting Potencies like usual. These may permit shifting in other Avatar forms.

This initial contact will be your Primary Contact for purposes of abilities gained at further Tiers.

Assume Contact

You may take 1 minute to change into the form of your natural contact. While in this form, you may use all assumed abilities of that Contact. Those with particularly high Endurance may make this change in 15 seconds.

In addition to standard abilities of that Contact, the Spirit Avatar is mobile, can communicate, and may change back to humanoid form in 2 minutes. This change may be done in 30 seconds for those with high Endurance.

Innate Communication

You may understand the written and spoken langauge of Natural, the language of Spirits, but may not yet communicate with it. In addition, you recognize the glyphs of the language of Rebirth, although you cannot decipher them.

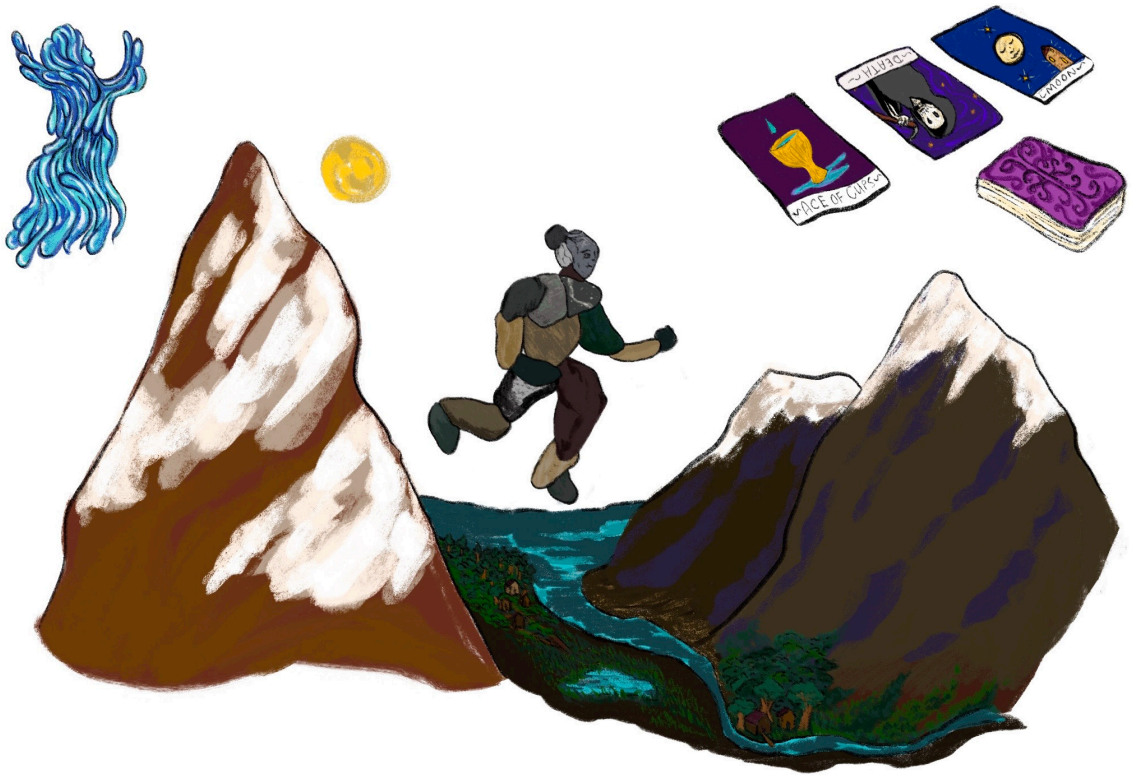
Spirit Avatars may communicate telepathically with other Spirit Avatars and with Spirit Ascendants. They also have an empathic connection to Lesser Spirits and Greater Spirits.

You also have an empathic connection to the kind of your Contact. This is true even if the kind of Contact is not living. These kinds feel a natural connection to you as well, and will actively warn you of danger.

Traveling Kind

You have the ability to Travel Kind. You may assume the same location in Reflection of those of your kind, and may instantly travel to those of the same kind within a number of Reflections equal to your total potency points.

Your kind has an innate desire to help you, and will permit this cooperation. However, a Spirit with particularly hostile behavior may be ejected at any point in the path if the kind takes



offense. Generally this is effected by points of bad stuff, and the behavior of the player character.

In contrast, player characters with good stuff have been known to be able to significantly increase the range of this ability, possibly even to twice as much. The community of kinds is sensitive, and reacts to the nature of the Sentient.

Sign of the Blight

Spirit Avatars are sensitive at this stage to the language of Infernal and derivative dialects such as Vampiric and High Vampiric (there are many others). While in the presence of derivatives and those who use them, you may not use your Spirit Potencies, with the exception of those with very high Psyches.

Exposure to Infernal may result in a Kind Retreat. This forces the Spirit Avatar to travel the maximum distance with Traveling Kind. This is a compulsion, and doing this consumes your whole body, mind, emotion, and spirit, until you reach that distance. Those with particularly high Psyche and Endurance may temper this Retreat. During Retreat, you may not use any other Potency, even those that do not relate directly to Spirit abilities.

Homeland

You choose a single Reflection that to you is home. To help construct this Reflection, the you gain 18 Potency Points to use towards construction of a single Reflection. These may be used toward a Refletion, as well as Artifacts that exist on the Reflection. At least 9 Potency Points must go towards the Reflection itself. No Ḥowthçtz can exist on the Reflection.

While in your Homeland, all Spirit abilities and Potencies are more effective and attuned. Sometimes this is to as much as double the effect (when relevant). You act as though you had 9 points of Good Stuff.

While in your Homeland, the penalties from Sign of the Blight are suppressed. A particularly powerful Sentient using Infernal may still have an effect, judged by the superiority in Attributes. If anything, in the context of your Homeland, you exibit unnusual resiliency to the Blight of Infernal.

While in your Homeland, you may communicate innately with all Spirit People and Spirit Creatures. This does not mean that you understand their written or spoken words. Rather, there is a direct telepathic connection with them. You must be within nine miles of them to communicate.

You love your Homeland, almost as a parent or ancestor. Therefore, the loss of your Homeland is particularly devastating. Upon the destruction of your Homeland, you gain 4 points of Bad Stuff. In addition, 5 Advancement Points are placed in a special Homeland Reserve.

Should you ever be able to find 180 additional Spirits from your Homeland, the Homeland Reserve may be traded in a spectacular ritual to reconstitute the destroyed Reflection. This process takes 9 years of continuous devotion However, the points of Bad Stuff gained from the initial destruction are permanent.

Force of Nature

You may summon the Forces of Nature to smite your adversaries, and defend your allies. At the speed of Strength, you may call up to 9 Natural Elements, that might have been selected as a Contact, to assist you.

These Natural Elements are not controlled directly, but rather, you use the Leadership aspect of the Warfare attribute. You command the Forces of Nature, and they may choose to respond.

At this point, this may be for up to 18 minutes. For those with particularly high Endurances, it may last two or three times longer. The use of Natural Forces may be for offense or defense of you, your allies, Spirit Peoples, Spirit Creatures, your Homeland, or belongings related to those.

While in your Homeland, this ability is particularly effective. You may call up to 18 Forces of Nature, and direct them for a minimum of 36 minutes.

Lesser Divination

You may attempt to predict the future. This provides answers about what is likely to occur. You must be Assuming your Contact. While in this form, you may ask the Gamemaster questions about the future.

While questions may be asked, there is no guarantee of an accurate answer. A high Endurance and Psyche is required to be most successful. Answers are usually in the form of "Yes" or "No". Good Stuff and Bad Stuff effects the results. You usually only receive one Lesser Divination per day. For those with very high Endurance, this may be extended to two.

The future can change in unpredictable ways, and even accurate responses should be seen as possible futures. The Gamemaster should answer as honestly as possible, but even Greater Spirits do not forsee every future. Therefore, this ability should be used carefully.

Rust by Contact

While in Assuming your Contact, you may touch a Tech or Fantasy technology. You may cause it to rust and become unusable within 30 seconds. This is particularly affective against mundane items. Items affected by Rust may be restored with an investment of any Potency Points. The Gamemaster has the ultimate say on what constitutes a Tech or Fantasy technology. This ability may generally affect up to 100 cubic feet per hour.

At this stage, Artifacts and Ḥowthçtz and other technology enhanced by Potency Points are generally unaffected by this ability. You may take on 5 points of Bad Stuff for one day in order to affect such technology with up to 9 Potency Points of investment. This is limited to 25 cubic feet per hour. Any new investment of Potency Points that takes the technology beyond

the limit nullifies the affects of this ability. Such technology is only affected by Rust for one day, afterwhich it returns to normal.

SPIRIT ASCENDANT

150 points. Or, if you've already got Spirit Avatar 85 points.

Expanded Contacts

You choose 8 additional Contacts. These are known as Lesser Contacts. You may assume their form and remain mobile and communicative as usual. Hereafter, the original Contact is known as a Greater Contact. You must still Assume your Greater Contact for many of your other abilities.

You receive an advantage in gaining Shape Shifting Potencies. You may select any Shape Shifting Potency with a 27% point reduction in Potency Points invested, rounding up. If you have at least +5 Points of Net Stuff, you round down.

Night and Day

You may alter the light of a given Reflection, even and up to creating night where it is day, and day where it is night. If you have high Endurance you may affect your entire Reflection, while with less you may only affect a region of it. To Reflection Mortals and People of Spirits, the Celestial Objects of a Reflection may appear in the sky. This is not an illusion, but rather an alteration of nature itself.

This is meant for short term use. Spirits tend to be effected negatively by altering nature, even if they are working together with it. Each hour that night and day or exchanged, the Spirit gains 1 temporary point of Bad Stuff. These disappear one day after nature has been returned to normal. Sometimes it is necessary to call on the forces of nature, even darkness and light itself, to protect a Reflection. However, such choices come with a cost.

Thorn and Berry Attunement

In a process that takes nine months, you may become Attuned to a Thorn or Berry of a Manifestation. A Spirit who is Attuned to a Thorn or Berry treats It as part of their Homeland for purposes of it and related abilities. You also treat the elements of a Thorn or Berry as elements of nature for purposes of your abilities.

You are able to interact with Sentients with Rights and Attunement to that Thorn or Berry. Doing so is akin to using a dialect of Natural. Such Sentients still control and manage the Thorn or Berry, only they tend to show empathy towards you. Suggestions are looked upon kindly. However, this is dependent on understanding the key aspects of each Thorn or Berry. Suggestions contrary to Their purpose will be ignored.

Light Seed Attunement

In a process that takes five months, you may become Attuned to a Reflection designated by a Lord of Order or Lord of Chaos to be a Dimension of Spirits, or Plane of Spirits, or Reflection of Spirits. Such common distinctions are common in Manifestations controlled by Lords of Order and Lords of Chaos, and this permits Spirits living there to see such Reflections as their Homeland for purposes of the Homeland ability.

The number of additional Reflections that may be Attuned in this way may include up to an entire additional Light Seed. This may actually involve many Reflections, as well as Manifestation Domains and elements of Deep Space and Interplanar Space.

Homeland Edict

You gain an ability similar to the Prayer and Miracle abilities of Lords of Order. This persists in your Homeland, and any Reflections or other Manifestation Domains added because of attunement. This is called a Spirit Edict, and

effects any Sentient, Reflection Creature, or Object within the borders of your Homeland.

Edicts are poetic phrases that have significant power. They are most useful in relation to a Spirit Ascendant's Lesser and Greater Contacts. They also must be respectful, and aesthetically relevant. Spirits do not appeal to Transcedant Forcang. Rather they appeal to The Multiverse Itself, a different kind of Supreme Reality. The Multiverse may choose not to reply, or to enact Edicts differently than desired. Thus, it is best to use Edicts sparingly, and with awareness for their peril.

Reverse Edict

Reverse Edict acts similarly to the Homeland Edict of a Spirit, only you appeal the words to Multiverses of different Time Frames. This is known as a Reverse Edict, as often the results may be somewhat wild.

The more a Spirit knows about past and future Multiverses, the better this ability functions. You should invest time in finding knowledge and mastering it. Each time frame may include several knowledges worth mastering. For each time frame mastered, treat yourself as having an extra rank of Endurance and Psyche in relation to this ability.

It is said that Spirits who are fluent in Rebirth are able to use this ability best. Somehow realization of that Language of the Universe better appeals to The Multiverse of past and future. It is also said that those who master Infernal and Linear also improve their odds.

Not everyone likes the results of Reverse Edicts, and ultimately they are up to the Gamemaster. A good Gamemaster produces compelling results that are different from those of Homeland Edict. A logical consistency is desired, yet this is an ability that Transcends Science and Logic. Thus, the results of any Reverse Edict may also be surprising. Having Stuff of various sorts can effect the results as well.

Enhanced Communication

You understand how to speak and communicate in all ways with Natural, the language of the Spirits. Natural is spoken by the most wise of the People of Spirits and some Spirit Creatures. It is certainly spoken by all Transcendant Spirits, or at least understood.

You have an innate connection to Spirit Avatars, other Spirit Ascendants, and Lesser Spirits. You may communicate with them telepathically within a range of 9 miles. The innate connection with Greater Spirits remains exclusively empathic.

You understand the spoken and written language of Rebirth. However, teaching this rare Language is exceedingly difficult, amost as if The Multiverse Itself guards the secret. Besides the literal ability to teach it to others, it is considered culturally taboo to educate non-Spirits or their People in Rebirth. Some exceptons to this have been made for purposes of diplomacy.

Natural Adaptation

You are comfortable existing in a variety of natural environments. You may survive extreme temperatures, and the forces of the elements. The most perilous of these locations may still inflict harm. However, the majority are pleasent. This is true in most of The Multiverse, including Daxuk and The Indeterminate.

For Daxuk and The Indetereminate, these are considered perilous environments. Some may still effect you, as the threat is more than just temperature and energy types. In Daxuk and The Indeterminate, the raw components of nature sap body, mind, emotion, and spirit directly. Rather, you are considered to have some resistance in these locales.

Alternate Dimensions are sufficiently foreign that this resistance is considered very small. It will take more Stages of Adaptation to be prepared for these exotic locales. For now, it is sufficient that most natural environments of The Multiverse Proper are manageable.

In particular, you may survive in any

natural environment of your Homeland or similar Reflections.

Elemental Utility

You are able to breath in substances other than air and you may fly. Generally the substance must be some normal type of matter or elemental energy, such as water. Flight is permitted, but hovering and prevailing in heavy winds is still difficult, as is very acurate maneuverability. Combining these two abilities, the Spirit Ascendant my fly through the vacuum of space (seeing "vacuum" as a type of elemental energy).

LESSER SPIRIT

275 points. Or, if you've already got Spirit Ascendant 125 points.

Spirit Contacts

A Lesser Spirit treats any element of nature in Her Homeland as a Lesser Contact. In addition, She chooses two additional natural elements to be Greater Contacts. Finally, her initial Greater Contact gained at earlier stages is hereby known as a Primary Contact.

You gain a 50% reduction in gaining any Shape Shifting Potency. Substract an additional 10 Potency Points from the cost if you have at least +5 Points of Net Stuff. A Lesser Spirit may use Shape Shifting, or Tier 1 Shape Shifting, at the rate of a Lesser Contact.

You treat any adopted Homeland the same as your Homeland for purposes of this ability.

Natural Element Diversion

You may shift the nature of elemental energy, such that one type rapidly becomes another. Water may become Earth. Wind may become Vacuum. The Gamemaster has the ultimate decision on what qualifies as a Natural Element. This change takes place over 5 minutes. For those with high Endurance and Psyche, the change happens in as little as 2 minutes.

This ability is meant for offense or defense for short periods of time. Generally such a shift may be sustained for up to 5 hours. Those with high Endurance and Psyche may sustain it for as much as 9 hours. After that, each additional hour generates 1 temporary point of Bad Stuff. This Bad Stuff persists for a number of days equal to the number of points of Bad Stuff gained from each use of this ability. Those who incur more than 5 tempoary points of Bad Stuff may see their temporary points last one Absolute Month.

Settled Contact

While assuming the form of your Primary Contact, you may Travel Kind using kinds similar to any elements of nature gained as Contacts by your Spirit Contacts ability. The distance traveled may be up to five Manifestations at a time. Some Lesser Spirits with lots of Good Stuff have been able to travel up to nine Manifestations at a time.

While assuming your Primary Contact, you may survive in most natural environments of The Multiverse. This includes the effects to mind, body, emotion, and spirit inflicted by The Indeterminate and Daxuk. You are also strongly resistant to the effects of natural elements of the varied nature in many Alternate Dimensions. Some extreme environments of a variety of natures may still have perilous effects on you. Generally, any natural environment within your Homeland, adopted Homelands, or within 5 Manifestations, have no ill effect upon you because of nature.

You may communicate using Natural with any Spirit of any Tier or Stage. Any who have difficulty understanding Natural for any reason receive this communication telephatically. This includes Greater Spirits. You innately comprehend codes used in Rebirth by Greater Spirits. These may not be easily interpreted for outsiders, but rather are a secret form of communication among Greater Spirits, Lesser Spirits, and The Multiverse Itself.

While assuming your Primary Contact,

you may detect any Transcendent Sentient within 1 Manifestation. It is like a ringing sound in your ears. It never goes away. It is pleasent when the source is another Spirit, and somewhat unpleasent if it is a Forcang. Other Foreigners have different signs that may eventually be interpreted, either with skills, or at future Tiers and Stages. The proximity of a Thorn or Berry dimishes the unpleasent nature of this sense.

Fundamental Detection

While assuming your Primary Contact, you may Detect Threats to The Multiverse and Wave Relics of many varieties. Threats tend to be infused with Infernal and similar dialects, while Wave Relics generally have a Rebirth Code. You may also detect remnants of different Time Frames. The range of this detection is usually up to 1 Manifestation away. The presence of these is like a headache, and cannot be easily ignored. Once again, the difference between them can be interpreted, either through a skill, or innately in future Stages and Tiers. Certainly being in their presence is similar to a powerful headache. This does not mean you know their nature or abilities automatically. However, a wise Lesser Spirit would exercise caution.

Order Lineage

It is known that the Order of Sentients of Spirits is intermingled with the Order of Sentients of Forcang, and possibly others. At this Stage, you must define if any elements of your Whole Soul have origins from a different Order of Sentients. One option below must be selected, and once chosen, cannot be changed.

Spirit Lineage: realizing a purer Spirit Lineage, you may automatically interpret the signs of Transcendent Spirits and knowledge gained through Fundamental Detection. This is a natural intuition seemingly provided by The Multiverse Itself. The Potency Points of a Transcendent Sentient may be estimated up to the nearest 100 Potency Points.

Axiomatic Lineage: your Whole Soul has elements of an Axiomatic Forcang. You gain the Avatar of Order ability of Great River Imprint and the Tree Canopy ability of Advanced Grand Journey.

Anarchic Lineauge: your Whole Soul has elements of an Anarchic Forcang. You gain the Rapids Novice ability of Advanced Twilight Maelstrom and the Primal Anarchy ability of Dark River Mastery.

Infernal Lineage: somewhere in the lineague of your Whole Soul are Infernal Transcendents. You are not effected by the Sign of Blight ability of Spirit Avatars. Rather each two hours of exposure your gain 1 temporary point of Bad Stuff. This temporary point disappears after 1 Absolute Day. Gain 2 permanent points of Bad Stuff when you take this ability.

Abarrent Lineague: Other Forcang and Spirits take a penalty, a ten point reduction, to Strength and Warfare, in your presence. Your senses work in all directions, as though you had eyes in the back of your head.

Draconic Lineague: you gain a breath weapon, and can sprout a natural element from your mouth, up to one hundred feet. This operates at the speed of Warfare. This should be related to your Primary Contact, and is ultimately decided by the Gamemaster. Gain two Languages. You know how to read, write, and understand these languages.

Dimensional Lineage: you are able to detect, open, and close dimensional portals, as with the Reality Warden Archetype. You are also resistant to the unique energies found there, above and beyond normal Spirit resistances.

Unknown Lineage: you can instantly travel up to a third of the distance across The Multiverse Proper; however, it must be to a Known Spirit Dimension, River City, or Dark City; other Sentients see a flash of colorless light. No others may travel with you. You may also sprout a horn from your forehead, or you may hide it at will. This apendage may be used as a weapon, and it grants 2 Points of Good Stuff.

Moral Variance

There exist such a thing as "Good Spirits" and "Bad Spirits". This ability only applies to those who have sufficient Net Stuff. Those who have Net Stuff of +5 or more gain the abilities associated with a Good Spirit. Those who have Net Stuff of -5 or more gain the abilities associated with "Bad Spirits". Everyone else gains the abilities of Neutral Spirits.

These abilities can be gained or lost after gaining this Stage or Tier of Spirit. If at any time a Lesser Spirit meets the requirments in Permanent Potency Points of Stuff, she gains the respective ability. If at any point she ceases to have the necessary qualifications, she loses the abilities over the course of one Absolute Day.

Good Spirits (Net Stuff +5 or more): all allies within five miles gain +10 points of Endurance, and find themselves resistant to diseases and poisons. You are immune to diseases and resistant to poisons.

Neutral Spirits (Net Stuff between +5 and -5): all allies within five mile gain two Power Words and one Sorcery spell that may be used once per day while in range. They need not have those Potencies to use this ability. Once allies select their magic, those same options will be available whenever similarly in the presence of that or another Lesser Neutral Spirit. The choices of magic cannot be changed. You gain the same magic, although they may be used at any time. If you have the Power Words and Sorcery Potencies upon gaining this ability, you gain a total of three Power Words and two Sorcery spells.

Bad Spirits (Net Stuff -5 or more): all enemies within five miles gain 2 temporary points of Bad Stuff. These points disappear within one hour of leaving the range of the ability. You exude an aura of fear, and all Sentients with Potency Points in Endurance equal to yours or less suffer -5 to Warfare and -10 to Strength. This occurs while in the five mile aura. You may hide an artifact weapon with at least four Potency Points on your person in a special pocket dimension such that only those with significantly more Psyche than you may see it. It may be retrieved at the speed of Warfare.

Greater Divination

You may attempt to predict the future, similar to Lesser Divination, but now you can ask more complex questions. The questions can generally be up to three sentences. The Gamemaster answers as honestly as possible. This should be seen as a version of the future, that is most likely possible. However, the futurre can change.

At this point, it is possible to ask one Greater Divination per day, although those with a high Endurance may ask two per day. Also, you may use Lesser Divination a total of three times per day, or five times per day for those with high Endurance.

You have a natural talent for using Ḥowsh Cards to predict the future, for Spirits who also have the Ḥowsh Artist Potency. This requires having access to Ḥowsh cards, but your results are more similar to the benefits of Greater Divination, if not even more precise.

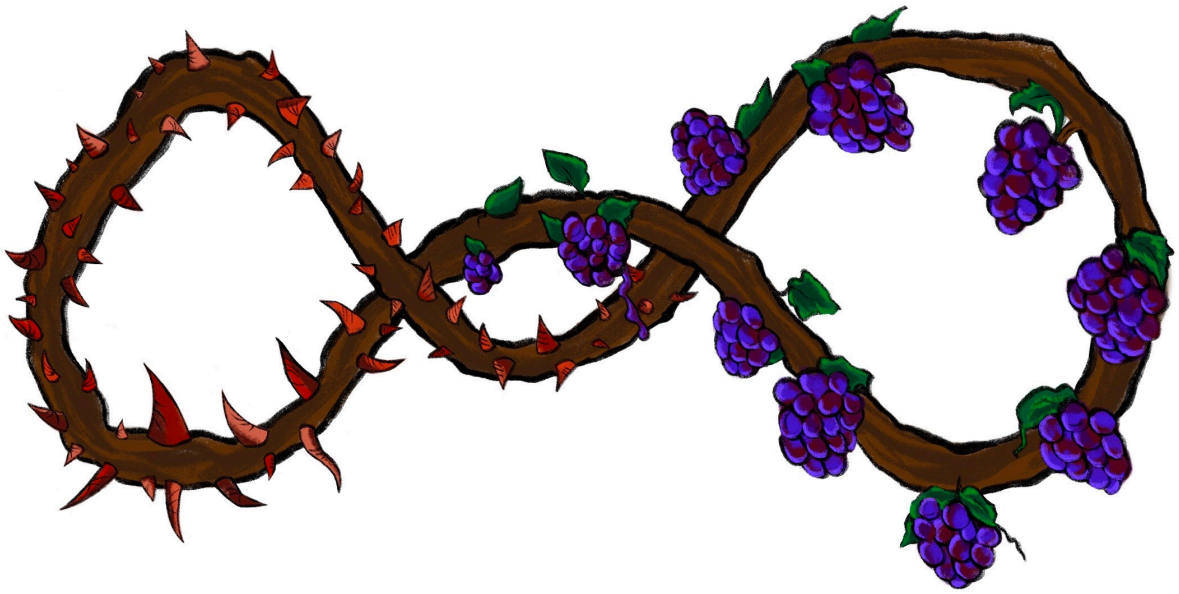
Thorn and Berry Utilization

You may establish a point in space that is temporarily treated as a Thorn or Berry. This may have powerful harmful or beneficial effects on other Sentients, even Forcang. This point is generally up to nine cubic feet.

You may define three Tier 1 Potency abilities that are bestowed on Sentients within five miles of the point. As with most Thorns and Berries, all Sentients within the zone of affect gain those abilities, whether to their benefit or harm. Those with high Psyches and Endurance may prove resistant to this, as they are with Thorns and Berries in general. It takes five minutes to create a temporary Thorn or Berry, and it lasts for 1 Absolute Day.

Natural Rights

You gain a number of Rights, which correspond to your Primary and Greater Contacts. You have a degree of omnipotence with regard



to Edicts in relation to those Rights. This is particularly true in your Homeland, or adopted Homeland. It is also true in most of the rest of The Multiverse, especially Light Seeds and Spirit Domains. It is even stronger in sight of a natural Thorn or Berry.

Right Edicts are poetic phrases that produce a result that has thematic relevance to your Primary and Greater Contacts. It is up to the Gamemaster to interpret what is relevant. In this case, there is no Reverse Right Edicts. This ability is most often used in managing Light Seeds, although the possibilities are nearly endless. It is best to be creative with this ability, yet humble.

Greater Elemental Utility

In addition to gaining the benefits from Elemental Utility, you may also swim and burrow at normal speed. You may walk and fly at engine speed. It is possible for you to see in complete darkness and dim light.

This is all true in natural environments found in Dweehwail, and to a certain extent in Alternate Dimensions. Many types of technology, both tech and fantasy, dampen the Elemental Utilitiy abilities of a Spirit. Those with high Endurance and Psyche may overcome this limitation. Exposure to Infernal and related dialects have the same effect unless your combined attributes are significantly higher. Even then, your Elemental Utility works less well.

Lesser Reincarnate

You are able to choose a Spirit Creature to alter into a different Spirit Creature, as though it had died, and gained a new future life in that form. As a Lesser Spirit, you are able to participate in the Judgement of Spirit Creatures,

and initiate this process faster than the normal Rain of Souls.

Generally, lesser reincarnate can only effect Spirit Creatures. Those with particularly high Endurance and Psyche can attempt to target Reflection Creatures as well. Unlike with the Rain of Souls, the creature effected remembers their past life, as this is really a truncated attempt at Judgement. A true new life can really only be offered by The Judge.

It takes a nine minute ritual to effect one creature, and nine minutes for it to change. This is different than shape shifting, and is rather a permanent effect. You are able to communicate using a known Rebirth Code with all Spirit Creatures to acquire consent. For those who can effect Reflection Creatures, the communication is telepathic.

Generally up to five creatures can be effected in this way per day. Spirits tend to be deliberate about which creatures they effect with this ability. It is true that Lesser and Greater Spirits see themselves as part of the process of Judgement of the Rain of Souls. However, most Good Spirits and Neutral Spirits recognize that they are not The Judge of the Rain of Souls of their Order of Sentients, and thus only participate when spiritually necessary with consenting creatures. However, many Bad Spirits do not make such distinctions, and you certainly are not limited by such morals and ethics.

Purge by Contact

You are able to annihilate tech and fantasy technology by laying on hands. You must be assuming your Primary Contact to do this. Up to nine hundred cubic feet per minute first Rust, as in the ability, and then turn to a fine dust, which crumbles to the ground. A wind rises and blows away the dust.

If this ability is used in your Homeland or adopted Homeland, you gain one temporary point of Good Stuff for 1 Absolute Day. No more than one point of Good Stuff may be gained in this way. This is only true for the possessions and property of Forcang and Reflection Mortals. No points are gained for Purging technology belonging to the People of Spirits or other Spirits. This ability may be used for up to nine cubic miles per Absolute Month.

Incorporeal Form

You are able to assume incorporeal form over the course of fifty seconds. While in this form, you can pass through solid objects. You can also see into nearby regions of Light Daxuk. It is a concious choice to see into Daxuk. It is harder for adversaries to effcct you with their attacks. This ability grants you a +10 bonus to Warfare while using this ability.

It is possible to make eerie ghost sounds while in Incorporeal Form. These can be heard at a range of nine hundred feet. Non-Spirits who hear these sounds suffer a ten point penalthy to their Endurance while listening to the sounds. These points return upon leaving the region of effect over the course of one Absolute Hour.

Your presence also reduces the temperature of space you pass through. For the next five hours, spaces you have passed through while in Incorporeal Form are eerily cold. Those who experience these strange cold spots suffer a disease of emotion, mind, and spirit, that delays actions, and results in bad luck. Treat others in these spots as if they had 2 additional points of Bad Stuff.

Daxuk Kind

When you travel kind, you are able to partially merge into Shallow Daxuk. This increases your travel time. Your resistances make it easier to manage the damage to emotion, mind, and spirit caused by Shallow Daxuk.

Those with particularly high Endurance and Psyche can complete the transition, and fully travel into Daxuk. It is necessary to travel the maximum distance in Kind to make that transition. While in Daxuk, you treat natural elements of Daxuk as elements of nature for

purposes of Traveling Kind. Especially, similar elements to The Multiverse Proper can be used as though they were the same elments for purposes of Traveling Kind. This may permit you some versatility in traveling distances in Daxuk.

If you are able to Travel Kind in Daxuk, you may similarly travel the maximum distance, and transition back to The Multiverse Proper. The nature of these transitions is that they are indirect, and require back tracking to reach a particular destination.

GREATER SPIRIT

360 points. Or, if you've already got Lesser Spirit 85 points.

Spirit Galley

You may choose a Spirit Creature or Reflection Creature. That creature turns into a large, flying galley over the course of five minutes. There is enough space to comfortably fit ninety humanoid Sentients. This Spirit Galley has the vague aesthetic appearance of the chosen Creature.

Spirit Galleys can travel through Reflection, and function on both tech and fantasy Reflections. They operate best in Light Seeds. Choosing the best routes, you have a sure way to transport yourself and large numbers to a destination. However, the inside of a Spirit Galley is sparse, and only has basic amenedies. It is not a party. Yet it serves the purpose.

You may accept five temporary points of Bad Stuff in order to enable a Spirit Galley to traverse the Great River or the Dark River. Such Spirit Galleys are one quarter the size of the ordinary ones. They can accept twenty-seven humanoid Sentients. However, it is not possible to add features to Spirit Galleys, and it is a rough ride. Some Spirit Galleys do not servive the pathway. Yet it permits transit in these locales. The Bad Stuff disappears one absolute day after the conclusion of the use of this ability.

Finally, a Spirit Galley may be formed that is capable of traveling in The Indeterminate or even Alternate Dimensions. These Spirit Galleys can only fit nine. The mere ability to survive, and the success in doing so depends on your powers and abilities and daring. Much still remains uncertain.

Craft Rebirth Code

You may understand all Rebirth Codes as crafted by other Greater Spirits. You may also craft these yourself. Rebirth Codes are powerful tools, related to the Rebirth Language of the Universe, that can hack the very fabric of The Multiverse. This can be used in a variety of ways. All of these involve speaking the Rebirth Code for at least nine seconds.

While in your presence, a Threat is unable to use any potencies above Tier 2. Threats are also reduced to five Occult Potencies. You can banish a Threat, throwing It one third the distance of The Multiverse away, including Daxuk and The Indeterminate. This may only be done if you are assuming your Primary Contact. It takes five days to construct a Threat Code.

You may soften the fabric of The Multiverse, which may cause random portals and windows in Daxuk, The Indeterminate, and Alternate Dimensions. These may not be closed again once this disruption is created, as opening portals is easier than closing them. This ability is also imprecise, and it is difficult to determine which portal will appear, and where it will go. It takes four days to contruct a Fabric Code.

You may counter the abilities of Loahueth and its dialects. Generally those who do not have at least 25% more Psyche than you are not able to use abilities that rely on Loahueth. They may accept five temporary points of Bad Stuff in order to be able to use abilities up until Tier 3. It takes six days to contruct a Counter Code. The points of Bad Stuff disappear after one Absolute Day.

You can access Thorns, Berries, and pockets of other Time Frames, and control them. For nine minutes at a time, such perilous

locales are included in your Natural Rights. By accepting one temporary point of Bad Stuff, this may be extended for five minutes at a time, to a maximum of accepting five temporary points of Bad Stuff. The Bad Stuff disappears over the course of one Absolute Day. It takes four days to construct an Access Code.

Additional options may exist for Rebirth Codes. For an investment of ten days of devoted crafting, a Random Code can be constructed. The possibilities of such a code are endless, and they should not be used lightly. The limits are up to the individual Gamemaster. Using a Random Code is a bit like making a wish. Upon using a Random Code, you accept four temporary points of Bad Stuff for three Absolute Days.

Greater Reincarnate

You can effect all of the People of Spirits, Spirit Creatures, Reflection Mortals, and Reflection Creatures with your reincarnate abilities. Those with high Psyche and Endurance may also Reincarnate Tier 1 Sentients. Reincarnating a Sentient without their permission is an evil act, and choosing to to so, although possible, is usually left to those with many net points of Bad Stuff.

Up to ninety Reflection Creatures and Spirit Creatures can be targeted. These change over the course of fifty seconds into their new form. A similar number of Reflection Mortals or People of Spirits may be selected. Only nine Tier 1 Sentients may be changed at a time. It takes nine minutes to Reincarnate Tier 1 Sentients.

You can attempt to Enact Judgement on any Sentient. If successful, the Whole Soul of that Sentient bursts into Soul Fragments, and enters the Rain of Souls. The body dies without the Whole Soul. In order to Enact Judgement, you must accept ten temporary points of Bad Stuff. These points last for five Absolute Days. You must also have a significantly higher Endurance than your target. Then it proceeds to a Psychic Battle. If your are victorious, than you may Enact Judgement. For each point of net Good Stuff, consider the target as having 22.5 points less of Psyche. This may remove up to 90 points from consideration. Enacting Judgement against any Neutral or Good Sentient is considered an evil act.

If you have net Good Stuff, and the target of Enact Judgement has at least twenty net points less of Stuff, than the cost for Enacting Judgement against them is only four temporary points of Bad Stuff. These points last five Absolute Days. In this case, it is not considered an evil act.

You may only Enact Judgement against five Sentients per Absolute Month.

Rust Ḥowthçtz

You may rust Ḥowthçtz, similar to the ability of earlier Tiers. While assuming your Primary Contact, you may point at a Thçtz. It rusts, and beceomes unusable. this occurs over the course of fifty minutes. This ability may not be used on Primal Ḥowthçtz. A Sentient may invest five Potency Points to remove the rust condition from the Thçtz.

For Ḥowthçtz with Sentients, this requires a Psychic Connection. Upon pointing, you engage in a Psychic Battle with the Thçtz. If you prevail, the Thçtz rusts, and the Sentients of the Thçtz goes dormant, and cannot act until this condition is cleared.

Purge Infernal

You are resistant to exposure to Infernal and it Dialects. Sign of the Blight is only relevant for Tier 3 or higher Sentients using Infernal or its derivatives. For these powerful Sentients, you may still use Tier 1 and Tier 2 Spirit abilities, and you are not sent away. If the user of Infernal is a Threat, and you have created a Threat Code, you are immune to the affects of Sign of the Blight for that Threat.

For users of Infernal of Tier 1 or less, you may purge them by laying on hands. This requires you do be assuming your Primary Contact. For any non-Transcendent Sentients, this causes them to explode in a burst of light, killing them. This occurs at the speed of Strength. For Tier 1 Sentients, they are rather put into a deep sleep.

This is effective on the likes of Vampire Spawn and similar Sentients. It takes an investment of five potency points by another Sentient to wake a Sentient that is sleeping in this manner.

This ability uses Strength.

Alter Energy

While assuming your Primay Contact, you can lay on hands using Strength at the speed of Strength. Upon doing so, you engage in a Psychic Battle with the chosen Sentient. If you are successful, than they cannot use their Potencies. They still have their Potencies, only they are blocked. Doing this results in three temporary points of Bad Stuff, that disappear after three Absolute Days. Only five Sentients may be targetted in this way per Absolute Month.

Another Sentient may remove such a block by making a Psychic Connection with the blocked Sentient. They then engage in a Psychic Battle with you. This may occur at any distance. If they are successful, then both that Sentient, and the one that was blocked, gain five temporary points of Bad Stuff. This goes away after three Absolute Days.

Commune with Past Lives

You are able to meditate on your past lives in the Rain of Souls. This process takes twenty-seven minutes. There are a number of benefits to doing so. First, you may utilize the abilities of past lives. Gain a temporary 18 points to an attribute of your choice. You also gain temporary mastery in one skill of your choice, and you may write, speak, and understand one additional language. These bonuses disappear after fifty minutes. This ability may be used a number of times per day equal to your net Good Stuff divided by four, rounded down to a minimum of one.

You may attempt to ask your past lives questions. It takes tweny-seven minutes per past life to do so. Only Greater Spirits with high Endurance and Psyche can accomplish such a feat. You may ask your past life questions, which they may choose to answer honestly or not. Past lives are non-player characters controlled by the Gamemaster. Generally, past lives are benevalent and want your Spiritual Descendents to succeed. Being honest with a past life, and humble, is the best route to honest, succinct answers.

Doing this you may receive answers about the past. These may or may not be useful. To choose the particular past life, you name the point in history, or even the Time Frame. It is necessary to have skills that facilitate this knowledge for this to be successful. With the proper knowledge, and a little Good Luck, it is easy to choose which past life to meet. Those without such knowledge, or Bad Luck, have a more difficult time.

You gain both parts of the ability when it is used, namely, the temporary bonuses, and the opportunity to commune with a past life. Rather, it is exposure to the past life that provides the bonus. The bonus occurs during the twenty-seven minute meditation, and for fifty minutes afterwards.

When you choose a past life, you choose the bonuses. The Gamemaster provides a name for that past life. From then onward, that same past life provides the same bonuses each time. A different past life must be consulted to gain a different bonus. Both you and the Gamemaster should record these results to ensure they are the same each time. Should this record be unintentionally lost, choose a new set of bonuses. However, it is ideal to reveal aspects of the personality of the past life, and a richer story to do so.

Variant Contact

You may assume your Primary, Greater, and Lesser Contacts as usual. Only, you may greatly vary the physical size of the Contact. This may be up to ten times larger or smaller. While assuming a Contact of at least five times larger, you gain +10 to Strength. While assuming a Contact at least five times smaller, gain +10 to Warfare. These bonuses exist as long as you assume these Contacts with these variances.







Verdant Nature

You may meditate for twenty-seven minutes on a single Reflection world, including a Spirit Plane. Upon conclusion, all of nature goes into blossom. Flowers grow everywhere, and fruit grows on trees. Trees rise from the ground in areas lacking plants. Rainbows appear in the sky, even when there is no rain. Vines appear on buildings, and animals cease to prey on each other. It becomes a paradise world for five Absolute Days. Then the natural state resumes. It does not revert to its previous form, only nature can be exploited once more. Prior to that, a cut down tree would immediately grow back. You gain three temporary points of Good Stuff for one Absolute Day. This ability may only be used five times per Absolute Month.

Dark Consumption

This ability is only applicable to Bad Spirits. Bad Spirits have the ability to consume other Sentients. If you are a Bad Spirit, you may use Strength to lay on hands. Upon doing so, you siphon the Endurance of the Sentient into yourself. Ten points of Endurance per minute are lost by the Sentient, and gained by you. This may at most reduce the Sentient to Human Rank in Endurance (-25). Doing this against Good or Neutral Sentients is an evil act. The Endurance will eventually return to a Sentient, at a rate of five points per Absolute Day. These points are then lost from you over that same amount of time.

Verdant Walk

While assuming your Primary, Greater, or Lesser Contacts, the mere presence of your arrival causes flowers and plants to grow where your feet walk. Upon moving away, those same flowers and plants whither and die. You can blow on a plant to cause is to flower, sprout fruit,

and grow. Your breath may also cause them to whither and die.

Dark Spirits

When you are injured to near death, you change into your Primal Form. This is known as a Dark Spirit. In this type of Primal Form, you are a mindless being of death and destruction. All plants and animals that you contact whither and die. They appear charred and burnt afterwards. By laying on hands to Sentients, you grant permanent points of Bad Stuff, at a rate of one per minute. This uses Warfare. Contact with you causes a Dark Mark on the Sentient, that continues to spread and grow at a rate of one point of Bad Stuff per Absolute Month. This is a Sentient Disease that is incurable.

Primal Shape Shifting can benefit you in this situation, allowing you to shift out of Primal Form, and avoid causing harm. This is a benefit of Spirits who also specialize in Shape Shifting potencies. For purposes of Primal Shape Shifting and similar Potencies, it takes twice as long to be able to Shape Shift out of Primal Form, and to end the Dark Spirit Condition.

The Dark Spirit condition is ended when up to two Sentients grant a combined total of ten Potency Points to you. This causes you to assume your Primary Contact. The condition is also ended if the Dark Spirit is slain.

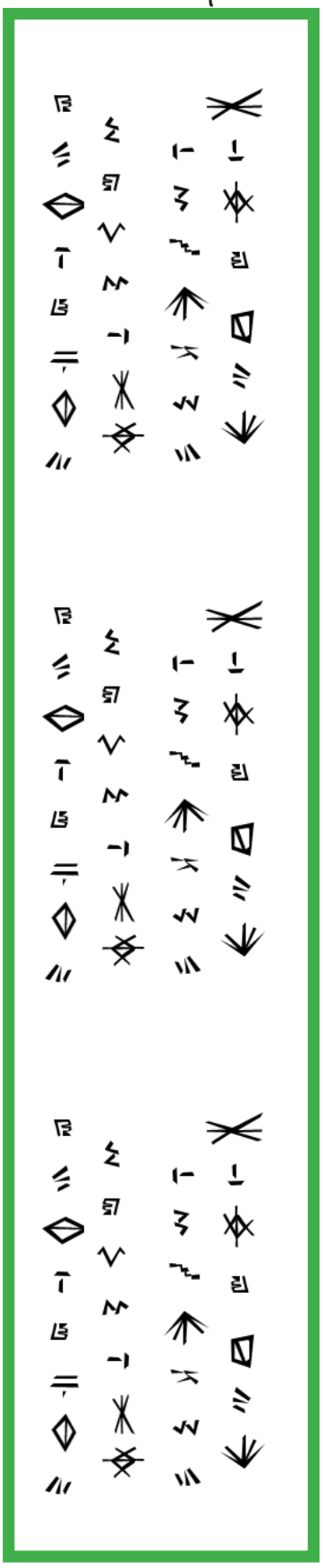
A Dark Spirit who is slain receives a Dark Curse. This is efffectively five points of Bad Stuff that may be granted to anyone or anyplace. Generally it is bestowed upon the Sentient who slays you. In contrast, a Light Blessing may be bestowed upon the Sentients who cure your Dark Spirit condition. This is five permanent points of Good Stuff granted to any two Sentients or places. Generally it is granted in recognition of being saved from the condition. Receiving a Light Blessing ends the Dark Mark condition.

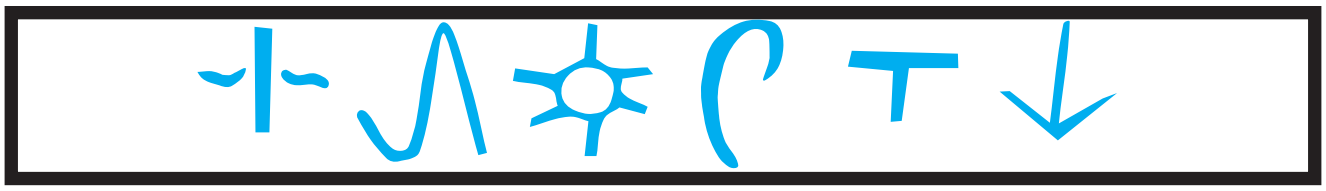
Draw Out Region

This ability is only available to Good Spirits or Neutral Spirits. You may draw out the energy from natural geographic regions of your Homeland or Adopted Homeland. A region might be a mountain, or a desert, or sea. For each region that you draw out, you gain five points of Endurance. This can be done at a range of nine hundred miles. Endurance is gained for five hours, afterwhich it returns to the Region. You may only draw out a Region once every one Absolute Day. The Gamemaster is the ultimate judge as to what constitutes a Region.

Juggernaut of Nature

You may call upon nature to provide giant soldiers to aid your defense. Up to ninety giants, representing nature within nine hundred miles, may be called upon. Those with high Warfare have been known to call upon one hundred and eighty. These Juggernauts are directed with Leadership, although not directly controlled. They represent natural elements, and may have a great variety of special abilities, as is determined by you and the Gamemaster. A Juggernaut is about ten times bigger than a Force of Nature. This may only be done once per three Absolute Days.





Character Additions and Features of Dweehwail

Relevant Topics in Amber Diceless:

Constructing Personalized Artifacts and Creatures, Shadows, Constructs, and Implants



Artifacts and Creatures

Advanced Weapons, Armor, and Items

Artifact and Creature modifiers applied to Weapons can generally only effect Forcang for Mundane Weapons and Armor. This might include a Longsword or a typical Full Plate armor. However, if the Forcang wishes to create Forcang Artifacts for more potent Weapons, like a Pistol or Laser Rifle or Energy Shield, this requires an additional investment of Potency Points.

Advanced Weapons, Armor, and Items, Lesser

This permits modifiers to successfully apply to Weapons and Armor used against Forcang for moderately sophisticated Weapons and Armor. This might include a Pistol or a Laser Rifle or Plasma Sword. Cost is 2 Points

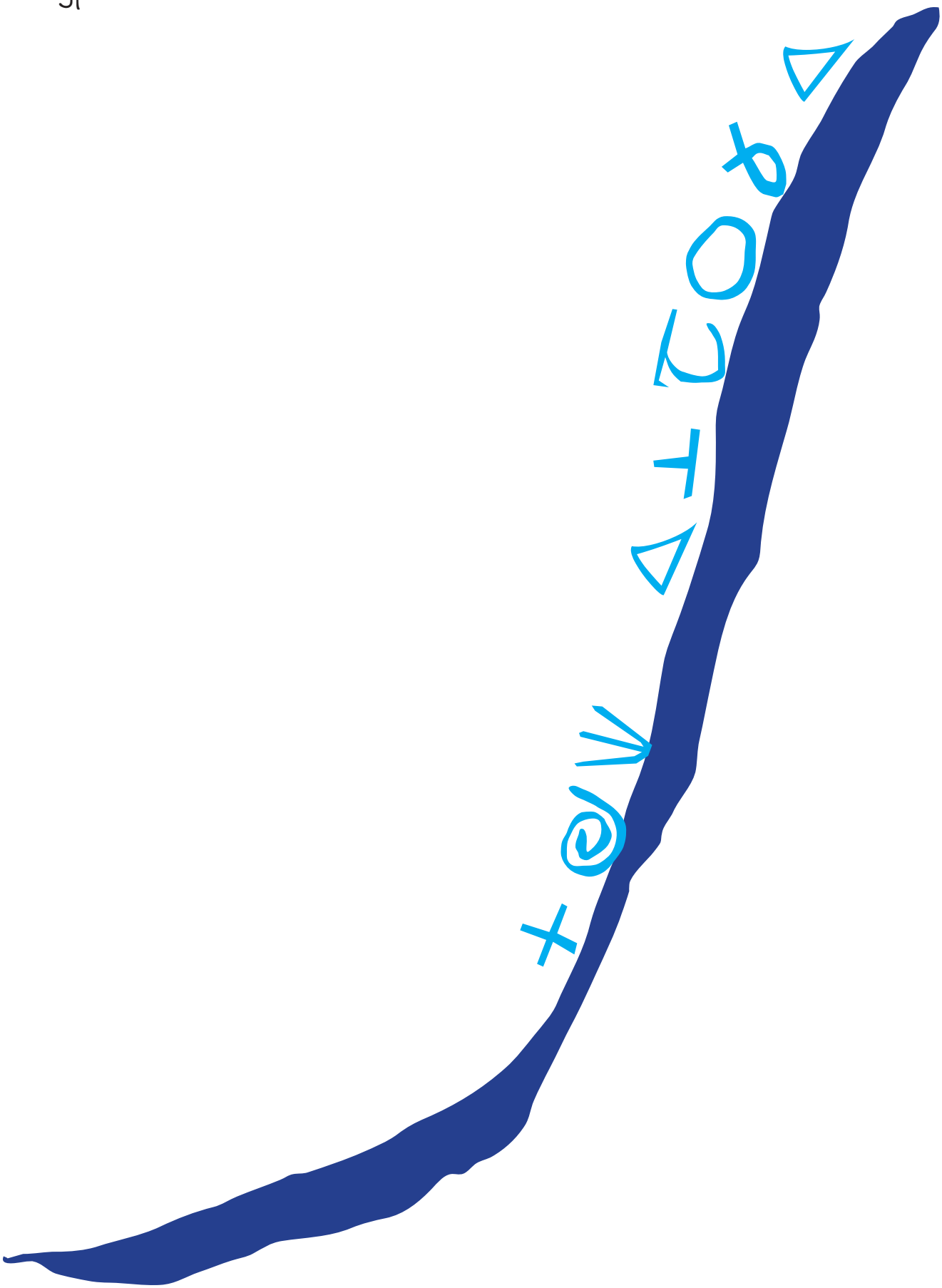
Advanced Weapons, Armor, and Items, Greater

This permits modifiers to successfully apply to Weapons and Armor used against Forcang for more sophisticated Weapons and Armor. This might include Assault Rifles, Rocket Launchers, Singularity Rifles, and Implosion Wands. Cost is 4 Points.

River Vessel

This artifact improvement is only available to Grand Elder Lords of Order. A Lord of Order of sufficient Tier may take an ordinary vessel or boat and apply it to this Potency. It permits the vessel to traverse the Great River, and even submerge into Its depths. Additional Artifact qualities may be added to it as usual. A River Vessel may carry any Advanced or Elder Lord of Order, as well as other Forcang that have the ability to traverse the Great River. Spirits and some Creatures of Power may also use River Vessels.

Those who stay on board a River Vessel are immune to the effects of direct exposure to the Great River. This does not effect the harm done to those who leave the confines of the River Vessel and enter the Living Energy Itself. River Vessels may be created as a public resource to transport Sentients along the Great River in large numbers, or as private fleets under the control of a Grand Elder Forcang. Cost is 15 Points.



Thorns

A Thorn is a necessary, but fundamental evil in a Manifestation. It needs to exist because of the Fundamental Natural Laws of Dweehwail. Yet Its existence harms Sentients either during life, or between lives.

Every Manifestation has Thorns. Below are some examples of Thorns and how to incorporate them in your Apocalypse in Dweehwail game. It is encouraged to have the player characters encounter at least a few Thorns, which should be awful, disburbing obstacles on their journey. Thorns are not conquered, but rather survived. The Gamemaster is the ultimate judge as to what constitutes a Thorn.

All of these abilities may apply to any Thorn, even if in the explanation they seem to apply to a particular Thorn. Why would good Sentients put Thorns in a Manifestation? It is a Natural Law of the Multiverse that there be Thorns in a Manifestation. Furthermore, for every Potency Point invested in Thorns, that many Potency Points become available that may be invested only in Berries. Berries only exist in Universes and Cosmoses with Thorns. Thus, both usually exist in some number.

The abilities of a Thorn apply to an existing Reflection controlled by a Sentient. These must be constructed with the rules for Reflections as such. Also, an additional Cost of 4 is added to distinguish it as a Thorn.

The Tree of Thorns

A Tree of Thorns is one of several Cosmic Trees in Manifestation. They usually exist as a subdomain of Gon Eden, or one of the Heavens of the Celestial Domains. Yet it is its own small world, and has its own Celestial Bureaucrats.

The Tree of Thorns is an enormous tree



covered in spikes, It is made of some long forgotten sky metal. It is known that every time a Sentient of any Stage is subjected to True Hatred, they have a Soul Fragment taken and impaled on one of the spikes. This experience transcends the senses of the living. Yet to truly transcend to higher Stages of Sentients between lives, it is necessary to rescue the Soul Fragments that have been impaled.

A Greater God or Goddess guards The Tree of Thorns, along with Tree Servants. They make it very difficult to remove Soul Fragments, and ease the additions of new ones. It is an unusual thing for a Soul Fragment to successfully rescue brother or sister Soul Fragments from The Tree in their afterlife. It is said that for those truly worthy, the Greater Deity of The Tree of Thorns permits them to believe they have succeeded on their own. In reality, few if any escape without the permission of the Celestial Bureaucrats.

Hatred Sense

When a Sentient beholds The Tree of Thorns, they are subjected to intense waves of Pure Hatred. This normally temporarily renders them incapacitated and prone. Particularly, the first time a Tree of Thorns is experienced, the experience is even more potent. This extends for a range of about sixty-four miles. Those with particularly high Endurance can generally overcome this ability.

Others can invest Potency Points to survive Hatred Sense. This is an armor of sorts that is tolerant to the intense waves of hatred. Some of the ability still gets through, like a slight nausea. Yet the effect is only a temporary ten point reduction in Endurance. This lasts as long as the Sentient is within the sixty four miles. Cost is 4 Points.

For Sentients who can create or alter Reflections, Hatred Sense can be added to a Subdomain or Domain that is a Thorn. Cost is 2 Points.

Siphon Soul

Upon getting near to a Tree of Thorns, The Tree Guardians, both the Greater God or Goddess of the Tree of Thorns and unique Tree Servants may attempt to seize a small number of Soul Fragments from a living Whole Soul. This takes place in the form of a Psychic Battle. If the Sentient loses, then a number of Soul Fragments are siphoned dependent on the Strength of the Tree Guardian.

The effects of losing a few Soul Fragments while still living are fairly minor, yet notable. The Sentient gains one permanent point of Bad Stuff. This cannot be removed while the Soul Fragments are on the Tree of Thorns. The Sentient also suffers a permanent five point drain to Endurance per siphoned Soul, to a maximum of fifteen points. Those with particularly high Strength can usually avoid the worst of this possibility.

Everyone else may invest in advance to arm themselves against the Tree Guardians. This is a liquid shield that extends five inches from the Sentient. This liquid is a concrete extension of the love existing in a Manifestation—the tears of joy and happiness of a one million Sentients experiencing True Love. This ability is not available to Sentients with Net Bad Stuff. The proximity to Tree Guardians is enough to generate one temporary point of Bad Stuff for one Absolute Day. Cost is 4 Points.

Creating or altering a Domain or Subdomain to have this ability requires it to have dedicated Celestial Bureaucrats to enforce the ability, and infrastructure for the particular Thorn to accept the siphoned souls. After that, Cost is 2 Points.

Afterlife Obstacle

Soul Fragments and Merged Souls of the afterlife will experience similarly powerful abilities when exposed to a Tree of Thorns. This can damage Soul Fragments, and especially, Merged Souls. It is notable that this Thorn is no less potent even for those experiencing their reward in the afterlife (or chastisement).

In contrast, many abilities possessed in life by Sentients are not available in the afterlife.

Angels lose their wings upon dying, and Forcang cannot travel Reflections in the same way. This makes it even more difficult to attempt the improbable task of removing Soul Fragments from the Tree of Thorns prior to Rebirth. Thus, very few actually achieve an incease in Stage in their next life.

With an investment of Potency Points before death, the protections again Hatred Sense and Siphon Soul persist even after death, among the Soul Fagments in the afterlife. This is still no guarantee, or even significant advantage when Tree Guardians are the adversaries. However, it does help. Cost is 4 Points.

To make a Thorn persistent, and an obstacle even for the Soul Fragments of those between life takes an investment of potency points as well. Otherwise the Celestial Bureaucracy may just as well permit knowledgeable and wise Soul Fragments or Merged Souls to attempt to retrieve their brother and sister Soul Fragments. That would seem to violate the Natural Laws of The Multiverse. Better to maintain order in the Celestial Domains too. Cost is 1 Point.

War Monument

War is surely a Thorn in Reality, both abstractly, and in locales that represent it. Surely, some rules of warfare may ideally be accepted. Yet, all too often, war is simply Hell, and the sides will not accept any limits to atrocities and violations.

A War Monument is Domain where living Whole Souls, or Soul Fragments, Merged Souls, or Soul Aspects, experience a great war without purpose. The sides fight in the worst brutality and with great atrocities with no end. Any challenge to the consistency of warfare is met with the accusation of treason, and subsequent executions in the worst ways. Yet death is not escape, for those in such a domain merely awake with the next dawn to fight again. This might happen one thousand times, and still, the same dreary exercise happens each time the dawn rises.

Rise with the Dawn

Death is no escape for those who fight on the fields of a Celestial War Monument. This is a fight that lasts a small eternity, with no end. With this ability, those who die appear back in their barracks at the rising of the next dawn, to fight again, at the orders of depraved and insane commanders that none ever meet.

To be able to escape such a domain, it is possible to wear a Sign of Leave. This is like a birthmark, shaped as a weapon, and is one of the few symbols commanders in a War Monument will accept to permit their soldiers between the borders of the Domain, and to actually escape. Otherwise, it is a true quest to leave such a Plane for many. It should be noted that even for those with a Sign of Leave, there is a sentence. See Obstacle to Entertainemnt. To have a Sign of Leave, the Cost is 4 Points.

To add this feature to Thorn, which is desirable management for some Hellish Celestial Domains, may seem cruel. Yet, there needs to be a place for Chastisement after life, to purge the Soul Fragments of their mistakes in life. There also needs to be a place to challenge Sentients who would be foolish enough to enter such a Domain for entertainment, making light of suffering and death. Cost is 2 Points.

Obstacle to Entertainment

There are some who would view a Monument to War as a form of entertainment. It is possible to put a stop to that. If the purpose of such a Reflection is to chastise departed souls, there is no difficulty trying to keep other Sentients from traveling their for vacations. This might be Merged Souls, experiencing their singular afterlife, as opposed to Rebirth. Or it might be clever living Sentients, who have found a way to this Celestial Domain during their life.

It is possible to have a Sign of Relief. This is different from a Sign of Leave. A Sign of Leave permits a Soul Fragment that has been Judged to reside in a War Monument to leave after about forty-two respawns. If a Soul Fragment also has a Sign Relief, they may leave

after twenty-one respawns. However, this ability is primarily for the living. If a living Sentient visits a War Monument with the Obstacle to Entertainment feature, they can leave it after only seven respawns. To have a Sign of Relief, the Cost is 4 Points.

It is also desirable for creators of Manifestations to place this ability on War Monuments and similar Thorns. Better to keep it for actual Soul Fragments receiving chastisement than thrill seekers. If this ability is placed on a Thorn, than commanders will know not to allow any Sentients to leave, even living ones. Living Sentients are respawned one hundred and twenty-six times. The exception to this is for those with a Sign of Relief. Cost is 2 Points

Not every Transcndent Sentient wants other Forcang to be able ot simply take a Sign of Relief and get out of a War Monument or similar Reflection quickly. An adjustment may be made to increase the sentence. With this ability, even those with a Sign of Relief must endure forty-two respawns. After that they can depart as usual. This also increases the sentence for a Soul Fragment. The Soul Fragment with just a Sign of Leave may depart after one hundred and twenty-six respawns. A Soul Fragment with a Sign of Relief also may leave after seventy respawns. Cost is 4 Points.

Monument to Famine

To experience true hunger is surely a Thorn in Reality. A Monument to Famine is a place that some Soul Fragments go in the afterlife, if they have received that Judgement. It is a place to experience hunger, and thirst. It lasts a long eternity. The Soul Fragments there are being purged of particular taints of evil accumlated during life. They will have to serve their sentence.

Increased Parole

It is known to the wise, and creators of Manifestation, that those experiencing the Hells, and Thorns, of a Manifestation get periodic paroles to enjoy the rest of the Celestial Domains and to find sibling Soul Fragments. For every Domain except baetOAk and Thorns, they are usually once per month. For baetOAk and Thorns, it may be once per year or less.

It is possible to increase the parole from such a Chastisement for Soul Fragments to once every twenty-eight days. Also, on those paroles the Soul Fragment is free to consume what they desire. Cost is 4 Points.

It is possible to increase the parole from such a Chastisement to once every seven days. In addition to consuming what they want on parole, they may bring a selection of food and drinks back to the Monument to Famine with them. Cost is 8 Points.

Decreased Parole

Some Thorns have very limited parole, or none at all. It is very common for The Tree of Thorns to have no parole. Why would any good Transcendent Sentient apply this ability? It seems that doing so increases the options for good in a Manifestation. The more Thorns, the more Berries. There is no righteousness without the unrighteous.

It is possible to increase the time between paroles by a factor of seven. Sentients with net Bad Stuff can multiply by a factor of twenty-one. Cost is 2 Points.

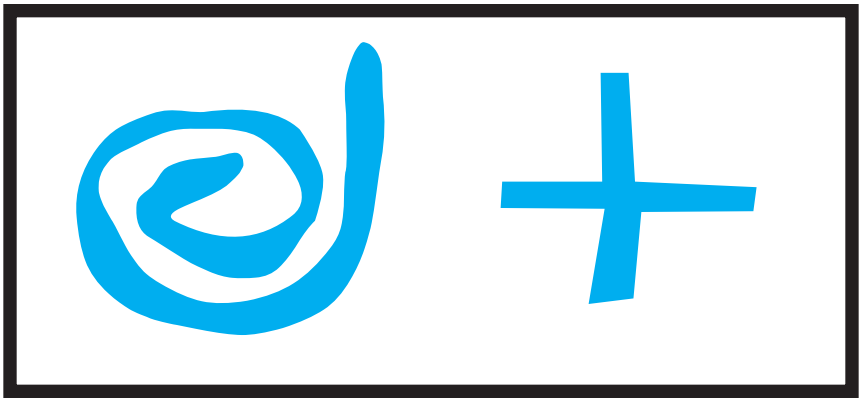
It is possible to have a Thorn with no parole. For those with Increased Parole, this multiplies their time between paroles by a factor of forty-two. Cost is 4 Points.

Forever Hunger

Naturally those starved would eventually die. Perhaps something might even happen to Soul Fragments. With this ability, Soul Fragments do not die of thirst and hunger while on the Thorn domain. They may be there for a small eternity, and all they will feel is worse pangs of hunger and thirst. Cost is 2 Points.

What of the living who visit the Monument to Hunger for entertainment? With this ability, even living Whole Souls may live indefinitely without dying from thirst or hunger.

Furthermore, the Servants of the Domain will not permit them to leave for one year, or the length of the standard time between paroles. This may be adjusted by other abilities. Cost if 4 Points.



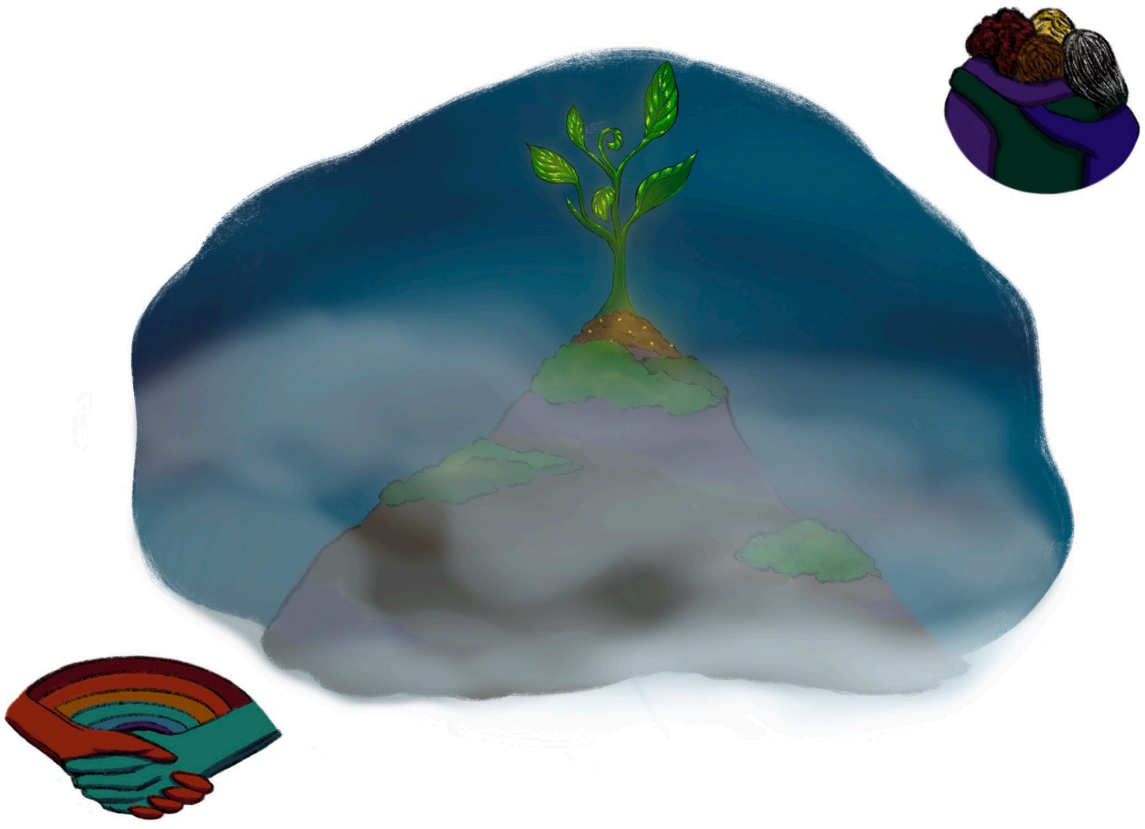
Berries

A berry is a necessary, fundamental good that exists in a Manifestation. These may be abstract concepts like love and fellowship or concrete locales such as the Tree of Life or the Domain of Family or Friends. In order to create a berry, a player character must create an equal value of Thorns in a Manifestation. This is a fundamental Natural Law of the Multiverse. Wherever there are Berries, there are inevitably Thorns.

To be a Transcendent Sentient, whether Forcang or Spirit or Other, is to be cognizant of this fundamental truth. How to approach this truth is what separates Forcang and Spirits of different alignments, or different amounts of Net Stuff. Many good Forcang may wish to create a Universe with many Berries and few or no Thorns. Yet such a feat is improbable in normal Manifestations. If such a thing exists at all, it is in Temple, Fortress, Paradise, and Capitol Manifestations, and far beyond the skills with which player characters enter the game. Yet it is not beyond what they may achieve by the end of a campaign. In contrast, an evil character may wish to create the opposite ratio, and have a varitable Cosmos of Pain.

All of these abilities may apply to any Berry, even if in the explanation they seem to apply to a particular Berry. What is the requirement to create a Berry? It is a Natural Law of the Multiverse that there be Thorns in a Manifestation. Furthermore, for every Potency Point invested in Thorns, that many Potency Points become available that may be invested only in Berries. Berries only exist in Universes and Cosmoses with Thorns. Thus, both usually exist in some number.

The abilities of a Berry apply to an existing Reflection controlled by a Sentient. These must be constructed with the rules for Reflections as such. In addition, an extra Cost of 4 is added to distinguish it as a Berry.



The Tree of Life

A Tree of Life is a common Berry in a Manifestation. It is a concrete form of love and happiness. It is said that The Tree of Life is watered by all of the tears of love and happiness in a Manifestation. The goal for a good Sentient would be that someday the Tree of Life would grow tall, and surpass the Tree of Thorns in might and stature. Yet for now, that is a merely a dream.

The Tree of Life in most Manifestations is a seedling. It is by far out-measured by the Tree of Thorns. In some Manifestations they exist in a secluded locale, such as a mountain vail, or isolated island. It may also exist in the center of a vibrant garden. Most commonly, the Tree of Life exists as a subdomain of Gon Eden, the highest heaven of a Manifestation. It is guarded by its own Celestial Officers, including Gods and Servants.

Gon Eden is a place generally inaccesible to the living, including Forcang and Spirits. Those without business in the highest of heavens may not enter. It is a place of the afterlives of rigtheous Sentients who have earned such a reward, and the heavenly servants pledged to provide for their experience. Yet a rare few Sentients may enter Gon Eden, and view its subdomains while still living, usually as some sort of tour or trial by one of the rulers of that Manifestation. For any with such a gift, tread lightly, as it is hard to enter Gon Eden while living, yet even more challenging to leave.

Domain of Love and Happiness

Sentients may not lightly enter the presence of the Tree of Life, or similar Berry. It is a reward, after all, and most view a Tree of Life between lives. However, some Transcendent Sentients may go there on business while living with proper Permissions. These are privileges, closely protected, and rarely bestowed, by the Rulers and Ministers of a Manifestation. Without such a privilege, it may be improbable to enter such a Domain, and even more perilous to attempt to leave it again.

It is possible to place a protection on a Reflection, generally reserved for a Domain that is a Berry, that requires a Permission of Passage. This is a Right available to any Creator, Sovereign, or Duke of a Manifestation, their royal families, and a selection of Ministers of the Celestial Bureaucracy. They may bestow a Permission of Passage to enter a Protected Reflection. Without such a Permission, attempts to enter it fail, using any number of Potencies and abilities, unless the Sentient has significantly higher Endurance or Psyche than the Creator of the Manifestation, or current Sovereign or Duke. Cost is 2 Points.

It is possible to make it even more difficult to leave a Domain that is a Berry. Such proteetions are essential to maintain the function of the heavenly domain. A person should require permission to go to a heavenly domain, and have difficulty leaving one. Generally, this is calculated by comparing the attributes of the Sentient that wishes to enter the Reflection, compared to the Creator of the Manifestation. Compare the combined Endurance and Psyche of the former. If they are less than 15% of the Psyche of the Creator, or the latter Sentient, they will be unable to leave the Reflection. In a way, this is like a jail sentence. Only, this is a place of love and happiness. The reason that the Sentient cannot leave is because they become enamored of the paradises and realms of heaven, and are intigrated into Paradise. Essentially, their Whole Soul is admitted to heaven, including Gon Eden, without having had to experience death. It is said that once this happens, the Sentient may only exist outside of Gon Eden, or another Berry, as a Ghost. From that point onward, they are bound to their afterlife portion of the Rain of Souls. Cost is 4 Points.

Heavenly Bureaucracy

The Berry is lovingly maintained by a chorus of Angels and possibly Gods and Goddesses. Soul Fragments are instructed and sent to their proper Realm, Berries and Fragments are kept isolated, and the happiness and love of the Domain are maintained. This is only on the rare occasion that Soul Fragments

need to ask questions about the Domain, as most are sufficiently righteous and independent to manage their own affairs, or socialize amongst themselves.

It is easier to have a small bureaucracy of angels attending to the Berry and Its needs, including a Tree of Life. These angels are local Third Stage Sentients. They are constructed by the Gamemaster, and controlled by the Gamemaster. You gain the Rights to provide instructions to them, although they will not act in way contrary to their nature. Your celestial bureaucracy for the Berry is a size equal to your combined attributes. This increases as you gain attributes through Advancement Points in the future. Cost is 2 Points.

Some wish for a more extensive bureaucracy, and angels are essentially Servants, and are less keen on management then always prefered. Instead, create a larger bureaucracy of Servants managed by a small pantheon of Gods and Goddess. This creates a number of Servants equal to three times your combined attributes, which continue to grow as you increase your attributes. Departments of Servants are managed by Fourth Level Gods and Goddesses. You gain one Fourth Level managing Celestial Bureaucrat for every seven Servants. These are still Local Sentients, and do not have Potencies outside of their Domain. Finally, one Fourth Degree Sentient is created to manage them all, as well as the new pantheon of deities. All of these Local Forcang are managed by the Gamemaster. You may give them instructions, but they will not act contrary to their nature. Furthermore, instructions follow a chain of command, and generally you interact with the Fourth Degree Sentient, who manages control of the Heavenly Bureaucracy. Cost is 2 Points.

The Domain of Family

Heaven would be a poor place where loving relationships from life were not maintained for eternity. In the Heavenly Domain of Family, Aspects of a Soul Fragment experience moments with family from throughout the life they led simultaneously. They also enjoy new experiences and moments in a unique, heavenly afterlife.

Heavenly Space and Time

Any Sentient who visits or lives in The Domain of Family, whether a Soul Fragment between lives, or a living Soul gifted this experience while still living, will be split into multiple simultaneous existences, or Aspects, that may reflect on moments from their past, possibly even past lives, as well as creating new moments with family members. This has the effect of generating temporary points of Good Stuff and temporary points of Endurance. For each two Absolute Days spent in The Domain of Family, the Sentient gains one temporary point of Good Stuff. Everyday you gain one temporary point of Endurance. These are all to a maximum of fourteen temporary points each. They diminish within one Absolute Month of leaving the Reflection.

A Berry, particularly a Domain of Family, may have the quality that permits Aspects of the Soul to visit a number of moments from their past equal to seven times the number of Absolute Days they have been on the Reflection, to a maximum of seven hundred Aspects. Up to twenty percent of these may be experiencing moments from past lives with family. This tends to be the best moments of life, which is what nets temporary points of Good Stuff and Endurance. The living, although a rare presence in such a Domain, may query these moments in their past or past lives for information, at the discretion of the Gamemaster. Cost is 2 Points.

There is also a Realm for interaction and a heavenly existence alongside the mostly righteous family members who have also earned a place in this Domain. This may be another reason a Sentient Forcang or Spirit would try to visit such a place, although the exact number of relatives present would be up to the Gamemaster. Soul Fragments existing in this Realm tend to have a lot of net Good Stuff, and thus are open to conversation and interaction with living relatives. Cost is 2 Points.

The River of Light

A River of Light is internal infrastracture that connects a number of Reflections within a Manifestation. It permits Sentients, mostly Soul Fragments, Merged Souls, and Celestial Bureaucrats, to travel between Celestial Domains without Potencies. It is merely necessary to jump into the River and and shout out the destination Domain in the Local Celestial. The Sentient is instantly changed into an energy form, and ushered across Celestial Space to the proper Domain. There are a couple extra features and options. In particular, this allows the different heavenly domains of a Manifestation to be connected. Soul Fragments may visit each other in their Decreed afterlives, and look for brother and sister soul fragments with which to Merge.

A River of Light is a challenging feature to have, and requires an investment. While submerged and transiting a River of Light, a Sentient gains a temporary +10 to Strength and +10 to Warfare. This ends as soon as they have reached their destination. Generally, this connects a number of heavenly domains equal to your Psyche. This number may increase with an increase in the Psyche Attribute. Cost is 4 Points.

This creates a River of Light and Darkness, which may connect to Hells and Neutral Domains. All of the Celestial Domains, or those that are directly governed by the Celestial Bureaucracy and related to the afterlife, may be connected with one shining piece of infrastructure. This makes it easy to get around for Celestial Bureaucrats, who will be far happier. It also permits Soul Fragments to travel on parole and in search of sibling Soul Fragments with which to Merge. Merged Souls that have chosen a singular afterlife may easily visit exotic Domains for entertainment and socializing. Living Whole Souls that pass the proper tests may look for information and hidden secrets. Cost is 8 Points.

The Domain of Enemies

This Berry opposes Hatred and Enmity. Its purpose is to accomplish in the afterlife what could not be achieved in life. The worst enemies are taken, and over the course of a tried and true process, often become best friends. Given, that True Hatred impales a Soul Fragment on the Tree of Thorns, it is no small thing to banish Hatred. It is a righteous aim of one of the Heavenly Domains, and a Berry in Reality.

Reconciliation

There is a certain encouragement for making peace with rivals and adversaries, as found in a Domain of Enemies. This is a righteous persuit, that counters hatred. Generally, for each rival or enemy Sentient with which you make peace and become friends, one Soul Fragment is redeemed from the Tree of Thorns, or so it is said. This results in one permanent point of Good Stuff and one permanent point of Endurance each time. It takes at least one Absolute Month to make such an achievement, and usually much longer.

It easier to create a process that is available as an afterlife. This creates an ontologically numerous simultaneous experience by rival souls of a heavenly process for curing enmity. Some succeed, a few do not. All receive the help from a specialized group of heavenly bureaucrats, that are above and beyond those provided anywhere else. The benefit to living Sentients is to observe this process through ontological lenses. They may glean information about the past, and an inrease in knowledge by viewing this process, accelerated. This does not result in the bonus to Good Stuff and Endurance. Cost is 2 Points

This creates heavenly infrastructure to permit a living soul to experience the Heavenly Domain of Enemies. Whether there is a deceased rival present to make this opportunity worthwhile is up the Gamemaster. After that, you must weather the process, and truly become friends with the rival in order to earn the bonus. This must be an enduring friendship, and the strength of it will be judged by heavenly bureaucrats. This process may also be used, with Permission, by two living Sentients. Cost is 4 Points

Permanent Aspect

It would be quite a punishment for the righteous to find that they did not have access to all friends and family members in the afterlife, between lives, even those that were less than righteous. A Permanent Aspect is an Aspect of a Whole Soul that stays in one Realm of Heaven peramently, and is accessible to their family members, no matter how unrighteous or evil they were in life. Furthermore, all other Soul Fragments simultaneously experience the afterlife of the Permanent Aspect, with the exception of the most evil Whole Souls. In such a case, the Permanent Aspect exists, but it is severed in experience from the other Soul Fragments, no doubt existing in the Lowest Hells of the Manifestation. It is said that even upon Rebirth, this Permanent Aspect exists in Heaven, and even before death.

Set aside a heavenly Realm on a Reflection to host, either wholly, or in part, Permanent Aspects. Other Soul Fragments may visit the Permanent Aspects, so that at least in the afterlife, they have full access to their friends and relatives. Cost is 2 Points

Allow all other Soul Fragments to experience, in a simultaneous manner, the experience of heaven of the Permanent Aspect. Living Sentients may only experience this in dreams and visions. The most evil Whole Souls have no contact with their Permanent Aspect, although it still exists for the benefit of their more righteous friends and relatives. You, while still living, have a permanent Connection of Empathy to your Permanent Aspect. This grants the permanent points of Good Stuff and five permanent points of Endurance. Cost is 4 Points

Threats

Threats are the causes of apocalypses to the Multiverse. There have been many Time Frames, and each has inevitably ended in some sort of cataclysm that destroyed not just Reflections and life, but the very fabric of the Multiverse. It is assumed that the current Multiverse, Dweehwail, and the current Time Frame, will end in apocalypse as every other has done so. Threats are the cause of this event.

A Threat may be some sort of living Entity, of enormous potency, or it may just as well be an Event or Paradox. Something interferes with the Rules of Dweehwail such as they exist, or have done so in previous Time Frames. Not every Threat automatically results in an Apocalypse. For among other reasons, the living beings of the Multiverse, Sentients, whether they are Forcang or Spirits, fight against this destruction.

Yet every bona fide Threat risks an Apoclaypse on the the scale of The Multiverse. Threats are more than just agents of chaos and nihilism—they are evil. They are malevolent tormentors of order and peace. The options here are meant ot help set aside a Threat from other Sentients of the Dweehwail. They are rare, and usually no more than one or two exist at a time in the whole Multiverse. All Sentients who encounter a Threat should beware!

Being of Cruelty

A Threat Entity is a Sentient that has achieved enormous Potency, and threatens on a conscious level the whole Multiverse. The Entity may have some reason for wanting to end The Multiverse: usually an evil, cruel reason. Threats have the tools to make a real attempt at doing so.



No True Form

A Threat with this potency may shape shift at will into virtually any form. These may be animal, Sentient, or abstract. The speed of change is at rate of Strength. This ability by far surpasses that of the Shape Shifting Potency available to most other Sentients. The limit of change is equal to the cruel imagination of the Threat.

A Threat with this Potency also has no default form. Most Sentients have a default form, such as human form. If forced to assume a default form, a Threat with this Potency assumes a form at random. No two default forms for a Sentient Threat are the same.

A Threat can assume the form of other Sentients, and uses her abilities as usual to determine if she is capable of holding that form without being consumed. Threats often have some of the highest ability points, and can do this easily. This allows for a degree of camouflage, as a Threat may assume the form of many Sentients. It takes a Forcang or Spirit with the highest Psyche to discern this subterfuge.

A Sentient must have at least 1,100 potency points to take this Potency. It costs 150 Potency Points to take this Potency.

Open Mobility

A Threat with this Potency is not limited by attempts to prevent him from moving. These attempts may be intentional by other Sentients, or by Natural Laws or Rules. He may fly, move through the vacuum of space, and walk through the three-dimensional space of water with no disruptions. He does not have to breathe and can survive in virtually any environment. The rate of movement is faster than Engine Speed.

The Threat may transition through Reflection, like Traversing Reflection. Doing so creates new flaws in Reflection to mark his passage. This includes Manifestations and Cities that are normally only available to Sentients of a particular Stage on the Order of Sentients. He may also summon objects to him, calling them from across Reflection. This includes other Sentients. Sentients with particularly high Psyches may attempt to resist this summoning. Generally the superior Psyche prevails.

A Sentient must have at least 1,100 potency points to take this Potency. It costs 150 Potency Points to take this Potency.

Damnation

A Threat with this potency can damn living Sentients to live as Whole Souls in a Hellish Domain of her creation. This dimensional Hell is of her own construction, and it is at least the size of a Reflection world, as well as the surrounding space. The Threat may grasp a Sentient and drag them to this Domain, beginning a living damnation. Generally, this is only effective on Sentients with much lower attributes than the Threat.

Other Sentients may attempt to rescue these damned whole souls, but they can expect a world of traps and challenges to greet them. Some bold Threats even construct portable Hells so that they may bring some of their damned whole souls with them and hear the screams wherever they go. These are easier to save on the one hand, but Sentients who behold this horror act as though they had one rank less in Psyche. This may explain another reason why a Threat would choose to do this.

A Sentient must have at least 1,200 potency points to take this Potency. It costs 250 Potency Points to take this Potency.

Interdimensional

A Threat with this Potency can instantly travel between regions of Dweehwail, as well as to Alternate Dimensions. He is even able to travel through time. To travel through time, he must have one of the highest ranks in Psyche in Dweehwail. Traveling in this way cracks Space, and these flaws in Reality can eventually turn into uncontrolled portals between Dimensions.

The Threat may purposely shatter the boundaries between Dimensions, creating dangerous regions even for Forcang, Spirits, and other Sentients. These broken regions create a vacuum that pulls at Sentients and may force them

into a different Dimension. This pull may be in only one direction, making it difficult to return by this route. The power of the vacuum uses the Strength of the Threat verses the Strength of the Sentient.

A Sentient must have at least 1,200 potency points to take this Potency. It costs 250 Potency Points to take this Potency.

Non-Sentient Adversaries

Exceedingly Unlucky

A Non-Sentient entity with this Potency acts as a region in which Sentients are very unlucky. Sentients in the area of effect act as though they had 18 Negative Points of Net Stuff. Those who already have net Positive Stuff may use it to counter some of this condition but act as though the existing net stuff were reduced by half, rounding down. Those who have the highest ranks in Endurance may overcome this effect to some degree.

This condition may become permanent in those who spend long enough in this area of effect. Afterwards, the condition persists even outside the area of effect. Those with certain Potencies, high Psyches, and many Spirits may be able to cure or partially cure this condition. Still, this may result in permanent points of Net Stuff that remain even after being mostly cured.

If applicable, it costs 150 Potency Points to take this Potency.

Sleep Walking

A Non-Sentient Threat with this Potency causes sleeping Sentients to randomly travel to other Reflections throughout The Multiverse. This is particularly true for those with Bad Stuff. While sleeping in the area of effect, determine, based on the Psyche, Endurance, and Stuff of the Sentient, whether she is affected. Then determine a part of The Multiverse to which she is instantly shifted. She remains sleeping during this whole ordeal, and may not be aware that she has shifted upon waking.

This normally shifts Sentients to The Multiverse Proper, but those with too much Bad Stuff have been known to end up in Daxuk or The Indeterminate. In some cases, exposure to his Potency can make this condition permanent. This may especially be true with those who have Goamdwee Rank Psyche or Endurance or less. It takes a Spirit of sufficient stage to remove this condition. Those with the highest ranks in Psyche have also been known to be effective in removing this condition.

If applicable, it costs 150 Potency Points to take this Potency.

Infinite Dampening

A Non-Sentient Threat with this Potency prevents Sentients from using any type of Potency. Generally, Sentients with significantly superior attributes are not affected, or minimally so. The attributes of the Sentient within the area of affect are also reduced by several ranks, based on the difference between the attributes of the Non-Sentient Threat, and the particular Sentient.

Over time, this effect may become permanent, and Sentients who manage to leave the area of affect may still be limited in their ability to utilize their Potencies. There may be some abilities of specific Potencies that may be used therapeutically to remove this condition. Likewise, Sentients with particularly high Psyche have had some success in removing this condition. Spirits of higher stages have also had unusual fortune at countering this condition.

If applicable, it costs 250 Potency Points to take this Potency.

Jumbled

A Non-Sentient Threat with this Potency jumbles the Attributes and Potencies of a Sentient. Create a list of Potencies and Attributes, and randomly reassign a Sentient's Potency Points to different Attributes and Potencies. Sentients with very high Psyche and Endurance may resist this effect. This condition remains as long as the Sentient is in the area of effect.

In some cases, this condition can become permanent. Those who spend too long in the area of effect may find that it takes much longer to return to normal. Generally, proximity to a

Primordial Thçtz corresponding to the Potencies previously held by the Sentient may cure this condition. Spirits of a sufficient stage may also lend a hand. Those with lots of Bad Stuff may find this more difficult.

If applicable, it costs 250 Potency Points to take this Potency.

Wave Relics

A Wave Relic is a piece of Creation, the Genesis of the current Time Frame of The Multiverse. They contain fragments of the languages of the universe, most notably Rebirth, Infernal, Linear, and Loahueth. Rebirth in particular is present, either directly, or in codes. Often these simply contain fragments of the history of creation, which is itself interesting to scholars on the topic. Yet some fragments may help override other languages of the universe. Nearly all work by Forcang involves Loahueth, and properly utilizing a Wave Relic can counter or undermine this work.

Threats to The Multiverse are often countered by Wave Relics. It seems the genesis of each Time Frame creates seeds to prevent future Threats from destroying The Multiverse. Some call this prophecy, or providence. This works because Threats frequently use other languages of the universe that are vulnerable to Languages of Genesis, such as Rebirth. This may still be risky, as Rebirth is also used to Recycle old Multiverses in Time Frames that have ended due to the incursion of a Threat. Therefore, Wave Relics with Rebirth may at times both counter Threats, or clean up their mess.

A Wave Relic may be objects or even immortal creatures. By adding additional Potency Points to the creation of an Artifact or Creature, the abilities of a Wave Relic may be added. This may be done by the Storyteller, or by clever player characters, who call Wave Relics to them by building them. The effectiveness of a given Wave Relic is ultimately up to the Storyteller. Yet, a Wave Relic is always a powerful tool.

Jade Relics

Jade Relics are some of the most powerful Wave Relics. They tend to be made out



of or otherwise resemble jade. They date to the genesis of The Multiverse, in this Time Frame or another. Those of the current Time Frame are likely to have the greatest impact, but those of previous Time Frames may have Potencies that are subtle and should not be ignored. They are very rare and finding one may indicate that a Sentient has some magnificent destiny, as yet to unfold. Or else, it may be just good luck.

Counter Potency

A Wave Relic with this Potency is able to counter the effects of a particular ability of a Potency. By holding the Jade Relic, a Sentient may prevent the implementation of an ability, or undo them once they begin. This may even be the case when used again Sentients with significantly more Psyche and Endurance. Still, those who are vastly superior may be able to overcome this.

When used by a Third or Fourth Stage Sentient, he may find that even the actions of a Threat may be countered. This may offer protection against active Potencies, or a shield of sorts against passive Potencies. Usually this cannot be used by itself to heal permanent conditions created by Threats. These require other Wave Relic Potencies.

An Artifact or Creature must have 50 Potency Points to take this ability. It costs 45 Potency Points to take this ability.

Cure Ailment

Wave Relics with this Potency are capable of curing conditions created by Threats, as well as many other illnesses and ailments, even those powerful enough to imperil Forcang and Spirits. By holding such a Wave Relic, those with at least Goamdwee Psyche may remove one condition per day. Another Sentient with sufficient Psyche may also use the Wave Relic and target a Sentient with less Psyche.

It is said that Threats who in turn possess such a Jade Relic may use it in opposite effect. She may create a condition that is difficult to remove for all but Sentients with the highest ranks in Psyche. This may explain why governments of Sentients work hard to keep Jade Relics out of the hands of Threats.

An Artifact or Creature must have 50 Potency Points to take this ability. It costs 45 Potency Points to take this ability.

Delay Wave

A Jade Relic with this potency may delay the immanent onset of an Apocalypse caused by a Threat. This is particularly useful for Apocalypses caused by non-Sentient Adversaries, such as The Great Wave. The extent of time that such an effect may be delayed is based on the Psyche and Warfare of the Sentient who possesses the Jade Relic. This is a last minute contigency, and other Potencies may be vaulable prior to reaching this point.

In contrast, a Sentient Threat who possesses a Jade Relic with this potency may use it to reinforce her Apocalypse. Some Threats avoid doing this, since to them, it is not in fact an Apocalypse. However, some Sentient Threats are capable of justifying pure destruction, and have no difficulty utilizing a Jade Relic with this Potency. This is up to the personality of the Sentient Threat.

An Artifact or Creature must have at least 75 Potency Points to take this ability. It costs 55 Potency Points to take this ability.

Primordial Relics

Primordial Relics are echoes of the gensesis of powerful Primordial Ḥowthçtz. They often have control of Ḥowthçtz of that type, and insight into the minds of the Sentients that created them. Although not as powerful as Jade Relics, Primordial Relics offer a useful tool for understanding and controlling The Multiverse.

Counter Thçtz

A Wave Relic with this Potency may counter the creations and effects of anything or any Sentient generated with the Laws of a particular Thçtz. As such, this Primordial Relic, upon taking this Potency, must have a Primordial Type. This must correspond to a type of Thçtz. Common Ḥowthçtz include Maelstroms,

Journeys, and Crucibles, although there are many other Ḥowthçtz to consider.

By holding a Primordial Relic of the corresponding type, a Sentient may undo something created by that Thçtz. They may be undone, but not changed. It takes a Sentient initiated in the Thçtz to make changes using standard Potencies. In addition, this may be used to counter Potencies and effects created by Ḥowthçtz as they are being utilized.

Threats that derive part of their power from Primordial Ḥowthçtz may be effected by Primordial Relics. The extent of the effect may relate to the difference in Psyche and Endurance between the wielder of the Primordial Relic and the Threat. In some cases, it may take multiple such Wave Relics of similar types to be effective against a particular Threat.

An Artifact or Creature must have 35 Potency Points to take this ability. It costs 30 Potency Points to take this ability.

Informative Relic

A Primordial Relic with this Potency carries with it essential knowledge about some distant aspect of The Multiverse. This may be of little use, or greatly important information. Even Threats may have key weaknesses or other information appear on such Relics.

It is difficult to decipher information on a Wave Relic. Generally it takes a considerable Psyche an Warfare to succeed. It is also possible for a Wave Relic with this Potency to be attuned to a particular Sentient, in which case the requirements are far less. Those who find themselves attuned to Wave Relics can assume that they have some grand destiny ahead. Only the Storyteller can determine if a Wave Relic is attuned to a particular Sentient.

An Artifact or Creature must have at least 35 Potency Points to take this ability. It costs 30 Potency Points to take this ability.

Time Frame Distortions

A Time Frame Distortion is an object, creature, Sentient, or location in space that carries the Natural Laws of a previous Time Frame. These are very rare, as the Apocalypse of a Multiverse usually nullifies such rules. However, both the system of Apocalypse and Genesis are imperfect, and occasionally pieces of old Time Frames spill through.

Nearly any rules may exist in a Time Frame Distortion. That is because a previous Multiverse may have wildly different Natural Laws than the current Multiverse. They may also happen to be similar in many ways. The options are ultimately up to the Gamemaster. Below are a couple examples of how a Time Frame Distortion may be used.

Selective Potencies

This Time Frame Distortion represents some similar abilities found in various Potencies that exist in the current Time Frame. However, they do not match. Rather, a random selection of these abilities are contained within the Distortion.

Make a pool of twenty abilities from existing Potencies. This may include the abilities of Archetypes. The Tier need not be considered. The Gamemaster selects five of these to be contained within the single Time Frame Distortion. Existing Good Stuff or similar positive benefits increase the power of the Potencies selected.

The application of this Potency should be logically consistent. That is determined by the Gamemaster. If a combination of abilities would be logically inconsistent, then the Gamemaster should replace abilities with ones from the pool that make sense.

It costs 75 Potency Points to take this ability.

Exotic Racial Type

Being subject to to this Time Frame Distortion makes this object, creature, Sentient, or location in space so different that it qualifies as a Foreigner of the Alien subtype. Alternatively, it may qualify as the Dimensional subtype. If it qualifies as the Alien subtype, it is immune to most harmful energies of The Indeterminate. If applicable, it may travel in The Indeterminate with ease, using normal locomotion. When it comes to addressing other hazards of The Indetermite, it counts as having 2 points of Good Stuff. Those who choose the Dimensional subtype gain the same benefits, accept for Alternate Dimensions instead of The Indeterminate.

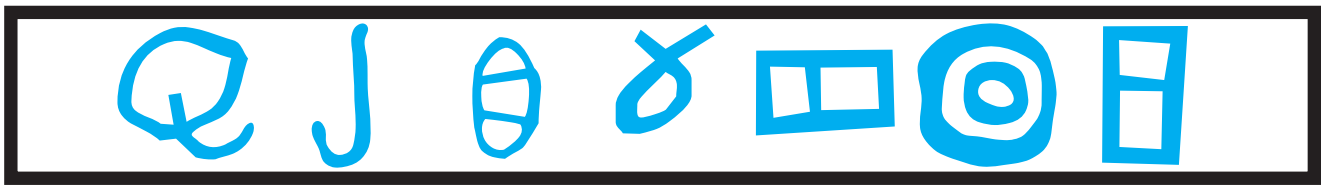
Since The Indeterminate and Alternate Dimensions are exotic locations where it is challenging to survive, it is unclear what obstacles it may face. There may still be difficulties to overcome, just as with The Multiverse Proper in regards to the Axiomatic and Anarchic racial types. Those who who are subject to this Potency may not gain Axiomatic or Anarchic Potencies. This Potency is not available to those who already have Axiomatic or Anarchic Potencies. Spirits and Sentients with other Potencies may take this one.

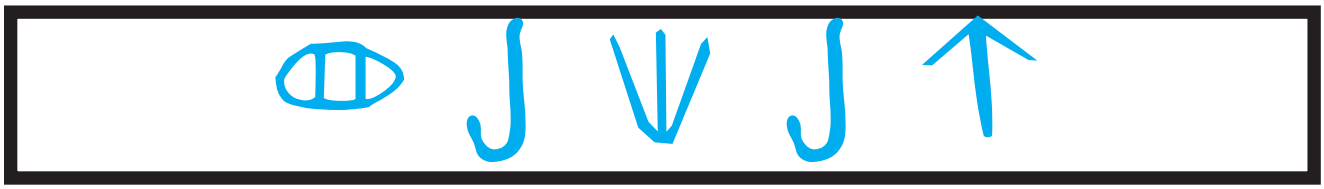
It costs 75 Potency Points to take this ability.



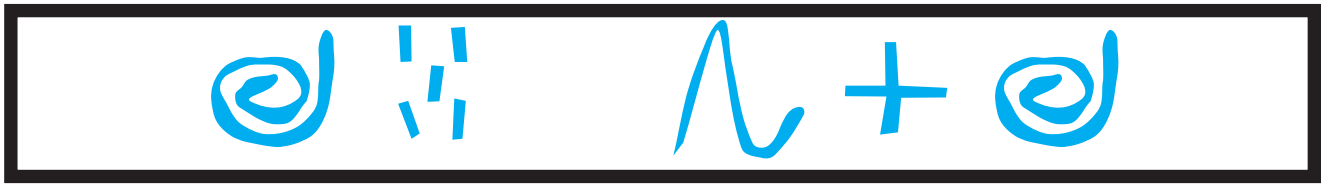
Additional Relevant Topics from Amber Diceless

A Player's Guide to Roleplaying, Combat: Warfare Combat, Strength Combat, Psyche Combat, The Mechanics of Amber, Designing New Powers, Campaign Building, Character Advancement, Sample Advanced Characters, Guide to Attribute Auctions, Character Quizzes, Character Background, The Rules of Engagement, Alternate Rules, Opening the Abyss: The Powers of the Abyss, Glossary (to Shadow Knights), and Demon Creation Rules: Sample Demons,





Forcang Archetypes



TEMPLE CHAMPION

Lord of Chaos; Duzog; Tier 3

The Temple of Champions is an Archetype that focuses on exploring The Indeterminate. It is based in the Courts of Chaos, specifically Duzog, where it has its only Temple and facilities. Initiation into the Order is on the one hand simple. The code of the Temple Champions simply requires them to explore, document, and if possible, settle The Indeterminate. They should also bring back specimens. This begins with an initial foray with a group of Temple Champions down the Dark River, to the Abyssal Courts, and into The Indeterminate. Those who return alive tend to have gained the Potency associated with the Archetype. On future expeditions, Temple Champions are free to go alone to The Indeterminate, or travel with whoever they wish.

There is also a lesser emphasis in the Temple of Champions on searching for entrances into alternate realities. This is not a requirement to stay in the Order, or to gain the Archetype. However, prestige within the Archetype, and for that matter, in Duzog, is gained by a Forcang or groups of Forcang who successfully find and explore these different dimensions, and can point to them on a map. It seems that within The Indeterminate in particular there are a larger number of ancient, closed portals to other realities. However, the ability to open doorways to these places and explore them is not limited to only The Indeterminate.

Sapphire Blade

No matter where the Lord of Chaos finds herself, she may hold out her hand and generate a longsword made entirely out of a shard of sharpened sapphire. This sword, regardless of limitations of the dimension or Indeterminate Domain, has the Artifact qualities and potencies of Deadly Damage, Invulnerable to all Conventional Weapons, and Regeneration. It also has the Advanced Weapon Feature and deals Cold Damage in Fantasy settings and is Electrified in Tech settings. In another couple seconds it can be absorbed back into the hand as though nothing were there.

Sapphire Scales

In a matter of seconds a Temple Champion may cover himself with scales of pure, gem-quality sapphire. This has a number of effects. First of all it is has the Artifact qualities and potencies Deadly Damage, Invulnerable to all Conventional Weapons, and Regeneration. Sapphire Scales permit the Forcang to breathe underwater, in most gases, and in other substances. In fact, while using this ability the Forcang really does not have to breathe at all. Furthermore the scales disrupt attempts to slow down or bind the Lord of Chaos. These may still have some effect, but they are lessoned, particularly those caused by the environment. Attempts to engage in combat maneuvers with the Temple Champion are made more difficult as well, especially those that involve physical contact, enhancing some attributes.

Elemental Sustenance

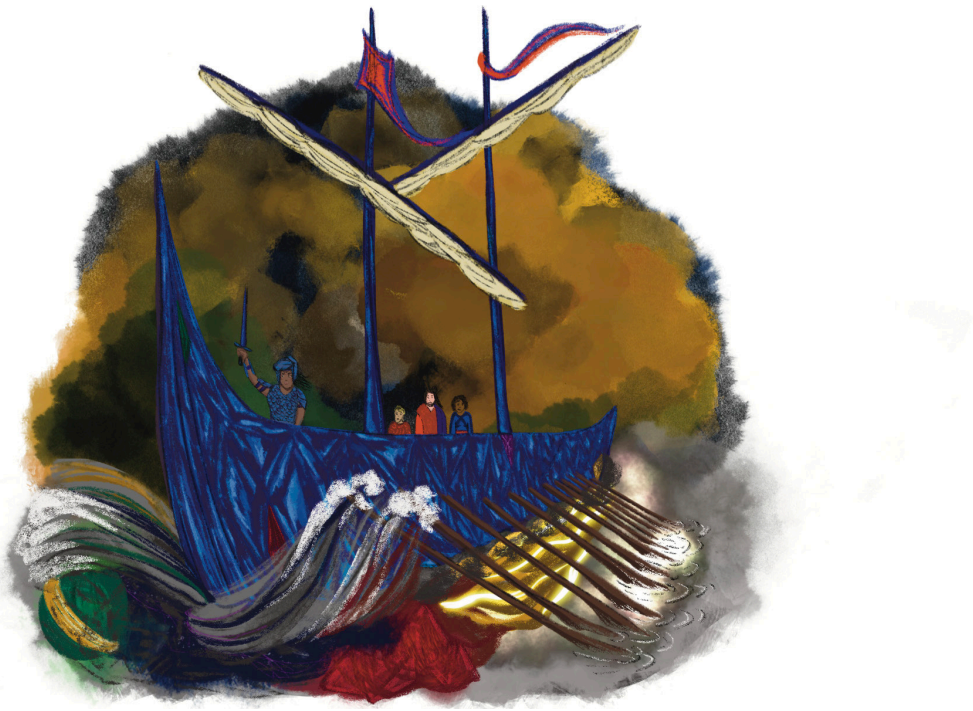
In addition to normal food and drink, the Lord of Chaos may gain substance from a variety of elements: rocks, crystals, fire, water, air, mud, lava, sand, wood, among many others. She grows sapphire teeth and a sapphire mouth capable of consuming any of these substances. This allows for far more flexibility in the sorts of locations from which she may gain sustenance, particularly in The Indeterminate or alternate dimensions. Of course there still may be food deserts. Distilled vacuum may itself be food. In addition, a few scales may be taken off her body in a pinch while using Sapphire Scales to provide one day's sustenance, although this causes some strain to Endurance and pain. Sapphires in general are particularly healthy, along with other gemstones.

Epic Poet

A Temple Champion often learns many performance skills over hundreds and thousands of years, and this ability augments these on a Forcang level. In her performances he may use his Psyche and his Warfare's Leadership ability to determine if he can encourage those present, particularly at the Abyssal Courts, to join the cause of the Temple of Champions, perhaps gaining additional allies to the cause. The Temple of Champions takes Associates, and enjoys inspiring those at the Courts to join in Quests West into The Indeterminate. This is the most common use of Epic Poet. There is almost always a talent show of sorts when a group of Temple Champions arrives to take turns putting on a show, to see how many associates each can earn.

Elemental Flow

This allows the Temple Champion while using Sapphire Scales to travel through pure seams of Elemental Substance that exist. In some instances this works on mixed substances too. While using this form of movement, she glides or flies at a moderate speed. This is slowed in mixed substances. Those with a high Strength Attribute in addition to a high Psyche and Endurance are able to use this ability more successfully. Fighting while in an Elemental Flow requires a very high Warfare Attribute, and almost always favors native inhabitants of The



Sapphire Nodes

A Sapphire Gem may be used by a Temple Champion for a variety of specialized purposes, and they often carry bags of them. They may be used as bags with an enormous carrying capacity, far larger than their size on the outside, that function in fantasy or tech settings. A different Sapphire Node may be used to record its surroundings in exact detail, in many different environments: underwater, in oceans of fire, or acid, or many parts of The Indeterminate. Information may also be loaded onto a Sapphire Node, and it may be used as many other sorts of data devices that function in both fantasy and tech settings. Of course this involves going around with a bag full of Sapphire Gems for this purpose.

Indeterminate, but it is easier with this ability.

Anchor

An anchor is a Multiverse Proper landmark placed within The Indeterminate. It takes a considerable investment of Endurance to place, but creates a good spot for a Forcang to rest. Usually Anchors are permanent, and other Potencies may be able to use Anchors as resources for building other Objects in The Indeterminate in the Future. A series of Anchors may also be laid in order to create a path to follow into and out of The Indeterminate. However, good Temple Champions know that there are no such things as straight lines in such an uncertain place, so creating such things as paths is no small feat. Usually it takes many Anchors over numerous campaigns to create a usable path. Often Anchors from past campaigns can be used as landmarks and places to rest for future campaigns. Anchors in general provide a little piece of solid matter for a campsite or structure for a group of Forcang to sleep roughly in a protected bubble. They can also eventually be destroyed by the natural forces of The Indeterminate, so it is a continual effort.

Sapphire Galley

This is an ability that allows a Temple Champion to participate in creating a Sapphire Galley. This is very much like the Dark Transport ability of Advanced Dark River Mastery, only it is much larger, and is built out of Sapphire. It can fit the entire expedition of Temple Champions, which is why this ability must be used by many of them simultaneously to be successful. Sapphire Galleys are potent, and their weapons are fiercer than those of a single person Dark Transport. Unlike a Dark Transport, this ability is generally restricted to The Indeterminate. Also, the vessel may be fed Sapphire Gems instead of Residual Dark Energy, and usually a campaign will have a very large supply. In some instances a Temple of Champions campaign has gone to use this in an alternate dimension, but this is very rare. It takes multiple Forcang to pilot this vessel, and this ability also gives the Lord of Chaos the ability to control the vessel. Sapphire Galleys produce their own food and drink.

Open Indeterminate Daxuk Vortex

Parts of Daxuk extend into The Indeterminate, and this allows the Temple Champions to specifically open Vortexes in Daxuk while they are in The Indeterminate. This is dangerous for some members of the party, as not all of them of lower tiers may yet have reached an ability to survive in Daxuk. These Vortexes may be left open or closed, and do not pull others into them violently.

Open Sealed Indeterminate Dimensional Rift

As with The Multiverse Proper, at times there will be Dimensional Rifts that have closed since ancient times. If a group of Temple Champions so desire, they may attempt to open one. This may or may not be a good idea, but can continue their quest of exploration and discovery into another phase, depending on their current characters and timing.

CRUCIBLE SCYTHE

Lord of Chaos; Duzog; Tier 3

A Crucible Scythe is the bane of all Vampires. She tirelessly seeks them out, and destroys them, seeing them as one of the ultimate blights upon The Multiverse, a scourge from ancient times. A Scythe will never choose comfort or personal quests or fortune when there is any question of a Vampiric taint nearby. However, they are not stupid, and are not required to face impossible odds. Rather they also use planning and teamwork. Vampires famously work in groups. So do Crucible Scythes. They work together as an Archetype, and also incorporate

Associates for bringing down a group of Vampires. Yet whether hunting a lone Vampire or participating in a grand scheme to bring down an Elder and an entire group of Vampires with a battalion of Forcang, he never rests, and never eats, until the job is done.

To become a Crucible Scythe is not easy, and requires devotion, skill, and zeal. First, a Forcang must destroy at least six Vampire Propers. He must also retrieve from each of them a totem. This she brings with her to a special ritual performed at a primordial Thçtz in a part of Deep Daxuk, known only to the order, called the Scythe. There the totems are sacrificed, and the Initiate is marked by the Scythe. From then on, he has the Potency of the Crucible Scythe.

However, to keep this Potency, she must continue to put the destruction of Vampirism first and foremost, although it does not have to be an obsession. She must spend at least 75% of her business time on ridding The Multiverse of Vampiric taint. She must also slay every Vampire she is able, giving no quarter. The only exceptions are Vampire Spawn capable of providing information about others in its organization, or a higher ranking Vampire. Once the information is verified, that Vampire will still be destroyed. The Scythe must minimize time on personal pleasures and pursuits, although these are not prohibited. Other personal quests are permitted to a limited extent, and Scythe abilities may be used, provided they do not violate rules of the Order.

Crucible Scythes do their best not to put other Forcang, or even Reflection Sentients at risk. However, they know that a single Vampire can kill thousands of Forcang, or turn them into new Vampire Spawn. Therefore, if a Forcang or Reflection Sentient must be sacrificed, then that is acceptable. Those who ally with Vampires will be given a warning to cease their behavior, after which they will be imprisoned for the duration of a campaign against a group a Vampires, and if necessary, slain. Forcang collaborators with Vampires will be turned over to the proper authorities, depending on the jurisdiction, if possible.

The code requires Scythes to obey the local laws and customs created by Forcang, with a lesser emphasis on those created by Reflection Sentients. However, in pursuit of Vampires, nearly any law may be broken. It is up to the Crucible Scythe to explain this if necessary. Some jurisdictions have allowances for them. Others do not know they exist.

Crucible Scythe research and invest in knowledge skill points related to Thçtz, and in particular, the Crucible. She is expected to spend some amount of her personal time keeping this up to date.

To this end, one of the major objectives of the Order to find and destroy the Crucible in Daxuk. Throughout the ages this goal has eluded them, despite much effort. This quest is considered so important that gathering new leads or pursuing a new quest supersede all but the most crucial hunts against Vampires. Perhaps successfully slaying a Vampire Elder and his entire colony might be considered more important than a particular new lead to destroy the Crucible. But in almost all other instances, the quest for the Crucible comes first.

These are generally the rules of the Order. Crucible Scythe who violate these rules may lose access to their Potency and be exiled from the Order. It is possible to regain the Potency, usually with a new Initiation ritual, which of course is done without the Scythe Potency. Usually the demands of additional admission rituals are more demanding, and the requirements vary in each case. They often have some similarity to the original ritual.

Detect Vampire

This ability detects any Vampire, both Forcang and Mundane, that does not have a Bestial Temperance higher than its Psyche within a span of a few dozen Reflections, or half a dozen Realmz. A Crucible Scythe must have a high Psyche to use this ability.

Daxuk Infiltrator

A Crucible Scythe may use her Scythe to rip a hole in The Multiverse that allows access to Daxuk. This is not a vortex, and the hole will naturally heal itself within six days. However, in the meantime, beings from Daxuk may enter The Multiverse, and visa versa. To this end, the Scythe may create an invisible force over the entrance that prevents passage to any who are not Crucible Scythe. This requires a high Psyche to create, and attempts to pass through the force are hindered by her Endurance. Even after the rip closes, it remains an imperfection in Reflection that can be detected by Forcang such as Broken Lords. The Scythe may also be used to return from Daxuk in the same way.

He is able to survive the emotional effects of Deep Daxuk. While he is outside The Multiverse Proper, such as in Daxuk, he does not require food, or water. He also does not have to breath.

Power Negation

A Crucible Scythe who also has Ḥowsh, Shape Shifting, or Mage Potencies can attempt to use her Psyche to counteract the Potency Rejuvenation ability of a Vampire. This requires the Crucible Scythe to have one tier higher in that Potency than the Vampire. This compares her Psyche to the Vampire's Psyche and Endurance. If the Scythe has a higher Psyche, she is usually successful at negating the rejuvenation of these Potencies. Once a Potency is lost in this way, it must be regained as if the Vampire had become a Vampire for the first time, although it takes twice as long.

The Crucible Scythe may use her Warfare to spray a stream of Residual Living Darkness from her Dark Storage. For each point used, the Vampire loses 3 Rejuvenation Points. A Vampire with a high Bestial Temperance may attempt to resist this effect, by comparing that attribute to the Scythe's Strength. If a Vampire regains a Potency using Potency Rejuvenation again, he does not gain Rejuvenation Points or credits.

Reveal the Beast

This ability may be used to return a Vampire to her humanoid form if she is using Shape Shift or Advanced Shape Shift. The Crucible Scythe uses his Psyche against the Bestial Temperance of the Vampire. If the Scythe has a superior attribute, the Vampire returns to humanoid form within 30 seconds, changing rapidly and painfully. Once the Vampire has returned to humanoid form in this way, for the next six days, she no longer receives her reduction in time for Shape Shifting and Advanced Shape Shifting. For six hours, she is unable to Shape Shift at all. If the Crucible Scythe who caused this effect is slain, then the Vampire regains her ability in its full form immediately.

Broken Window

A Crucible Scythe who has a higher Psyche than a Vampire using Daxuk Window instantly detects its presence if it can be detected by any sense. Upon detecting the Window, the Scythe may point the Scythe at the window, and release a stream of Residual Living Darkness. This causes the Daxuk Window to break, creating a vortex roughly ten times bigger, that creates a current of Energy that streams from Daxuk into The Multiverse Proper. A Vampire without sufficiently high Strength will be drawn through the vortex into The Multiverse Proper.

A Crucible Scythe of sufficient Strength and Warfare may attempt to travel upstream, through the vortex, and into Daxuk. This allows pursuit in the instance that the Vampire has sufficient Strength to escape. However, the vortex does tend to cause damage to the area in The Multiverse Proper around it. After six minutes the vortex closes, with a moderately large explosion of Energy, that usually destroys whatever structure is in The Multiverse Proper. The Crucible Scythe may direct her Potency to attempt and prevent the explosion, using a sufficiently high Psyche. However, this may be a distraction from dealing with the Vampire.

Charm Familiar

This allows a Crucible Scythe to immediately recognize a Vampire's familiar. A Scythe with high Psyche may attempt to Charm the Familiar. This places the Crucible Scythe's Psyche against a combination of the Familiar and the attached Vampire's Psyche's. If the Scythe has the higher Psyche, then she compares her Strength to that of the Familiar. If it is higher, than the Familiar, loses its connection to its Vampire.

The Crucible Scythe may then attempt to form an emotional bond with the Familiar. By investing 2 points of Residual Living Darkness, the Familiar is able to become sufficiently connected to reveal to the Forcang anything she wants to know. When this interrogation is finished, anything may be done with it. However, usually they are returned to Duzog to a special facility for severed Familiars. These are retrained and used in service to the Crucible Scythe and their objectives, as well as Duzog at large. Generally, the creature does not become the creature of the particular Forcang using this ability.

Purge the Mundane

This ability allows the Crucible Scythe to instantly destroy a Mundane Vampire in a ball of glowing energy by simply laying on hands. This uses the Strength Attribute.

Detect Thçtz

Crucible Scythe, who have been searching for the Crucible for eons, have an uncanny ability to locate Ḥowthçtz of all sorts. Generally speaking, to a Crucible Scythe, all but the most potent Ḥowthçtz stand out like a shining star. They also hiss like a snake about to strike. As long as they have sufficient Psyche, they can spot Ḥowthçtz from many Reflections away, and will usually go out of their way to investigate them, just in case.

Purge Thçtz

A Crucible Scythe may direct Residual Living Darkness directly at a Thçtz, enhanced by the Potency of the Scythe, to inflict tremendous damage upon it. Usually for each point of Residual Living Darkness expended, 2 Thçtz Potency Points are randomly destroyed. Particularly powerful Ḥowthçtz with very high Psyches may be able to resist this ability. However, sometimes battalions of Scythe converge on a single Thçtz to purge it, and this is more successful.

Purging Zeal

While a Crucible Scythe is fighting a Vampire, her Warfare is considered 2 ranks higher (20 points) and her Strength is considered 1 rank higher (10 points). This persists as long as the Scythe can detect any Vampires with her Detect Vampire ability. This enhancement is only in relationship to Racial Vampires. They receive a lesser enhancement in relation to Racial Undead in general of 1 rank to Warfare.

Purging Scythe

This is a weapon provided upon initiation that is both a weapon, and allows the Crucible Scythe to use a number of Her abilities.

Purge—Scythe [22]

Combat Mastery [4]
Invulnerable to All Conventional Weapons [4]
Deadly Damage [4]
Shadow Seek [4]
Psychic Neutral [2]
Regeneration [4]

Banishment

A Crucible Scythe who has a higher Psyche then the combined Bestial Temperance, Psyche, Strength, Warfare, and Endurace of a Vampire may attempt to Banish the Vampire to The Indeterminate. This relies on an ancient connection between the Vampire and The

Indeterminate in the time that the Race was a Foreigner of the Alien subtype. If successful, a vortex opens immediately behind the Vampire, and he is drawn through it into a remote region of The Indeterminate.

Few Forcang have been to this region, but it is said that to this day there is a small population of Primordial Vampires that still exist there, who are considered Aliens. Their Undead cousins are left at their mercy with Banishment. Crucible Scythe do not know what happens to them at this point. For this reason, this is an option of last resort, since the Scythe would far rather destroy a Vampire, and even the very Code of the Order demands such a standard. However, if it is a choice of Vampire getting away, or Banishment, then Banishment is acceptable. More than a few Vampire Elders have ended up banished to The Indeterminate by large groups of Forcang.

Open Indeterminate Vortex

Following the nature of the previous ability, Crucible Scythe may open random vortexes to The Indeterminate. Using this ability like this causes a larger vortex then Banishment, and usually projects the entrance to a distant part of The Indeterminate. It is not necessarily the same portion as the Banishment ability. All within 500 feet of the Vortex are pulled with tremendous power toward the vortex. This persists for 6 minutes. If a Forcang has a greater Strength than that of the Crucible Scythe who created the Vortex, it is usually possible to resist the pull into the Vortex. The Scythe may attempt to enhance the pull if she has a high enough Psyche. This requires the Forcang to also have an Endurance attribute that is higher than the Scythe's Psyche. However, it takes the high Psyche just to be able to do this.

Of course, the Crucible Scythe may pass through the Vortex into The Indeterminate herself. However, she is not similarly able to open vortexes from The Indeterminate to The Multiverse Proper. Therefore, she must find a different way back. Still, there have been plenty of Temple Champions who have considered using this route to get into The Indeterminate. However, it is generally considered unsporting to use the vortex, at least as far as Temple Champions are concerned. This is with the exception of those with very specific projects in far flung corners of The Indeterminate. However, some Crucible Scythe and other Forcang have no such qualms about using this route. But given the dangers of this type of exploration, it takes a very special sort of Forcang to dive straight into The Deep Indeterminate in this way.

DARK LORD
Lord of Chaos; General; Tier 4

Those who spend at least 230 consecutive days submerged, exploring the Dark River, gain the Potency of a Dark Lord. Once the transition to a Dark Lord has occurred, it is very difficult to fully lose the Archetype. Rather, there are penalties for violating the Dark Lord Code of Conduct. Since the violations of the Code of Conduct can effect specific Dark Lord Potencies, the Code will be discussed after the abilities.

Power Dampening

The nature of becoming a Dark Lord is harsh for normal Maelstrom and Dark River abilities. Upon gaining her abilities, the Dark Lord permanently loses the Forgotten ability of Twilight Maelstrom, the Ambrosia and Nectar ability of Advanced Twilight Maelstrom, The Primal and Occult Construct ability of Dark River Mastery, and the Greater Primal and Occult ability of Advanced Dark River Mastery. Dark Lords are also looked upon in Courts of Chaos with suspicion, and while they may have a similar progression in each court, they tend to do less well, and get less impressive assignments.

Dark Advancement

Upon gaining the Dark Lord Archetype,

the Forcang immediately gains 4 points of Bad Stuff. He then gains 5 Advancement points that may be used for any purpose.

Advanced Dark Vessel

A Dark Lord can conjure a moderate points Dark Lands Vessel made of Living Darkness, a Design of Pure Energy. It can seat up to 10 people, and has 30 Potency Points worth of categories. She may also invest Potency Points in the Dark Vessel, which are recreated with the Design in the future. The vessel exists normally for 115 days, although for an investment of 1 point of Residual Living Darkness, the vessel remains for an additional 115 days. This can be done at the end of each period of time to add an additional length of time equal to the same amount. This vessel can be submerged and used in the Deep Living Darkness. The Dark Lord may also dismiss her vessel at will, causing it to liquify and return to the Living Darkness in about 1 minute.

Dark Deluge

A Dark Lord can summon a Dark Deluge, a massive wave that surges along the surface of the Dark River, submerging Dark Lands Vessels for multiple minutes. All aboard those vessels who do not have Dark River Mastery or better suffer 5 points of attribute drain per minute they are submerged. Likewise the Dark Lands Vessels take 5 points of permanent damage to random aspects of the Vessel per minute.

A Dark Deluge can also create a strong current in Deep Living Darkness, that applies the Dark Lord's Psyche and Strength against the Strength of a Forcang. A Forcang who fails to resist is swept away to a random part of Deep Living Darkness, and suffers moderate physical and psychic damage.

Dark Mark

A Dark Lord has a mark unique to each Forcang that signifies his status. Most Elder Forcang can tell upon seeing this mark that they are looking at a Dark Lord. It also permits passage in a variety of circumstances, usually related to locales in the Dark River and Deep Living Darkness. It is even said that some entrances are meant to only be used by certain groups of Dark Lords, or those that have marks with certain appearances. Why this is the case is a matter of study among the Courts of Chaos, and even as far as Goamdwee.

Enhanced Dark Storage

The storage limit for Dark Storage for a Dark Lord rises to 115. In addition, for every 10 points of Dark Storage, after 115 days, an extra point is earned. If the Dark Lord's Dark Storage is full, then he earns 12 Advancement Points every 115 days. These may be applied to any purpose. A maximum of 115 Advancement Points may be gained in this way. For every 20 Advancement Points gained in this way, the Dark Lord gains 1 point of Bad Stuff.

Dark Adoption

A Dark Lord may use the Greater Adoption option of Advanced Dark River Mastery on an unclaimed territory up to the size of a Reflection, as long as it is found in Living Darkness, in less than 1 Absolute Year. Usually it takes 1 Year to claim a Reflection using this ability. It might take 1 month to claim a small geographic region. It might take 2 days to claim a moderate sized city. These all have to be locations that have no previous rights, that are found in Living Darkness. The adopted location is considered Hallowed.

A Dark Lord may attempt to use this ability outside of Living Darkness, for an area up to the size of a small geographic region, but it takes 20 times longer. This area also cannot have any previous Rights. If Dark Adoption is used on a geographic region outside of Living Darkness, the region becomes known as a Dark Region, and within 55 years, is considered under the Minor Living Darkness Condition. This region is also considered Hallowed.

Reflection Sentients and creatures and

plants living in a Dark Region with the Minor Living Darkness Condition are altered. Sentients gain two points to each attribute (presumably they start near -25 on each—human rank). They also gain 2 points of Bad Stuff. These Sentients are known as Dark Minions. The plants in the region tend to whither and die, except for a select few, which are morphed into monstrous versions. The same occurs with the creatures. These plants and creatures gain 2 Potency Points of qualities, randomly.

Dark Arts

Within a Hallowed Living Darkness location in which the Dark Lord has Rights from Greater Adoption, or a Dark Region claimed outside of Living Darkness, a Dark Lord may take an existing creature, and change it over time into essentially any form she desires. She may also apply up to 20 Local Potency Points as a racial ability for that new Creature. All creatures and Sentients created with this ability begin with 2 points of Bad Stuff. Once the template creature, whether it is a Sentient or non-Sentient, is complete, it can be released in the location to Self-Populate. This means that the creature reproduces normally for the creature of that type. These creatures can also be sent beyond the borders of the location, and they will maintain their abilities. If creatures born in Living Darkness move outside of Living Darkness, or creatures born in a Dark Region move beyond the Reflection in which the region exists, they are reduced to a puddle of Residual Living Darkness.

As with creatures, a Dark Lord may attempt to create unique Artifacts in these locations, which he may endow with Local Potencies, as well as abilities similar to Forcang Artifact Qualities. These Artifacts must be forged with some sort of Energy source, in addition to Living Darkness, and the Dark Lord's Potency. Once complete, these Artifacts may be given to his own Dark Region's Sentients or creatures, as well as others in the broader Reflection. They continue to function in the same scope as the



creatures.

If a constructed specific artifact or race of creatures has existed for 16,000 Absolute Years, the Dark Lord may add actual Potency Points to them. This is the Dark Artifact [6] or Dark Creature [6]. Each of these costs six Potency Points, and is applied either to the specific artifact, or a template for the race of creatures. The process of investing points to create a Dark Creature generates it with 2 additional points of Bad Stuff. Once the Potency Points are invested, the Dark Lord is able to take her reflection mortals or artifacts beyond Living Darkness or Dark Land Reflections.

These creatures have the Dark Lands subtype, and this is obvious to most Elder Forcang. Likewise, it is generally fairly apparent to any with reasonable Psyche that an Artifact is a Dark Artifact. In some instances, this makes Dark Lords friends, who want to benefit from these resources. In other instances, Forcang are wary of these resources, in the same way they are of the Dark Lord himself, since they are all, well, dark.

Dark Fortress

The Dark Lord may use his ability to create a vast fortress in a geographic region on a Reflection or in a Dark Region. This may be a tall tower, or built into a mountain range manufactured for the purpose. The space may be divided into hallways, rooms, bunkers, and far more powerful domains. He may fill it with his Dark Creatures and add to it an Energy source to use for creating Dark Artifacts. He may also add to it 40 Local Potency Points of Qualities and Potencies.

Advanced Dark River Spring

A Dark Lord can modify a region the size of a Reflection to have the Living Darkness Condition. This operates on the same time frame as Dark Adoption. This can also be used to amplify a Dark Region. This is particularly difficult to do along the Great River or in Manifestations where Lords of Order have Rights. A Dark Lord would need to have greatly superior Psyche, and attributes in general, to succeed in the modification in these areas of The Multiverse. Generally in the Dark Lands, as long as the Dark Lord has superior Psyche to a Lord of Chaos who has Rights in the Manifestation, she can make the modification.

Order of the Dark Lord

A Dark Lord has rules that he must follow, and penalties result from wavering from his path. He must spend at least 25% of the time in Living Darkness. This can include Dark Regions under the Minor Living Darkness Condition or areas that have gained the Living Darkness Condition from the Advanced Dark River Spring ability. This time is measured over 16 days. For purposes of this ability, time spent using the Advanced Dark River Spring ability or Dark Adoption ability count toward the 25%. If a Dark Lord falls below the 25%, he gains 1 permanent Point of Bad Stuff per Absolute Day, or fraction of an Absolute Day, to a minimum of 1. For each point of Bad Stuff he gains, he immediately gains 1 Advancement Point that may be used for any purpose.

A Dark Lord must maintain her alignment. Alignment is based on the number of Stuff Points she has gained. If the net is more Bad Stuff, then she acts according to the Bad Stuff. If she has more Good Stuff, then she acts according to the Good Stuff. There is also a different attitude based on Zero Stuff. See the rules for attitudes based on Stuff in the Amber Diceless Rulebook.

A Dark Lord who does not act according to her alignment loses access to the Dark Adoption, Dark Arts, Dark Fortress, and Advanced Dark River Spring abilities. She also gains 1 Point of Bad Stuff. This point is temporary. It disappears after 115 days, and she regains her abilities. However, more points can accumulate for additional violations of her alignment, and the time remaining until she regains her abilities restarts. She does not gain any advancement

points for this.

A Dark Lord must proselytize to other Forcang of the Court of Duzog in order to try and convince them to become Dark Lords. This must happen at least once per Absolute Week, provided he is in the presence of a Forcang who is not a Dark Lord, and who is a Lord of Chaos of Duzog. If he fails to do this, he gains 1 permanent Point of Bad Stuff per Absolute Day, or fraction of an Absolute Day, to a minimum of 1. For each point of Bad Stuff he gains, he immediately gains 1 Advancement Point that may be used for any purpose.

AMBASSADOR

Lord of Chaos; Duzog; Tier 4

An Ambassador, in this context, is a Duzog Archetype, that traditionally serves as the Court's diplomatic agents in Goamdwee. To this end, they are able to enter the Tree Canopy and a variety of Goamdwee Government facilities designed for Lords of Chaos of the Ambassador Archetype. Their Potency comes from a Primordial Thçtz, called Diplomacy, that exists within the Anarchic Precipice. Some scholars say that Diplomacy was an early attempt at the Journey. Unlike most other Archetypes, there is no Code of Conduct for an Ambassador. Those who have sufficient connections in Duzog to receive permission to walk Diplomacy gain these abilities permanently.

Order Resistance

An Ambassador is resistant to coming in direct contact with Journey and Living Energy. When he comes in contact with either, his blood does not ignite. Rather, he suffers minor damage to his Psyche. This leaves him somewhat vulnerable to Psychic attacks and effects, unless he has a particularly high Psyche.

Chaos Dampening

The cost of being an Ambassador, is that the Potency of Maelstrom and Living Darkness are less effective in the Ambassador. It is not so much that these do not function, but in a contest, she might be considered to have two ranks, or twenty points less in the relevant attribute, and 2 Points of Bad Stuff. This is only with regard to these Potencies.

Diplomatic Reflection Traveling

An Ambassador can walk Reflection in the direction of Goamdwee, or toward a major Forcang capitol. Doing so does not use the Potency of Journey, but of Diplomacy. Traveling Reflection by Diplomacy is similar to traveling Reflection by Journey, only it is quieter, and tends to use the best routes. The trip tends to go her way, and she has a certain innate luck. Generally speaking the easiest way for a Lord of Chaos to travel to a Lord of Order capitol is using this method, although Maelstrom Tendrils still work.

Diplomatic Mailers

An Ambassador has a permanent Ḥowsh style contact set up with all Goamdwee political parties, as well as all of the branches of government. There is also a general information contact. These allow easy access to the political and government officers.

Lord Diplomat

An Ambassador has a permanent residence in the Grand Division of Goamdwee, which makes her one of the few Lords of Chaos permitted to reside in this district. Ambassadors almost universally have residences throughout Bloodline Capitals of the Great River as well. The residence in Goamdwee is not arranged through the concierge, but through the Alliance of the Multiverse Palace of State, and all

communications about this residence are with the Chief of Communications for the Palace of State. Ambassadors also have access to the Goamdwee Ḥowsh Network. However, they can expect that they will be monitored to a certain extent.

Grand Network

Duzog Ambassadors have special access to the Great River Ḥowsh Network. This ability functions similarly to the Lord of Order ability. However, their profile on the network usually indicates that they are an Ambassador of Duzog by default. Goamdwee wants it to be clear to its citizens who they are contacting in the case of Ambassadors.

River Sojourn

An Ambassador may traverse the Great River on Public River Vessels with assistance, similar to Lords of Order with Advanced Grand Journey Imprint. They may also use Private River Vessels belonging to specific Grand Elder Lords of Order. Falling out of the vessel into the Living Energy has the same effects as for any other Forcang who is not an Elder Lord of Order. Generally Ambassadors may also access River Ports, and traveling the Great River is a primary way that Ambassadors get to Lord of Order Manifestations outside of Goamdwee and Bloodline Capitols.

Tree Canopy

An Ambassador is able to enter the Tree Canopy of the Multiverse's Tree in Goamdwee. However, Lords of Chaos, even representatives of Goamdwee, do not get free reign in the Tree Canopy, even if they are physically able to survive there. They are generally given two official escorts, who are both Grand Elder Lords of Order, while they are there. For the most part, they are only permitted to attend diplomatic facilities specifically designed for diplomacy with the Courts of Chaos.

In some instances, Ambassadors of Duzog in particular have access to some of the same Tree Canopy locales as Advanced Lords or Order. They will still bring with them their escort at all time. Generally while they are in the Tree Canopy, Ambassadors are not permitted to interact, except in the established facilities. This is not the case in the Ambassadors Colony of the Grand Division in Goamdwee, where there are locales specifically created to address their needs. However, security is considered to be important in the Tree Canopy. Of course, Ambassadors likely would not survive a visit to the facilities belonging to any of the branches of government.

Diplomatic Arts

An Ambassador has a variety of artistic utilities to use toward her mission in Goamdwee, Bloodline Capitols, or other arenas where Diplomacy is useful.

She can use the Potency of Diplomacy to subtly alter Reflection, producing resources that can be used for Diplomatic purposes. This ability may create a bottle of the Prime Minister's favorite wine to serve with dinner, or a fancy vehicle to impress a crime boss. These resources may even include Forcang quality products.

She may use this ability to improve her ability to persuade others. People with whom she is interacting have a generally positive view of her positions on issues, and give them a fair hearing. This is the case for Forcang who do not have much higher Psyche. It is generally easier to convince an opponent in negotiations that she is correct, or that others are incorrect. This has to be used for diplomatic purposes, however, in limited instances it may be used more broadly

The Ambassador is talented at telling lies where they are needed, and is considered 3 ranks higher, or thirty points, in considering the opponent's Psyche in attempts to detect the lie. This is specifically in regard to lies related to diplomacy. Lies in general have an advantage of 1 rank, or 10 points.

Ambassadors have a talent for languages, and can generally, speak, write, and understand most languages, both mundane, and Forcang languages. These languages do not impart any

special powers. The Ambassador can merely communicate using this language. This is an innate ability, and the Ambassador is not actually using the language, but rather is exercising the Potency of Diplomacy. It translates unknown languages into the most comfortable for the Ambassador to understand, or for the recipient or recipients to understand. If the Ambassador wants to have actual technical knowledge of a language he did not already know before gaining this Archetype, he will have to invest the time to learn the language normally. However, this may be unnecessary as this ability provides a very good copy.

REALITY WARDEN

Lord of Chaos; Duzog; Tier 4

Reality Wardens guard the gateways from alternate realities, or open them on command from Duzog. They are able to survive in many alternate realities, entering to explore and map the surroundings. Wardens record the strange creatures and locales that exist in these places, and much of the knowledge about these places originally comes from them. The cost of this adventure is regular service, which can take up as much as 50% of the time. This time is measured over the course of a 16 month period. The term of service for a Reality Warden of Duzog is at least 5,000 Absolute Years. The Potency is gained from a Primal Thçtz based in the Anarchic Precipice known as Reality.

Only the most Select of Duzog's Grand Elder Lords of Chaos receive the opportunity to become Reality Wardens, and it is considered a high honor; although, not all accept. For the first 500 years, the Potency is temporary, and disappears quickly if the Grand Elder Lord of Chaos does not put sufficient time into the position. After 500 years, the Potency is usually permanent. However, it is said that contact with particularly potent Energies in some alternate dimensions can cause the cycle to begin anew, and require minimum time commitments once more for another 500 Years, and interaction with Reality.

Detect Dimensional Portal

Reality Wardens with high Psyches can detect the presence of a rift to another dimension or alternate reality within several dozen Manifestations. This is exhibited in a form of Psychic pain. To a much lesser extent, Reality Wardens with the highest Psyches can detect entrances into Daxuk and The Indeterminate, as well as Temporal Portals. She has to be actively using this ability in order for it to function.

Close Dimensional Portal

A Reality Warden can direct the Potency of Reality to close a Dimensional Portal. The time and effort of this ability varies depending on the size of the portal, and the source (for example, which Forcang created the Portal). It takes Psyche to control the function of this ability, as well as Strength to withstand the Energy. Wardens who intend to use this ability well should have high numbers in both attributes.

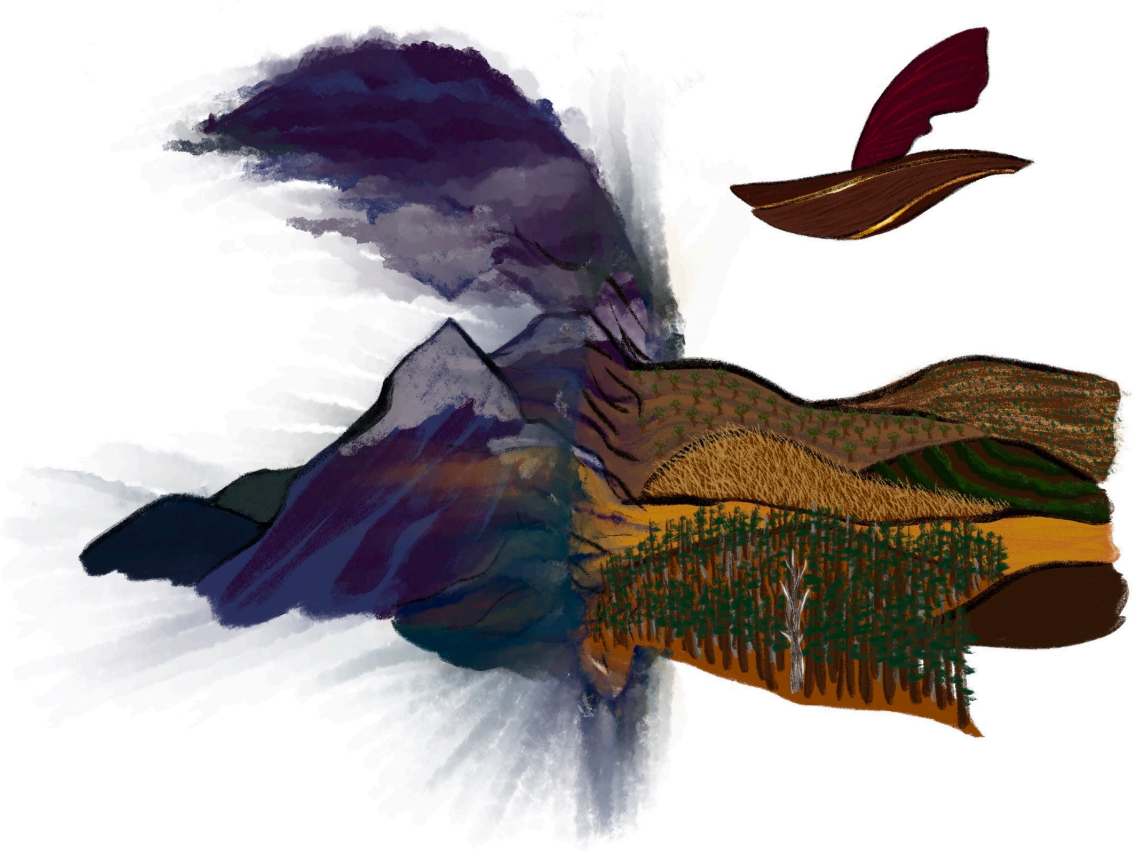
Reality Wardens with particularly high Psyches and Strengths can also close portals to Daxuk, The Indeterminate, and Temporal Portals. Usually this requires him to have significantly higher numbers in these attributes than the creator of these portals. If such a comparison is not applicable, a similar criteria will be used for the origin of the portal.

Open Dimensional Portal

A Reality Warden can direct the Potency of Reality to open a Dimensional Portal. The time and effort of this ability varies depending on the size of the portal, and the Energy type that may exist on the other side. It takes Psyche to control the function of this ability, as well as Strength to withstand the Energy. Wardens who intend to use this ability well should have high numbers in both attributes. This ability generally cannot

be used to create portals to The Indeterminate, Daxuk, or Temporal Portals.

In addition to simply having the Potency to open portals to an alternate reality, a Reality Warden must have prior knowledge regarding a locale within that dimension. This means an investment of time to learn about obscure dimensional knowledge. For dimensions that Forcang have previously visited, this can be easier to find. For realities that have never been visited previously, that means only those who arrived incidentally through natural means, without Potencies, know about that alternate reality. Finding a locale in a Novel Reality may take significantly more time. Usually it takes about 5 Years of Non-Absolute Time to gain the knowledge necessary to travel to a locale in a well-known alternate reality. Gathering information about a Novel Reality may take at least 500 Years in Non-Absolute Time. It is up to a Reality Warden, and ultimately Duzog, to decide if this time investment is worth it. There are also plenty of instances where vague rumors of a Novel Reality turn out to be just that, and nothing more. It takes a certain sort to do this type of research: a little madness, a little brilliance.



Safeguard Dimensional Portal

This ability creates a shimmering, silvery web that covers portals into alternate dimensions. This operates with a combination of the Reality Warden's Psyche and Strength. The web prevents passage through the portal in either direction. Only the Reality Warden who created the Seal can remove it, which occurs over the course of 1 minute. If a single or group of Forcang have superior Psyche then the combined ability value of the Reality Warden's Psyche and Strength, then they may attempt to remove the Seal. There may be other Potencies that may assist in removing Seals. Generally this ability cannot be used to create Seals for portals to Daxuk, The Indeterminate, or Temporal Portals.

Energy Resistance

Reality Wardens are resistant to a variety of Mundane Energy types, largely related to the Elements. Their Strength and Endurance are considered 3 ranks, or 30 points higher for purposes of resisting affects related to most Mundane Elemental Types. These types include negative and positive energy, and emotional and psychic effects. Dimensions with particularly strong Energy sources may still overcome this resistance. This in turn may be countered by Reality Wardens with high Strength, Endurance, and Psyche. This ability is generally less effective in The Multiverse, including Daxuk, and The Indeterminate. The increase in attributes in these locations is only 1 rank, or 10 points.

Reality Vessel

A Reality Warden, while outside The Multiverse, can create a vessel out of any number of Elements. This vessel may be assigned up to 32 Potency Points worth of qualities and Potencies. It takes one hour to create the vessel, and 16 minutes to reduce it, causing it to diminish into a spark of Elemental Energy. It is up to the Warden to determine what Element would work best in the particular dimension. If the wrong Element or combination of Elements is used, the vessel may still be destroyed by the Energy of the Dimension. If a Reality Vessel is destroyed, a new one cannot be created for 32 hours. A Reality Vessel has enough space for 8 Sentients.

Reality Memory

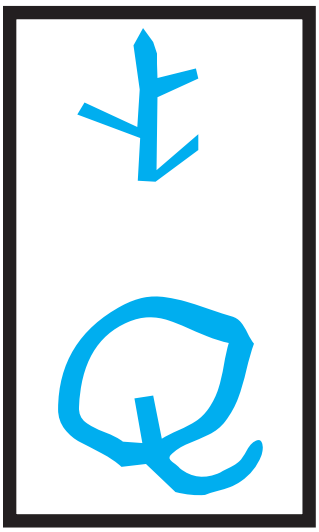
While in alternate dimensions, Reality Wardens have an unusually good memory. This is similar to Shape Shifters who have created a second brain devoted to memory. She is capable of photographically remembering what she sees in that Dimension using this memory, to a great degree of precision. While in an Alternate Dimension, she needs to be cautious about engaging in Psychic Battles, as these can interfere with this ability, and even cause permanent memory loss. Upon return to the Dweewhail, the Reality Warden has about 16 days to transfer these memories into a special device created especially for the purpose. After that time, about 20% of the memory is lost every 8 days.

Real Artifacts

Reality Wardens have the ability to create Artifacts and Creatures with the Real Artifact [6] or Real Creature [6] quality. This creates a certain durability in these objects while traveling and attempting to function in Alternate Dimensions. It also allows for creating objects in Alternate Dimensions that have durability in Dweehwail. A special class of Real Objects is Real Memory [4] devices. These can hold the memories of Reality Wardens who have returned from an Alternate Reality, and they must transfer their memory into this device in order to keep this information. Of course, a Reality Warden must keep track of these objects. Only Reality Wardens can access the information in Real Memory objects, and the objects of other Reality Wardens tend to be much harder to understand.

Reality Burst

A Reality Warden can release a burst of Elemental Energy, which may be altered to include up to 5 Elemental types simultaneously.



This has the effect of using an Energy Weapon, except that it functions in Magic and Science based locales. The potency is based on the Reality Warden's Psyche, and his ability to use this ability effectively is based on his Warfare. The higher the Psyche, the greater the damage, and the higher the Warfare, the more likely to actually strike an adversary and inflict that damage.

Reality Bubble

A Reality Warden can create a bubble of Elemental Energy, which may be altered to include up to 5 Elemental types simultaneously. This functions as an energy shield, except that it functions both in Magic and Science based locales. The potency of the Reality Warden's Psyche is used to create the bubble, and her Endurance is used to determine if sufficient damage is done to pierce the Energy Shield.

GARDENER

Lord of Chaos; Rozeg; Tier 4

A Gardener is concerned with the natural side of Forcang Potencies. However, there is more to it than that. Specifically, their Potency derives from regular, close proximity to Chaos Blossoms. Gardeners are chosen for varying terms by the Court of Rozeg to tend their crop of Chaos Blossoms, found deep within the Palace Arcana. Generally, after spending 320 consecutive days tending the grove, Grand Elder Lord of Chaos of Rozeg gain a series of innate abilities, that most agree, grants them the Archetype of Gardener. Generally, once the abilities are gained, they cannot be removed. One item to note, is that the Forcang must be able to survive and locate the Chaos Blossoms in the Palace Arcana in order to become a Gardener. Generally part of the initiation is a quest to locate this locale in the Palace.

Chaos Resistance

A Gardener is extremely resistant to Chaos, so much so, that she can survive close proximity with Chaos Blossoms. Generally, contact with Chaos Blossoms does not cause her to catch fire. Instead, she suffers minor Psychic damage. This also extends to contact with Dark Seeds and other Celestial Objects.

Order Vulnerability

A Gardener is more susceptible to the Potencies of Lords of Order based on Journey and Living Energy, and the damaging effects of direct contact with Journey and Living Energy. Generally, consider Potencies twice as Potent, and the effect of direct contact twice as severe. For this reason, the choice to be a Gardener is one to spend less time along the Great River, and more in the Dark Region.

Tend to Chaos

The Gardener can innately augment the Pure Chaos in Chaos Blossoms. This involves coming in direct contact with a Chaos Blossom. 16 consecutive hours of using this ability on a Chaos Blossom causes the growth rate of a Chaos Blossom to increase by 16%. Using this ability for 16 consecutive days causes the Chaos Blossom to grow 24% faster. That is the maximum increase. However, that is significant.

This ability can be used to heal damage to Chaos Based Primal Ḥowthçtz, such as Maelstrom. It can also be used to augment the abilities of Lords of Chaos. A Gardener using this ability can attempt to assist another Lord of Chaos, directing Pure Chaos into their Potency or ability. This allows them to consider their attributes to be 3 ranks higher, or 30 points, for those Potencies.

Tend to Nature

A Gardener has the general ability to

augment nature. She may carefully alter any life, as well as other aspects of an ecosystem, on the scope of a Manifestation. This may even alter Manifestations in which other Forcang have Rights, although generally the higher Psyche prevails

In regards to Sentient life, this ability is more limited. The Gardener may generally heal illnesses, or create illnesses, and other similar types of changes in a population. She can make a population feel less hungry, although they still require the same amount of food. Generally, this ability is used on the non-Sentient parts of an ecosystem.

Create Tree

A Gardener can create specially designed trees, in shape, in size, in structure, in appearance. These trees may be very small, or they may even be as big as the Multiverse's Tree in Goamdwee. This does not mean that these large trees have the properties of Paradise or Capital Manifestations. However, this may be used to further augment the natural environment in a Manifestation, creating vegetation for grand purposes.

Create Food and Drink

A Gardener can make virtually any type of food and drink. Although he must supply the container. This may be the most mundane grapes, or the most exotic spices. A sufficient amount may be created at a sufficient rate to feed a small party of Forcang. This does not change based on the quality of the food and drink.

Chaotic Genesis

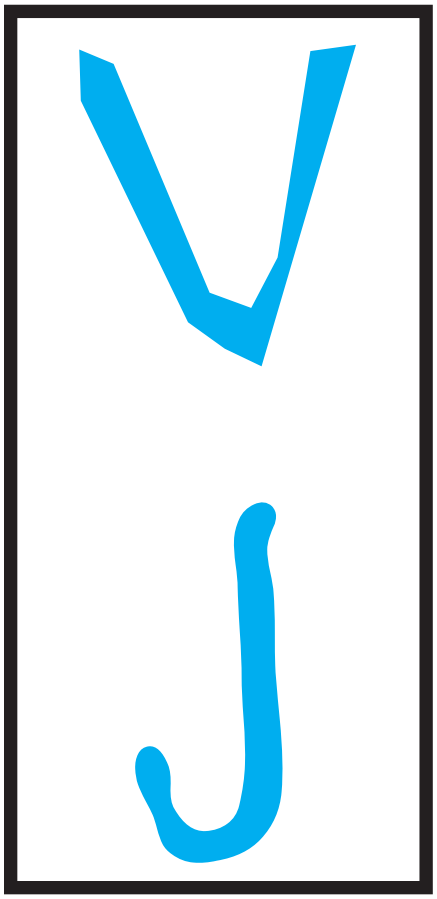
A Gardener may create small pockets of nature in just about any location. Over the course of 16 days, a Gardener, regardless of his location, can create a planet or plane sized Paradise, and control all natural aspects. The realm may be protected with an orb of Pure Chaos surrounding it, isolating it from many Forcang. In this Paradise, the Gardener has Creator Rights, and Sovereign Rights. This ability may be used anywhere, in any time.

Nature's Ward

A Gardener can animate elements of nature to fight. These wards are considered Sentients with Chaos Rank abilities. Each may be endowed with up to 4 Potency Points of Qualities. A Gardener can create a number of Sentients equal to the points of his Endurance attribute. A new batch may be created every 16 Non-Absolute Hours.

Summon Thunder Serpent

A Gardener can summon up to 16 Colossal Thunder Serpents. These arrive over the course of 32 minutes. Thunder Serpents can exist in close proximity to Chaos Blossoms. Thunder Serpents have a natural affinity with Gardeners. A Gardener can engage in a brief Psychic connection with a Thunder Serpent, and almost universally, this provides permission for her to



ride on the back of the Thunder Serpent. She may ride with up to one other, usually a Gardener Initiate. Thunder Serpents may also be directed to defend Chaos Blossoms, or to serve the needs in general of the Gardener. However, Gardeners who tend to get their Thunder Serpents slain, tend to find themselves without such assistance in the future.

RIVERS

Lord of Chaos; General; Tier 4

Dark River Springs can occur naturally, or by the use of the Dark River Spring ability of Advanced Dark River Mastery. Grand Elder Lords of Chaos who tend to these Dark River Springs can cause them to grow. After attending them long enough, they too gain abilities, and afterwards they are known as Rivers. The requirement to become a River is 605 consecutive days tending to the Dark River Springs. After this time, it is difficult to lose the Archetype.

Tend to River Spring

A River can spend 121 Absolute Years attending a Dark River Spring. After this time, the Spring doubles. In some instances, the growth is even greater.

A River can also tend liquids of other sorts. She can nurture bodies of liquid, causing them to increase in size. Generally, a source of liquid up to the size of a large nebula can be increased at a rate of 3 times per 60 days.

Breathe Liquid

A River can breathe while submerged in most liquids. His body is able to process matter in this form. This ability is permanent. He need not take any action to use this ability.

Swim in Liquids

A River can swim easily and rapidly in liquids, and can swim as fast as the Engine Speed Artifact Quality. This ability is permanent. She need not take any action to use this ability.

Freedom in Liquids

Liquids are a natural environment, and she can move freely, either swimming, or staying still, in order to fight, or holding conversations, for those capable of conversing in a liquid environment. A River is also resistant to Magic or Artifacts that have liquid related effects.

Liquid Speech

A River can converse with creatures and Reflection Sentients that live in liquids, easily understanding and speaking their languages. Something about common contact with the liquid allows for a connection that permits this automatic communication. This ability requires the use of her Psyche. Rivers that are tired or low on Endurance, may have difficulty using this ability.

Move Liquid

A River can move liquid in a variety of ways, and in a variety of volumes. The uses of this ability vary greatly, and many consider it almost a martial art. For this reason, it requires the Strength attribute to use well, and the Warfare attribute to direct it.

Liquid can be organized in pressurized streams to strike Sentients and objects. It can be turned into large waves. It can be moved out of a particular basin and into another. It is up to the River to determine the most creative or best use of this ability.

Walk on Liquid

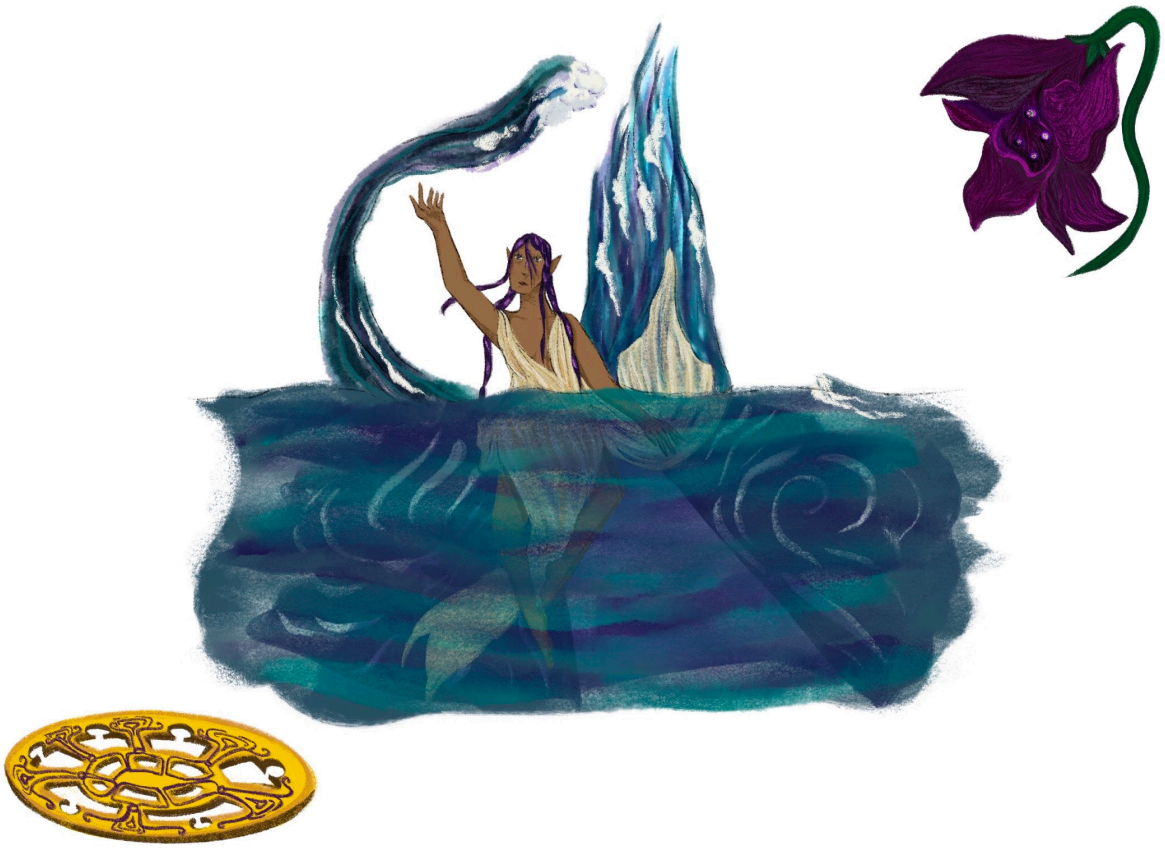
A River can walk on the surface of liquids as though it were a solid surface. He may use this in combination with other River abilities. For instance, he may suddenly end the use of this ability and easily swim down through the liquid, and then walk about freely once submerged within the liquid.

Liquid to Wine

A River can change most liquids to the most fine wine, capable of impressing even Grand Elder Forcang. She must supply the container. There is no limit to the use of this ability.

Alter Liquid

A River may convert a body of liquid to a solid, or to a gas, as a small part of that body, or as a whole. Then, provided that at least 80% of the liquid remains in liquid form, the River can use Move Liquid. It requires Psyche to control this ability, and Endurance to maintain the alteration.



Healing Liquid

A River may direct a flow of liquid onto a Sentient, causing physical and psychic wounds to spontaneously heal. This cannot necessarily cure mortal wounds, but it can repair significant damage to a Sentient.

It is said that very rare liquids used with this ability can heal almost any wound.

Create Liquid Spring

A River may cause a spring of most types of liquid to emanate from a chosen object. The liquid runs rapidly, and continuously for 121 days. If the River tends the spring during this time, it becomes permanent

Creature Affinity

Creatures with whom the River can communicate with the Liquid Speech ability have an affinity for the River. This generally means that the River can attempt to suggest that a particular creature, or group of creatures, take a particular action, or engage in a particular behavior. If the River has a high Psyche, she can generally convince Reflection creatures to participate in combat with adversaries, or to defend locales. Reflection creatures may also be convinced to do many other actions.

Reflection Sentients generally show a River good will, and provide her the benefit of the doubt. However, it is generally not any easier to convince a Reflection Sentient to engage in a particular course of action, beyond this advantage.

Ice Quality

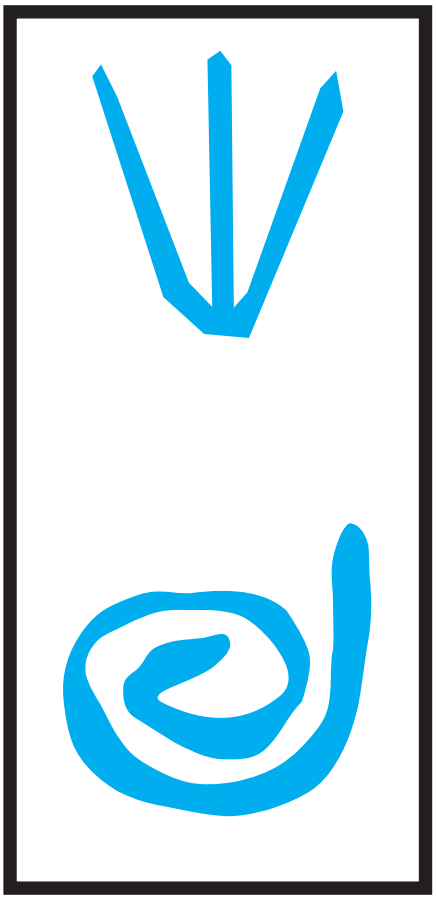
A River may automatically apply the Ice Damage Quality of an Advanced Weapon to any Artifacts he may possess. The Artifacts gain this Quality while the object is in contact with his body. Once the object leaves his possession, it loses the Quality within 12 minutes. It immediately regains the Quality once the River comes in contact with the Artifact once more.

This ability applies to Artifact Weapons, but also Artifact Armor. Adversaries who touch the River's armor suffer ice damage. Other Artifacts can gain the Ice Damage Quality, and contact with these objects by those not immune to Ice Damage cause injury.

This is an at will ability. The River may choose not to use this ability, although this uses her Psyche. Rivers who are tired or injured may find that they are unable to control the activation of this ability.

Ice Immunity

A River is immune to Ice Damage from the Ice Damage Quality on Artifacts, or other sources of Elemental Ice Damage. This ability only remains in affect while the Ice Quality ability is activated. If Ice Quality is deactivated, then the River is merely resistant to Ice Damage.



PRIESTESS

Lord of Order; General; Tier 3

A Priestess is a Lord of Order who has fully committed to the worship and service of Transcendent Forcang. They are members of the Feaist religion, which is the most common

religion in The Alliance of the Muliverse.

The Feaist religion worships the Transcendent Forcang as Gods. A strong majority of Elder Forcang at least pay lip service to this religion. After all—it is clear that the Miracle and Prayer abilities of Lords of Order are answered by someone or something. There are concrete results to see on a regular basis.

Priestesses take this to another level. They gain their Potency from their initiation, serving in a Temple Manifestation for 294 years. In order to keep their Potency, they must continue to spend at least 25% of each Absolute Year in a Lord of Order Temple Manifestation. This time spent there is focused on a variety of tasks and activities. Some of these are active worship of Transcendent Forcang

Elder Lords of Order who do not spend sufficient time in Temples lose access to the Potency of the Priestess Archetype. It takes an additional 42 years of service in a Temple to regain these abilities.

As the nature of Transcendent Forcang vary considerably, the actual behavior of Priestesses is not considered particularly relevant, provided they put in the time. Some Priestesses are righteous and good. Others are awful. Regardless, they are all Priestesses of The Alliance of the Multiverse.

A Lord of Order of any gender may be a Priestess.

Priestess Rights

A Priestess chooses from the following list up to 14 Rights. These Rights exist throughout The Multiverse Proper, and allow the Priestess to use Miracle and eventually Advanced Miracle abilities anywhere for these words.

In addition to these rights, the Priestess chooses an additional 7 Reserved Rights, that can only be used in Temple Manifestations.

A Grape (fea,3)
A Grip (To Hold Onto) (eeth,29)
A Lisp (goe,37)
A Maiden/A Young Woman (ail,6)
A Movement (Defensive) (fea,37)
A Place (For Something) (ail,8)
A Sound (Of a Disturbing Nature) (oang,37)
A Vortex (ow,2)
A Young Woman/A Maiden (ail,6)
åch (åch,1)
Ability (ail,23)
Abjuration (ow,36)
Abomination (yiḥ,36)
Absolute (Ju,10)
Abuse (ag,18)
Accept (aech,20)
Accept (oang,20)
Accident (æb,36)
Accident (xun,15)
Achilles (åch,26)
Acrobatics (kø,26)
Act (pø,6)
Action (kø,33)
Add (xun,2)
Administration (sae,26)
Advantage (kø,9)
Advantage (pø,8)
Advise (fea,36)
æb (æb,1)
aech (aech,1)
Aesthetics (wez,25)
ag (ag,1)
Agriculture (rem,4)
ail (ail,1)
Aim (den,22)
Aim (o(r)n,19)
Air (eam,16)
Air (sae,28)
Alcohol (nue,39)
Alight (yees,33)
Allegory (pø,24)
Alliance (hoe,16)
Alliance (tae,22)
Alone (oang,21)
Alphabet (æb,29)
Alteration/Transmutation (ow,26)
Altruistic (hwan,18)
Ambrosia (ow,17)
Amounts (Ju,27)
Anarchy (chu,6)
Ancient (iz,15)

Angel (Loa,26)
Anger (hwan,27)
Anger (rem,31)
Animal (mem,41)
Animal (ooÓ,30)
Animal (ow,34)
Animal (sae,41)
Animate (goe,5)
Annoy (iz,19)
Annul (An Artifact) (tzae,11)
Answer
(An Urgent Request) (ail,7)
Answer (Shø,28)
Antenna (on,41)
Anthropology (rem,23)
Antidote (æb,20)
Anti-Science (xun,40)
Anxiety/Love (ail,13)
Apocalypse (fea,23)
Appoint (ow,11)
aqua (aqua,1)
Around (Go) (goe,22)
Arrogance (dwai,23)
Arrogance (Shø,15)
Arrow (The Weapon) (fea,41)
Art (åch,28)
Art (tae,17)
Art (yees,11)
Artifact (æb,5)
Artifact (xun,33)
Artificial (xun,27)
Ascend (fea,32)
Assertiveness (dwai,17)
Assist/Help (hwan,31)
Assume (xun,9)
Astral (ail,22)
Astral (ow,29)
Astronomy (rem,36)
Astronomy (yiÓ,34)
Athletics (aqua,22)
Atman (aech,19)
Attitude (enoe,27)
Attribute (Loa,3)
Aunt/Uncle (oaJ,32)
Author (enoe,2)
Authority (xun,10)
Automotive (pø,19)
Autumn (hoe,29)
Avatar (æb,34)
Avatar (oang,24)
Avoid (ag,36)
Awake (goe,20)
Babel (yees,28)
Babel (yiÓ,4)
Bait (aqua,17)
Balance (Loa,36)
Balloon (yiÓ,16)
Balls (Genitals) (dwai,41)
Bane (åch,23)
Bank Note (Ju,29)
Banking (den,27)
Bar (A Door) (væ,41)
Bar (Block) (nue,12)
Barb (aqua,35)
Battery (uen,17)
Battle (kø,4)
Beach (Above) (eeth,16)
Beam (A Weapon) (dwai,28)
Beautify (den,17)
Beauty (ow,12)
Beauty (Shø,17)
Bedtime Story (aech,10)
Beer (ooḥ,39)
Beg (chu,38)
Begin (Loa,10)
Beginning (fea,12)
Besiege (çn,33)
Betray (ol,5)
Beyond (wez,14)
Beyond (xun,38)
Big Bang (lOA,4)
Bigotry (yees,19)
Bind (çn,32)
Biological Manipulation (rem,2)
Biology (rem,24)
Bird (The Animal) (xun,42)
Birth (A Universe) (væ,4)
Birth Through Pain (åch,9)
Bite (iz,36)
Black (tae,11)
Bleed (Ḥoo,35)
Blindness (ol,36)
Blink (enoe,41)
Blink (Of An Eye) (dwai,18)
Block (fea,19)
Block (kø,14)
Block (nue,24)
Blockade (çn,39)
Blood (hwan,15)
Blood Feud (nue,31)
Blueprint (væ,39)
Body (Loa,24)
Body (sae,21)
Body (sae,6)
Bomb (ol,38)
Bond (Between Two, Non-Sexual) (tae,18)
Book (aqua,33)
Book (oang,17)
Boomerang (den,42)
Boulevard (wez,36)
Boundary (Of Two Territories) (oang,41)
Bow (chu,26)
Bowls (eam,40)
Branch (ooÓ,34)
Brand (æb,23)
Bread (ooÓ,21)
Break (A Defense) (iz,17)
Break (A Rule) (sae,25)
Break (A Siege) (pø,11)
Break (æb,24)
Break (ail,33)
Break (Óoo,26)
Break (The Impenetrable) (ag,10)
Breasts (eam,41)
Breath (aqua,38)
Breath (Loa,35)
Bridge (oang,42)
Bright (oaJ,16)
Brother/Sister (OAJ,14)
Build (æb,3)
Build (tzae,39)
Build (væ,40)
Burden (ail,26)
Burial (tzae,28)
Burn (Ḥoo,30)
Burn (tzae,8)
Bury (iz,21)
Business (rem,39)
Butcher (åch,17)

Butt In (ag,42)
By Force (on,18)
Bystander (Ḥoo,42)
Cache (dwai,27)
Calendar (Ju,32)
Call (At Least One Piece of A Soul) (iz,20)
Calligraphy (yees,5)
Calm (A Child) (aech,16)
Calm (aech,31)
Calm (eam,26)
Calm (hoe,25)
Candle (eam,21)
Candle (tzae,4)
Capitol (eeth,28)
Capture (kø,16)
Car (pø,37)
Caravan (pø,31)
Careful (den,7)
Carry (ail,32)
Carve (iz,34)
Carve (Óoo,22)
Castle (eeth,34)
Castle (enoe,40)
Cat (nue,17)
Cataclysm (æb,30)
Catacomb (enoe,13)
Catch (eeth,11)
Cause/Impact/Connection (Ju,22)
Cautious (den,13)
Cave (pø,28)
Cavern (pø,22)
Cease (tzae,35)
Cell (sae,12)
Chain (ail,15)
Chains (Ju,19)
Champion (aqua,40)
Change (goe,41)
Change (sae,19)
Change Fate (ag,16)
Chaos (Loa,29)
Chaos (ol,8)
Chaos (ow,14)
Chaos/Order/Law (sae,10)
Charisma (yees,6)
Charm (åch,2)
Charm (yees,18)
Charm/Enchantment (ow,22)
Charming (chu,36)
Chasm (nue,40)
Check (den,37)
Check (pø,14)
Checkmate (ag,34)
Chemistry (rem,18)
Chest (nue,32)
Child (enoe,39)
Children (fea,10)
Children (Shø,26)
Choice (on,12)
Choice (xun,28)
Choke (Ḥoo,29)
Choose (ag,22)
Choose (chu,37)
chu (chu,1)
Circle (den,5)
Circle (fea,18)
Circle (Ju,20)
Circulation (sae,36)
Citadel (ow,6)
City (oaJ,42)
City (pø,23)
Clever (xun,24)
Climb (eeth,35)
Climb (pø,27)
Close (Nearby) (væ,17)
Clouds (Above) (eeth,22)
Cluster Bomb (ol,26)
Cold (chu,10)
Collapse (iz,16)
Collect (ol,40)
Collect (Pieces of a Soul) (iz,14)
Collective Consciousness (væ,18)
Collide (æb,42)
Collision (ail,39)
Color (tae,23)
Column (uen,20)
Combat (ow,32)
Comfort (goe,14)
Comfortable (aech,28)
Command (kø,17)
Command (xun,4)
Commandment (ag,25)
Commoner (mem,38)
Communicate (on,29)
Company (yiÓ,31)
Comparison (Ju,28)
Compass (enoe,10)
Compete (aqua,28)
Complete (fea,34)
Complete/Whole (Shø,23)
Conditions (den,15)
Conflict (enoe,36)
Confuse (oang,13)
Conjuration/Summoning (ow,28)
Connect (o(r)n,28)
Connect (on,36)
Connection (oang,36)
Connection/Cause/Impact (jU,22)
Connote (yees,10)
Conquer (åch,3)
Conquer (kø,24)
Conquer (væ,7)
Conquered (Óoo,21)
Consequence (dwai,8)
Consequence (tzae,42)
Constitution (Strength (dwai,13)
Consume (mem,13)
Consume (tzae,20)
Consume (yiÓ,12)
Context (yees,34)
Contract (Ju,31)
Convey (on,23)
Convince (goe,9)
Convince (kø,31)
Cook (fea,27)
Cooperate (hoe,22)
Copy (goe,6)
Core (ol,7)
Corner (pø,38)
Corridor (wez,18)
Cosmos (eam,22)
Cosmos/Universe (oaJ,12)
Count (Ju,39)
Counter (kø,27)
Counter (Spell) (fea,7)
Courage (kø,7)
Cousin (oaJ,26)
Covenant (ag,19)
Cover Up (enoe,35)
Cower (nue,35)
Cozy (aech,22)

Craft (den,9)
Crawl (tzae,41)
Crazy (ol,18)
Crazy (Ḥoo,9)
Create (A World) (væ,22)
Create (Blueprint) (væ,3)
Create (Loa,11)
Create (oaJ,6)
Create (oang,8)
Create Language (æb,7)
Creation (ow,23)
Cremate (tzae,14)
Cripple (Verb) (wez,35)
Crisis (chu,23)
Cross (A Bridge) (væ,37)
Cross (åch,24)
Cross (goe,18)
Crumble (tzae,23)
Cry (Ḥoo,40)
Crypt (enoe,19)
Cure (eam,20)
Cure (goe,32)
Cure (uen,15)
Curse (enoe,31)
Cursive (Writing) (on,38)
Curve (eam,38)
Curve (yees,17)
Cut (kø,20)
Cut (The Tongue) (eeth,37)
Cut Off (çn,27)
Damn (goe,11)
Danger (pø,26)
Dangle (pø,15)
Dark Fey (mem,42)
Dart (Bane of the Gods) (fea,17)
Dart (çn,37)
Daughter/Son (oaJ,2)
Dawn (fea,4)
Day (hoe,38)
Deaf (oang,7)
Death (chu,35)
Death (enoe,12)
Death (hwan,3)
Death (Ḥoo,5)
Death (Shø,6)
Deceit (eeth,20)
Deep (aqua,8)
Defeat (kø,6)
Defend (kø,15)
Defensible (iz,29)
Definition (hwan,20)
Defy Logic (ag,29)
Delay (The Inevitable) (fea,15)
Delight (eeth,6)
Demand (çn,15)
Demi-God (oaJ,11)
Demi-God (mem,12)
Demon (iz,23)
Demon (Loa,32)
Demon Spider (mem,37)
den (den,1)
Deny (Passage) (væ,11)
Depart/Leave (hwan,40)
Depressed (Ḥoo,39)
Descend (Upon Rebirth) (ag,6)
Design (A Plane) (æb,27)
Design (Loa,30)
Despair (ol,12)
Despair (tzae,7)
Despair/Sense (ail,19)
Destiny (Ju,16)
Destroy (tae,26)
Destroy (tzae,29)
Destruction (nue,4)
Destruction (ow,8)
Detonate (den,10)
Devil (nue,29)
Devil (yiḥ,25)
Devil Incarnate (mem,9)
Devour (yiÓ,18)
Dew (ooÓ,35)
Dexterity (fea,25)
Dharma (ag,3)
Dialect (æb,13)
Dialectic (ag,41)
Diamond (In the Rough) (eeth,27)
Diamond (uen,23)
Die (hoe,31)
Die (Of Old Age) (tzae,40)
Difference (tae,36)
Different (æb,28)
Dig (mem,15)
Dig a Grave (One's Own) (den,24)
Digest (iz,24)
Digestion (sae,18)
Dike (åch,41)
Dimension (wez,4)
Diminish (åch,20)
Direction (enoe,16)
Disabled (goe,31)
Disabled (wez,29)
Discern (ag,33)
Discern (aqua,7)
Disciple (hwan,16)
Discover (oang,28)
Discover (yiÓ,13)
Discretion (chu,7)
Disintegrate (ail,21)
Dispell (tzae,17)
Disperse (A Cosmos) (æb,21)
Distance (oang,38)
Distant (yiÓ,22)
Distinguish (tzae,36)
Distract (iz,31)
Distract (nue,18)
Disturb (oang,19)
Diverge (æb,40)
Divergent (yees,22)
Diversity (Shø,18)
Divide/Split (oang,39)
Divination (ol,28)
Divination (ow,35)
Divine Beings (mem,6)
Divine Flame (çn,6)
Divine Jewel (uen,6)
Division/Importance (Meaning) (Ju,40)
DNA (rem,8)
DNA (sae,17)
Doctor (uen,9)
Dominate (goe,23)
Dominate (tzae,9)
Dominion (ow,5)
Down (pø,40)
Dragon (mem,27)
Drama (pø,12)
Dream (hoe,37)
Dream (wez,8)
Dream (xun,14)
Drop (iz,22)
Drug (nue,3)

Druid (mem,32)
Dual (kø,2)
Duality (The Religious Concept) (Shø,12)
Dungeon (eam,39)
Dust (aech,29)
dwai (dwai,1)
Dwarf (mem,17)
Dweehwail (lOA,8)
Dwell (pø,17)
Dwelving (ail,34)
Eagle (mem,29)
eam (eam,1)
Ear (aqua,42)
Ear Ring (wez,39)
Earth (ooÓ,22)
Earth (rem,30)
Earth (sae,40)
Eat (yiÓ,6)
Economics (rem,35)
Economy (den,3)
Ecosystem (ooÓ,6)
eeth (eeth,1)
Eighteen (ag,26)
Ejaculate (den,38)
Element (ol,14)
Elemental (ow,20)
Elemental Water (on,15)
Elementalism/Love (sae,4)
Elf (mem,5)
Embellish (yees,29)
Emerald (uen,30)
Emperor (oaJ,17)
Emphasize (goe,27)
Empirical (Ju,6)
Emptiness (Shø,9)
Empty (Domain) (nue,19)
Empty (ol,30)
Enchantment (æb,41)
Enchantment/Charm (ow,22)
Encompass (çn,35)
Encounter (kø,39)
End (As in a Time Limit) (tae,8)
Endgame (ag,28)
Endless (eam,36)
Endure (aech,36)
Endure (çn,16)
Energize (goe,26)
Energy (dwai,15)
Energy Source (çn,30)
Energy/Power (æb,17)
Engine (æb,2)
Engrave (yees,35)
Enmity (oang,33)
enoe (enoe,1)
Enrich (tzae,24)
Enslave (çn,26)
Ensnare (çn,8)
Enter (çn,10)
Entice (eeth,26)
Entomb (yees,8)
Entropy (ag,17)
Environment (rem,42)
Epic (aqua,21)
Epic (kø,42)
Epistomology (wez,13)
Equal (væ,42)
Equilibrium (den,11)
Equinox (hoe,41)
Erase (enoe,29)
Erase (oang,9)
Erode (ail,20)
Erosion (iz,4)
Escape (æb,14)
Escape (yiÓ,19)
Essence (den,20)
Essence (on,3)
Essence/Life (hwan,9)
Estrange (æb,10)
Eternity (goe,10)
Ethereal (ail,28)
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Ethnocide (Óoo,12)
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Evil (nue,41)
Evil (sae,37)
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Excerpt (yees,40)
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Expel (oang,15)
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Ruin (aech,5)
Rule (tzae,21)
Saber (tae,27)
Sacrifice (Of One's Self) (hwan,7)
Sad (eam,12)
Sadistic (yees,13)
sae (sae,1)
Safety (rem,15)
Safety (Shø,30)
Sage (hwan,5)
Salad (Equal) (væ,12)
Samsara (yiÓ,3)
Sand (aech,23)
Sapphire (uen,18)
Satire (ol,25)
Satisfaction (fea,9)
Save (A Life) (tae,12)
Scale (A Mountain) (åch,30)
Scale (Óoo,37)
Science (Ju,12)
Science (rem,6)
Scowl (yees,37)
Scream/Shout (rem,37)
Scribe (æb,37)
Scripture (aqua,3)
Sea (on,27)
Seal (yees,2)
Search (aqua,31)
Season (hoe,11)
Second (Time) (hoe,32)
Second (wez,34)
Second Chance (åch,27)
Secret (aqua,20)
Secret (nue,26)
Secret (çn,23)
Secret (ow,9)
Secret (yiÓ,20)
See (oaJ,22)
See (tzae,15)
Seed (den,32)
Seed (rem,34)
Self (pø,25)
Self Destruction (den,36)
Self-Hurt (dwai,32)
Send (Away) (væ,5)
Sense (aqua,25)
Sense/Despair (ail,19)
Sensitive (To Others) (hwan,13)
Sent (Smell) (eam,10)
Sentient (sae,11)
Sentient (væ,9)
Sentry (The Weapon) (væ,35)
Sepulcur (tzae,18)
Serendipity (pø,29)
Servant (hwan,22)
Serve (ow,31)
Service (den,21)
Service to Death (Ḥoo,7)
Seven (fea,40)
Seven (oaJ,3)
Seventy (Loa,27)
Seventy (The Number) (Shø,16)
Sex (SHø,20)
Shadow (åch,10)
Shadow (wez,20)
Shape (Matter) (dwai,3)
Shape (çn,14)
Shatter (ail,27)
Shattered (Domain) (nue,7)
Shelf (ail,14)
Shelf (yiÓ,38)
Shelter (aech,40)
Shelter (hwan,41)
Shift (dwai,10)
Shift (çn,4)
Shine (Bright) (hwan,6)
Shining Fey (mem,18)
Shø (Shø,1)
Shoot (As In a Gun) (Shø,2)
Shortcut (on,32)
Shout (ail,37)
Shout/Scream (rem,37)
Show (oaJ,28)
Show (pø,30)
Show Off (wez,12)
Sign (hoe,6)
Signal (hoe,12)
Signal (on,35)
Silence (fea,5)
Silence (Verb) (eeth,19)
Silence (Verb) (iz,8)
Simple (enoe,15)
Simple (goe,7)
Simple (sae,29)
Simplicity (den,8)
Simplicity (Shø,7)
Singular (hoe,27)
Sister/Brother (oaJ,14)
Six (ag,38)
Six (oaJ,9)
Six (The Number) (tae,34)
Skin (sae,42)
Skin (yees,15)
Skull (åch,11)
Slave (By Choice) (hwan,4)
Slave (wez,21)
Sleep (yees,26)

Slit (nue,5)
Smell (aqua,19)
Smile (chu,4)
Smile (eam,37)
Smoke (nue,15)
Smooth (eam,32)
Snake (eeth,14)
Snake (nue,11)
Snap (Ḥoo,16)
Snow (aech,27)
Snow (ooḥ,32)
Snow (ooÓ,41)
Social (rem,5)
Social (væ,24)
Society (væ,30)
Sociology (rem,17)
Soft (ol,39)
Solve (uen,22)
Son/Daughter (oaJ,2)
Soul (Loa,12)
Soul (sae,23)
Sound (aqua,18)
Sow (rem,28)
Space (yiÓ,27)
Space Warfare (den,4)
Speak (Anti-Speak) (eeth,7)
Speak (Loa,5)
Speak/Make (xun,16)
Spear (åch,29)
Special (fea,20)
Specify (o(r)n,25)
Spectrum (Of Colors) (fea,22)
Speed (kø,18)
Speed (Swift) (xun,30)
Spheres (Loa,15)
Spheres (mem,22)
Spin (A Galaxy) (væ,14)
Spin (A Super Cluster) (væ,10)
Spirits (ooÓ,12)
Split (goe,12)
Split (Ju,14)
Split/Divide (oang,39)
Sport (aqua,4)
Spring (hoe,35)
Spring (Well) (pø,35)
Spy (ol,10)
Square (tae,31)
Stab/Pierce (hwan,39)
Stalactite (iz,40)
Star (hwan,24)
Star (mem,34)
Starlight (æb,11)
Starship (dwai,42)
Starve (Óoo,41)
State (sae,2)
State/Government/People (sae,38)
Statue (aech,12)
Statue (Loa,42)
Steep (eeth,41)
Stop (hoe,36)
Stop (xun,41)
Storage (dwai,33)
Story (enoe,38)
Straight (Ju,26)
Strategy (kø,10)
Strategy (xun,18)
Stream (ooÓ,29)
Strike (A Blow) (tae,21)
Strong (tae,13)
Structure (ail,16)
Struggle (ag,13)
Study (ow,13)
Stump (Arm) (wez,41)
Stupid (goe,25)
Suave (chu,30)
Subconscious (wez,26)
Submit (chu,32)
Subtle (a(r)ch,32)
Succumb (Óoo,27)
Suffer (ail,3)
Suffocate (Óoo,23)
Summer (hoe,23)
Summoning/Conjuration (ow,28)
Sun (hoe,2)
Sun (oaJ,4)
Sun (oaJ,40)
Sun (ow,30)
Sunder (æb,16)
Sunlight (ooḥ,23)
Sunrise (hoe,8)
Sunset (hoe,14)
Sunshine (Beams of Sun) (eam,2)
Super Cluster (ail,24)
Support (A Weight) (pø,9)
Sure (yiḥ,5)
Surgery (uen,21)
Surprise (kø,11)
Surprise (on,37)
Survive (Beyond) (Loa,39)
Survive (eam,17)
Survivor (aqua,32)
Sweet (chu,34)
Sword (kø,38)
Sword (tae,33)
Symbol (yees,4)
Symbolic (uen,40)
Tactics (xun,12)
tae (tae,1)
Taken (Óoo,33)
Tale (aqua,27)
Tall (tae,6)
Tantrum (enoe,33)
Target (o(r)n,13)
Taste (fea,33)
Teach (ow,19)
Teach/Learn (hwan,38)
Teacher (hwan,2)
Team (hoe,4)
Tear (Shø,39)
Tears (Of Joy) (eeth,9)
Tease (iz,25)
Technology (rem,3)
Teeth (iz,42)
Telescope (on,28)
Telescope (yiḥ,28)
Tell (goe,15)
Temple (æb,9)
Tempt (nue,23)
Terrible (iz,12)
Test (eeth,8)
The Abyss (nue,28)
The Devil (ol,2)
The Devil (mem,3)
The Devil's Fear (mem,25)
The Devil's Servant (mem,33)
The End (ag,37)
The Meek (ol,6)
The Multiverse (mem,4)
The Smell of a Pine Forest After a Cold Rain Early in the Morning (eam,4)

The World to Come (ag,31)
Theory (Ju,24)
Third (Option) (chu,21)
Third (wez,28)
Thirteen (Loa,9)
Thirty (ag,14)
Thirty-Six (ag,8)
Thought (chu,19)
Thought (ow,21)
Thought (uen,16)
Threat (çn,21)
Three (oaJ,27)
Three (The Number) (tae,40)
Three Steps Forward (åch,15)
Thrive (eam,11)
Throw (Down) (tae,4)
Tie (on,42)
Time (fea,6)
Time (Ju,2)
Time (Loa,16)
Time (ow,27)
Time (tae,20)
Timely (kø,23)
To Fuck (eam,5)
To Record (on,2)
To Stay (the Hand) (chu,14)
Together (hoe,10)
Tolerant (aech,26)
Tolerant (væ,36)
Tomb (enoe,25)
Tomb (iz,33)
Tongue (fea,39)
Top Project (A "Thought") (oang,16)
Torch (oaJ,34)
Torpedo (den,28)
Torpedo (ol,32)
Torture (chu,42)
Torture (goe,29)
Torture (Óoo,4)
Torture (yiÓ,37)
Tower (nue,14)
Tower (ow,3)
Tower (yiÓ,40)
Traffic (hoe,18)
Train (Prepare) (sae,39)
Traitor (chu,39)
Traitor (den,12)
Tranquility (hwan,23)
Transcend (wez,17)
Transcendent (fea,28)
Transfer (From One Place to Another) (dwai,24)
Translate (yees,16)
Transmit (on,17)
Transmutation/Alteration (ow,26)
Transport (væ,32)
Transportation (rem,27)
Transverse (A Super Cluster) (væ,8)
Transverse (oaJ,18)
Transverse (oaJ,30)
Trap (aqua,29)
Trap (eeth,38)
Travel (åch,6)
Travel (Beyond) (Loa,33)
Travel (The River) (dwai,4)
Travel (Time) (Loa,34)
Treasure (Secret/Perilous) (nue,2)
Treat (chu,28)
Treaty (Of Peace) (oang,23)
Tree (oaJ,37)
Tree (ooÓ,4)
Tree Guardian (mem,23)
Trees (mem,16)
Trespass (væ,31)
Trickle (den,35)
Triumph (dwai,7)
Truce (End to Conflict) (oang,35)
True Neutral (ow,16)
Truth (hwan,32)
Truth (ol,37)
Truth (Shø,36)
Try (eeth,5)
Tunnel (ail,40)
Tunnel (Verb) (åch,18)
Turn (hoe,30)
Turret (den,40)
Turret (dwai,34)
Twelve (ag,32)
Twenty-Four (ag,20)
Twilight (hoe,20)
Twinkle (yiÓ,29)
Twist (nue,22)
Twist (çn,20)

Two (oaJ,33)
Two (Realities) (goe,42)
Two Steps Back (åch,21)
tzae (tzae,1)
uen (uen,1)
Ugly (yees,7)
Ultimate Attainment (eam,7)
Ultimate Reset (uen,31)
Uncertainty (pø,32)
Uncle/Aunt (oaJ,32)
Undead (iz,9)
Under (nue,30)
Underestimate (enoe,23)
Understand (hwan,19)
Understand (oaJ,13)
Undeserved (on,19)
Unique (ail,11)
Unity (on,24)
Unity (Shø,24)
Universe (ail,18)
Universe/Cosmos (oaJ,12)
Unknowable (ag,11)
Unknown (Ḥoo,19)
Unknown (xun,26)
Unlimited Actions (uen,37)
Unlimited Power (uen,7)
Unlimited Resources (uen,19)
Unlooked For (on,31)
Unplug (yiḥ,15)
Unseen (on,10)
Up (fea,38)
Upper (eeth,39)
Urge (eam,29)
Urgency (enoe,24)
Useful Resources (uen,41)
Usurp (çn,2)
Vaccine (uen,27)
væ (væ,1)
Valley (åch,36)
Valor (kø,34)
Valuable (Ju,23)
Vast (yiḥ,35)
Vault (ow,15)
Vault (yiḥ,26)
Vehicle (hoe,42)
Vehicle (pø,13)
Veil (goe,36)
Vengeance (chu,18)
Vengeance (dwai,20)
Vent (æb,38)
Vent (aqua,26)
Vigil (eam,27)
Vigil (on,4)
Vigilant (den,31)
Violate (çn,9)
Vocabulary (æb,25)
Voice (fea,2)
Void (yiḥ,33)
Volume (Down) (eeth,25)
Walk (Ju,8)
Wall (tae,37)
Walls (ag,40)
War (ag,39)
War (dwai,5)
War (kø,5)
War (Shø,27)
War/Peace (sae,14)
War/Wards (ow,41)
Wards/War (ow,41)
Warehouse (dwai,39)
Warn (xun,21)
Warn (yiÓ,8)
Waste (ag,24)
Watch (hoe,40)
Watch (oang,34)
Watchtower (on,34)
Water (ooÓ,16)
Water (ooÓ,2)
Water (ooÓ,42)
Water (pø,41)
Water (sae,22)
Waterfall (aech,15)
Waters (Loa,23)
Weak (æb,8)
Weapon of Mass Destruction (fea,29)
Weariness (åch,8)
Weather (ow,38)
Weave (xun,25)
Web (xun,19)
Weight (pø,3)
Weights (Ju,21)
wez (wez,1)
Wheat (ooḥ,15)
White (hwan,36)

White Noise (den,23)
Whither (A Surrounding Land) (væ,23)
Whole/Complete (Shø,23)
Wife/Husband (oaJ,8)
Wild (iz,6)
Wild (tzae,31)
Wildcard (mem,31)
Wilderness (aech,9)
Wilderness (ow,4)
Will/Make (xun,13)
Wind (fea,16)
Wind (yiḥ,17)
Winter (hoe,17)
Wisdom (chu,13)
Wise (eam,18)
Wish/Make (xun,22)
Wizard (mem,2)
Wizard (nue,20)
Wizard's Tower (aech,41)
Woe (yiÓ,24)
Wonder (den,14)
Wonder (enoe,21)
Wood (aech,39)
Wood (ooÓ,40)
Word (Of Command) (fea,11)
World Building (enoe,8)
Wormhole (dwai,30)
Wormhole (Loa,40)
Worship (ol,17)
Wrath (rem,19)
Write (xun,7)
Write (yees,41)
Writhe (Ḥoo,10)
xun (xun,1)
Year (hoe,5)
Yearn (ail,31)
Yeast (ooḥ,27)
yees (yees,1)
yiḥ (yiḥ,1)

The use of a Miracle or Advanced Miracle with one of these Rights tends to be particularly affective. These Rights are effective even in Manifestations where other Forcang have the same Rights for the same words. An Elder Lord of Order must have a high Psyche for this ability to work optimally.

Unnatural Vitality

A Priestess gains unnatural vitality. She gains 2 ranks to her Strength attribute, or 20 points, and 2 ranks to her Endurance attribute. These bonuses remain as long as she maintains the Potency of the Priestess Archetype. If at any time she loses the Potency, she loses this enhancement until she regains her Power.

Purity of Body

A Priestess is immune to most poisons, as well as most diseases. This includes most Forcang diseases, as well as poisons designed to effect Forcang. There are exceptions. These bonuses remain as long as she maintains the Potency of the Priestess Archetype. If at any time she loses the Potency, she loses this enhancement until she regains her Power.

Aura of Order

A Priestess emanates an aura that is obvious to any Forcang with at least 1 rank, or 10 points of Psyche. They can tell immediately both that he is a Lord of Order of at least Tier 3, and that he is a Priestess.

While in close proximity to a Priestess, his allies receive an enhancement to their Psyche of 1 rank, or 10 points. They are also resistant to poisons and diseases. Close proximity generally means within 126 feet.

Purge Chaos

A Priestess is particularly affective in combat against Lords of Chaos. If the Priestess uses Warfare combat to fight a Lord of Chaos, her Warfare is considered 2 ranks, or 20 points higher. She is also treated as though she had 2 points of Good Stuff.

She can also attempt to undo affects created by the Potencies of Lords of Chaos. This requires that the Priestess have very high Psyche and Endurance. Generally, if the Priestess' Psyche and Endurance are significantly higher than those of the Lord of Chaos, than she can

undo the effects of a particular Maelstrom or Dark River Potency. This reverses the effect of the ability to the condition of the environment or person prior to the use of the ability.

This ability functions even if the Priestess chooses Rights for a Chaos domain.

Immunity to Living Energy

A Priestess suffers no negative effects from direct contact or submersion in the Living Energy of the Great River. This immunity persists as long as he retains the Potencies of a Priestess. However, if he loses these Potencies, until he regains the Archetype, he loses this immunity.

Pattern Invulnerability

A Priestess can walk the Grand Journey, or a Bloodline Journey, even while fatigued, without fear of dying. Unlike most other Lords of Order, a Priestess who fails at the attempt to walk a known Journey merely appears suddenly in the nearest Great River Temple Manifestation. If a Priestess fails to walk a particular Journey, he must wait 42 hours before attempting to walk it once again.

Minor Rights

A Priestess chooses 14 additional words from the list above, not previously chosen. With these words, she receives Minor Rights. This permits much smaller effects within those domains. Generally, the effect within these domains cannot be more potent than any of the Magic Powers.

Domain Avatar

The Priestess can shape shift, regardless of whether she has the Potency, into an avatar form, that relates to the 14 universal Rights she possesses, as well as the 7 Reserved Rights. These forms represent the nature of these domains in a physical form.

The Priestess has some flexibility in defining what this means. The first time she changes into the avatar for a domain, she defines the form. Therefore, that form is what the avatar takes for that domain. Each avatar can have up to 12 Potency Points worth of Qualities.

SAVANT

Lord of Order; General; Tier 3

A Savant is a Lord of Order who deliberately chooses to focus on acquiring and mastering skills and knowledge. They are master artists, engineers, and scholars. In order to gain the Savant Archetype, a Lord of Order must have at least 126 different skills. She must have mastered 42 of these skills. Once an Elder Lord of Order has gained the Archetype, she must also devote 20% of her time to practicing, reviewing, and improving her Designated Skills. A Savant who fails to devote this amount of time in a 42 day period loses the Archetype until she Masters another 7 skills.

Savant Specialization

A Savant chooses 7 skills in which he has Mastery. From then on these are his designated skills. He must spend 20% of his time practicing, improving, and reviewing these skills. These skills may be improved beyond the level of Mastery into 6 different tiers.

The first tier is the Forcang Tier, the second tier is the Advanced Tier, the third tier is the Elder Tier, the fourth tier is the Grand tier, the fifth tier is the Transcendent Tier, and the sixth tier is the Tier of Forty-Two. According to the history of the Alliance of the Multiverse, only a handful have ever achieve the Transcendent Tier. None have ever achieved the Tier of Forty-Two.

Upon gaining the 7 Designated Skills, these automatically rise to the Forcang Tier. From then on, a Savant must put in considerable effort to improve these skills. It usually takes 420 years of focus to improve a particular skill to the Advanced Tier. It takes 4,200 years to

improve to the Elder Tier. It takes 42,000 years to improve to the Grand Tier. These years do not have to be Absolute Years.

The Transcendent Tier is not something that can be achieved through merely additional years of study. However, it is said that the number of years of study is well over 4,200,000. Generally, it is said that to achieve a Transcendent Tier in a skill, an Elder Lord of Order must be an apprentice of a Savant who is at least of the Transcendent Tier in that skill. Some say that some portion of the studies have to be done in a Paradise Manifestation. The truth is that none really know, because there are so few Savants of the Transcendent Tier in any skill to ask.

The benefit of improving tiers in Designated Skills, is that the Savant can use a variety of abilities to increasing degrees with these skills. Some of these abilities are listed under this Archetype. The increase in Specialization Tiers is also such that it impresses Forcang; even Grand Elder Forcang. It is even said that sufficiently high tiers can impress Transcendent Forcang, or similar Beings. Those who are exposed to the Savant's Designated Skills tend to be more open and receptive toward the Savant, and negotiations tend to work better. There are all manner of advantage to these tiers.

Visual Skills

A Savant may use this ability with any Specialized skill that has a major visual component. As she increases in Specialization Tiers, even a small visual component can allow aspects of this ability to function.

A Visual Savant can entrance those who view her skill. Viewers find they are not able to remove their gaze. This effect uses the Savant's Psyche, and considers the Specialization Tier. Viewers who are entranced take no actions except to observe the skill being performed. They may even remain unmoved while they are being attacked or are otherwise in peril. A Savant may choose to diminish this effect for a particular Sentient.

Sentients find that they burst into tears, and develop emotions as directed by the Savant. The potency of this effect depends on the tier of Specialization, the Savant's Psyche, and the Tier of the Forcang. Unless the Savant specifically intends otherwise, Reflection Sentients may be so overcome as to be rendered incapacitated by their emotions. This generally does not have an effect on Reflection Creatures that do not have at least Human intelligence.

A Savant may use some visual skills to create an object that represents a particular Sentient. From that point forward, the object ages instead of the Sentient. In addition, physical, mental, and emotional damage may be transferred from the Sentient to the object, appearing noticeably in some visual, though possibly inscrutable way. A Savant can have no more than 7 of these objects simultaneously, including for himself. This object can be destroyed by certain Potencies and other effects, causing the Sentient to age and gain damage retroactively. A Savant need not have the permission of the Sentient to create an object for the Sentient. However, if a Sentient is targeted with this ability against their will, then the Savant must use his Psyche.

Delicious Skills

A Savant may use this ability with any Specialized skill that has a major taste component. As she increases in Specialization Tiers, even a small taste component can allow aspects of this ability to function.

Some Savants may create potions that can cure wounds, or cause damage, and can even have other effects. Using some skills with a taste component, she can mix the proper ingredients to create elixirs that both taste fantastic, but also heal nearly any injury, disease, or malady. In contrast, mixed a different way, terrible poisons can be created that can put even the most potent Forcang into permanent sleep or even outright slay them. There may also be other uses, such as elixirs that permit resistances to Energy or Elemental types, small attribute bonuses, the use of Magic, and other effects. These options must be discussed with the Gamemaster.

A Savant may create the most delicious food and drink of all of Dweehwail. If Her Designated Skill has to do specifically with food or drink, this is even more effective. If not, she can still prepare fantastic dishes and drinks even with moderate mastery of cooking and preparation. These dishes would impress any Forcang, any Reflection Sentient, or Reflection Creature, and likely most Foreigners. It is said that this ability has also been used to create obscure food for Aliens, and Beings from Alternate Dimensions that are delicious.

By further mixing the ingredients, a Savant can create bombs. These can be of a variety of yields and effects. Usually the higher the tier of specialization, the greater the yield that can be created, and the more options for effects. These weapons can be used anywhere, on any Reflection, and even on Temple, Fortress, Paradise, and Capitol Manifestations. There is no real limit to the number of bombs that can be created.

Audible Skills

A Savant may use this ability with any Specialized skill that has a major audible component. As she increases in Specialization Tiers, even a small audible component can allow aspects of this ability to function.

An Audible Savant can entrance those who hear her skill. Listeners find they are not able to avert their attention. This effect uses the Savant's Psyche, and considers the Specialization Tier. Listeners who are entranced take no actions except to listen the skill being performed. They me even remain unmoved while they are being attacked or are otherwise in peril. A Savant may choose to diminish this effect for a particular Sentient.



An Audible Savant can create just the right sounds, that he can deafen those who listen. Those who can hear the sounds are subject to the effect of the Savant's Psyche focused on their

ears, or other auditory organs. Those who have significantly lower Psyche will be permanently deafened.

He has also mastered his skill to such an extent that he may attempt to slay a Sentient outright. This uses his Psyche attribute, and considers the Savant's Specialization Tier. It considers in contrast an adversary's Psyche and Endurance. An Adversary who has a much lower combined attribute may be slain outright. Usually a Sentient must listen to the skill for at least one minute for this ability to function.

Skills of Touch

A Savant may use this ability with any Specialized skill that has a major touch component. As she increases in Specialization Tiers, even a small touch component can allow aspects of this ability to function.

A Savant may gain knowledge with his hands, by touching a surface, or object, or even moving them near something. This knowledge is similar to a skill, and if this effect is used for one minute, it is as if he had gained one month of intense study regarding the object touched. This may provide advantages to combat, exploration, and other decisions.

A Savant may enhance the pleasure and enjoyment of sensual experiences, particularly those of touch, in those around him. Those usually within 100 feet find that their pleasure increases to transcendent levels, and few experiences rival physical activities under the guidance of a Savant. This particularly works well in combination with the efforts of other Savants, such as Taste Savants. The Taste Savants enhances the Food, and the Touch Savant enhances the experience. Of course there are other uses for this effect.

The touch of a Savant may send nearly any Sentient or Creature or Artifact to a little known Alternate Dimension in which they are placed in a permanent stasis. While in stasis, the Sentient does not age, does not require nourishment or air, or anything else. They are not aware of their surroundings. It is unclear if Savants know much of this Dimension. Only it is known that the Savant who sends a Sentient into Stasis, must be the one to return them. There are stories of great quests, usually with the help of Reality Wardens, to otherwise reach a Forcang sent into stasis by a Savant. However, these are always very challenging, and life changing, and often unsuccessful. This effect uses Psyche and Endurance.

Skills of Smell

A Savant may use this ability with any Specialized skill that has a major smell component. As she increases in Specialization Tiers, even a small smell component can allow aspects of this ability to function.

A Smell Savant may heal a variety of psychological and psychic maladies, as well as those originating from Forcang Potencies. The Savant combines just the right ingredients to create a smell that heals most non-physical conditions, over the course of seven hours. The severity of ailment and the time it takes for this effect to function vary based on the Specialization Tier.

A Smell Savant can create an odor that causes those who within 500 feet who have a sense of smell to gain a dreadful disease. This blight causes those inflicted to turn into Ghouls. These are Foreigners of the Undead subtype. See the description for Ghouls under in the Other Races section. Generally, Ghouls are Undead Sentients that hunger for the bodies of other Sentients—Forcang in the case of Forcang, and Reflection Sentients in the case of Reflection Sentients. Generally, Forcang who have high Strength and Endurance are resistant to this effect, although if the Savant has a high Psyche and Specialization Tier, that may overcome the advantage of those attributes.

A Smell Savant may use her sense of smell over a great distance. In particular, she may use it in place of her other senses to sense her surroundings, up to 700 miles. This keen sense of smell is extremely precise, and allows for a detailed understanding of what she senses. This advantage gives her a bonus of 1 rank, or

13 points, in Warfare, and 1 rank in Strength, specifically for Warfare and Strength combat. At the same time, the Savant can be selective in her sense of smell, and is not overcome by potent smells made to harm her. Rather, she is capable of filtering, and analyzing these odors at an approachable amount.

Scholarly Skills

A Savant may use this ability with any Specialized skill that has a scholarly aspect. As she increases in Specialization Tiers, even a small scholarly component can allow aspects of this ability to function.

If an object is within the scope of the Savant knowledge skill, the Savant can intuit additional information about the object. In addition to the subject of the knowledge, she may determine the history, racial details, Potencies, and most other details, as though she had read the object's mind with Psyche, or otherwise scanned the object. This generally depends on Psyche, and the Specialization Tier.

A Scholarly Savant is particularly adept at uncovering lies. For purposes of detecting lies, her Psyche is considered 3 times higher. If she is able to detect the lie, then generally the adversary is unable to tell the lie. They must tell the full truth. Normally, this must be in the form of a spoken conversation. However, for Forcang attempting to resist that have particularly high Psyches, but not quite high enough to resist this effect, the Savant simply reads their mind, and detects their true thoughts on the matter. That Forcang need not speak the truth audibly.

A Scholarly Savant may detect in an adversary their most vulnerable spot. This takes 7 seconds to determine. This provides an advantage to the Warfare and Strength attributes of 1 rank, or 13 points each, for purposes of Warfare and Strength combat. Generally, if she is able to get the advantage in combat, she may instantly disable her adversary with this vulnerability. The adversary is rendered unconscious for a period of time determined by the Specialization Tier, and the adversary's Endurance. This vulnerable spot may be targeted by a Scholarly Savant with either Strength combat, or Warfare Combat.

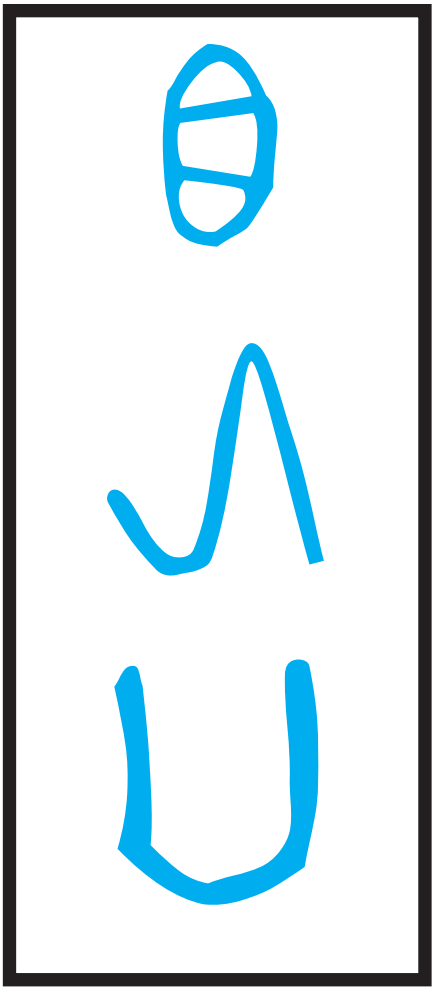
Innately Talented

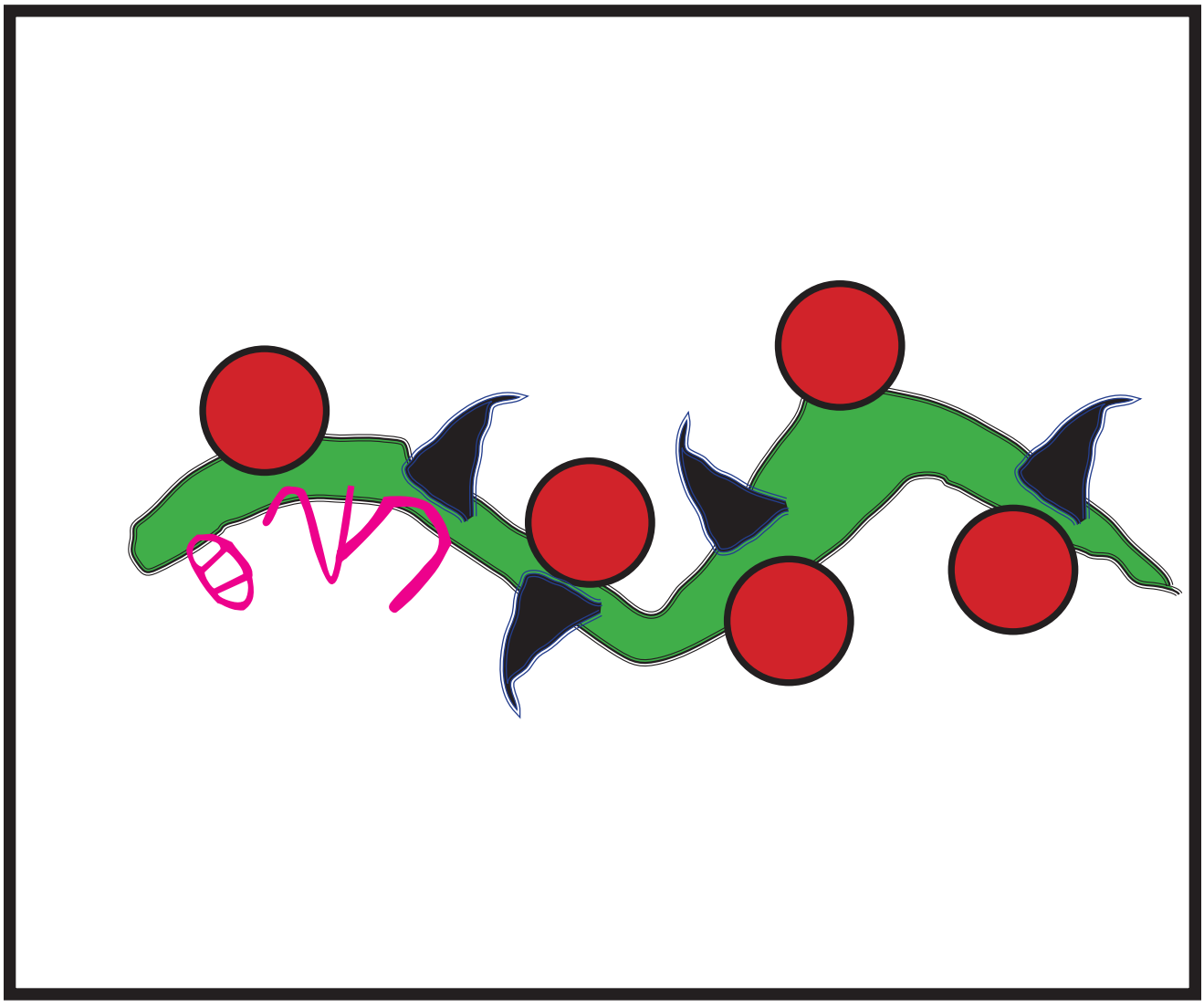
A Savant has sufficient experience learning skills of any type that it takes less time to acquire a skill, or to master a skill. Usually the time reduction is 50%. The only exceptions to this are the Specialization skills, which still require the normal amount of time.

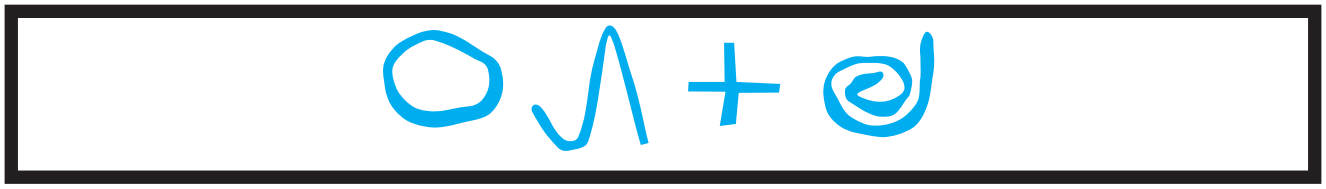
Generally, other effects, Potencies, or abilities that require time for advancement are also altered. The Savant improves 20% faster. This stacks with any other bonuses to time.

Quick Advancement

A Savant automatically earns 1 Advancement Point, which may be used for any purpose, every 3 Absolute Months. Every Absolute Year, a Savant earns 1 Point of Good Stuff. He may instead choose to forgo the 1 point of Good Stuff for an additional Advancement Point. These bonuses continue as long as the Savant retains his Archetype in good standing.

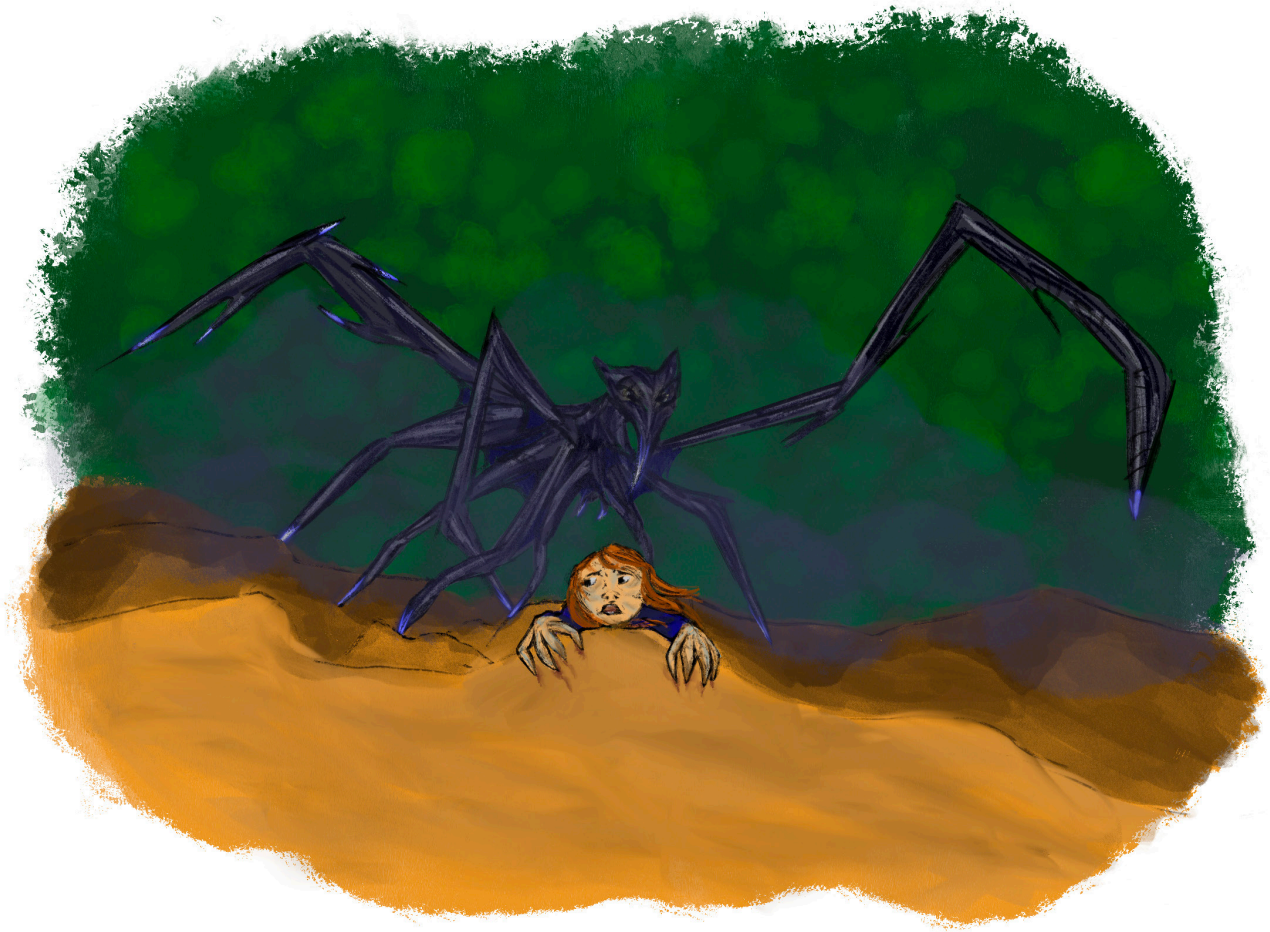






Other Races





FOREIGNERS

ABERRANT

These Sentients are wildly different and strange in comparison to many denizens of The Multiverse Proper. They are the aliens of this third of The Multiverse, even while the Alien subtype refers to many races who dwell in The Indeterminate. Torsos and appendages are in the wrong place or missing. Brains may or may not exist either. They have an alien way of thinking and hunting their prey.

See in Every Direction

Aberrant Sentient can see in every direction. This goes beyond sight, and encompasses all of the more typical senses. It grants an Aberrant Sentient +10 to Warfare, and +5 to Psyche and Strength. Sensing is different than understanding, although most Aberrants are capable of distinguishing prey. They are also talented at detecting threats, whether from other Sentients, or from the environment.

A Multitude of Apendages

Aberrants tend to have a multitude of apendages. These may be used for movement, grasping its prey, and other possible options. These apendages may be severed, as with any other Sentient. Only they grow back faster than normal with Endurance. For purposes of regeneration of apendages, Aberrants act as if they had +30 to Endurance.

No Breath

They do not need to breath. Thus, existing in the depths of the sea, or in the vacuum of space is no obstacle.

Venomous Skin

The skin of an Aberrant Sentient is venoumous, and damages all but the hardiest Sentients. Coming in contact with it is similar to continuous contact with an open flame. A sufficiently high Endurance may permit such contact by other Sentients. The skin is also sticky, and objects that come in contact with it are difficult to remove. This includes blades, and only those with high Warfares are capable of removing them afterward. Some infamous Aberrant Sentient are encrusted with the swords of fallen prey.

Prey Obsession

Similar to the passion of Vampires for blood, Aberrants are consumed with hunting their prey. The question is always where they may obtain their next meal. Once chosen, Aberrants will stop at nothing to consume their prey. Usually the only way to avoid this is to provide some suitable alternative. Otherwise, adversaries of the Aberrent Sentient must fight.

Maneuverability

Movement is easy for an Aberrent Sentient. They can swim, fly, dig, and walk as usual. They do not move particularly fast. However, they have great versatility.

Travel Reflection

Aberrants can Travel Reflection at engine speed, zooming between worlds and planes. It is difficult to keep out an Aberrant, and they are immune from most autoamtic attempts to do so. Aberrants tend to Travel Reflection through the worst parts of worlds, similar to Broken Lords. However, once they arrive on a world, they can travel within it as usual. This means that Aberrant Sentients may be found at a great multitude of domains within The Multiverse Proper.

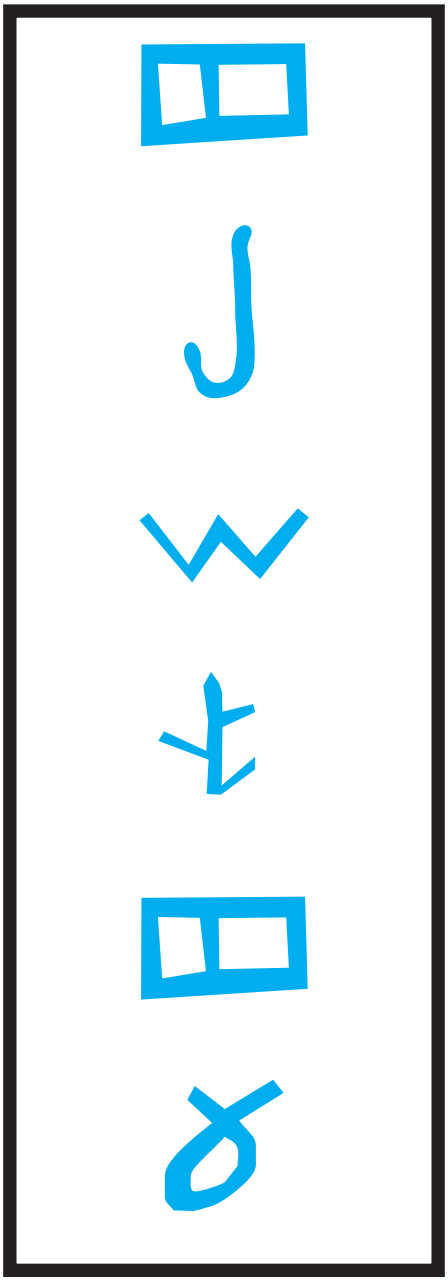
Common Languages

Generally Aberrants speak some derivitive of Infernal. This may include High Vampiric and Vampiric. This exercises their Psyche, and most

communite telepathically. They may of course learn any variety of languages over the course of their long lives. However, commonly they only speak Infernal or a derivative of it.

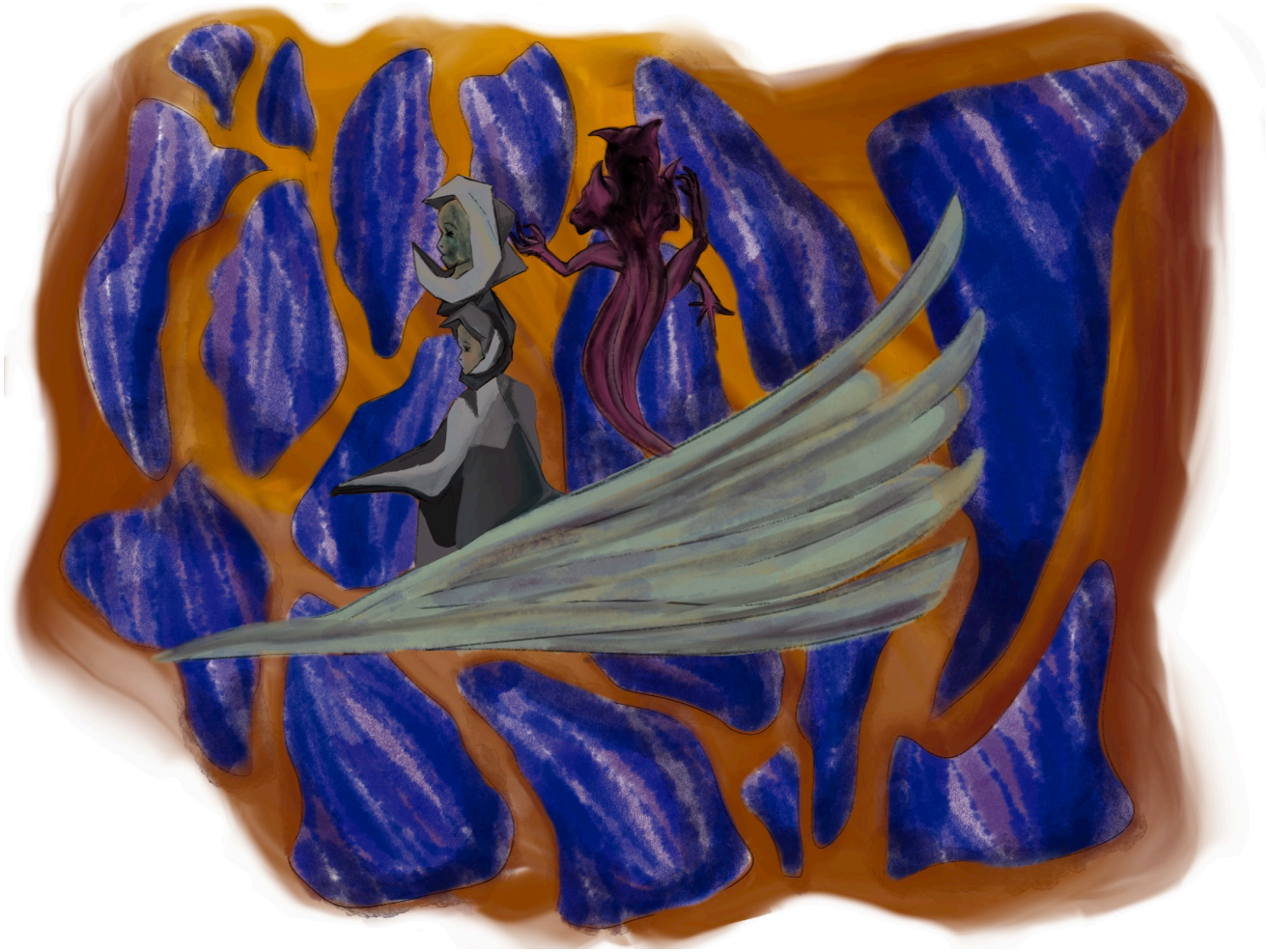
ALIEN

Many races native to The Indeterminate have the Alien subtype. They are even more different from humanoid shape than Aberrants. Some have wildly abstract shapes and methods of movement. They differ greatly from one another. Some must breath the varied stuff of The Indeterminate, while others do not have to breath. There is no automatic hunger for prey. There is a keen intelligence behind an Alien, and they seem at ease both in The Indeterminate, and other parts of The Multiverse. This subtype will be addressed in future rulebooks.



BROKEN

This is the subtype obtained by Broken Lords upon gaining her Potency. She maintains this provided she does not take any Axiomatic or Anarchic Potencies. Their is a certain advantage to this status. As indicated elsewhere, Foreigners of the Broken subtype may be treated as foreign dignitaries in Forcang and Spirit cities. That is the case unless they are successfully reviewed with Psyche by a Forcang or Spirit, who would quickly determine that she is a Broken Lord, and and not a more exotic Foreigner subtype.



CREATURES OF BLOOD

Creation

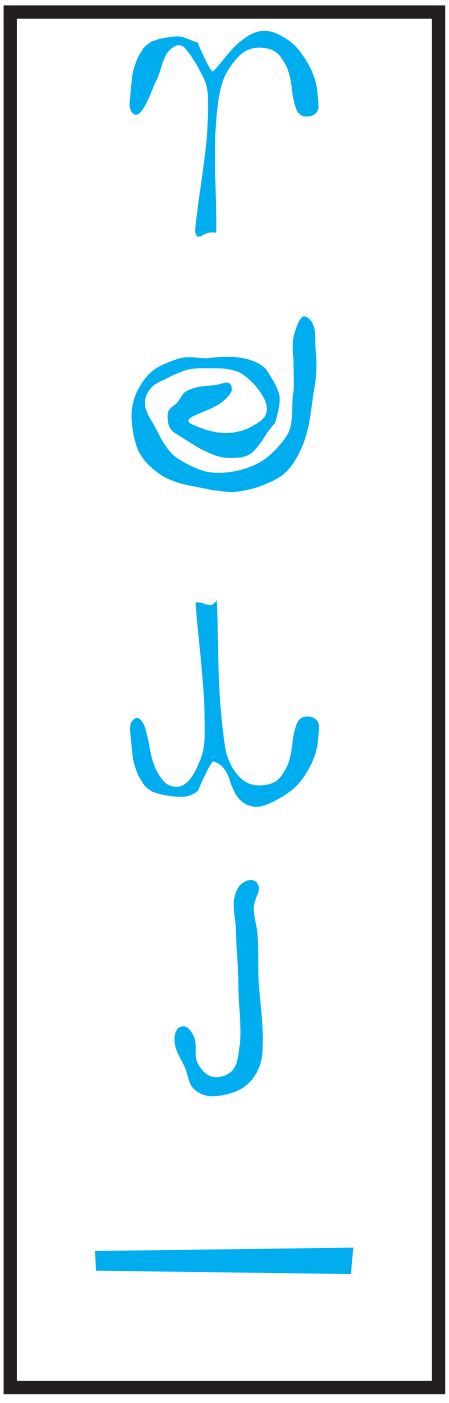
The Creature of Blood is generated by a Shape Shifter with at least Advanced Shape Shifting by cutting herself, and focusing on organizing the stream of Blood into a coherent form, a new, living Creature of Blood. Upon creation, the Shape Shifter Endows it with aspects of Her Potencies, and it may receive others She did not intend.

From that point forward the Creature of Blood is considered a separate entity from the Shape Shifter. It refers to its creator if necessary as its Sire, which is a father or mother-like role, but still different, in that on some occasions the Creature may return to Him, and may show some loyalty. But there is no guarantee, and ultimately the Creature of Blood is an independent entity. Whatever intention the Sire had for creating the Creature means nothing if the Creature of Blood ultimately chooses differently, and it has every right to do so. It has no automatic sense of loyalty, and there is no concept of morality among Shape Shifters that Creatures of Blood owe their Shape Shifter loyalty, but rather, generally, the opposite. Of course this has been debated in some circles among Shape Shifters of certain alignments, who would prefer to subjugate their Creatures. Yet in the end such Forcang tend to find their Creations never return, and the abilities based off of them are rendered useless.

Creatures of Blood are Foreigners of the Creature of Blood subtype.

Growth

Creatures of Blood gain Potency Points that are generally added to their attributes over time automatically, rather than having to earn them through accomplishments. They also gain an automatic increase when their Sire creates a new Creature of Blood, and for consuming Sacrifices. Use the following table to determine increases in Creature of Blood Power Points.



Upon Creation	Starting Day	
Psyche: Goamdwee Rank / Strength: Chaos Rank / Endurance: 10 / Warfare Goamdwee Rank		
Day 1	+1 all Attributes	
Day 8	+1 all Attributes	
Day 64	+1 all Attributes	
Day 512	+1 all Attributes	
Day 4,096	+2 all Attributes	Additional Sire Potencies
Day 8,192	+4 all Attributes	
Day 16,384	+6 all Attributes	Additional Sire Potencies
Day 32,768	+8 all Attributes	
Day 65,536	+10 all Attributes	Additional Sire Potencies
Year 400	+2 all Attributes	
Year 800	+2 all Attributes	Additional Sire Potencies
Year 1,600	+2 all Attributes	
Year 3,200	+2 all Attributes	Additional Sire Potencies
New Creature of Blood by Sire	+1 all Attributes	
Sacrifices		
Fingertip/Toe Tip	+2 all Attributes	
Finger/Toe	+4 all Attributes	
Hand/Foot	+6 all Attributes	
Arm/Leg/Eye	+8 all Attributes	Additional Sire Potencies
Essential Internal Organ	+10 all Attributes	Additional Sire Potencies
Heart/Brain	+12 all Attributes	Additional Sire Potencies

Time Warp

By Day 64, regardless of what other Potencies are possessed by the particular Creature of Blood, it gains the ability to bend time. This is known as a Time Warp, and relies on a pool of energy based on the size of its Endurance. Every 2 Points of Endurance permits one Time Warp, assuming that the Creature's Endurance has not been expended by another system that uses Points based on Endurance, such as Time Travel (see below).

This ability allows the Creature of Blood to freely travel between the Reflections of Dweehwail, winking out in a flash and appearing suddenly in another location. It costs 2 Points to use the ability, plus another 2 Points for each 1/3 of the Multiverse being traveled beyond the first 1/3. This ability is not exact, and the location can often be off by several miles, and several hours (in time). An additional investment of 2 Points can usually pinpoint the exact location and time.

Those directly on top of a Time Warp, either where a Creature of Blood leaves, or appears, suffer random poison-like effects, which may create slight deficits to attributes, or Potencies, or cause the use of one Potency to accidentally make another trigger, or else they might find even stranger effects, such as

discovering that as soon as they walk into a room, they are immediately walking into the room again. These effects are temporary, and disappear usually in about a day.

Once a Creature of Blood reaches Day 4,096 it can usually detect if someone is caught in the wake of a Time Warp either in its place of origin or where it is going, and it can slightly alter its trajectory to prevent harm to anyone, without any additional expense in Points. Of course, it may choose to suspend this advantage and inflict such affects as usual if it wishes.



Time Shift

Around Day 4,096 a Creature of Blood can begin to attempt Time Shifts, a tricky ability with giant implications. As with Time Warps, it has a pool of energy based on its Endurance. Every 5 Points of Endurance, rounded down, permits a Time Shift. These points cannot be used if they have already been expended by another ability that has an energy pool based on Endurance, like Time Warp.

In addition to the 5 Point expense for each trip, a Creature of Blood must make additional investments based on the distance traveled through time, and pay other costs as well. Use the table below.

Past or Future	Extra Points
<50 Years	No Extra
50-<250 Years	5 Points
250-<3000 Years	10 Points
3000-<15,000 Years	15 Points
15,000-<75,000 Years	20 Points
75,000-<500,000 Years	25 Points
500,000-<5,000,000 Years	30 Points

5 Mill-<50 Mill Years	35 Points
Locate Person, Object, etc	5 Points
Longevity	5 Points
Resistance, Strength	5 Points
Languages	5 Points
Knowledge	5 Points

Paying the points to locate persons and objects is very useful, as traveling through time can be a waste if there is no way of finding anything once the Creature has arrived at the destination. Longevity permits it to last longer without sleep, food, and sustenance, so as to complete its journey through time and in difficult locales. Resistance and strength offers some bonuses to existing attributes and protection from environments that may be encountered or extreme locales. Languages allows the Creature to speak with any Sentient that may be encountered or read any language. Knowledge provides enough fluency in the information of the age and year the Creature is traveling to in order to accomplish any objective and maneuver throughout the time period, interact with Sentients there, and return successfully.

Reality Shift

At about Day 16,384, the Creature of Blood gains the ability to Reality Shift, which is a strange, and often frightening concept, with great implications, and questionable usefulness. As with the other shifting abilities, the Creature is able to use its pool of energy based on its Endurance. It can do one Reality Shift for every 9 Points of Endurance, rounding down. This also cannot be used if points have been expended by being used for one of the other abilities that use an energy pool of Points based on Endurance.

Like Time Shifting, there are additional options for investment of points. The choice to travel to a strange reality is an odd one. Clearly the alternate reality those in The Multiverse Proper might be most familiar with, if that terminology may be used, would be Daxuk, or The Indeterminate. But this ability provides almost limitless options for either stunning beauty or mind-numbing terror. Investing in options ahead of time to prepare for either possibility is what separates a Creature of Blood that survives from one that doesn't.

	Extra Points
Locate Person, Object, etc	18 Points
Longevity	9 Points
Resistance, Strength	9 Points
Languages	9 Points
Knowledge	18 Points
Potency Security	18 Points
Freedom of Movement and Mobility	18 Points
Selective Matter Detonator	18 Points
Successful Diplomacy	18 Points
Successful Activation	18 Points
Shelter	18 Points
Successful Identification	18 Points
Forcang Identifier	18 Points
Any Two	27 Points

Generally journeys into alternate realities carry the possibility of great peril, so carrying an ace or two is very useful. In the process of the Reality Shift, the Creature of Blood can generate a couple that can be activated while in the Reality it travels to. These must be used while in that Reality, and are lost if it travels to a different Reality. There may be different options, subject to Storyteller approval. Generally only the most advanced Creatures of Blood can do this, with the highest Endurance.

Time Blast

At about Day 512, the Creature of

Blood gains the ability to create a Time Blast, a purposeful and direct version of the same sort of destructive side-effect that accompanies its Time Warp. This can be sent in a ray at close range, but that increases as time passes. This ability functions at the speed of Warfare.

Those affected by a Time Blast suffer random poison-like effects, which may create more than slight deficits to attributes, or Potencies, or cause the use of one Potency to accidentally make another trigger, or else they might find even stranger effects, such as finding that as soon as they walk into a room, they are immediately walking into the room again. These effects are temporary, and disappear usually in about three to seven days, though the duration of the effect changes over time. Those with high Endurance attributes are generally unaffected by Time Blasts.

	Range	Duration
Day 512	Normal	Normal
Day 4,096		
Day 8,192	200 ft.	5-14 Days
Day 16,384		
Day 32,768		
Day 65,536	300 ft.	10 Days – 1 Month
Year 400	(Type)	
Year 800	Cloud	15 Days – 3 Months
Year 1,600		
Year 3,200	Blast	1 Month – 6 Months

As noted, eventually the Creature of Blood is capable of using the blast in different ways, such as in a blast, or in a cloud.

Lesser Time Lore

Creatures of Blood are particularly good at picking up skills and knowledge about the time periods they travel to, which accounts for their ability to gain knowledge before traveling to a location, but it also means that once they have visited a time period once, in the future, the cost of Knowledge is half off, rounded up. Language is also half off, rounded up. The Creature of Blood also learns skills in 66% of the time it would take for a normal Sentient of similar attributes while it is in the time period during a Time Shift—though obviously that is only relevant on occasions it chooses to stay there long enough to learn skills.

Lesser Reality Lore

Creatures of Blood are particularly good at picking up skills and knowledge about the different Realities they travel to, which accounts for their ability to gain knowledge before traveling to a location, but it also means that once they have visited a Reality once, in the future, the cost of Knowledge is half off, rounded down. Language is also half down, rounded up. The Creature of Blood also learns skills in 66% of the time it would take for a normal Sentient of similar attributes while it is in the Reaility during a Reality Shift—though obviously that is only relevant on occasions it chooses to stay there long enough to learn skills.

If at any time Lesser Time Lore and Lesser Reality Lore are simultaneously applicable for any reason, then the following rules apply. For the particular Reality in question, Knowledge is two thirds off, rounding down, as is Language, and skills are learned in 50% of the time. However these are very unique circumstances.

Host Forcang

Creatures of Blood are capable of hosting their sires who have Advanced Primal Shape Shifting, and use the Possess Creature of Blood ability. Their ability to do this generally depends on the type of sacrifice initially used to befriend the Creature of Blood. Despite the name of the ability, the Shape Shifter does not possess the Creature of Blood. Rather, the Forcang goes along for the ride.

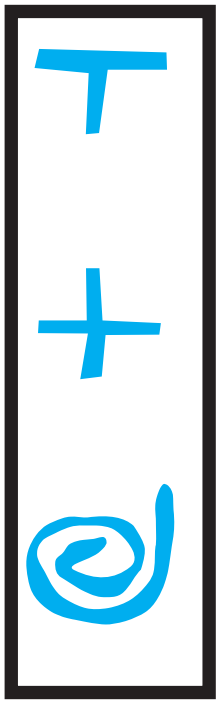
The Creature of Blood can freely use its abilities while hosting a Shape Shifter. It can expend uses of energy and travel Reflection, time, and reality. While the Shape Shifter's

Psyche is within the Creature of Blood, they may communicate telepathically. However, the Creature of Blood generally continues to communicate enigmatically. It is its own Sentient, and does not follow orders.

This being said, the Creature of Blood is an ally of the Sire, and will not readily put her in danger. It will permit her to use Ghost Form, and will not abandon her unless that is unavoidable. It will readily bring her to interesting locales, and generally relevant times and destinations to her inquiries.

It is said that a Creature of Blood is capable of hosting Shape Shifters who are not its sire, and this has occurred. However, Creatures of Blood tend to host those that they favor and are bonded with. It is possible for a Creature of Blood to develop independent friendships. But it is unusual.

A Creature of Blood can attempt to resist the Possess Creature of Blood ability. Generally this puts the combination of the Psyche, Strength, and Endurance of the Creature of Blood against the Psyche of the Shape Shifter. It will do this normally if there is no social connection between it and the particular Shape Shifter. If there is any type of friendship, most Creatures of Blood will use the host ability to some degree.



DEMONIC

Demons are a subcateogry of Foreigner described in the *Amber Diceless* rulebooks. Those rules should generally be used for the Demonic subtype in *Apocalypse in Dweehwail*. Any specific diferences should be determined in advance by the Gamemaster.

DIMENSIONAL

Many races from Alternate Dimensions fall into the category of Dimensionals. Dimensionals are very different from the Axiomatic, Anarchic, and Spirit Sentients of The Multiverse. They are able to survive in the exotic energies of Alternate Dimensions, travel from one location to another, and build cities and towns.

If anything, Dimensionals have more difficulty surviving in the The Multiverse. Yet since Dimensionals are already able to survive in multiple Alternate Dimensions, it is easier for them to exist in The Multiverse then for races of The Multiverse to survive iin Alternate Dimensions. Aliens are a subcategory that describe races of The Indeterminate. However, if anything, Dimensionals are even more alien. Those who succeed in coming to The Multiverse often speak a common langauge, referred to as Dimensional.

DRACONIC

Dragons are an iconic subtype of Foreigner that describe large, flying, scaled creatures that breath exotic energies. They are very intelligent and have many types. This subtype is known for being greedy and arrogant.

Sentients that Fly

Dragons have the ability to fly. Some categories of Dragons have wings, that offer an obvious source of locomotion. Others glide through the air with seeming magic. They almost always travel at Engine Speed.

Greedy

This subtype of Foreigner is known for being greedy. They collect treasure of all sorts, great collections of physical wealth. Dragons also covet Artifacts and Creatures, and display them and use them with pride. Stealing from a Dragon hord is sure to evoke the anger of the dragon, and even retrieving one object will take lots of negotiation. Dragons may hunt for food, but they go on long journeys to obtain new relics for their hoards.

Arrogant

Dragons think they are the center of everything. This makes them very entitled, and there is really nothing that a Dragon does not feel exists within their purview. A Dragons feels that he has the right to everything. It also means that impressing a Dragon amounts to impressing his ego. Offering lavish compliments tends to have unusually good results. However, insults are equally damaging. Treat a Dragon as superior, and a Sentient will find an ally.

Energy Usage

This subtype can exhale streams of energy. Each cateogry of dragon has a different energy type. This stream of energy may be used at will and is damaging to Sentients of all sorts. Any Sentient who fights a dragon should include this in their battle plans.

A dragon is equally immune to their type of energy. If they exhale ice, then they are immune to ice and cold. If they exhale poisonous fumes, then they are immune to poisons of most types.

A dragon is able to Shape Shift into a cloud of their energy type. This takes up a space equal to two or three times their mass. This cloud damages opponents similar to exhaling their energy type. It also offers some protection from attack. However, it makes them particularly vulnerable to any opposite energy types. Dragons use Endurance to maintain this form.



Good Physical Senses

Senses, particularly sight, of a Dragon surpass that of many other Sentients. They can use them to detect Sentients and creatures in complete darkness, and it helps find invisible or otherwise difficult to detect adversaries. It is even possible ot use this to gaze through solid objects. The degree to which this is true relies on a Dragon's Psyche. It also is not entirely related to their vision, so merely compromising a Dragon's eyes will not remove these senses.

Smell Treasure

Dragons can sniff out treasure of all sorts at great distances. This is true for gold and silver and gems. It is certainly true for Artifacts and Creatures of all sorts. Usually this is at a distance of several Reflections. The smell is similar to the most tantalizing of treats, and Dragons find few smells better than that of treasure.

Highly Intelligent

While their physial abilities are formidable, a dragon is powerful also for her intellect. She can solve many puzzles and problems, and can outsmart adversaries easily. Their whit however has some weaknesses, notably arrogance and treasure. Dragons often let their emotions get the better of them.

PHANTOM

A Phantom is a Sentient brought out of a Ḥowsh World, into The Multiverse Proper. A Ḥowsh Artist with Advanced Ḥowsh Networking is capable of doing this. In the Ḥowsh World, this subtype is known simply as a "Phantom", and is not a Foreigner. As soon as the Phantom enters The Multiverse Proper, any other location in Dweehwail, or even another Dimension, she becomes a Foreigners of the Phantom subtype. If returned to the Ḥowsh World, he simply becomes a Phantom again. Not all Phantoms are aware that they are Phantoms. See the ability description for Ḥowsh Phantoms under the Potency description for Advanced Ḥowsh Networking.

SPIRIT

This subtype has already been described elsewhere in this rulebook. Spirits are the original Sentients of The Multiverse. They exists to faciliate the genesis of a new Multiverse, maintain one that exists for as long as possible, and then permit the apocalypse of a Multiverse when its time has come. They are at least if not more powerful than Forcang, and not necessarily opposed to them. Spirits have varied personalities, yet they almost all have reverence for nature and Natural Laws.

UNDEAD

GHOSTS

Ghost are an image of a Sentients personality and abilities that exists in Daxuk after they have died. Some say that it is a fragment of their Whole Soul. Of course, most fragments end up in various afterlives. Ghosts are driven, upon death, to the depths of Daxuk. This transition generally imparts on Ghosts many points of Bad Stuff, making Ghosts mostly evil. Yet, they are useful for the living who wish to communicate with deceased Sentients. They are also powerful tools for chaos and damage.

GHOULS

Ghouls may be created by Savants (see the description for Savants). Any Sentient can be changed into a Ghoul, forever cursing them with this form. They have an uncontrollable hunger for the flesh of other Sentients of their Tier. Reflection Mortals that change into Ghouls crave the flesh of other Reflections Mortals. This is similar to a Vampire's craving for blood. If a Ghoul successfully feasts on 20% or more of the body of a Sentient, that Sentient too becomes a Ghouls. Ghouls particularly enjoy consuming brains.

Ghouls do not need to eat other food, consume other drink, or breathe. They may transition into Light Daxuk in a ritual that takes one minutes. There they may seek to find Deep Daxuk, and to follow those dreary paths. A Ghoul must spend at least 33% of their time looking for their next meal. If it has been more than one week since their last meal, they must spend 66% of their time searching for food. Ghouls do not die of hunger, but may become so ravanous that they must spend nearly all of their time searching for food.

VAMPIRES

VAMPIRE SPAWN

Vampires are a Foreigner Race with origins from beyond Dweehwail. After they migrated to The Multiverse Proper from The Indeterminate in Ancient Times, they established a great empire, spread unusually across both The Multiverse Proper, and parts of Daxuk, due to unique properties of their race that renders them members of the Undead subtype. Yet they became too bold and too powerful, and established a great Thçtz to rival even the Journey and Maelstrom. Thus Ancient Grand Elder Forcang gathered together and acted to kill as many Vampire Ancients as they could find, imprison those too powerful, and finally, to drive the Thçtz, known as The Crucible, deep into an isolated corner of Daxuk, to be forgotten in the legends and nightmares of the past.

Yet the lower class of Vampires has always persisted, being of little threat to Dweehwail, with even the occasional Vampire Elder emerging. But without the Crucible, Vampire Elders never developed in significant enough numbers. So to this day Vampires still exist on the edge of the society of the Multiverse. They drift in and out of society, occasionally indoctrinating new Forcang as is their way, from any political party.

Hellish Awakening

The nature of becoming a Vampire is not one of choice. Those of the Foreigner Race, who are at least of the Vampire Proper tier, are able to choose Forcang with their abilities, generally limited to those of Lesser Forcang tier. For all Vampires have in common that within them is a Bestial Urge, that even if temporarily subdued, will someday overcome even the strongest mind. And in that moment, he will have to feed.

Vampire Spawn can feed on Reflection Creatures; usually it has to be Reflection Mortals. In the early days after becoming Vampire Spawn,

it is possible even to satisfy Bestial Urge with Animal Blood, but in a matter of years, it is necessary to move to higher orders of Sentients. It is possible for Vampire Spawn to create Mundane Vampires as will be indicated, which is a Reflection Mortal.

But it is generally Vampires and their Bestial Urge that concerns Forcang. They must feed on Forcang to satisfy their urge. The longer they put it off, the urge to feed on blood, the more bestial the encounter will be when it comes. It is not always necessary to consume enough blood from a single victim to kill them, but it does take a considerable amount to satiate the appetite of Bestial Urge, and usually while giving into feeding it, the Vampire enters into a state of Bestial Frenzy, and is not too picky about what she does.

What causes the victim to become a vampire is when the Vampire both brings the victim to the point of death, but rather than leave the victim to die, chooses to use an ability on her. Namely, the Vampire cuts open his own arm, and allows the victim to drink his own, Vampire's blood. Then with a jolt, the victim will undergo a sudden, and irrevocable transformation. And they will for the first time rise to their feet and feel the irresistible hunger, the Bestial Urge as a Vampire Spawn. They must go and feed first before anything else.

Once they have fed on blood for the first time, usually a messy and violent assault for their first meal as a Vampire, the new Vampire Spawn will have a chance to come to terms with their new condition. It is permanent and cannot be changed, unless they are destroyed. Forever after they will be a Vampire.

Vampire is the term used both for the Race in general, and the Potency and sub-category of the Race. The Vampire Spawn is the entry level for the Vampire Race. All Forcang begin at this stage, no matter their stature when they were alive.

Potency Dampening

Usually the process of becoming a Vampire Spawn causes the Forcang to lose some degree of their Potencies, or rather, it dampens the most acute Potencies. It is generally impossible to have any Advanced Potencies outside of those available to Vampires. Those previously possessed by the Forcang are found to be impossible to use, barring those with the absolute pinnacle of Psyche in life. Those on rare occasions are able to break through and find windows of their former Potencies (or so legend has said). However it is very rare for such Forcang to become Vampires in the first place, or at least since ancient times.

Generally Forcang who had Potencies in the Advanced Forcang category for their class find that they lose access to that rank of their Potencies, leaving them still with access to the rank lower of Potencies. The same exception exists with those with exceptional Psyches. However, over time it is possible for these Potencies to be regained, and there are Vampires with Tier 2 Potencies. Note: Journey and Maelstrom Potencies do not return to their Advanced form, as it seems these Ḥowthçtz still bare a grudge against Vampires, and are able to prevent Vampires from maintaining access to Advanced Privileges.

Racial Subtype

Whatever the Race of the Forcang in life, their Race is now changed permanently to a Foreigner, and to the subcategory of Undead. Along with that she is no longer required to eat, drink, sleep, breath, or engage in other activities generally associated with living beings. His body undergoes a small period of decay, which is suspended quickly by the frequent feedings on fresh blood. Eventually the decay stops entirely. If it matters, in Ancient times it must have been the case that the original subtype of Vampires must have been "Alien", but in transitioning to an existence within Dweehwail, it seems they adapted to the nearest category to how The Multiverse seemed to recognize them. Few remember this technicality, though bringing it up

with a Vampire Elder can earn some respect (or on occasion, fury).

Bestial Temperance

The Vampire Spawn gains an additional Attribute, known as Bestial Temperance. Essentially he begins at Chaos Rank (-10). From now on when he gains Advancement Points, he may add them to this Attribute like all of the others. In addition, he starts with a bonus in Points to Bestial Temperance equal to 5% of value of Potency Points he was forced to forfeit upon becoming a Vampire Spawn under Potency Dampening, rounded up to the nearest percent. These points are added permanently to Bestial Temperance, and are not lost, even if Potencies are regained, such as in the case of the Potencies of Advanced Forcang.

Bestial Temperance is a measure of how long a Vampire can put off her Bestial Urge. It is always a humbling thought to know that despite whatever other Potencies are granted through this gift and curse, and it is indeed both once you come to terms with it, that at some point you must feed, whether you want to or not. And you can either make your plans around it. Or, your Bestial Urge will drag you kicking and screaming into a Bestial Fervor against your will, and your feeding will be all the more catastrophic in its effects when it does happen. However, those who invest in Bestial Temperance can become a Vampire who is particular keen at putting off the inevitable, and therefore, hopefully, planning carefully what the next feeding cycle will be like, and on what terms. But it important to remember that it will happen. There is no secret to avoiding it.

Generally at Chaos Rank (-10) a Vampire Spawn must feed every couple of days. At Goamdwee Rank he can put off the hunger for several days. By the time his rank is around 8 he might be able to make it a week. Bring it up to 20, and maybe he can make it a fortnight. And so on. So the impression should become increasingly apparent that the process of increasing time is slow and expensive. It takes an investment of 30 just to make it 20 days without feeding. Certainly the most epic Vampires, those of legend, have had scores in the hundreds, and have been able to go for decades, or even centuries without feeding. Some say they have made it longer. But then again, they also say that it takes such a potent Vampire far more powerful Forcang to feast their Bestial Urge. So the hunt is far more involved when it comes anyway.

Increasingly as time draws nearer to the point at which the Vampire must feed, her other actions will begin to become harder. All other thoughts and behaviors will become impossible. Other Potencies will not be able to be used. As a final thought, Endurance, particularly a high one, can lend a desperate battery to other Potencies and Attributes a little longer, and, to Bestial Temperance. But for the latter, it has a very modest effect. Finally, a player who really pushes it too much will find that they black out completely, and wake up afterwards.

During that time The Beast will have taken control, and done whatever it had to in order to feed. It is ruthless, and knows no friend or ally, has no sense of itself, or its history, or nobility, or of shame. It would gladly slay its best friend in order to satiate its appetite. And this has happened. Therefore it is a brave thing to knowingly be the friend of a Vampire, and braver still if the Vampire is pushing itself in this manner.

Finally, once The Beast has had a full meal, the Vampire will Awaken, and regain full use of her character, and the Bestial Temperance clock will return to the start. But this is why wise Vampires do not let it get to its bottom. Fortunately, Vampire Spawn can live in the kind knowledge that for now they don't really need to feed on real people. They can feed on animals and Reflection Mortals—animals will stop working after a couple of years

If it matters, for Vampires feeding on blood is an extremely pleasurable activity. It would be like a combination of sex, eating, drinking, getting high, exercising, and some great accomplishment, all at the same time. It really replaces the desires of sex, eating, drinking, sleep,

and several other normal wants of living beings. Therefore the way a player should approach Bestial Urge and the final Bestial Fervor should be in the light of those passions, and even while making careful plans to do it on their terms, the memory of their last feeding should ring fondly, as there really is nothing else that a Vampire wants more than to feed (arguably).

Alter Appearance

Vampires have the ability to direct the blood they consume to operate various parts of their bodies, including to a partial regenerative effect. Therefore, while within the first several weeks a Vampire Spawn looks a little decayed, in short order this regenerative quality, and as she learns to use this ability, can be directed to restore this appearance. Further, any visual aspect of her form can be enhanced. Perhaps this is what has given Vampires over the ages the reputation of looking beautiful and handsome. Even among circles of Forcang they are always hauntingly attractive, if they choose to be.

However, it is a choice. Doing so means purposely directing the blood they have consumed to altering their form to make that appearance. The natural form of a Vampire Spawn after the first several weeks is that of a corpse after its first day, but in natural appearance. Though, in many cases the regenerative effect may have gone as far as to restore scars or other blemishes he may have had in life (unless he choses to prevent this).

It needs not be said, but the reputation of Vampires as lovers is strange, as the only true passion of a Vampire is for Blood. Just as a Vampire may direct blood to enhance their appearance to make them look hauntingly beautiful, they may use it to cause other parts of their bodies to function in a manner as they choose, sometimes even to an enhanced effect. But Vampires see little need for sex, unless it would further some hobby, or gather some information as a result. Of course this may not be universally true. Just like there may be those who had epic Psyches who at times have the remnants of Potencies bleed through, so too perhaps a Vampire might be able to love? But it is unlikely.

The regenerative effect is slow, happening over the course of several days. Therefore, this is not like Shape Shifting, where wounds can be fixed. Likewise, alter form does not actually permit real Shape Shifting.

However, it does permit some parlor tricks. Vampire Spawn might change their hair color, or even eye color. They might likewise adjust their clothing or nails. In a pinch they might make a it look like there are hands along their back (like they are kissing someone), though on closer inspection they would obviously be spectral in appearance. A Vampire might create a bump in their pocket to suggest a weapon, or other object. Still, a Psyche of any small sort would detect these tricks, so unaccompanied by anything else, these antics are just that.

Daxuk Messenger

You can summon a creature to deliver a message for you, or else send a creature already attached to you. If it is a Creature already attached to you, then it must be one with the special quality, Daxuk Creature [4]. Otherwise, you summon the nearest acceptable Reflection Creature, and temporarily endow it with a sufficient amount of your Potency, permitting it to deliver your message, and return if necessary.

If it is your Creature, then it is no longer called a Creature, and officially receives the title Familiar. With a small exertion of your Bestial Temperance ability, you open a portal into Daxuk big enough to permit your Familiar to enter. Before it goes, you give it a message, written, or verbal, depending on the Familiar, and then send it on its way. In order to allow it to return, it requires a slightly bigger investment of Bestial Temperance, which you commit up front. Eventually, if the mission is successful, the Familiar will return.

While in Daxuk, you have an innate connection, in a vague and distant way, to the emotions of your Familiar. You can sense if something goes wrong. You can also learn

to sense when it arrives at its destination, for surely it reacts, though that might depend on the investment in Intelligence in the Familiar. Likewise, you maintain the connection upon its return. Once the Familiar is back within your sight, and you have seen that it is safe, the connection is lost.

Alternatively, if you do not have a Creature to turn into a Familiar, you can summon any Reflection Creature nearby, and turn it into a Reflection Messenger. This takes a larger investment of Bestial Temperance, and double that if you wish it to return. The stress of such a journey on a regular Reflection Creature is great, and usually upon returning to you with the message, or at the destination you give it, the creature dies instantly, and crumbles into ash. It cannot be used for feeding.

You do maintain some degree of emotional connection to the Reflection Messenger, although it is much more confused, and harder to understand. Sometimes it is even inaccurate, though that is rare. It is even possible for these connections to be detected by others traveling in Daxuk, at least in the case of Reflection Messengers (but generally not Familiars). Then again, given that it can be used on any animal in a pinch, sometimes the risk is worth it. And the whole point of sending something through Daxuk is that it is a vast, empty expanse with no adversaries.

While messages are one item to deliver, items might also be considered. Obviously this is riskier, though perhaps more justified given the investment. The possible uses of this ability are up to the creative Vampire Spawn. The limitations are up to the Gamemaster.

At this time, the Vampire Spawn cannot actually go through the Portal into Daxuk unless that ability is granted through some other Potency, in which case this ability is somewhat redundant, or rather, you may just as easily join your Familiar in Daxuk for the journey.

Minor Necromancy

By holding onto someone for about ten seconds, generally using your Strength attribute, you may temporarily gain the use of several abilities of their Potencies, and deprive them of its use. This relies on you having a superior Psyche. Usually if your Psyche is much better than theirs, the switch is for ten minutes for every four points of Psyche you have, rounded up. If it is closer to even, then add in additional attributes such as Warfare and Endurance. If you come out on top, then add eight minutes for each six points of Psyche you have. If you slay someone while you possess their Potency, you keep their Potency for the rest of the day. You usually don't get to choose which abilities of the Potencies you receive, and it is always the lowest version of their Potencies without any prerequisites.

In the same manner, instead of choosing to take Potencies from the individual you hold onto, you may choose to take six points of Endurance. For purposes of gaining Points of Endurance and new abilities of Potencies, you may use Minor Necromancy for these purposes for at most eight new abilities at a time and fifteen Points of Endurance at a time.

If you already have Necromancy abilities from a different Potency, than the superior ability remains in effect, only with the better aspects of the two mechanics. In other words, generally the Archmage Necromancy ability controls the ability, except for the limits on Psyche, where the values for Vampire Spawn are more generous. Therefore, Archmages who become Vampire Spawn have a small silver lining in this regard.

Lesser Spawn

Vampire Spawn have the option to create Mundane Vampires in the same manner by which they were themselves created. When they slay a Reflection Mortal, they may choose to feed it a reasonable amount of their blood, causing the Reflection Mortal to rise as a Vampire Spawn.

The difference is that generally speaking all of this Vampire's statistics will be in human rank, including Bestial Temperance. Generally

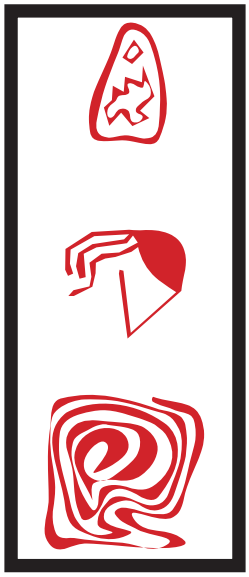
Strength will be -20. Those who already have Psyches higher than Human rank generally cannot be targeted for Vampire Spawn in this manner.

will be increasing their Bestial Temperance, and maybe moving their Psyche up to Chaos Rank.

You will not ever be able to really fully advance them to full Forcang quality Vampire



Because they have Human Rank Attributes, these Mundane Vampires will be hard to control, Bestial, and violent. They will need to feed every day, and although generally they will be able to gain sustenance even from animals, they will make no such distinctions. The only solace is that they see you, their Creator, as an authority figure. But most of their time is spent preparing for their next hunt.



It is possible to commit some of your Advancement Points into your Mundane Vampires. Usually when you gain Advancement Points, you can divert up to about 20%, rounding up, of your Advancement Points into your Mundane Vampires. This can be used to slowly increase their statistics, and make them somewhat more manageable. Most important

Spawn (nor would you want to devote the Points). These are inherently Reflection Mortals, even after the transition. Eventually after too many Points have been added, they tend to go insane, or fall apart. But they can generally be built up over time into a nice Reflection monster to aid you in a variety of purposes, eventually being far less mindless, even somewhat intelligent, and clever.

Mundane Vampires have been created over the eons frequently enough that on some Reflections they form communities of their own, sophisticated, and capable. At a certain point, they are actually able to start earning Advancement Points on their own in limited amounts, and certainly supported by a community of Mundane Vampires, this is easier. Since ancient times in the absence of anything above Vampire Elder's, and with few enough of them, it is not surprising that a less Potent category should have appeared in greater numbers. But it is said their true potential will only be reached if the Crucible returns to Dweehwail.

Mundane Vampires have weaknesses that are more traditionally associated with vampires (but do not exist among Forcang Vampires). Such Vampires can be slain by direct sunlight, a stake through the heart, having their head cut off, or being lit on fire. Those with Psyches at Human Rank tend to sleep in coffins or similar devices, but as their Psyches increase, Mundane Vampires begin seeking comforts more associated with other Reflection Mortals that they terrorize.

Mundane Vampires who have a Psyche of at least -20 can create other Mundane Vampires in a similar manner to Vampire Spawn, although ultimately the new Mundane Vampire sees the Vampire Spawn as its Authority figure, and the Mundane Vampire who created it as its Sire. Whole communities of Mundane Vampires can develop on mortal worlds, and since Spawn might go centuries without visiting these Reflections, they might evolve complicated political and social structures essentially without any comment from their Authority figure.

Dissolution

A Vampire Spawn after several months in her form learns the ability to burst into a cloud of darkness, or some say a cloud of raw emotion. It is not terribly Potent at this point. And it takes an investment of Bestial Temperance and Endurance. But while in this form it is difficult for the Vampire to be targeted by Physical attacks or assaults by Potencies. Generally attacks by Potencies of Forcang significantly more potent than her will still be affective, as are those by more advanced Vampires. While in Dissolution, the Vampire Spawn is not able to use any of her Potencies either, so the effect is purely defensive at this point.

It can be difficult for others to see the Vampire once he enters Dissolution, some reporting seeing shadows spread throughout a narrow area, or others a feeling of despair. Others report both. Both may be elements of the Vampire Spawn. Generally, it requires a strong Psyche to detect Vampires in Dissolution, which likewise may be blocked by Vampire Spawn with high Psyches themselves. Dissolution is a strong defensive ability, which is why it takes an investment of Bestial Temperance.

Lesser Lore

It seems that the process of being transformed into a Vampire Spawn against your will has its pound of flesh. You retain a certain amount of the ancestral lore of your Sire. The first and most common effect of this is your knowledge of Vampiric. Generally after a couple months, you innately begin to fully understand, including being able to read, write, and speak in this ancient language. This does not include High Vampiric, a different language (with rare exceptions, as indicated by your Storyteller).

You may also gain some skills, often those related to the history of the Sire, and the Sire's Sire. In a way, this creates a certain sense of your lineage. Generally your knowledge of this lore is foggy, and vague, and it takes ten or twenty seconds to remember basic facts, and minutes for moderately difficult pieces of information.

Challenging facts are generally beyond your skill with the Lesser Lore ability, at least as regards your lineage.

You may also gain some other skills from your Sire, including more mundane skills such as rock climbing or the ability to play an instrument. These latter ones may come on spontaneously, interests that you did not have previously, but that you now find that you can just pick up and do well and proficiently.

You can also pick up skills faster. Generally it takes 25% less time to learn a new skill. Since actual passage of time is one of the least relevant factors in the game, this doesn't matter that much, but aging three years instead of four years to become an advanced novice at a skill may prove useful over time.

VAMPIRE

Hellish Aging

Over many years, there is no particular number, but they are numerous, a Vampire Spawn gains Potency, and increases her Bestial Temperance, and will eventually Transcend into a higher form of Vampire, gaining the Potencies of the Vampire Proper (or simply "Vampire"). In the short end this might take five hundred years, while on the long end this might take three thousand years or longer. There is no guarantee that any shorter or longer length of time will work for any particular Vampire Spawn, though some say particular lineages have similar lengths of time until they become a Vampire.

The alternative way for a Vampire Spawn to Transcend is to be Chosen by a Vampire Elder. In a similar fashion to being selected in the first place, a Vampire Elder may choose to feed a Vampire Spawn with a reasonable amount of his blood. This will cause a Vampire Spawn to both Transcend, and will also add the lineage of the Vampire Elder to the various Lore abilities of the Vampire.

It is said that a Vampire Spawn who feeds on the Blood of a Vampire Elder may also be able to Transcend, although this is a less certain method for multiple reasons. First of all, even if it is successful in actually feeding on the Blood of an Elder, it does not always result in Transcendence. Some say that the closer the Vampire Spawn is in Potencies and attributes to being like a Vampire, the more likely she is to be successful. Second, of course, it is no small feat to feed on a Vampire Elder. Third, there are not very many Vampire Elders; usually the ball is in their court if they want to choose a Vampire Spawn to Transcend, and join their lineage. Still, on rare occasions, there have been stories of Vampires and Vampire Spawn getting together to take down a particularly unpopular Vampire Elder, and usually the Vampire Spawn are given as their reward the opportunity to feed on the Elder. Some of the them usually Transcend.

It is important to note that at this point, a Vampire, sometimes referred to as a Vampire Proper, can only feed on Forcang, generally Lesser Forcang. This creates a whole new angle on Vampires in their relationship to the Princes and Politicians of Dweehwail.

Daxuk Foreigner

Vampires see Daxuk as a secondary theater in their activities. They may have originally migrated to Dweehwail Proper, but they regularly travel into Daxuk, in a far more real way than even Mages. It is said that even to this day Vampires have some colonies in Deep Daxuk. However this is nowhere near the might they once had in the days of The Crucible, when apparently their civilization holdings in Daxuk extended their reach 50% further.

Within several months of Transcending into the Potencies of a Vampire, she can Transition into Daxuk, in a similar manner to Ghosts. This takes about ten seconds, and requires some investment of Bestial Temperance. Generally when both Bestial Temperance and her Endurance are at their maximum, the investment is at its least. The same degree of investment is required to Transition back into The Multiverse Proper. Unlike Mage abilities, there is no Vortex

that causes other Forcang or Reflection Creatures to be pulled into Daxuk. Rather, this permits easy entrance for her alone.

Once in Daxuk, the Vampire is able to survive the emotional effects of Deep Daxuk. She is considered a Daxuk Creature for purposes of effects that benefit Daxuk Creatures. She already is Undead, so the vast grey realms without food and water will not pose a threat.

Generally the Transition or the Immanent Transition of a Vampire into The Multiverse Proper can be detected by a Forcang with high enough Psyche. Therefore, while this ability certainly has throughout time permitted Vampires easy escapes and entrances into many clandestine locations throughout Dweehwail, there is no guarantee that a well-guarded location will not be prepared for this threat. Wise Security Ministers train their staff for the possibility for of Vampire incursions.

Power Rejuvenation

Generally within a few months of gaining the Potencies of a Vampire, the Potencies of Advanced Forcang that the Vampire lost under Power Dampening are regained. This is with the exception of Journey and Maelstrom Potencies as mentioned. This does not necessarily happen all at once for each Potency or every Advanced Forcang character class. One Potency may be regained one day, while another may be regained several weeks later.

It is possible to invest Advancement Points prior to gaining this ability to gain the Potencies of an Advanced Forcang once again, therefore seemingly making this redundant. If this occurs, there are a number of options. First of all, during the time as a Vampire Spawn, the Vampire has access to that Potency.

One option is that upon gaining access to this ability, the Vampire may immediately gain a credit equal to half of the Advancement Points required to gain that Potency, rounding up to the nearest Potency Point, that may be applied immediately as though she were gaining new Advancement Points. This allows for regaining at least some of the points invested to have access to this Potency during the Foreigner's years as a Vampire Spawn. In addition to gaining the fifty percent as Advancement Points, she gains an extra ten percent as bonus Advancement Points to Bestial Temperance, rounding up to the nearest Potency Point.

Another option is to take them all as Rejuvenation Points. Rejuvenation Points are a surge of energy that can be used once to grant a temporary boost, generally to attributes, of about 3 Points. Sometimes if you devote 2 Rejuvenation Points to a single Attribute, each boosts it by 4 Points, and if 3 Rejuvenation Points, it boosts it by 15 Points. An investment of 5 Rejuvenation Points is enough to provide a temporary boost of forty points. That however is the cap for Rejuvenation Points being stacked in this manner. Something important to note is that once Rejuvenation Points are used, they are gone for good. Nothing can replenish Rejuvenation Points, and in a sense, once all of them are gone, this part of the ability is obsolete. A dedicated use of 5 Rejuvenation Points to boost Bestial Temperance by 40 Points has the additional effect of temporarily making the character feel as though she were on her first day in relation to her Bestial Urge. This effect lasts for one Absolute Day.

Vampires are also historically good at building Ḥowthçtz. If the Vampire chooses to use the Advancement Points toward a Thçtz, then he gains an additional 15%, rounded up to the nearest Potency Point, from the total value of Potency Points of the Potency he already has. These points include those used for creating the Artifact or Creature to be dedicated as the Manifestation for the Thçtz.

It is said that in the days of the Crucible, there were ways that Vampires could restore Rejuvenation Points, which is part of why it was taken away from them. Even those who were not replacing Potencies would gain the Rejuvenation Point option and burn enormous numbers of Points before encounters, only to replenish them. If the Crucible were ever to return, or if another method for restoring Rejuvenation Points were

found, Vampires would become even more mighty.

Bestial Shift

To Vampires the art of Shape Shifting is something other Shape Shifters can only dream of achieving. The trade-off is that the highest forms can be harder to use with this ability, and can cause all but the most potent of Vampires to fall apart. But this ability which begins with the Vampire, and continues with further Potencies, allows the Beast or the Vampire to change into the form it needs to accomplish its ends efficiently.

Generally, any shape shift that can be achieved under the Shape Shifting Potency can be accomplished with a 90% reduction in time. Advanced Shape Shifting can be accomplished with a 50% reduction in time. Primal Shape Shifting may be done with a 25% reduction in time. And Advanced Primal Shape Shifting may be done with a 10% reduction in time. With an investment of Bestial Temperance, the Vampire can generally increase this rate somewhat further, particularly regarding the Shape Shift Potency, permitting almost instantaneous changes.

Of course this requires that the Vampire have Shape Shifting and further more Powerful Potencies in the discipline. Then again, perhaps this is something a wise Vampire might have been focusing on over the last 2,000 years. Obviously a new Vampire Spawn cannot be expected to know about this advantage. Most Shape Shifters do, or at least the Primal Shape Shifter. However few would ever consider the price worth it to become a Vampire to gain Bestial Shift.

There is a stress on Bestial Temperance whenever using this ability, even when not investing additional value to use it faster. In a sense it is like a lesser sort of Primal Form. Frequently, a Vampire who loses control and goes into a Bestial Fervor will use this ability uncontrollably and take whatever form is necessary to feed.

Warfare and Strength are still generally faster than the Shape Shifting time, unless there is a great advantage to the Vampire. Therefore, it is not enough to simply gain this ability. The Vampire must also continue investing in Attributes to be able to use it. Though it certainly provides an advantage in combat.

Vampire Spawn

As has already been explained, a Vampire may target a Forcang, generally only a Lesser Forcang, and upon bringing him to the edge of death, feed him a stream of her own blood to change him into a Vampire Spawn. Thus, he becomes a new Vampire, with the Vampire Spawn Potency. This ability allows a Vampire to do this. But there is more to it, from the Vampire's perspective.

A Vampire Proper must feed on Forcang, but it is a far more unusual choice to turn one into a Vampire Spawn. In part this is because in doing so, you grant it under the Lesser Lore ability some of your abilities. It will have a sense of skills related to the history of your lineage, and the lineage of your Sire. Your Vampire Spawn will even gain some of your mundane skills, perhaps the ability to play your favorite instrument, or to sing tenor just like you. For all of these reasons, there should be a thought process to creating a new Vampire Spawn. In a way, it is a form of Reproduction, creating someone who is related to you.

And in fact, in Vampire politics, that is what the situation generally is. It is certainly the case that sometimes a Vampire creates a Vampire Spawn, and then it is driven away, or killed. But more often, the Vampire Spawn is created to serve the Vampire, or even a community of Vampires. Possibly it is even a small city or cult with a Vampire Elder at its head. Therefore, this Vampire Spawn might really be staying part of your family for a considerable amount of time.

That means you will be answerable both to its training and actions. That might depend of course on the structure of your Vampire society. Perhaps you have people who take care of new Vampire Spawn, in the way Reflection Mortals have people who rear their young. Then again, it is certainly normal for those who have new

children to be responsible for them.

Regarding your Vampire Spawn's connection to you—there is in fact some innate connection. This is not something that can be detected. Rather, you can, in the presence of a Vampire that you created, usually have an edge in most contests, in any form of combat, and in a special Bestial Temperance conflict option.

You have the option, with a Vampire Spawn you created, to invest some of your own Bestial Temperance in order to temporarily subdue or defeat the onslaught of her Bestial Urge. This can be dramatic, causing even Bestial Fervor to stop. This is not always guaranteed. Generally the investment of attribute power will work before a full Bestial Fervor has begun. Often once it has begun, you may have to combine it with indulging your Spawn with a small taste of your own Blood. This will actually subdue it even longer. However, rather than acting as feeding the Vampire Spawn, this incapacitates it. It enters a deep slumber, and will eventually awake, still in Bestial Fervor. Still, hopefully if you were devoted enough to take such an action, your community of Vampires can provide a suitable victim for your Vampire Spawn to feed on by then.

Generally, only the Sire of the Vampire Spawn has this ability. It is said that Grand Sires, the one who created the Vampire who created the Vampire Spawn, may also have the same ability. It takes particularly large and sophisticated communities for such organization to exist, particularly in this age. But it has been proven to be effective.

Undershadow Window

This is generally the essential second ability with Daxuk Foreigner. There is no sense entering an area in The Multiverse Proper teaming with enemies. This ability offers some protection from that possibility.

By investing Bestial Temperance, a hole can be created between The Multiverse Proper, and Daxuk. It really does only serve as a Window, and does not permit actual passage between the two. There is an exception when it comes to making mind-to-mind connections, particularly for those with strong Psyches, though there is the possibility if the Window closes of losing the Psyche. Others can notice and see through the Window.

This is why the Vampire, seemingly having refined some of the stage tricks from her Alter Appearances ability, can make the window appear in many different forms, and use illusion to disguise it in many different ways. Ideally, it blends in with all of the other windows on the block as far as those nearby are concerned. These additional parlor tricks take Psyche and Endurance to hold, so this is really an all-around Attribute ability.

Generally the Window can be as big as a movie theater screen, or as small as a hotel room peep-hole. They can look natural, or have a fake image of whatever the Vampire wants. The Psyche of the opponent can dispel this illusion. Obviously to a certain extent the Vampire is operating blind, so this takes some practice and artistic talent, which not every Vampire has. But with a little trial and error, they get better.

Now if they do get caught, and there a window pops up, a Forcang could see the Vampire standing in Daxuk, and attempt to do something about it. Not every Forcang, and certainly few Daxuk Creatures will know what it is. But those who do will find it very hard to do anything about it, except for those who are capable of making mind-to-mind connection via eye contact. This is enough to do that, and those with good Psyches may attempt to do so. But they must be fast. Trained security is often ready for Vampires trying to pull this sort of trick, and they will pounce as soon as they see a window.

A Psychic Battle with a strong opponent is usually enough to make the illusions disappear, which blows the Window's cover. After that it is a sprint to see if the Vampire can get the Window closed before the security agent can do lasting damage. It takes additional investment of Bestial Temperance, double if under duress like this, and a number of seconds plus the size of the window.

If the window closes while the security

agent is still in the mind of the Vampire, then the Psyche of the agent is lost on the other side of the window. Essentially he becomes a detached Psyche, floating in either Daxuk or The Multiverse Proper. Generally this immediately ends the Psychic Battle, as the mind has little practice fighting without connection to the body. Likewise, the body immediately dies without the mind.

There are stories of allies who have hunted successfully in Daxuk for lost Psyches. Or else, some powerful Vampires have gathered these Psyches and exchanged them for favors. In any case, the risk is there for both the Vampire and the security agent. If the Vampire loses, it is the normal consequence for losing a Psychic Battle.

Advanced Sorcery

The energies inherent in the foreigner race has begun to emerge, and this allows for easier use of magic. Vampires gain Sorcery [15] as a bonus Potency, and prepare spells with a 60% reduction in time, and can memorize four spells simultaneously. This ability does not stack with the reduction in time granted by the Mage class. A Vampire with Potencies in the Mage class choose a reduction in casting time from either the Mage class or from this ability, but not both. She chooses this each time she has access to a new Potency, and once chosen, it cannot be changed until Advancement Points or Vampire Advancement permit access to a new Potency.

Using Advanced Sorcery, a Vampire may add an additional five minute Lynchpin to the Reflection Opening Micro-Spell to instead open a gate into Daxuk. This is a magic spell, enhanced by Vampire Potencies, not a further Daxuk ability. Therefore it is not quite as powerful. But it has versatility, in that it may permit allies of the Vampire, including living Forcang to enter Daxuk. It takes ten minutes to use the Lynchpin when preparing the spell in Daxuk.

If a Vampire already had the Sorcery Potency upon transcending to the form of a Vampire, than he may follow the procedures and options as indicated under the Power Rejuvenation ability, including gaining Rejuvenation Points.

Improved Dissolution

Like the Vampire Spawn Potency, Improved Dissolution turns the Vampire into a form of pure emotion or darkness spread over a wide area, making it very difficult for it to be targeted by Physical attacks and Potencies, or to use those of its own. The feeling of despair and dread is now greatly increased, and the whole area affected by the Dissolution sees its light level significantly reduced. This effect is heavy on everyone without strongest Psyches. The temperature is cold, and before long, those who stay here, and it is hard to be motivated to leave, may begin cowering on the ground. Usually those with Psyches of 25 or more are able to move out of an area under Improved Dissolution without trouble. In short order, those with less than Goamdwee Rank Psyche are unconscious and incapacitated. The investment of Bestial Temperance to use this ability is significant.

A Vampire may also use a different form of Dissolution, which causes her to dissipate into a mist form, while filling an area with a dreamlike quality. The dream can be according to the desire of the Vampire, but generally it is one of intrigue, of excitement, of romance (and scholars say this side of the ability is what has created the stereotype of vampires over the eons). The area of this effect is much more limited, and it usually is used to target only a few individual Forcang, or even one or two, for a more powerful illusionary effect. Often the Vampire in this instance instead of aiming for an effect of despair wishes to charm his prey. He might slip through her window in the form of cloud and appear by her bedside as a beautiful Count, ready for a night of passionate romance, which of course can only end one way. Clearly this ability permits the Dreamlike quality to persist while the Vampire rematerializes from the mist form, in a sense, maintaining the emotional effect in that limited area. A high Psyche can counter the illusion and even force the Vampire to dissipate and return

into Mist form. While the Vampire is in physical form, he may be harmed as usual.

Improved Lore

This permits greater access to the mundane skills of the Vampire's Sire's, Grand Sire's, and onward back through her lineage. Generally the greater the Bestial Temperance, the more skills will be gained. If the transcendence into the form of a Vampire was gained through the blood of a Vampire Elder, than the range of skills available is even greater.

In fact, at times, often upon gaining advancement points that improve Bestial Temperance by five or more, the Vampire will within a few months have sudden visions in which he will see a web of skills associated with his family tree of Sires, and be able to select in almost an artificial manner those he wishes to gain. Though it often takes a significant rise in that attribute to bring about such visions. Of course skills will continue to randomly grow like normal

Instead of learning skills 25% faster, a Vampire tends to pick things up 30% faster. Use a calculator if necessary to determine a reduction in months.

Unnatural Brawn

Vampires are unnaturally strong and they are brutal warriors. You gain a permanent +10 bonus to your Strength Attribute, and a permanent +5 to your Warfare Attribute.



VAMPIRIC ELDER

Hellish Aging: Stage Two

Over many, many, many years, in the order of eons, many eons, a Vampire will slowly earn transcendence into the form of a Vampire Elder. Given that Vampires are inherently feeding on Forcang during that whole time, and living in communities doing the same, the odds of existing for so long are small. Those that do exist for all of those years become mighty indeed. And the ones who do gain the Potency of the Vampire Elder have always earned it, even if it is only through years of patience.

It is said that in ancient times that an alternative way for a Vampire to Transcend was to be Chosen by a Vampire Ancient. A Vampire Ancient could choose to feed a Vampire with a reasonable amount of his blood. This would cause a Vampire to both Transcend, and would also add the lineage of the Vampire Ancient to the various Lore abilities of the Vampire. But there have not been any Vampire Ancients since the wars that ended the power of the Crucible. It is possible that a few of the existing Vampire Elders carry in them lineages of Vampire Ancients, but that alone would be the memory of such things in Dweehwail Proper.

It is said that if a Vampire were to shy away from the easy life, namely eating Lesser Forcang, and go for tastier morsels, say, Advanced Forcang, or Elder Forcang, that it might be possible to gain transcendence. But it is not a matter of just doing this once or twice. This must be done again and again, for years. So by the time the Vampire has lost count of the number of higher Forcang she has consumed, suddenly she transcends, and well-earned at that, for she is a champion among Vampires. Of course, it would have to be quite a Vampire to be feeding on such Forcang.

There is another legend of the Vampire Cannibal. It is known that Vampire Elders and certainly in myth, Vampire Ancients, would feed

on Vampires and Vampire Spawn. Well, so it follows, that if a Vampire were to do the same, consuming Vampires for long enough, that it might evoke the energies of and Elder, and the proper Potency. Generally it is believed that this is less effective than consuming higher orders of Forcang and certainly is bound to make the Vampire very unpopular among the community of Foreigners. Expect to spend many thousands if not tens of thousands of years consuming nothing but Vampires (probably not Vampire Spawn), and then maybe, just maybe, it would warrant becoming a Vampire Elder.

It is also said, that if a Vampire were to defeat in combat, and consume the death blood of enough actual Vampire Elders, that this would permit automatic Potencies of a Vampire Elder. There is even a legend that it might permit transcendence into a Vampire Ancient if enough Vampire Elders were defeated. But this once again is no small task. Expect to spend centuries planning each successful feeding, with the likelihood that one of them will destroy you.

And it should become increasingly clear that it is no small feat to become a Vampire Elder in this Age. There is no accurate count about how many Vampire Elders are left in Dweehwail and Daxuk combined. Some say half a dozen. Some say fifty. No one says more than one hundred and thirty. But they are incredibly potent. And every Vampire wants to become one. So every Vampire regardless of how unlikely the odds, has a scheme at making it big.

It is important to note that at this point, as a Vampire Elder, she can only feed on Advanced Forcang and higher or on Vampires (not Vampires Spawn). Because of this requirement, to feed on potent Forcang, usually Vampire Elders are not tolerated when they are found. At the same time, it takes a heavy investment to destroy them, so often it is not worth it to beat them, and a stalemate exists between the local Forcang authorities and the Vampire Elder controlling a Vampire Colony.

Undershadow Noble

Vampires Elders can open enormous portals to Daxuk. These are large enough to move battalions of Vampires or other Sentients into and out of Daxuk, along with Artifacts and Creatures. These portals can be left open essentially indefinitely.

However, over the course of days, large open portals between Daxuk and The Multiverse Proper tend to permit a certain Energy Transference. This leads to qualities of The Multiverse Proper entering Daxuk, and qualities of Daxuk entering the Multiverse Proper. This is damaging to both locales. The effects can expand overtime, causing ever increasing damage. An open portal can also permit free transport of Sentients and Creatures, including dangerous Daxuk Undead, such as Ghosts.

A Vampire Elder can also close virtually any portal, vortex, or rift to Daxuk. If it is her own, this is automatic, and nearly instantaneous. If it is an ability of another Forcang, then the Vampire Elder uses her Psyche and Endurance.

A Vampire Elder is capable of travelling at high speeds in Daxuk. This is equivalent to the Engine Speed Quality. However, for purposes of this effect, she can travel as fast as a vessel with propulsion. She can also vary her speed, and maneuverability.

A Vampire Elder has an automatic affinity for most Daxuk Creatures and Sentients. She does not automatically speak every language. However, Creatures and Sentients native to Daxuk tend to treat her as an ally. They will fight in her defense. This affinity is even stronger for a Vampire Elder who takes the time to learn the language of a specific Creature Type or Sentient Race. Usually Vampire Elders who have business in a particular part of Deep Daxuk learn all of the languages of local Daxuk Creatures and Sentients.

A Vampire Elder can attempt to charm a familiar belonging to a Mage or another Vampire. This relies on Psyche and Bestial Temperance. If the Vampire Elder has higher attributes, she can redirect the familiars, even convince them to lie. This generally does not work on creatures who do not have the Daxuk Creature Quality. Creatures of Blood are resistant to this effect.

A Vampire Elder is familiar with many destinations and locales in Daxuk. She is automatically considered to have Modate Mastery in Knowledge, Daxuk. If the Vampire Elder already had this skill, then the Vampire Elder gains a Savant Specialization Skill for that skill, and begins at the Forcang Tier. The Vampire Elder may continue to gain Specialization Tiers in this specific skill, following the standard Savant rules.

Advanced Rejuvenation

A Vampire Elder gains a number of Rejuvenation Points whenever he would gain Advancement Points equal to the number of Advancement Points. In addition, he automatically gains 2 Rejuvenation Points every 3 Absolute Months. These follow the same rules as Rejuvenation Points for the Vampire Proper.

He may also use Rejuvenation Points gained in any fashion to help build ḥowthçtz. This is essentially a direct conversion to Advancement Points for purposes of determining how many points are available for creating or advancing a thçtz.

There is essentially no limit to the number of Rejuvenation Points that can be gained and collected by a Vampire Elder. The limit of increase to any one attribute is 80 points.

Advanced Bestial Shift

Vampire Elders can use the Shape Shift Potency almost instantaneously. They may also use Advanced Shape Shifting with a 90% reduction in time, Primal Shape Shifting with a 50% reduction in time, and Advanced Primal Shape Shifting with a 25% reduction in time. She is able to withstand the forces required for these rapid shifts better. However, to properly use this ability, she still requires a high Bestial Temperance, Psyche, and Endurance. An investment of Bestial Temperance allows these shifts to occur somewhat faster.

Advanced Vampire Spawn

A Vampire Elder who feeds a Forcang his blood causes the Forcang to become a Vampire Proper. This allows the Forcang to gain both the Potencies of the Vampire Spawn and Vampire simultaneously. However, this is very unusual, as Vampire Elders rarely sire Vampires.

Vampire Elders may also feed Vampire Spawn their blood, causing them to become a Vampire Proper. However, a Vampire Proper who is fed by the Vampire Elder becomes a Vampire Elder. This is even more unusual, as Vampire Elders rarely wish to promote a Vampire to become a Vampire Elder. A Vampire should expect to have spent eons in the good graces of the Vampire Elder, serving as her most trusted lieutenant.

Daxuk Sight

A Vampire Elder is able to see into Daxuk from the locale in proximity to it in The Multiverse Proper. Likewise, she can see into The Multiverse Proper from the locale in proximity to it in Daxuk. She may activate this ability at will, and thus, may choose not to use it.

A Vampire Elder Within 23 Manifestations, or equivalent, of a locale in Daxuk, while in The Multiverse Proper, may cast her vision afar to see that locale. Likewise, while in Daxuk, even Deep Daxuk, she may cast her vision afar, into The Multiverse Proper. This ability uses Psyche.

It is very difficult to detect the Psyche of a Vampire Elder using this ability, but Forcang at the peak of their Potencies, and with a high Psyche, would likely be able to detect, and possibly even engage in a Psychic battle, with the Vampire Elder. However, this is uncommon. There also is no guarantee that the Forcang would have the higher Psyche.

Greater Dissolution

A Vampire Elder is able to shift quickly into and out of Dissolution. This allows him a further advantage in combat by instantly changing into Dissolution, moving to a different location, and then rematerializing. While doing this, it is very difficult to see the Vampire Elder. The Dissolution form blends into any shadows



or darkness in the room. A Vampire Elder with particularly high Bestial Temperance is said to be able to vanish almost completely. Therefore, even in areas of bright light, there is no guarantee of being able to spot the Vampire Elder.

A Vampire Elder is able to select a Forcang with significantly lower attributes, and cause them to in affect use the Dissolution ability of Vampire Spawn. However, the Forcang has no choice. They undergo Dissolution, and are subject to the effects of the ability. A Vampire Elder may keep a Forcang in Dissolution for a length of time based on his Bestial Temperance. A Vampire Elder may use this effect multiple times simultaneously, however, each additional use involves Endurance, as well as additional Bestial Temperance.

Elder Lore

A Vampire Elder may choose to impart on another Vampire the memory of her Vampire lineage. This effect activates the Vampire's Improved Lore or Lesser Lore ability. It is not necessary to feed the Vampire blood to use this ability. Even though a Vampire Elder may add Vampires to her lineage without creating spawn, it is still rare for a Vampire Elder to use this ability. It is generally reserved for her most trusted advisors.

A Vampire Elder is innately able to speak High Vampiric. This is a mostly dead language that was once spoken by the ancestors of Vampires in The Indeterminate. However, due to the closer connection of Vampire Elders to both The Indeterminate and Vampire Ancients, they are fluent in this strange language. Vampire Elders can speak, write, and understand the language. It is possible for a Vampire Elder to teach the language, but it is very difficult, and requires many centuries of devotion to master. Therefore, there must be some important reason for a Vampire Elder to teach High Vampiric.

Advanced Brawn

Vampire Elders are even stronger and more capable then Vampire Propers. You gain an additional permanent +25 bonus to your Strength attribute, and a permanent +20 to your Warfare attribute. These bonuses stack with the bonuses from Unnatural Brawn.

Lineage of The Indeterminate

While most Vampires no longer have a strong connection to The Indeterminate, Vampire Elders still maintain some innate connection. This is reminder of the days of when Vampires were Foreigners of the Alien subtype, instead of the Undead subtype.

Vampire Elders are able to survive in The Indeterminate. This does not mean that there are not particular hazardous environments, but under many circumstances, she will find The Indeterminate hospitable to her. She may also find sustenance in The Indeterminate. This generally involves consuming certain types of unpalatable substances. These substances in The Indeterminate replace the need to consume blood. However, the Vampire Elder still by far prefers blood.

Vampire Elders are capable of opening portals that connect The Indeterminate to The Multiverse Proper. However, these are short lived portals, and usually only permit passage for her and a few others. These portals may also be created in Daxuk that is nearby The Indeterminate. She may also create a portal in The Indeterminate to return to The Multiverse Proper, or Daxuk. However, these portals are imprecise, and may deposit a Vampire Elder just about anywhere, in either direction. Therefore in the current eon, Vampire Elders do not spend very much time using this effect. However, it is not unheard of. It is even said the most bold and clever of Vampire Elders currently have active connections to ancient Vampire communities in The Indeterminate that are still Foreigner Aliens.

A Vampire Elder is familiar with many destinations and locales in The Indeterminate. She is automatically considered to have Moderate Mastery in Knowledge, Indeterminate. However, the Vampire Elder does not gain Savant Specialization Tiers in Knowledge Indeterminate.

Alien Race

Vampire Elders are capable of using the Shape Shift Race ability of Primal Shape Shifting to change to a Foreigner of the Alien subtype. However, they are able to do this much more convincingly then other shapeshifters, and they can do this almost instantaneously. A Vampire Elder with high Bestial Temperance can change to Alien Race at Warfare Combat speed. Most other Forcang are unable to detect the difference between a Foreigner of the Alien subtype and a Vampire Elder using this ability. Only Forcang with the absolute highest Psyche and Endurance can detect this deception. Vampire Elders who use Vampire abilities while using the Alien Race ability diminish the effect somewhat, and it takes a lower Psyche and Endurance for a Forcang to detect the deception.

Dark Conversion

Vampire Elders may lay on hands to gain sustenance, in addition to using his bight. He is capable of receiving blood rapidly through his hands. There is no visible evidence of pores or openings in the hands to allow this. Using this method is unusually rapid, and a Vampire Elder can choose to drain Sentients or Creatures of blood rapidly, slaying it.

This is also an alternate way of creating Vampire Proper. The Vampire Elder can reverse the effect, and can direct some of his blood to flow from his hands into the body of the Sentient. This allows the conversion to a Vampire to occur completely without the need to bight. This surprise ability can catch Forcang off guard, as they do not generally expect Vampires to be able to do this.

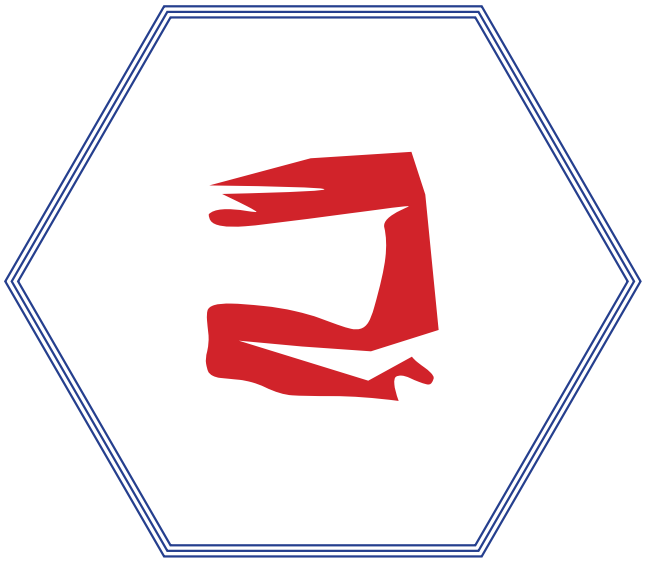
Vampire Elders must choose to use this ability with their hands, both for feeding, and

converting Forcang to Vampires. Many prefer to still bight to feed, owing to eons of having used that method previously. Generally, given the powerful Potencies of a Vampire Elder, the choice is up to him.

VAMPIRE ANCIENT

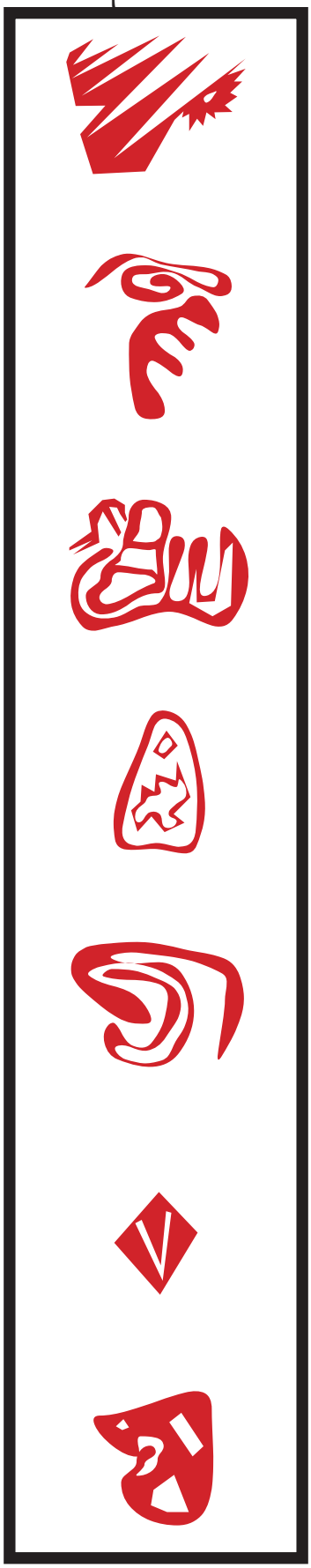
VAMPIRE TRANSCENDENT

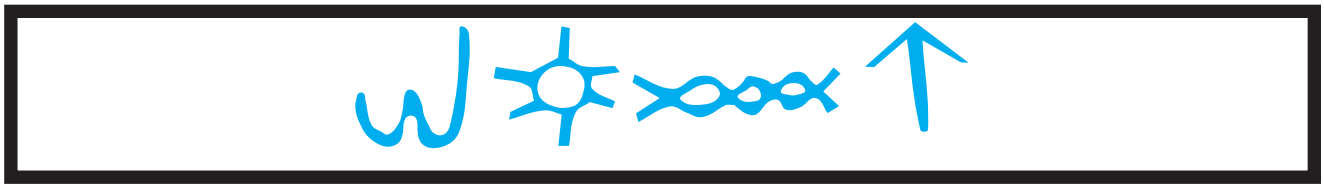
ZOMBIES



Zombies are Avatars of an Elder Lord of Order with a minimal number of attributes and abilities invested in each. When such a Lord of Order creates Avatars, by creating this small investment, as opposed to a larger one, she may create a large number of Zombies instead, which are Undead Foreigners of the Zombie subtype.

Zombies looks like the Lord of Order who creates them, except they tend to have a decaying vibe. Zombies do not need to eat, drink, or sleep, and can survive extremes of temperature and Energy and many other harsh environemnts. They also still have the skills and other "Free Stuff" like more typical Avatars. The Lord of Order can see through their eyes and use their other senses. If the Zombie is generated by a Grand Elder Lord of Order, he may innately enter and survive in Daxuk. Also, if she eats the brains of another Sentient, that Sentient becomes a mindless "Mundane Zombie", that is a Reflection Creature, more typical of undead and zombies and the legends that surround them (Mundane Zombies are not Foreigners of the Zombie subtype).





Sample Advanced Sentients



Veshaim, Statesman of Goamdwee

Character Name Veshaim —**Character Type** Lord of Order [1,071]

Attributes
PSYCHE-[130]
STRENGTH-[90]
ENDURANCE-[160]
WARFARE-[120]

Forcang Potencies
Advanced Great River Imprint [350]
Advanced Ḥowsh Networking [120]
Wizard [65]

Items
Weapon Name yåJ —**Weapon Type** Lucerne Hammer
- Combat Mastery [4]
- Deadly Damage [4]
- Able to Speak in Tongues and Voices [4]
- Extraordinary Psychic Sense [4]
- Psychic Neutral [2]

Armor Name xçf —**Armor Type** Emerald Dress
- Combat Mastery [4]
- Invulnerable to all Conventional Weapons [4]
- Able to Speak in Tongues and Voices [4]
- Extraordinary Psychic Sense [4]
- Psychic Neutral [2]

General Items [25]
Other Item Type Jeweled Ring with Amethysts (Flame Wand)
- Advanced Weapons and Armor [4]
- Capable of Racking a Spell [1]
  - Basic Spell: Self-Teleport
- Powered by Ḥowsh [4]
  - Ḥowsh Image for Bloodline Capitol

Other Item Type Jeweled Earrings with Diamonds and Symbol
- Double Speed [2]
  - Confer Quality on Wearer/Owner/User [5]
- Invulnerable to all Conventional Weapons [4]
  - Confer Quality on Wearer/Owner/User [5]

Money [55]

Artifacts: 25 Potency Points of General Items + an additional 30 Potency Points

Minor Information: Veshaim has an endless number of minor pieces of of information to exchange.
Moderate Information: There are anywhere from 30 to 50 juicy tidbits waiting to be shared, for the right price
Major Information: These 10 to 20 big ones are Multiverse shattering clues that are only available to this Forcang's closest confidants—for an even exchange

Minor Favors: Veshaim is prepared to use her resources to ensure nearly any minor favor is accomplished quickly and efficiently. She owes about one third as many minor favors, and she pays her debts, eventually.
Moderate Favors: This Forcang will provide moderate favors in exchange for an advantaged position in the offer, with the exception of close friends. On such occassions, she might be able to provide up to 7 moderate favors, although those must be repaid quickly to avoid her wrath. Veshaim owes such favors to a fair number of Forcang, yet she has often succeeded in extracting useful rare Artifacts, information, or even major favors in exchange. It may be assumed she has a debt of between two hundred and two hundred and fifty moderate favors.
Major Favors: These favors are rarely offered, and something truly unique and exceptional must be on display, unavailable anywhere else. Veshaim might provide any one Forcang up to 3 active Major Favors. Any member of the Cecil line may generally have as many as 5. All are expected to repay their debts. Veshaim has open about 12 active Major Favors. There is one in particular that she has been dragging her feet about, and the debt holder is getting impatient.

Other: For the sake of her son-in-law's wife, Droos, Veshaim is collecting Wave Relics, particularly those with resources to combat the Threat to The Multiverse. Her expectation is that by the time she actually has a sufficient number, Droos will no longer be an issue. If somehow Droos proves more risilient, she would be more than willing to see that obstacle removed and will offer significant rewards for doing so.

Power Words/Spells/Creature of Power Forms/Etcetera
Select 15 Power Words and 80 Sorceries. Veshaim is a 30th Stage Arcane Spellcaster in ten Reflections on which she has dominance using Local Magic.

Reflections, Ḥowthçtz, Implants, Etcetera
Veshaim has the entirety of the Cecil Bloodline Manifestations to concern her, and few are as expert at the subject of Reflections and their maintenance, creation, and rule. Yet, her Line is not one of the largest, but one of modest proportions. She has made it stand out. Truly, the Cecil Line Manifestations, particularly those created by Veshaim, are impressive. The Cecil Line has a number of Ḥowthçtz used for creating weapons and resources for warfare, and aesthetic items to augment their artwork.

Stuff
Bad Stuff [0]
Good Stuff [0]
Net: 0 **Stuff** [0]

Race
Circle One: **Axiomatic** **Anarchic** **Foreigner**

Subtype: None

History
(Period 1 in Years): Experiences and activities in Period 1 with Relevant Skills Highlighted
(Period 2 in Years): Experiences and activities in Period 2 with Relevant Skills Highlighted
(Period 3 in Years): Experiences and activities in Period 3 with Relevant Skills Highlighted
(Period 4 in Years): Experiences and activities in Period 4 with Relevant Skills Highlighted
(Period 5 in Years): Experiences and activities in Period 5 with Relevant Skills Highlighted

Age: 562 Trillion Years Old

Family Line: Cecil

Veshaim is one of the most powerful Forcang in the Multiverse, with professional responsibilities that include being the Prince of Arts under the Jooquaip. She is Elriver and Tultzow's mother and Showsh's mother-in-law, among numerous other important Forcang relations. She is the most imporant member of the Cecil Line, and she is in charge of her Bloodline Capitol, even with elder antecedents.

This Lord of Order is very proud, which means she knows that she is right about what should be done. Those who impress her, and agree with her, are likely to earn a friend for eons. On the other hand, those who disappoint her, or counter her proposals, earn her enmity. It is not that she wants to break the system, or the laws. Rather, she works maticulously in the system of The Alliance of the Multiverse to reward allies and punish perceived slights that go back ages.

In her role as Prince of Arts, Veshaim has immense responsibilities, managing the rules for the Birth, Rule, and ultimate Apolalypse of Manifestations. All projects considered art in The Alliance of the Multiverse are her concern, including the Jooquaip's long standing effort to create a Paradise Manifestation capable of accomodating any type of Sentient in peace. That being said, the Prince has numerous activities, and earning her favor may involve helping her with any one of these.

Although she does not admit it, the second wife of Showsh, Droos, is a small slight in the mind of Veshaim. Yet, she is cunning enough not to show her emotions obviously. Rather, she will do the opposite, helping the new family member try to prove herself in her efforts to rid The Multiverse of a great threat. Veshaim assumes that this attempt will fail, and either Droos will be slain outright, or left in shame and disgrace, with her Pantheon and Servants to takeover that project.

Dwitzokez, Prince of Duzog

Character Name Dwitzokez —**Character Type** Lord of Chaos [1,057]

Attributes
PSYCHE-[90]
STRENGTH-[75]
ENDURANCE-[70]
WARFARE-[160]

Forcang Potencies
Advanced Dark River Mastery [Duzog] [300]
Advanced Primal Shape Shifting [140]
Wizard [65]

Items
Weapon Name Detueth —**Weapon Type** Greatsword
Combat Mastery [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Barrier [2]
Regeneration [4]

Weapon Name Noroaxai —**Weapon Type** Lightning Sniper Rifle
Advanced Weapon [4]
Double Speed [2]
Combat Mastery [4]
Deadly Damage [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Barrier [2]
Able to “mold” Shadow Reality [4]
Regeneration [4]
Limited Shape Shift [4]

Armor Name Lågitz —**Armor Type** Leather
Engine Speed [4]
Confer Quality on Owner/Wearer/User [5]
Combat Mastery [4]
Invulnerable to all Conventional Weapons [4]

Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Barrier [2]
Regeneration [4]
Able to "mold" Shadow Reality [4]
Regeneration [4]
Limited Shape Shift [4]

General Items [24]
Other Item Type Jeweled Ring with Rubies (Sonic Wand)
Advanced Weapons and Armor [4]
Capable of Racking a Spell [1]
Basic Spell: Self-Teleport
Other Item Type Ornate Boots with Mithril Designs and Sapphires surrounded by Diamond
Tireless, Supernatural Stamina [4]
Confer Quality on Wearer/Owner/User [5]
Invulnerable to all Conventional Weapons [4]
Confer Quality on Wearer/Owner/User [5]
Capable of Racking a Spell [1]
Basic Spell: Advanced Defensive Shield

Money [55]

Artifacts: 24 Potency Points of General Items + an additional 130 Potency Points

Minor Information: There is no end to the number of minor pieces of information that Dwitzokez is able to exchange..
Moderate Information: There are anywhere from 70 to 130 moderate pieces of information waiting to be shared. Dwitzokez is very careful with State Secrets, and it may be assumed that if any are divulged, it is an intentional or approved leak.
Major Information: These 35 to 50 big secrets are available for even exchange, and on a reasonable time frame. However, this Grand Elder Forcang always collects his debts.

Minor Favors: Dwitzokez is able to offer the resources eithe directly or otherwise for accomplishing nearly any minor favor. He has about half as many minor favors that he owes to others at any given time.
Moderate Favors: This Prince of Duzog is able to offer as many as 11 moderate favors to any one Forcang, for a reasonable exchange. The man has a reputation of paying his debts, even if he might be able to avoid some given his position and titles. This has a way of actually bringing him more resources and money, as opposed to less. He owes probably about 150 to 200 moderate favors in some corner of Dweehwail, and Beyond.
Major Favors: As a member of the current Royal Family of Duzog, Dwitzokez is prepared to offer Major Favors, for a major price. He is unlikely to sell out his Court of Chaos or best friends, but for

the right price, his resources have turned the tides of many interests throughout his long history of influence. Of course, the records of what those parties had to pay afterwards are also legendary. Any one Frocang might garnish up to nine Major Favors—for a truly royal investment. His debt is small in comparison, with about five Major Favors currently owed. The man, as indicated, pays his debs.

Other: Dwitzokez is in search of ancient "Occult" Relics, or namely, what he believes are powerful Artifacts created by the actual historical figures of the Feaist Scriptural Epics. As a secondary search, he also wants to find important Reflections and Manifestations associated with those tales. Some members of his family laugh at this pursuit, yet he has successfully defended Duzog as Prince of Defense against numerous incursions. They have enough faith that if he sees merit in this pursuit, then they will support the venture, despite telling some good jokes.

Power Words/Spells/Creature of Power Forms/Etcetera
Select 15 Power Words and 140 Sorceries. Dwitzokez is a 40th Stage Arcane Spellcaster in 40 Reflections on which he has dominance using Local Magic. He also has 64 Creature of Potency Forms.

Reflections, Ḥowthçtz, Implants, Etcetera
Dwitzokez is the fourth of twenty-six True Born children of the Zrestos Royal Family of Duzog, and as such, has a sizable collection of titles and holdings of Reflections that goes with them. As well as having free access to the Anarchic Precipice, the Royal Tul, the Zrestos Family has its own Tul, and that is just the start. There are multiple Ḥowthçtz, both Primordial, and more typical, including the Twilight Maelstrom of Duzog, and as the government official responsible for the defense of the Court of Chaos, he Knows the secrets of some of the most powerful such resources in The Multiverse.

Stuff
Bad Stuff [0]
Good Stuff [0]
Net: 0 **Stuff** [0]

Race
Circle One: **Axiomatic** **Anarchic** **Foreigner**

Subtype: None

History
(Period 1 in Years): Experiences and activities in Period 1 with Relevant Skills Highlighted
(Period 2 in Years): Experiences and activities in Period 2 with Relevant Skills Highlighted
(Period 3 in Years): Experiences and activities in Period 3 with Relevant Skills Highlighted
(Period 4 in Years): Experiences and activities in Period 4 with Relevant Skills Highlighted
(Period 5 in Years): Experiences and activities in Period 5 with Relevant Skills Highlighted
(Period 6 in Years): Experiences and activities in Period 6 with Relevant Skills Highlighted

Age: 457 Trillion Years Old

Family Line: Zrestos

Dwitzokez is one of the most well known and influencial Forcang in The Multiverse, both on a personal level, and in matters of state. He has projects in all corners of The Multiverse, and is capable of using Royal resoruces to accomplish these assignments, if not quite at the level of the King of Duzog, then nearly as such. After all, he is responsible for protecting Duzog, and has done so successfully countless times. Dwitzokez has personally fought enemy Lords of Order and assassins bent on the downfall of his family, and the start of the next Royal Family Line; threats from both outside of the Court of Chaos, and from within.

Helping the Grand Elder Lord of Chaos wih any of his projects will garnish his favor, and likely his friendship. It might be said that he is a little slow to friendship, preferring to test potential relationships in the context of functional benefit prior to greater levels of confiding or trust. Since, as a Prince of the Royal Family, nearer the throne than many, he has many who claim to want to be his friend. He has learned the hard way that all must earn their place in his inner circle. Strangely, he is kinder to those who prove to be false than he is required to be. Many attribute this to his strategy as a wartime general, and how he treats even with his enemies, believing in reasonable terms, and the right of adversaries to coexist, provided they have learned their lesson, and move on with their lives.

Anything that might enhance Duzog militarily will interest this Forcang, and interest him immediately. This is both as a matter of professional interest and personal curiousity. To this end, he has sent expeditions everywhere in search of the next greatest weapon, or defense, or strategy in warfare. At the same time, some of this research is into systems of government and methods of sustaining peace, as he too has concluded that one of the best weapons of warfare is maintaining the peace. Yet, for the inevitable period of war, those who can bring him Artifacts, Relics, and Technology will earn faster friendship with him.

The man might be expected, as a typical Forcang, to have eyes on advancing his position in court. However, part of his virtue is that he, while appreciating his already elevated stature, does not need to be King, or further advanced. Dwitzokez likes his job, and does it well, and he does have personal projects, which most family members either laugh at or actively help, but he is widely respected by many partly because of this focus on his current position, and not reaching too far. There may be some virtue in recognizing a good position for what it is.

Any corner of Dweehwail will have heard of Dwitzokez, in one manner or another. It may be the Lords of Chaos of the Ambassador Archetype he has sent to Goamdwee for purposes of diplomacy with The Alliance of the Mutliverse. There may be researchers looking for the next best thing to protect Duzog. There may be friends trying to find just the right gift, or aiding one of his personal projects.

Lest any think this Forcang has no flaws, he is death to any who threaten Duzog, his family, both immediate and more broadly, or a few select of his interests, and fail, after a number of warnings, to back down. It is notable that he does give warnings, and not necessarily ones that involve the removal of limbs. For those who press their cause, expect to fight all the way, and it had better win.

Broken Master, Enlightened Prophet of Dweehwail

Character Name Broken Master —**Character Type** Broken Lord [895]

Attributes
PSYCHE-[128]
STRENGTH-[64]
ENDURANCE-[64]
WARFARE-[64]

Forcang Potencies
Adept of the Grand Broken Journey [60]
Advanced Ḥowsh Networking [120]
Advanced Primal Shape Shifting [140]
Master [Non-Order] [140]

Items
Creature Name Muezean —**Creature Type** Pterodactyl
- Immense Vitality [4]
- Engine Speed [4]
- Tireless, Supernatural Stamina [4]
- Combat Mastery [4]
- Invulnerable to all Conventional Weapons [4]
- Deadly Damage [4]
- Able to Speak in Tongues and Voices [4]
- Extraordinary Psychic Sense [4]
- Psychic Neutral [2]
- Shadow Seek [4]
- Able to “mold” Shadow Reality [4]
- Regeneration [4]
- Limited Shape Shift [4]
- Rack and Use Named and Numbered Spells [4]

Weapon Name Howsuen —**Weapon Type** Quarterstaff
- Combat Mastery [4]
- Deadly Damage [4]
- Able to Speak in Tongues and Voices [4]
- Extraordinary Psychic Sense [4]
- Psychic Neutral [2]
- Regeneration [4]

Armor Name Vaeteajut —**Armo**r Robe
Combat Mastery [4]
Invulnerable to all Conventional Weapons [4]
Able to Speak in Tongues and Voices [4]
Extraordinary Psychic Sense [4]
Psychic Neutral [2]
Regeneration [4]

Money [55]

Artifacts: + an additional 11 Potency Points in General Items

Minor Information: Broken Master has an endless stream of useful minor information to share.
Moderate Information: She has about 25 to 40 moderate pieces of information that would be useful to others
Major Information: It is said that the Broken Master has 64 Important Secrets, or Major pieces of Information that she might be able to share. Various government agents dispute this fact, and put the actual number much lower. However, on the occasion she deems a Forcang, or even Reflection mortal worthy of such payment, she is always able to provide the boon. Whether the Sentient is ready for it is another question.

Minor Favors: Broken Master will happily provide nearly any minor favor in exchange simply for a promise of good deeds towards Sentients, particularly Reflection Mortals and Lesser Forcang. Those who receive enough such Minor Favors are generally expected to live up to their word, and it is said it is bad luck to not do so.
Moderate Favors: The Broken Master and The Broken Master Monestary are able to provide perhaps up to eleven moderate favors to any one Forcang at a time, in exchange for a Lesser Favor or similar exchange given to them, and a promise of a similar reward for a deserving Reflection mortal or Lesser Forcang for no additional benefit. Given the nature of this approach to currency, she asks very little of others, and as such, never owes more than 11 Moderate Favors.
Major Favors: The Broken Master makes no promises of of Major Favors. Rather, she listens, and provides services as it is most sincerely required, for free. However, generally the price is a Major piece of Information, which results if sufficiently worthy, in a Major Favor, either from The Broken Master Herself, or the Monestary, or Both. It is said that the Monestary is able to pledge Major Favors for sufficent Moderate Favors and similar exchanges, and a promise of an equal number of moderate favors and similar boons to worthy Reflection Mortals and Lesser Forcang. The Broken Master is said to owe 4 Major Favors, although the details are vague. Apparently, there is no time limit, unusually so, on these Favors, yet she devotes significant time to them. Scholars of the Monestary believe the accomplishment of these tasks may prove relevant to the entire Multiverse, and possibly even Further.

Other: The Broken Master is curious in what she collects, including compliments, flower pedals, pine cones, snow flakes, the perfect sunset, words of reconcilliaion, and numerous other oddities. She seems to treat these treasures as more precious than most other Forcang monetary boons.

Power Words/Spells/Creature of Power Forms/Etcetera
Select 64 Power Words and 256 Sorceries. Broken Master is a 45th Stage Arcane Spellcaster in sixty-four Reflections on which she has dominance using Local Magic, including at the Broken Lord Monestary. She has access to 128 Creature of Power Forms. The Broken Maser practices 11 Forms of Asceticism.

Reflections, Ḥowthçtz, Implants, Etcetera

Reflection Name Tongows — **Reflection Type** Broken Lord Monastery
Primal Plane [4]
Guarded [4]
Control Contents [1]
Control of Time Flow [2]
Control Reflection Destiny [4]

Struct Name The Restoration — **Struct Type** Monastic Order Construct
Potency: Grand Broken Journey (x9)
Unique [15]
Potency-Based Psyche [2]

Stuff
Bad Stuff [0]
Good Stuff [0]
Net: 0 **Stuff** [0]

Race
Circle One: **Axiomatic** **Anarchic** **Foreigner**

Subtype: Broken

History
(Period 1 in Years): Experiences and activities in Period 1 with Relevant Skills Highlighted
(Period 2 in Years): Experiences and activities in Period 2 with Relevant Skills Highlighted
(Period 3 in Years): Experiences and activities in Period 3 with Relevant Skills Highlighted
(Period 4 in Years): Experiences and activities in Period 4 with Relevant Skills Highlighted
(Period 5 in Years): Experiences and activities in Period 5 with Relevant Skills Highlighted
(Period 6 in Years): Experiences and activities in Period 6 with Relevant Skills Highlighted
(Period 7 in Years): Experiences and activities in Period 7 with Relevant Skills Highlighted
(Period 8 in Years): Experiences and activities in Period 8 with Relevant Skills Highlighted
(Period 9 in Years): Experiences and activities in Period 9 with Relevant Skills Highlighted

(Period 10 in Years): Experiences and activities in Period 10 with Relevant Skills Highlighted
(Period 11 in Years): Experiences and activities in Period 11 with Relevant Skills Highlighted

Age: 11.64 Quadrillion Years Old

Family Line: Unknown

The Broken Master demonstrates the ability of an Advanced Forcang to make the title of Broken Lord work. Operating according to the will of a single Grand Broken Pattern, long ago the actual name of this monk-like Forcang vanished into legend, leaving this ascetic prophetess.

She lives at a Thçtz that she has created Herself, which protects her, and keeps her company, along with a small order of fellow Broken Lords, and acolytes of a variety of other disciplines. They even share the company of Reflection Creatures as members!

Despite her character class, none should be deceived. She is incredibly powerful and potent. What she might lack in single category of powers she makes up for in all of the others.

Fortunately she also has few aims when it comes to political power. Or so it seems. Her façade of meager food and drink and living in austerity at the Thçtz may hide a more sinister or at least serious aim.

In reality she wants to change the fundamental nature of Broken Journeys, both the Grand Broken Journeys and Broken Bloodline Journeys. Her aim is to establish them as full Ḥowthçtz without any connection to their original Primal Journey, and therefore, independent Potency.

It is possible that in doing this, it might destroy the Primal Journeys, and divide their Potency up among all of the Broken Journeys, making them whole instead, and creating infinite lesser Potencies to be had, but destroying the potency of Journey Imprint. This is one possibility.

The other possibility is that in gaining their own Potency, they will amplify the Potency of the Primal Journey, and they will overwhelm Maelstrom, and tip Dweehwail in a heavily Axiomatic direction. The Potency of Primal Maelstrom will be severely dampened and all that has been built on them will be reduced significantly or outright destroyed.

A third possibility is that it will provide a stabilizing force on a broken Multiverse, and this will allow a purifying third entity, namely Ḥowsh, to come into full focus. New great Potencies, that will promote Ḥowsh Artists to Elder and Grand Elder Forcang will emerge, to whole new fantastic possiblities.

Of course there may be many more possibilities. Or maybe nothing will happen. But obviously with such Multiverse shattering possibilities at stake, were major politicians aware of the Broken Master's true purpose, they would certainly act to counter Her.

Luckily hers is a very small group of monks, and it is a zealous religious following. It is essentially a religion that worships the making of the Broken Journeys whole. Therefore with religious devotion comes loyalty in the small group. Yet it is possible that some player character might come across the plot, particularly if any of them has Broken Journey Potencies.

Great Eagle Spirit, Ancient Protector of Dweehwail

Character Name Great Eagle Spirit —**Character Type** Spirit [1,345]

Attributes
PSYCHE-[126]
STRENGTH-[99]
ENDURANCE-[180]
WARFARE-[90]

Forcang Potencies
Greater Spirit [360]
Advanced Ḥowsh Networking [120]
Advanced Primal Shape Shifting [140]
Master [Non-Order] [140]

Items

The Great Eagle Spirit does not have any named Artifacts or Creatures

Money [90]

Artifacts: + an additional 90 Potency Points in General Items

Minor Information: the Great Eagle Spirits has a near endless supply of Minor Information. His tendency is to reward this information generously, for a better rate than many Forcang.
Moderate Information: the Great Eagle Spirit has bout 270 Moderate pieces of information. In particular, he has information about the Genesis and Apocalypse of multiple Time Frames, including this one. He also knows a great deal about Spirits, Forcang, Threats, and their origins.
Major Information: It is said that the Great Eagle Spirit knows 90 Multiverse-shattering secrets. He does not easily bestow or reveal this knowledge to others. Rather, only pereived agents surving the fundamental needs of The Multiverse will earn the right to such knowledge.

Minor Favors: the Great Eagle Spirit is willing to provide Minor Favors to those who provide something similar in return. He believes in working together for a common cause, and in mutual education. He always pays his debts.
Moderate Favors: the Great Eagle Spirit is generally willing to exchange Moderate Favors in return for some other Moderate Favor. His abilities and potencies are many, and it is very common for Sentients to ask the Great Eagle Spirit for favors. Generally, he works with those who support The Multiverse and Its Natural Laws at various stages.

Major Favors: the Great Eagle Spirit is generally willing to offer Major Favors to Sentients of equal Tier in even exchange, or to his direct servants, as part of their duties to him. Major Favors will not be granted to those who work to damage or destroy The Multiverse, including Threats, and those who serve them. The Great Eagle Spirit tends to be very generous to those who have similar goals and objectives.

Other:

Power Words/Spells/Creature of Power Forms/Etcetera
Select 90 Power Words and 270 Sorceries. He has access to 90 Creature of Power Forms.

Reflections, Ḥowthçtz, Implants, Etcetera
He has access to 90 Reflections and 18 Ḥowthçtz

Stuff
Bad Stuff [3]
Good Stuff [12]
Net: +9 **Stuff**

Race
Circle One: **Axiomatic** **Anarchic** **Foreigner**

Subtype: Spirit

History
(Period 1 in Years): Experiences and activities in Period 1 with Relevant Skills Highlighted
(Period 2 in Years): Experiences and activities in Period 2 with Relevant Skills Highlighted
(Period 3 in Years): Experiences and activities in Period 3 with Relevant Skills Highlighted
(Period 4 in Years): Experiences and activities in Period 4 with Relevant Skills Highlighted
(Period 5 in Years): Experiences and activities in Period 5 with Relevant Skills Highlighted
(Period 6 in Years): Experiences and activities in Period 6 with Relevant Skills Highlighted
(Period 7 in Years): Experiences and activities in Period 7 with Relevant Skills Highlighted
(Period 8 in Years): Experiences and activities in Period 8 with Relevant Skills Highlighted
(Period 9 in Years): Experiences and activities in Period 9 with Relevant Skills Highlighted
(Period 10 in Years): Experiences and activities in Period 10 with Relevant Skills Highlighted
(Period 11 in Years): Experiences and activities in Period 11 with Relevant Skills Highlighted
(Period 12 in Years): Experiences and activities in Period 12 with Relevant Skills Highlighted
(Period 13 in Years): Experiences and activities in Period 13 with Relevant Skills Highlighted
(Period 14 in Years): Experiences and activities in Period 14 with Relevant Skills Highlighted
(Period 15 in Years): Experiences and activities in Period 15 with Relevant Skills Highlighted
(Period 16 in Years): Experiences and activities in Period 16 with Relevant Skills Highlighted
(Period 17 in Years): Experiences and activities in Period 17 with Relevant Skills Highlighted
(Period 18 in Years): Experiences and activities in Period 18 with Relevant Skills Highlighted

Age: 9 Time Frames, including the current

Family Line: Unknown



The Great Eagle Spirit is an ancient Sentient, having been born into a previous Time Frame, long ago. He remembers each of these Time Frames quite well, and knows many secrets about the current one. He has numerous domains and Reflections which he calls home. Traveling frequently for enigmatic goals and desires, he may be found in any corner of The Multiverse, including The Multiverse Proper, Daxuk, and The Indeterminate.

Spirits do not tend to travel to Alternate Dimensions. Over his long life, the Great Eagle Spirits has certainly been to quite a few, multiple times. However, that is merely because of his longevity. His primary occupation is the state of The Multiverse. He even maintains that many Alternate Dimensions have equivalent Sentients, Dimensionals that fulfill a role like Spirits in their particular Dimension. Thus, he does not see other Dimensions as relevant to his purpose.

His purpose is to Facilitate the Natural Laws and Order of The Multiverse. This would be to oppose those who oppose The Multiverse, such as Threats and other destroyers. It includes supporting the Apocalypse of a Multiverse, for those that are beyond saving. Finally, it involves support for the Genesis of a new Multiverse if one is destroyed.

The Great Eagle Spirit sees Forcang as the children of Spirits, and treats them with respect and privilege. However, he is not above offering advice to those who have, in his mind, gone astray, or opposing with word or deed those who seek destruction, particularly of nature. Forcang, in his mind, build great instracture and artworks within The Multiverse. Spirits may help maintain this, and should see supporting Forcang as a worthy goal. Often, Spirits exist nearby Thorns and Berries, to help manage them.

Many others Spirits exist as friends and allies to the Great Eagle Spirit. This alone is a reason for Forcang to seek his advice. In particular, he knows other ancient Great Spirits that have existed as long as he or even longer. He is a friend to Lesser Spirits, and others of Spirit race. In particular, he is an ally to the People of Spirits, and treats them as family, worthy of the most respect. However, he leaves the lives of the People of Spirits to their own hands, and usually does not directly effect them. If asked, occasionally he provides providence and help; the People of Spirits are best served by living their own lives.

It is said that the Great Eagle Spirit has an idea of how many more Time Frames there will be. If that is true, he does not grant such knowledge to many. Some even say that he believes there will be an endless number of Time Frames. His source of truth is said to be The Multiverse Itself, and Natural Laws. He speaks most Languages of the Universe, and may very well be a friend to true Transcendents.

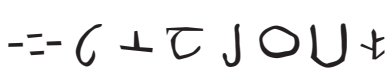


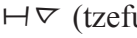
Excerpt from Feaist Scripture



1. Çrzçx: Originally this was used to refer to L6 Sentients.
: meaning **order**.
2. ceased to be: originally uedaxtoo, meaning **despaired**.

(1) It was a time of chaos. The only Sentients were the Çrzçx[1] Many died, and their righteousness perished from the Multiverse. Some died of sickness. Some died in battle. But many simply ceased to be[2]. **(2)** Eventually a great war came upon the Multiverse. Now everyone died and it looked as though Sentients itself would perish. **(3)** Into



(1) It was a time of chaos. "Chaos" is translated from  (tzefut), made up of the functional letters[1] (tzae), (fea), (hoe), and (tae). (hoe) and (tae) mean[2] a mixture of reality. (tzae) is fire. (fea) is beyond. Thus, chaos is a mixture of reality, a fire from beyond. The  (oang/ail)[3] and (ail/nue)[4] mixed, since there were no (sae/fea)[5] or (xun/fea)[6]. Thus, the souls fought and did not return.

The only Sentients were Çrzçx. Çrzçx is transliterated from meaning order. This has two[7] of the same complimentary letters[8], (çn). This letter refers to layers of reality. Thus, within order there were layers of reality. This refers to all (fea/shø)[9], that is, levels of Sentients. Thus, (oang/ail) were not the only Sentients.

Perished from the Multiverse. This supports an earlier comment[10], that the (oadwowr—souls) did not return to the Multiverse. This is derived from the word "perished". If it had meant that they did return, (Ḥoch—died) would have been used.

Some died of sickness. The weakness of the new souls caused frailty.

Some died in battles. Also weakness of mind. Commonly this is referred to as (Ḥochtivul—fear).

But many simply ceased to be. (uedaxtø—despair) is used rather than (ochtiktø—suicide). Thus, did not kill themselves. Rather their hearts simply gave out, and they faded.

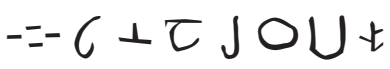
(2) Great war. "Great" (importance) is from the word (zçtzøz). The functional letters (iz), twice, and (tzae), indicate flame over hunger. Commonly flame is referred to as "the flame of neglect," therefore flame is neglect. The complimentary letter (ooḥ), used for food, emphasizes the desperation of the hungry. The complimentary letter (çn), refers to layers of reality. Together in the context of war, (zçtzøz) often reveals that a war has its roots in the neglect and hunger of lower Sentients..

Everyone died. The lower Sentients died of hunger, neglect, and eventually, atrocities of their Gods[11]. Subsequently, the higher Sentients died at the hands of lower Sentients, when they sought retribu-

1. functional letters: carry the core meaning of the word.
2. mean: letters themselves have meaning.
3. (oang/ail): L[6] Sentients.
4. (ail/nue): L[-6] Sentients.
5. (sae/fea): L[7] Sentients.
6. (xun/fea): L[-7] Sentients.
7. two: for emphasis.
8. complimentary letters: compliment the core meaning of the word.
9. (fea/shø): all positive levels of Sentients.
10. earlier comment: 1:A
11. Gods: Each lower level of Sentients referred to respective higher levels as Gods.

this Dibødo[3] was born. He was Owkeeyokeez'm[4]. **(4)** His mother was Jooquaip[5]. **(5)** His father was Mow[6]. **(6)** Simply being in Dibødo's presence brought about calm and harmony. Jooquaip suddenly made peace with each other. The dead rose and lived once more. **(7)** Once Dibødo as a young

3. Dibødo: Today Feaists use this as a reverent term for L7 Sentients: from the word *dibødoa*, meaning **the selfless**.
4. Owkeeyokeez'm: Meaning **right righteous**.
5. Jooquaip: This term was also used to refer to sovereigns in general : meaning **queen**.
6. Mow: meaning **Druid**.



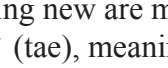
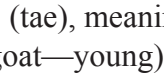
tion and change.[12]

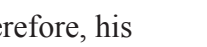
(3) Dibødo. This is the name of the Prophet. It should be thought of in a second sense at the same time: namely, the word  (dibødoa—selflessness). Thus, the sentence may also be read, "Into this selflessness was born."

(4) Jooquaip. Dibødo could not be selfless and lead. Therefore, his mother was the right ruler[13]. That the word usually used for sovereigns in general is used as her name emphasizes her ability.

(5) Mow. As is the case among rulers today, the spouse of Jooquaip was the Chief Justice. His name being  (mow—Druid)[14] indicated his neutrality in this role.

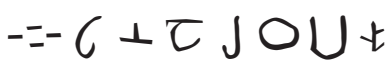
(6) Presence. Dibødo was a  (quwçhoth—tree)[15].

(7) Young. The word  (owgoat—young) is from the root (owgoa—new). The functional letter (goa) means two parts. What are these two parts? Look to the complimentary letters:  (ow), meaning magic, and  (Loa), meaning creation. Thus, the two parts of anything new are magic and creation. Add to this the functional letter (tae), meaning a lower reality, and the meaning of  (owgoat—young) is the lower two parts, magic and creation. What lower part?  (hweebçvoa—Cosmos) rather than  (hwaelos—Universe). Dibødo was at the stage of  (hweebçvoa—Cosmos)[16].

12. Offenses of Sentient against Sentient were thus the cause of the war that led Sentients to perish more rapidly.
13. This is in contrast to Dibødo's title,  Owkeeyokeez'm, meaning right righteous.
14. (mow—Druid): the calling of a Druid, the pursuit of being one with nature, involves absolute neutrality.
15. (quwçhoth—tree): from the Myth of the Tree—Dibødo was a man of both creation and peace.
16. stage of  (hweebçvoa—Cosmos):  (oang/ail) go through one hundred thousand years of education before being fully accepted into society. The stage of the Cosmos is the stages of learning the workings and creation of the Cosmos.

7. battlefield: originally *akow*, meaning **place of darkness**.

man entered a battlefield[7] after a great fight. Four Jooquaip lay dying, leaving orders for their remaining officers to command the few of their people still alive. Upon entering the battlefield everyone instantly healed. The Jooquaip were so grateful that they chose Dibødo as their Jooquaip.



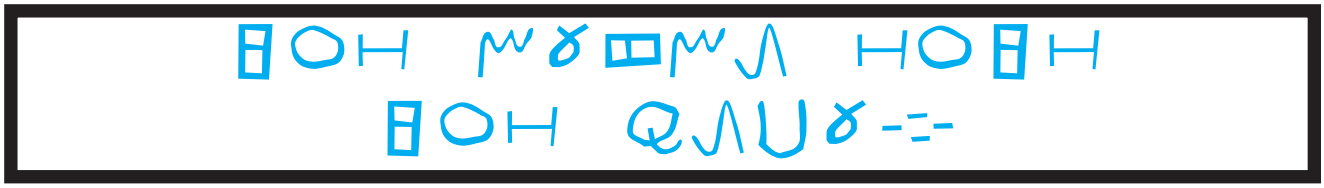
Battlefield. Originally the word  (akow—place of darkness). Places of violence were considered to be places literally "absent of life[17]". In a second sense a place in which Sentients are diminished is considered dark. The Sentients of one side considered those of the other animals.

Command. It was tradition that in defeat Sentients would commit suicide rather than accept shame. The remaining officers would issue the command that it was time for this to occur.

Healed. The less common word[18]  (meeJow) is used rather than the common  (igee). (mem) means to remove. The royal letter[19] (oaJ) has several meanings, the one here being something that is more holy. The complimentary letter (eam) adds "by means of" and (ow) connotes "magic". Thus, this word for "heal" connotes attaining higher holiness by means of removing with magic. The idea in the time of Dibødo refers to the practice of Necromancy in removing the state of death[20]. Thus, Dibødo healed not only the injured but also returned to life those who were already dead.

Grateful. It is obvious that one would be grateful for being healed from near death or from death itself! Why then is this word used? The word for "grateful", is  (søthoal). The letter (sae) usually refers to a body, either political or necromantic[21]. (eeth), an upper part. (ol), refers to liberation and freedom. Yet together, becomes harmonious life and redemption. Liberation, harmony, redemption. With the complimentary letters (øḫ) and (lOA), we add the meanings food and once again life. The redeemed were "grateful" because Dibødo healed also the frailty of their newish souls and invigorated their minds, cast away their fears. The higher Sentients could feed their subjects.

17. life is often referred to as "light". Thus, "a place absent of light," a place of darkness. 18. common word: these are two different words both which mean "heal". 19. royal letter: the four royal letters are (SHø), (oaJ), (jU), and (lOA). 20. removing the state of death: at that time souls were not reborn, thus, only those resurrected by the grace of Dibødo returned to life. 21. necromantic: the body of a Sentient or non-Sentient life.



Excerpt from
The Language of the Universe

Book I: The Jungle

Written by Nathan S.J. Sunshine





Chapter 1
Childhood

A bright star blessed the heavens on the night Droos was born. The High Priest-Servant, Deltøn, noticed the light as he performed rituals on the newborn girl, a child with green eyes, and a lightly dark complexion. He recited additional prayers to the God of Blood, allowing the divine spark to enter into the child. As if in response, the starlight cast a shadow on the baby putting the head in darkness and the body in light, with a line separating the two halves running along the neck. Her father, Uré, the God-King, noticed this with pride. It was a sign that sixteen years from today his daughter would choose to fulfill her destiny. On that day, she would climb the southernmost mountain and sacrifice herself, with the help of a faithful servant, who would slit her throat, a ritual The People of the Blood believed brought redemption.

Afterwards, four boys, each one month old, were brought forward. Laying them on another stone, Deltøn began chanting. Shadow lay on three of the boys. Their names were Etøn, Resh, and Ini. But stars danced in the eyes of Drerpo, the fourth. All but Drerpo struggled during the ritual. Held by her father, Droos looked on with unusual focus for a newborn, observing the four children who would become her servants. Longest her gaze fell on Drerpo.

With this ritual complete, the time came for the slaves to perform their duties. Eight were brought forward. Before the same stones, with a view of their tribal lands spread around them shrouded in darkness, seven of the slaves trembled. A number of instruments were brought by other Priest-Servants. A sharp knife made of a cut rib, two swords, and a clay bowl, were placed on the further stone on which Droos had lain. The slaves were brought forward. First came another newborn, a boy-child. The High Priest-Servant lay the babe upon the stone and in the midst of a chant used the bone knife to cut his throat. Struggling suddenly ceased. Holding the body over the bowl, a stream of blood flowed into it. Then the dead newborn was cast over the edge of the plateau.

Two boys of about ten came forward next. One walked with a limp and the other staggered oblivious to where he stood. Those in attendance knew that these were the dullard and the cripple, the meek and the weak. In sequence, their throats were cut, the blood collected, and their bodies tossed away. Next was an adolescent young man. Then came an old man. All were sacrificed in honor of their royal taskmaster, Uré, and his newborn daughter.

Three remained. These were a young maiden, recently come into womanhood. There were also two warriors. The latter stood, facing each other, and fought a duel with the ceremonial swords. Blood from the looser was added to the bowl. The victor would be inducted into the Priest-Servants.

At last came the young maiden. She was most frightened. Yet there was no choice. Making her lay on the ground on her hands and knees, the High Priest-Servant mounted her from behind, and took her for the first time. After he collected her blood in the bowl. The young woman was then admitted into the Servant-Concubines.

The recipe of blood was complete. Using his finger, Deltøn stirred the liquid. He noticed with concern that some of it had already begun to congeal. Droos and her four servants-to-be were placed together on the two stones. Blood was streaked in patterns of religious significance on the newborns' bodies, the last being a stroke along their necks. Finally the Priest tossed the remaining blood over the ledge.

The new Priest-Servant and Servant-Concubine descended the mountain with sullen looks on their faces. In front walked Deltøn, chanting with the other Priest-Servants. Uré went in the middle with a proud, arrogant look on his face. At the back came the five mothers and their newborns still red with blood. Three of the babies looked uncomfortable. Droos looked shocked. Drerpo was the only newborn to look unconcerned.

In the darkness beneath the shining stars, the party reached the grassy plain below, that interrupted the jungle around Nolai, the capitol of the tribe. The slaves of the city would prepare a feast for the royal family. For the God-King's pleasure, many more would be sacrificed. Yes, for him it would be a wonderful night.

For the rest of the city, and the tribe, and the whole People of the Blood, tonight would be like any other. Before the ritual they were all slaves to the royal family. After the ritual slaves they remained. Yet few mourned. Their work was as burdensome as it had been for their ancestors. There was no word for freedom in the tribe, and the word for happiness was synonymous with the God-King. No, tonight was like any other. And tomorrow the work and toil would begin once more, for all but the King who would wake late and enjoy leftover meat from the feast. A princess was born into the tribe that night and the legitimacy of the royal reign was strengthened.

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Droos heard stories of that night for the rest of her life. Most important, the Servant-Storyteller stressed, was the light of the star above. It was believed that celestial objects could gift their power to newborns. For the eldest daughter of the God-King, this meant that when the time came for her to make her holy sacrifice, the power of the star would pass on along with her and pave with light the bridge to heaven. She knew her purpose even if she did not understand death at her young age.

When she and her servants were five, they were led West into the jungle nearest to the capitol, along with her mother, Lilipol, and the most favored Servant-Concubines. Her personal Grace-Servants, four selected attendants and guards committed to her, carried as much as they could, and the older Grace-Servants, slaves to the royal women in general, carried the rest. Etøn, Resh, Ini, and Drerpo were their names, and they were the same children who had lain beside her on the night of her birth. They arrived, and while the meal was prepared, the young children discussed a topic central to their education.

Droos, even at her young age, sat atop a short throne, designed for the women and girls of the royal family. Two of the adult Grace-Servants waved elaborate fans at her sides, and despite being in a jungle, Droos did not know heat or humidity. As their conversation began, she smiled with contentment, her head of brown curls forming a crown.

"I saw five mouths in their tummies." said Ini with glee, a boy with light skin and blond hair,

but brown eyes.

"Me too!" said Resh. "One talked, but only drool came out. A lot! It was red and warm. Guess what!"

He had brown eyes too and darker skin and his hair formed thick, reddish dreads.

"I got to touch the red drool!" said Ini.

"That's what I meant to say," said Resh.

Droos had listened to their conversation and she felt sick. She imagined a gaping mouth in her own stomach and red stuff pouring out. The princess shivered. Drerpo saw her.

"You don't like death," he said to her.

Startled, Droos' green eyes opened wide. The princess knew that she had been caught misbehaving, since it was a terrible crime in her tribe to dislike death. It was central to her father's rule and she did not want to disappoint her father.

"Yah I do!" she said. "I do like death."

While her other personal servants prepared the meal, Drerpo looked at her with his own grey eyes, in a way far more able than any other child his age. He had spikes of black hair and dark skin.

"Then why did you shiver?" he said.

"Because!" she said.

But she could not say anymore. She knew her father wanted her to value death. The reason for it escaped her reasoning and she stormed off into the woods, her curly brown hair tossing from side-to-side behind her.

Caught up in thought for several moments, Droos looked up and saw that she had wandered further into the jungle than intended. Lilipol, by some coincidence, was also standing there, quietly, in thought, considering the plants and canopies around them. Trees touched the sky above her. Water dripped continuously and the air was moist. Beads of water collected on her arms and dead wood lay on the ground. Shrubs and ferns spotted the earth, which was covered with dry leaves, and a call went up from a loud bird. A small furry animal, a scitter, scurried past her. It stopped and stared at her.

Looking into its eyes she thought about what life meant. There were abstract notions in her head that she had no way of thinking about, for children are not able to think abstractly. But a yearning that the scitter be left unharmed filled her. She got on her knees, feeling the damp earth on her skin. Droos held her hand forward and beckoned to the mammal. The scitter stared at her, and slowly, ever so careful, it crawled towards her.

Closer now, it sensed something, but too late. A small hand stabbed it with a stone spike. With a last forlorn look at Droos the animal shivered and then lay limp. The young girl was dismayed. She looked up, and saw that a terrible grimace spoiled her mother's face.

Drerpo held up the animal, clutching the spike he had thrust into it. Blood dripped down his hand, and over his oddly textured nails. So vibrant just a moment ago, now it was decaying and empty. Then he walked over to Droos.

"Why did you do that!?" asked the princess.

Drerpo looked at her, and then began to walk away.

"Stop now!" said Droos. "I'll tell my father!"

Drerpo stopped.

"Tell him what?" he said sharply.

Not understanding a trap at her age, the princess continued.

"That… that you…" she stammered.

"I killed an animal," he said. "So what?"

Droos looked at Drerpo as it dawned on her the purpose of his actions. She was both impressed and annoyed. This was not fair. How could this stupid slave make fun of her and make her so confused. But the answer was clear. She believed in the value of death.

"You killed an animal," she said quietly. "My father's servants will be pleased. It will be a sacrifice to the God of Blood."

Drerpo looked at her, and she almost said something, but then thought better, and marched back to the others to eat lunch. Lilipol remained behind, a storm amidst the serenity of nature, and Droos thought in that moment, she and her mother had a small connection, and brooded the same lament.

This did not come up again until one year later. Once when she was six, her servants woke her and explained that there was a special celebration. The princess dressed and raced to her father's throne room to hear about the day's entertainment.

Her father sat looking stern, his eyes moving across a row of slaves. They were farmers by their dress. But these had chains about them. A board with holes locked all of their heads together. Before Droos a trial was underway for a terrible crime. Deltøn, standing at her father's side, whispered to Droos that today was a celebration of the God-King's divine justice. Her father would show the consequences for those who failed to submit to his rule. He would condemn the accused to eternity in Hell.

So they will die, was all Droos thought.

She kept such feelings to herself. Her attention returned to the spectacle before her. Their crime was appointing a leader without permission. The purpose was to arbitrate minor disputes between the local farms. Droos was shocked. She knew that appointments might only come from her father. But that they should die? What real threat was their crime to her father?

Uré, the God-King's, voice became loud as he passed judgment. The men would all be put to death by execution through vivisection, their blood to be condemned to the Sea of Hell. Terror shown on each man's face, but then on some a determined look. This was interesting. Droos did not have a word for it, because there was no such word. The word she desired was defiance. A few of the men believed what Uré had done was unjust, although they spoke only with their body language.

The executions happened that very day. Each man was strapped atop a wooden board about half the length of their bodies. The board was on legs and was placed in a clay bowl designed to filter blood into a vat. Here fully twenty bowls existed.

Using a bone knife the Servant-Pain-Givers ripped open the condemned from the top of their chest to below their naval. Then they began removing their internal organs in pieces no bigger than one cubic inch. Eventually they died. Today the vat of blood would be a third full.

A good day, Deltøn thought to himself.

This was the first time Droos had seen a dead person, let alone seeing someone die in this fashion. The talk about mouths in stomachs and red drool became clear in her mind. In this company, however, Droos knew not to show any sign of revulsion. Fortunately she had spent the last year reminding herself that death was a good thing. Droos almost believed it. Even so, somehow she felt sad.

Something gnawed at her. No word for the feeling came to mind. Looking up she saw birds flying in the sky. They had no care in the world. Thinking of the birds filled the shape of the feeling.

Is there a word for this? she thought.

Returning to the carnage before her, she saw the High Priest-Servant approaching.

Apparently her servants' had to execute the last man. With the second-to-last, the Priest first instructed the servants. Then they did it themselves with a special table close to the ground. By accident Drerpo's knife slipped, opening the man's heart. He died instantly. The Priest was concerned, and chided the servant, but finally complimented all of them for a mostly successful performance.

Five months into Droos' seventh year she become an older sister. Lilipol, her mother, gave birth to a son, who was given the name, Ueré. The baby was healthy, with green eyes and curly brown hair, just like Droos. The girl would never look at her brother with anything but affection.

A year later, due to unusual circumstances, Drerpo's father was permitted to visit. He was a general of the Servant-Commanders from the north of the tribe's land, a powerful man named Soleth. In his isolated region he enjoyed a degree of prestige not unlike a prince. Uré saw the reports and his anger burned, but Soleth's abilities and loyalty were beyond question, and Uré had no reason to chastise him.

Droos had become closer to Drerpo, her servant, and enjoyed this chance to socialize with him and his father. As servants in every branch of the government bustled about the royal estate, the three sat in the quiet of Soleth's chambers. He spoke of a substance that washed ashore. It was clear and flexible but sturdy. Inside could be seen colored drawings, accompanied by an unknown language. The substance opened and could be sealed water tight. Eventually they removed the object inside.

The drawings told a story. There were humans with dress and expressions that appeared



heroic. Some were the opposite. The heroes always defeated the villains, and brought peace to the world. Most interesting was that there were buildings made of metal. This architecture touched on a story told at court of a decadent tribe condemned to Hell for their waste, that unlike the stone structures of The People of the Blood, lived in houses of steel.

Droos' other personal servants suddenly burst into the room and ushered the princess away to other duties.

"Can you believe what I just heard!" she said.

"What was it?" said Resh.

However, arriving at their destination, the thought was driven out of Droos' head. That night she returned to Drerpo and his father. They sipped cool, pure water while the noises of activity in the estate calmed for the evening, and Soleth shared another story. On a different occasion, a clear piece of stone washed ashore. The father did not think it was stone, and hitting it on something, sharp chips broke off. There was a rubbery substance blocking the top, and upon removal, the item inside was easy to retrieve. It also had drawings. They appeared to be flying birds, though they had straighter wings. Droos remembered the thought about flying through the open sky with nothing to hold her back.

Before bed Droos remembered to tell Resh and Ini. The next afternoon she was summoned by her father. Apparently there was some urgency. Droos thought that it was just another ceremony.

Instead she found Drerpo's father in chains. The princess remembered the stories she had shared with Resh and Ini. Uré was investigating that very subject, and commanded his daughter to share anything she knew. Droos paused before answering. She felt the same intangible determination at injustice expressed by many of the condemned at ceremonies. But only for a quick moment. Then she told her father everything. The princess expected to see Soleth killed.

Uré was a shrewd politician. Drerpo's father would only be executed when he returned with the contraband. Droos was confused. Usually the punishment was done immediately. She did not know that Soleth would first be made to witness the death of his family in the North. All but Drerpo, who was protected by his role in service to the princess.

Ultimately the General and his family escaped justice, for they used their prestige and connections to flee. Uré was livid. He executed the messengers and sent a company of Slave-Soldiers from the South to make example of Soleth's followers indiscriminately.

The messengers had succeeded in one task. They brought with them the contraband. After examination, Uré declared them blasphemy to the faith and burned them. Droos watched the drawings of the birds turn to ash in the flame.

While Drerpo's mother and siblings escaped justice, the fate of the General soon became known. He was found frozen to death in a mountain cave on the borders of their land. A memory from her childhood returned to her mind of a conversation she had with Drerpo.

"You don't like death," he had asked her.

Droos had denied this was the case. But with the death of Drerpo's father, for the first time she really thought about these words. She had been so young! Now things were clearer. Yes, she did feel that Soleth's death was a bad thing. She did not believe that his actions were criminal. All of this was far short of changing her views. It was the start of a thaw, and melting of ice. At last, though, it began to occur to her that maybe, just maybe, she had a problem with death.

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On Droos' tenth birthday, the usual sacrifices of blood and rape were performed. There was a change beginning this day. To Droos' relief, she learned that her servants would no longer participate in executions. Rather, they and she would begin purity rituals with water that would continue for six more years until her sixteenth birthday. On that day she would die.

So started a time of education to sharpen her mind as she prepared for her role as a sacrifice. She learned geography, about the mountains in the center and east and west of her land, a continent called the God of Blood. Rivers ran through dense jungles into a lake at the center. Jungles, mountains, and rivers and lakes were the constants, except for in the extreme south where lay the desolate Hell of Oblivion. It was there on a mountaintop that Drerpo would slit her throat.

Droos considered the names strange. They mostly related to the bodily functions of breath and blood. There were rivers named after veins, mountains after arteries, lakes after hearts, and jungles after breathing (e.g. "Breath of the Old"). She wondered why her people were so fascinated with blood. By now blood made her uneasy, though she kept those feelings to herself. Thinking about birds and Drerpo's words had changed her. Days were busy, though, absent of time to expand her thoughts.

Shortly before her eleventh birthday, Droos went with her servants to learn on the banks of the nearest river, the Blood of Death. During the break for her lunch, the princess stood admiring the canopies of the Breath of the Old to the East, and looked for birds. A cackle of laughter disturbed the moment, followed by a voice.

"You're right," it said. "They would make a great sacrifice to the God of Blood."

Looking over, Droos confirmed that the comment was from Resh to her other servant, Ini.

"I want to go up and twist their heads off," said Ini.

The princess was confused, and walked over to see the object of their conversation. Standing behind some tall stocks of grass close to the water, Droos reached the shore and turning saw Resh and Ini facing each other. They noticed her immediately, and Resh bowed.

"Your Grace," he said. "What may we do for you?"

"Oh nothing, really…" she said. "Just, I overheard your conversation and wondered what it was about."

"Then it will be easy for us to help," said Resh. "We were preparing to…."

"We were about to kill some birds!" interrupted Ini.

Resh looked a tad annoyed.

The princesses eyes went wide, though she quickly checked herself.

"I suppose it is proper to offer sacrifices to the God of Blood," said the princess.

"Well then wait until you see this!" said Ini. "We were just about to break their necks."

The boy pointed and Droos followed the direction over to a small depression in the tall grass stocks. After a moment and hearing a small cheeping, she located the object of their discussion A bird nest rested in the brush, and three baby birds stuck their small heads out crying for food. The girl was disheartened, and found it difficult to contain her feelings.

"I'm afraid that will have to wait until later," said another voice.

Turning, the three children saw Drerpo approaching.

"You two, Resh and Ini, are wanted by the High Servant-Cook," he said. "Best be on your way!"

Ini smirked and Resh shrugged. They collected themselves and departed immediately. Drerpo was again alone with her as she stared at the nest of small, frightened birds, standing straight and skinny, though a little tall, as she was at that age. He wasted no time.

"I have seen a change come over you, Droos, if I am not mistaken," he said. "You are not so

taken with death as you used to be."

The princess heard him but remained silent.

"You like to watch animals, birds in particular?" he said.

"Yes I do," said Droos matter-of-factly.

"It is amazing how they move majestically, from here to there," said Drerpo, "Happy and free."

Droos wondered how her slave knew so much about what she had kept a secret. Something hit her. He had used two words, one obscure, and one unfamiliar to her.

"What do you mean when you say *happy*," asked Droos. "And what does *free* mean? I am not familiar with that word."

Drerpo smiled

"Being happy is finding what is important to you and working to be part of it," the servant replied. "Being free is like the birds you enjoy watching. They know what is important to them, and they do it all the time. There are no limits on their choices."

Finding a term for her feeling about birds, *free*, satisfied her. Being a smart girl, she decided to question Drerpo's metaphor.

"Birds do have limits," said the princess. "They need to eat to live. Predators chase them and they must defend themselves and their children."

"It is an imperfect metaphor," said Drerpo. "Birds are a symbol of freedom. Then again, perhaps they see food, life, and their young as important, and happiness surrounds those things. Your mother is likely happy caring for your brother and supporting your father. Birds also have time for fun. Have you ever seen a bird use a stick to get at something tasty?"

Then he smiled at her and bowed a little, beckoning for her to follow as they returned to eat lunch.

Droos thought more on Drerpo's words. How did a servant know so much? It occurred to her that he may have created the word for freedom. Drerpo was becoming important in Droos' life. Really, he had always been. She decided that he would be a good confidant, and looked forwards to future discussions.

The princess' education continued in earnest. Beyond geography, she learned the central legends of the tribe that revealed her spiritual role. Her tribe, The People of the Blood, believed that in the state of nature all souls go to Hell. Finally the mortal son of the God of Blood came to earth and redeemed them, keeping their souls from eternal torment. Yet while submission to the God-King sealed Hell, it did not open Heaven. Souls remained in Twilight Cities in this world, apart from Hell, Heaven, or normal temporal life. In a dream the God-King learned that by sending an emissary of his family to Heaven, since his family alone achieved Heaven in the state of nature, the God of Blood might be swayed to maintain a Bridge of Blood from the Twilight Cities through the Gates of Heaven. Thus, the God-King with selflessness pledged that while his eldest son was his temporal heir, his eldest daughter would die on her sixteenth birthday to be his emissary. So the People of the Blood would receive true redemption.

This was a poignant definition of Droos' role. From the earliest tales of her birth star to the instruction by the Servant-Educators in her eleventh year, she had learned her role. The legend put religious significance into the act. What if her death was valuable? What if it truly brought redemption to her people? She should be proud of her destiny. In light of Drerpo's words, maybe her sacrifice was what was important to her. Her happiness might be found in fulfilling this obligation for her people.

One day Drerpo guarded Droos as she traveled down the chief boulevards of the capitol

city in the Principle District, the area containing the extended government machine for the nation of twenty million. She was on her way to receive lessons at the chief bastion for the government department of the Servant-Educators, called the University of Nolai. Taking a slow pace, Droos took this opportunity to confide in Drerpo.

"You know, Drerpo," said Droos, "I really do believe in my purpose in life. I am the salvation of my entire people. What greater calling could there be?"

Drerpo was silent and looked at her, and then sometimes at the ground.

"Often I get tired of the occasions you give me the silent treatment," she said. "It seems that whenever I am certain of something you have to interfere and make me all confused again."

"That is not my goal," said Drerpo. "I wish you to think in your own words. Droos, do you think there are any other purposes that might be behind your role in your family's affairs?"

This made the princess uncomfortable. These words were blatant treason. If any others heard him speak, he would be executed. Despite these concerns, Droos felt it only fair for them to share confidences.

"I try not to think about things like this, Drerpo," she said. "It is so dangerous, and with most of my being, I believe my father's words and that of the High Priest-Servant."

"You say with *most* of your being," said the boy. "What do you mean by that?"

"When I think about my role, I see that… that part of me…," Droos began.

It was awkward.

"Part of me sees all of the death brought about by my father. I am not so certain that this is a good thing anymore. Is it really justice? I wonder…."

She paused. Then she continued.

"I have also thought a lot about the word you used some time ago."

"*Free*…" she said slowly. "I have thought that I might change the word a little to *freedom*. Do you think my people have freedom?"

"They aren't free," said Drerpo.

Droos paused for a moment. It was uncommon for the boy to speak with such certainty. Usually he was more enigmatic and left the answers up to her.

"How can you be so certain?" the princess asked.

"What do you think?" said the boy.

This was more like it.

"I think that slavery is the opposite of freedom," said Droos. "My father's people have no choices. Our people… our people have no sky above or below them. They have a jagged bone knife on all sides. Death and slavery. With these thoughts, then it seems now… that another side to the role I will perform, is as affirmation of the legend that gives religious significance to our people's enslavement. Once I have entered the Hell of Oblivion on my way to the southernmost mountain on which I will die, after I disappear into the distance, my father will proclaim that he in his selflessness sacrificed his eldest daughter to negotiate the Bridge of Blood into Heaven. If only they might submit to him to save themselves first from Hell. They will continue their horrid balancing act between Hell and the knife. They will continue to be slaves without even a word to express what might be different. They have no word for freedom."

Suddenly Droos realized that Drerpo was looking at her intently. The weight of the words she had just shared hit her; they were sheer insanity. She was her people's salvation. She owed her family loyalty. But the princess did think that she enjoyed having a slave to joke with in such a manner.

"Thank you, Drerpo, for a good time," she said. "But I think I've had quite enough joking

around for now. We better get back to what we were doing."

Then she turned back to the task at hand, with Drerpo staring thoughtfully into space for a few moments more behind her.

Despite her denial of the significance of her words with Drerpo, she avoided being alone with him as she prepared for her First Ascension Day on her twelfth birthday. After that day, her lessons on the rituals for the Ceremony of Passage, the rite that would lead to her trek across the Hell of Oblivion to her death, would be taught rigorously. Purity was key. She had to be pure just to enter into that period of purification. Water, earth, and sand became the ritual objects, rather than blood.

Between now and her First Ascension Day, Droos and her personal servants would craft hundreds of runes in and around the capitol. These incantations would invoke her connection to the God of Blood, assisting her future role as divine emissary. At the same time she also learned rituals for her First Ascension Day. For this she would also draw runes. Water was a chief ceremonial tool. On that day she and her servants would completely fill the vat next to the clay pits used for vivisections, that usually collected blood, with water. Finally after that day, her education would be committed entirely to the Priest-Servants.

Time passed quickly, and the night before her First Ascension Day, while she meditated quietly, she sensed a presence and spun around. Drerpo was sitting on the ground behind her.

"Drerpo!" she said. "You startled me. What are you doing here?"

It had been six months since they last shared confidences, and the disquieting nature of that conversation still bothered her. Having more confusing thoughts the night before her ascension was the last thing she wanted.

"Drerpo…" she said softly. "You know I really have been bad for avoiding you these last months. I… don't want to talk about why now. Only I want to say that maybe we should save talking until after tomorrow."

"Oh," said the boy. "I just came to wish you good luck."

Drerpo smiled at the princess and she smiled back.

"It's funny," said Droos. "I never thought it would happen, but when I am with you, I feel happy. I don't think of you as a servant, even though that is what you are. You are my friend, Drerpo. Please accept my thanks for everything you have done for me. Now be kind and give me some space to think and prepare in peace!"

Strange, Drerpo's expression turned serious for a moment, but then he thought better of whatever was on his mind. He turned and walked away.

The day of Droos' First Ascension dawned and the girl saw in the waning darkness the light of a bright star in the sky. It was the same one that had shown all of those years ago when she was born. What did it mean? Would her death truly pave a glittering road of starlight and blood to bridge the gap between the world and heaven? Yet maybe the legend was not correct. It was possible that they were simply stories meant to trick her people into submitting to her father. Today also marked the end of her childhood. She could no longer blame others for her actions. What affect would her participation in the rituals serve as tools for propaganda. Would she become her father's greatest spokesman, in deed rather than in word. In the end on this day it was her lifetime of tribal lessons that won out, and she performed her duties.

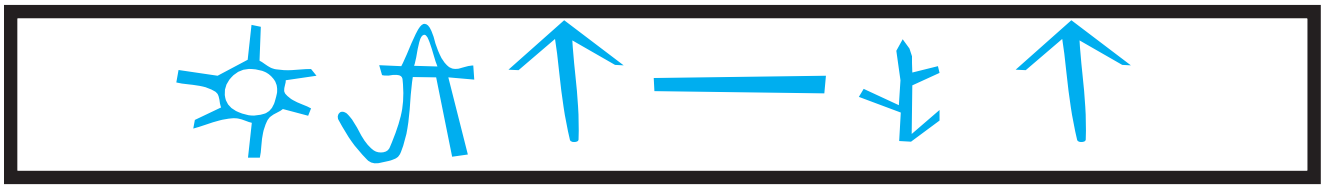
As the sun rose the chief lieutenants and departments of government gathered for the ceremony. One or two were absent due to sickness, and they would be found and executed. The rituals went well. She had learned the steps, the symbols, and the words to near perfection. As night fell, several dozen walked in procession to the Pillar of Creation and once at its summit

poured ritual water over her. With that her First Ascension Day was complete. She was an adolescent in the eyes of the community!

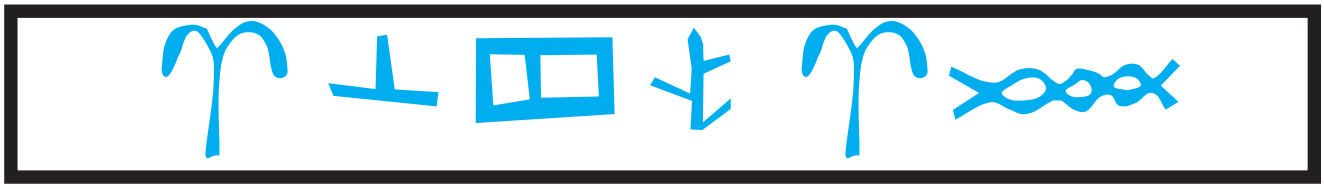
At that moment the symbolism of this day left her mind and Droos relished in the recognition that today she was twelve years old. A childhood full of responsibilities and horrors had sped by in the blink of an eye. New responsibilities and horrors awaited her. However, thanks to Drerpo, she now wondered what new realizations the future would bring.

Then she recalled that the countdown had gotten one year closer to its conclusion. Four years from this day Droos would die. With Drerpo's help, death was not so virtuous as she had once believed. With freedom denied, the slaves of the tribe could never be happy. The myths of her tribe might be nothing but propaganda. She had always believed that she wholeheartedly desired her death on her sixteenth birthday . It now occurred to her that not only was death sad, but that life was valuable. She really would be making a sacrifice. And her servants with her. And all of the slaves who were executed and killed for religious rituals. Life was precious. In her life Droos had been bathed in blood. She had been bathed in water. Now looking up at a bright twinkling star in the sky, she saw her body bathed in light.





Excerpt from
The Book of Dibødo



As Organized by 42

1's

1. shø (Shø)
2. tae (tae)
3. oang (oang)
4. hwan (hwan)
5. xun (xun)
6. ail (ail)
7. fea (fea)
8. eam (eam)
9. væ (væ)
10. eeth (eeth)
11. dwai (dwai)
12. goe (goe)
13. ol (ol)
14. yiÓ (yiÓ)
15. pø (pø)
16. iz (iz)
17. oaJ (oaJ)
18. on (on)
19. çn (çn)
20. sae (sae)
21. Ju (Ju)
22. æb (æb)
23. åch (åch)
24. aech (aech)
25. rem (rem)
26. ow (ow)
27. kø (kø)
28. chu (chu)
29. ooÓ (ooÓ)
30. Óoo (Óoo)
31. den (den)
32. Loa (Loa)
33. yees (yees)
34. tzae (tzae)
35. aqua (aqua)
36. mem (mem)
37. hoe (hoe)
38. wez (wez)
39. nue (nue)
40. uen (uen)
41. enoe (enoe)
42. ag (ag)

2's

1. Shoot (As In A Gun) (Shø)
2. Hill (tae)
3. Light (oang)
4. Teacher (hwan)
5. Add (xun)
6. Hand (ail)
7. Voice (fea)
8. Sunshine (Beam of Sun) (eam)
9. Rain (Move (An Object)) (væ)
10. Rebel (eeth)
11. Karma (dwai)
12. Mercy (goe)
13. The Devil (ol)
14. Fabric (yiÓ)
15. Evocation (pø)
16. Infinity (iz)
17. Son/Daughter (oaJ)
18. To Record (on)
19. Usurp (çn)
20. State (sae)
21. Time (Ju)
22. Engine (æb)
23. Charm (åch)
24. Halfling (aech)
25. Biological Manipulation (rem)
26. A Vortex (ow)
27. Dual (kø)
28. Mercy (chu)
29. Water (ooÓ)
30. Murder (Óoo)
31. Fertilize (den)
32. Face (Loa)
33. Seal (yees)
34. Fire (tzae)
35. Explore (aqua)
36. Wizard (mem)
37. Sun (hoe)
38. Imagination (wez)
39. Treasure (Secret/Perilous) (nue)
40. Pillars of Creation (uen)
41. Author (enoe)
42. Forty-Two (ag)

3's

1. Happiness (Shø)
2. Hope (tae)
3. Location (oang)
4. Death (hwan)
5. Reckless (xun)
6. Suffer (ail)
7. A Grape (fea)
8. Exile (eam)
9. Create (Blueprint) (væ)
10. Redemption (eeth)
11. Shape (Matter) (dwai)
12. Love (goe)
13. Neutrality (ol)
14. Samsara (yiÓ)
15. Weight (pø)
16. Necromancy (iz)
17. Seven (oaJ)
18. Essence (on)
19. Imprison (çn)
20. Harmony (sae)
21. Quantity/Mathematics (Ju)
22. Build (æb)
23. Conquer (åch)
24. Magical (aech)
25. Technology (rem)
26. Tower (ow)
27. Melee (kø)
28. Hell (chu)
29. Food (ooÓ)
30. Madness (Óoo)
31. Economy (den)
32. Attribute (Loa)
33. Fair (Beautiful) (yees)
34. Potent Artifact (tzae)
35. Scripture (aqua)
36. The Devil (mem)
37. Kinship (hoe)
38. Harass (wez)
39. Drug (nue)
40. Medicine (uen)

41. Innocence (enoe)
42. Dharma (ag)

4's

1. Nothing (Shø)
2. Throw (Down) (tae)
3. Know (oang)
4. Slave (By Choice) (hwan)
5. Command (xun)
6. Everything (Select All, Command "A") (ail)
7. Dawn (fea)
8. The Smell of a Pine Forest After a Cold Rain Early in the Morning (eam)
9. Birth (A Universe) (væ)
10. Garden (Above) (eeth)
11. Travel (The River) (dwai)
12. Parmedian One (goe)
13. Lie (ol)
14. Babel (yiÓ)
15. Hidden (pø)
16. Erosion (iz)
17. Sun (oaJ)
18. Vigil (on)
19. Shift (çn)
20. Elementalism/Love (sae)
21. Order (Ju)
22. Loss (æb)
23. Image (åch)
24. Hidden Truth (aech)
25. Agriculture (rem)
26. Wilderness (ow)
27. Battle (kø)
28. Smile (chu)
29. Tree (ooÓ)
30. Torture (Óoo)
31. Space Warfare (den)
32. Big Bang (Loa)
33. Symbol (yees)
34. Candle (tzae)
35. Sport (aqua)
36. The Multiverse (mem)
37. Team (hoe)
38. Dimension (wez)
39. Destruction (nue)
40. Rational (uen)
41. Map (enoe)
42. Nullify (Defenses) (ag)

5's

1. Pyramid (As In the Geometric Object) (Shø)
2. Finish (A Task or Quest) (tae)
3. I-It (oang)
4. Sage (hwan)
5. Hammer (xun)
6. Race (ail)
7. Silence (fea)
8. To Fuck (eam)
9. Send (Away) (væ)
10. Try (eeth)
11. War (dwai)
12. Animate (goe)
13. Betray (ol)
14. Sure (yiÓ)
15. Quench (pø)
16. Loot (iz)
17. God (oaJ)
18. Network (The Internet/Ultranet) (on)
19. Nuance (çn)
20. Life (sae)
21. Possession (Ju)
22. Artifact (æb)
23. Impenetrable (åch)
24. Ruin (aech)
25. Social (rem)
26. Dominion (ow)
27. War (kø)
28. Evil (chu)
29. Meadow (ooÓ)
30. Death (Óoo)
31. Circle (den)
32. Speak (Loa)
33. Calligraphy (yees)
34. Melt (tzae)
35. Hook (aqua)
36. Elf (mem)
37. Year (hoe)
38. Possess (wez)
39. Slit (nue)
40. Lotus (uen)
41. Forget (enoe)
42. Nothing (ag)

6's

1. Death (Shø)
2. Tall (tae)
3. Improve/Get Better (oang)
4. Shine (Bright) (hwan)
5. Game (xun)
6. A Young Woman/ A Maiden (ail)
7. Time (fea)
8. Knowledge (eam)
9. Republic (væ)
10. Delight (eeth)
11. Imaginary (dwai)
12. Copy (goe)
13. The Meek (ol)
14. Eat (yiÓ)
15. Act (pø)
16. Wild (iz)
17. Create (oaJ)
18. Marriage (on)
19. Divine Flame (çn)
20. Body (sae)
21. Empirical (Ju)
22. Four-Leaf Clover (æb)
23. Travel (åch)
24. Release from the Marble (aech)
25. Science (rem)
26. Citadel (ow)
27. Defeat (kø)
28. Anarchy (chu)
29. Ecosystem (ooÓ)
30. Genocide (Óoo)
31. Return (den)
32. Life (Loa)
33. Charisma (yees)
34. Gehenam (tzae)
35. Hear (aqua)
36. Divine Beings (mem)

37. Sign (hoe)
38. Inspire (Fear) (wez)
39. Obstacle (nue)
40. Divine Jewel (uen)
41. Mortal (enoe)
42. Descend (Upon Rebirth) (ag)

37. Exhale (hoe)
38. Ontology (wez)
39. Shattered (Domain) (nue)
40. Unlimited Power (uen)
41. Haunt (enoe)
42. In the Beginning (ag)

38. Dream (wez)
39. Protect (nue)
40. Filament (uen)
41. World Building (enoe)
42. Thirty-Six (ag)

7's

1. Simplicity (Shø)
2. House (tae)
3. Deaf (oang)
4. Sacrifice (Of Oneself) (hwan)
5. Write (xun)
6. Answer (An Urgent Request) (ail)
7. Counter (Spell) (fea)
8. Ultimate Attainment (eam)
9. Conquer (væ)
10. Speak (Anti-Speak) (eeth)
11. Triumph (dwai)
12. Simple (goe)
13. Core (ol)
14. Return (yiÓ)
15. Go (pø)
16. Insect (iz)
17. Love (oaJ)
18. Grace (on)
19. Exact (çn)
20. Inconsistent (sae)
21. Pain (Ju)
22. Create Language (æb)
23. Exceed Your Grasp (åch)
24. Moksha (aech)
25. Homicidal (rem)
26. Magic (ow)
27. Courage (kø)
28. Discretion (chu)
29. Marriage (ooÓ)
30. Service to Death (Óoo)
31. Careful (den)
32. Joy (Loa)
33. Ugly (yees)
34. Despair (tzae)
35. Discern (aqua)
36. Holy Chaos (mem)

8's

1. Humility (Shø)
2. End (As In A Time Limit) (tae)
3. Create (oang)
4. Give (hwan)
5. Poem (xun)
6. A Place (For Something) (ail)
7. Harp (fea)
8. Peace (eam)
9. Transverse (A Super Cluster)
10. Test (eeth)
11. Consequence (dwai)
12. Release (goe)
13. Chaos (ol)
14. Warn (yiÓ)
15. Advantage (pø)
16. Silence (Verb) (iz)
17. Husband/Wife (oaJ)
18. Expression (on)
19. Ensnare (çn)
20. Future (sae)
21. Walk (Ju)
22. Weak (æb)
23. Weariness (åch)
24. Peaceful (aech)
25. DNA (rem)
26. Destruction (ow)
27. Extension (kø)
28. Pity (chu)
29. Lake (ooÓ)
30. Kill (Óoo)
31. Simplicity (den)
32. Dweehwail (Loa)
33. Entomb (yees)
34. Burn (tzae)
35. Deep (aqua)
36. Ranger (mem)
37. Sunrise (hoe)

9's

1. Emptiness (Shø)
2. Obliterate (tae)
3. Erase (oang)
4. Life/Essence (hwan)
5. Assume (xun)
6. Memory (Erased) (ail)
7. Satisfaction (fea)
8. Loneliness (eam)
9. Sentient (væ)
10. Tears (Of Joy) (eeth)
11. Matter (dwai)
12. Convince (goe)
13. Nature (ol)
14. Reincarnate (yiÓ)
15. Support (A Weight) (pø)
16. Undead (iz)
17. Six (oaJ)
18. Origin (on)
19. Violate (çn)
20. Justice (sae)
21. Manipulation (Ju)
22. Temple (æb)
23. Birth Through Pain (åch)
24. Wilderness (aech)
25. Military (rem)
26. Secret (ow)
27. Advantage (kø)
28. Exile (chu)
29. Grain (ooÓ)
30. Crazy (Óoo)
31. Craft (den)
32. Thirteen (Loa)
33. Flawless (yees)
34. Dominate (tzae)
35. Myth (aqua)
36. Devil Incarnate (mem)
37. Relative (Family) (hoe)
38. Obsession (wez)

39. Imbibe (nue)
40. Doctor (uen)
41. Free (enoe)
42. Righteousness (ag)

39. Eye (nue)
40. Mind (uen)
41. Compass (enoe)
42. Break (The Impenetrable) (ag)

40. Jewel of Power (uen)
41. History (enoe)
42. Unknowable (ag)

10's

1. One (The Number) (Shø)
2. Politics (tae)
3. Persuasion (A Command) (oang)
4. Prest (Priest) (hwan)
5. Authority (xun)
6. Manifest (ail)
7. Children (fea)
8. Sent (Smell) (eam)
9. Spin (A Super Cluster) (væ)
10. Meadow (Above) (eeth)
11. Shift (dwai)
12. Eternity (goe)
13. Spy (ol)
14. Pandora's Box (yiÓ)
15. Prey (pø)
16. Geological Time (iz)
17. Light (oaJ)
18. Unseen (on)
19. Enter (çn)
20. Chaos/Order (sae)
21. Absolute (Ju)
22. Estrange (æb)
23. Shadow (åch)
24. Bedtime Story (aech)
25. Farm (rem)
26. Mastery (ow)
27. Strategy (kø)
28. Cold (chu)
29. Light (ooÓ)
30. Writhe (Óoo)
31. Detonate (den)
32. Begin (Loa)
33. Connote (yees)
34. Memory (tzae)
35. Play (aqua)
36. Lamps (mem)
37. Together (hoe)
38. Fractal (wez)

11's

1. Illusion (Shø)
2. Black (tae)
3. Philosophy (oang)
4. Nurture (hwan)
5. Judge (xun)
6. Unique (ail)
7. Word (Of Command)
8. Thrive (eam)
9. Deny (Passage) (væ)
10. Catch (eeth)
11. Mastery (dwai)
12. Damn (goe)
13. Praise (ol)
14. Grass (yiÓ)
15. Break (A Siege)
16. Pillage (iz)
17. Demi-God (oaJ)
18. Information (on)
19. Onion (çn)
20. Sentient (sae)
21. Property (Ju)
22. Starlight (æb)
23. Skull (åch)
24. Myth (aech)
25. Psychology (rem)
26. Appoint (ow)
27. Surprise (kø)
28. From Good (chu)
29. Flower (ooÓ)
30. Expire (Óoo)
31. Equilibrium (den)
32. Create (Loa)
33. Art (yees)
34. Annul (An Artifact) (tzae)
35. Pull (aqua)
36. Human (mem)
37. Season (hoe)
38. Inhabit (wez)
39. Snake (nue)

12's

1. Duality (The Religious Concept) (Shø)
2. Save (A Life) (tae)
3. Location (oang)
4. Mercy (hwan)
5. Tactics (xun)
6. Goddess (ail)
7. Beginning (fea)
8. Sad (eam)
9. Salad (Equal) (væ)
10. Gift (eeth)
11. Negative (Mathematical) (dwai)
12. Split (goe)
13. Despair (ol)
14. Consume (yiÓ)
15. Drama (pø)
16. Terrible (iz)
17. Universe/Cosmos (oaJ)
18. Choice (on)
19. Perpetual (çn)
20. Cell (sae)
21. Science (Ju)
22. Neutron (æb)
23. Fly (åch)
24. Statue (aech)
25. Physics (rem)
26. Beauty (ow)
27. Obliterate (kø)
28. Fascism (chu)
29. Spirits (ooḥ)
30. Ethnocide (Ḥoo)
31. Traitor (den)
32. Soul (Loa)
33. Leader (yees)
34. Purify (tzae)
35. Listen (aqua)
36. Demi-God (mem)
37. Signal (hoe)
38. Show Off (wez)

39. Bar (Block) (nue)
40. Jewel (uen)
41. Death (enoe)
42. Negative Karma (ag)

13's

1. I-Thou (Philosophy) (Shø)
2. Strong (tae)
3. Confuse (oang)
4. Sensitive (To Others) (hwan)
5. Will/Make (xun)
6. Love/Anxiety (ail)
7. Respond (fea)
8. Excitement (eam)
9. Invade (væ)
10. Mute (eeth)
11. Constitution (Strength) (dwai)
12. Reduce (goe)
13. Laugh (ol)
14. Discover (yiÓ)
15. Vehicle (pø)
16. Pest (iz)
17. Understand (oaJ)
18. Redeem (on)
19. Target (çn)
20. Intervention (sae)
21. Offer (Ju)
22. Dialect (æb)
23. Heaven (åch)
24. Oneness (aech)
25. Rage (rem)
26. Study (ow)
27. Face (A Challenge) (kø)
28. Wisdom (chu)
29. Harmony (ooÓ)
30. Gift (Óoo)
31. Cautious (den)
32. Mercy (Loa)
33. Sadistic (yees)
34. Fall (tzae)
35. Find (A Path) (aqua)
36. Consume (mem)
37. Purge (hoe)
38. Epistomology (wez)
39. Maddened (Domain) (nue)
40. Free Guardian (uen)
41. Catacomb (enoe)
42. Struggle (ag)

14's

1. Perfection (Shø)
2. Journey (tae)
3. Imagine (oang)
4. Name (hwan)
5. Dream (xun)
6. Shelf (ail)
7. Music (fea)
8. Heal (eam)
9. Spin (A Galaxy) (væ)
10. Snake (eeth)
11. Righteous Anger (dwai)
12. Comfort (goe)
13. Element (ol)
14. Lost (yiÓ)
15. Check (pø)
16. Collect (Pieces of a Soul) (iz)
17. Brother/Sister (oaJ)
18. Indecipherable (on)
19. Shape (çn)
20. War/Peace (sae)
21. Split (Ju)
22. Escape (æb)
23. Lull (åch)
24. Generous (aech)
25. Organelles (rem)
26. Chaos (ow)
27. Block (kø)
28. To Stay (the Hand) (chu)
29. River (ooÓ)
30. Maim (Óoo)
31. Wonder (den)
32. Language (Loa)
33. Radioactive (yees)
34. Cremate (tzae)
35. Ocean (aqua)
36. Fighter (mem)
37. Sunset (hoe)
38. Beyond (wez)
39. Tower (nue)
40. Fiber (uen)
41. Myth Making (enoe)
42. Thirty (ag)

15's

1. Arrogance (Shø)
2. Merciless (tae)
3. Expel (oang)
4. Blood (hwan)
5. Accident (xun)
6. Chain (ail)
7. Delay (The Inevitable) (fea)
8. Keep (eam)
9. Mind (væ)
10. Plowshares (eeth)
11. Energy (dwai)
12. Tell (goe)
13. Ranger (ol)
14. Unplug (yiÓ)
15. Dangle (pø)
16. Ancient (iz)
17. Five (oaJ)
18. Elemental Water (on)
19. Demand (çn)
20. Mind (sae)
21. Measurements (Ju)
22. Hang (A Cosmos) (æb)
23. Three Steps Forward (åch)
24. Waterfall (aech)
25. Safety (rem)
26. Vault (ow)
27. Defend (kø)
28. Fail (…to Submit) (chu)
29. Wheat (ooÓ)
30. Overrun (Óoo)
31. Conditions (den)
32. Spheres (Loa)
33. Skin (yees)
34. See (tzae)
35. Legend (aqua)
36. Dig (mem)
37. Ownership (hoe)
38. Infatuation (wez)
39. Smoke (nue)
40. Cure (uen)
41. Simple (enoe)

42. Responsibility (ag)

16's

1. Seventy (The Number) (Shø)
2. Government (tae)
3. Top Project (A "Thought") (oang)
4. Discipline (hwan)
5. Speak/Make (xun)
6. Structure (ail)
7. Wind (fea)
8. Air (eam)
9. Navigate (A Galaxy) (væ)
10. Beach (Above) (eeth)
11. Phase (Out) (dwai)
12. Misdirect (goe)
13. Penetrate (ol)
14. Balloon (yiÓ)
15. Predator (pø)
16. Collapse (iz)
17. Bright (oaJ)
18. Pierce (See) (on)
19. Endure (çn)
20. Negative/Positive (sae)
21. Destiny (Ju)
22. Surrender (æb)
23. Ideal (åch)
24. Calm (A Child) (aech)
25. Herd (rem)
26. True Neutral (ow)
27. Capture (kø)
28. Pleasure (chu)
29. Water (ooÓ)
30. Snap (Óoo)
31. Fire (Shoot) (den)
32. Time (Loa)
33. Translate (yees)
34. Remember (tzae)
35. Game (aqua)
36. Trees (mem)
37. Alliance (hoe)
38. Fifth (wez)
39. Heart (nue)
40. Thought (uen)
41. Direction (enoe)

42. Change Fate (ag)

17's

1. Beauty (Shø)
2. Art (tae)
3. Book (oang)
4. Replenish (hwan)
5. Morals (xun)
6. Innate (ail)
7. Dart (Bane of Gods) (fea)
8. Survive (eam)
9. Close (Nearby) (væ)
10. Fly (eeth)
11. Assertiveness (dwai)
12. Oppress (goe)
13. Worship (ol)
14. Wind (yiÓ)
15. Dwell (pø)
16. Break (A Defense) (iz)
17. Emperor (oaJ)
18. Transmit (on)
19. Inside (çn)
20. DNA (sae)
21. Money (Ju)
22. Energy/Power (æb)
23. Butcher (åch)
24. Legend (aech)
25. Sociology (rem)
26. Ambrosia (ow)
27. Command (kø)
28. From Bad (chu)
29. Grass (ooÓ)
30. Extinguish (Óoo)
31. Beautify (den)
32. Null & Void (Loa)
33. Curve (yees)
34. Dispell (tzae)
35. Bait (aqua)
36. Dwarf (mem)
37. Winter (hoe)
38. Transcend (wez)
39. Cat (nue)
40. Battery (uen)
41. Neglect (enoe)
42. Entropy (ag)

18's

1. Diversity (Shø)
2. Bond (Between Two, Non-Sexual) (tae)
3. Omnipresent (oang)
4. Altruistic (hwan)
5. Strategy (xun)
6. Universe (ail)
7. Circle (fea)
8. Wise (eam)
9. Collective Consciousness (væ)
10. Mortality (eeth)
11. Blink (Of An Eye) (dwai)
12. Cross (goe)
13. Crazy (ol)
14. Devour (yiÓ)
15. Muse (pø)
16. Rip (iz)
17. Transverse (oaJ)
18. By Force (on)
19. Fusion (çn)
20. Digestion (sae)
21. Law (Ju)
22. Merge (æb)
23. Tunnel (Verb) (åch)
24. Likeness (aech)
25. Chemistry (rem)
26. Necromancy (ow)
27. Speed (kø)
28. Vengeance (chu)
29. Gods (ooÓ)
30. Gas (Óoo)
31. Masochism (den)
32. Mind (Loa)
33. Charm (yees)
34. Sepulcher (tzae)
35. Sound (aqua)
36. Shining Fey (mem)
37. Traffic (hoe)
38. Corridor (wez)
39. Distract (nue)
40. Sapphire (uen)
41. Gift (enoe)
42. Abuse (ag)

Apocalypse in Dweehwail
19's

1. Family (Shø)
2. Protection (tae)
3. Disturb (oang)
4. Understand (hwan)
5. Web (xun)
6. Sense/Despair (ail)
7. Block (fea)
8. Glee (eam)
9. Overwhelm (væ)
10. Silence (Verb) (eeth)
11. Persevere (dwai)
12. Obvious (goe)
13. Irony (ol)
14. Escape (yiÓ)
15. Automotive (pø)
16. Annoy (iz)
17. Honor (oaJ)
18. Underserved (on)
19. Aim (çn)
20. Change (sae)
21. Chains (Ju)
22. Grammar (æb)
23. Exalted (åch)
24. Atman (aech)
25. Wrath (rem)
26. Teach (ow)
27. Reason (For Something) (kø)
28. Thought (chu)
29. Rebirth (ooÓ)
30. Unknown (Óoo)
31. Prudent (den)
32. Love (Loa)
33. Bigotry (yees)
34. Hopeless (tzae)
35. Smell (aqua)
36. Poison (mem)
37. Release (hoe)
38. Ethics (wez)
39. Empty (Domain) (nue)
40. Unlimited Resources (uen)
41. Crypt (enoe)
42. Covenant (ag)

Book of Dibødo
20's

1. Sex (Shø)
2. Time (tae)
3. Accept (oang)
4. Definition (hwan)
5. Mystery (xun)
6. Erode (ail)
7. Special (fea)
8. Cure (eam)
9. Orbit (A World)
10. Deceit (eeth)
11. Vengeance (dwai)
12. Awake (goe)
13. Pulse (Electric) (ol)
14. Secret (yiÓ)
15. Peek (pø)
16. Call (At Least One Piece of a Soul) (iz)
17. Mother/Father (oaJ)
18. Interpret (on)
19. Twist (çn)
20. Military (sae)
21. Circle (Ju)
22. Antidote (æb)
23. Diminish (åch)
24. Accept (aech)
25. Proteins (rem)
26. Elemental (ow)
27. Cut (kø)
28. Pardon (chu)
29. Rain (ooÓ)
30. Injure (Óoo)
31. Essence (den)
32. Holy (Loa)
33. Forever (yees)
34. Consume (tzae)
35. Secret (aqua)
36. Rogue (mem)
37. Twilight (hoe)
38. Shadow (wez)
39. Wizard (nue)
40. Column (uen)
41. Language Design (enoe)
42. Twenty-Four (ag)

Nathan S.J. Sunshine
21's

1. Fear (Shø)
2. Strike (A Blow) (tae)
3. Alone (oang)
4. Red (hwan)
5. Warn (xun)
6. Disintegrate (ail)
7. Pleasure (fea)
8. Candle (eam)
9. Free Will (væ)
10. Prophet (eeth)
11. Resource (dwai)
12. Impress (Upon) (goe)
13. Rider (ol)
14. Load (Virtual Space) (yiÓ)
15. Reach (pø)
16. Bury (iz)
17. Four (oaJ)
18. Ocean (on)
19. Threat (çn)
20. Body (sae)
21. Weights (Ju)
22. Disperse (A Cosmos) (æb)
23. Two Steps Back (åch)
24. Ice (aech)
25. Exploration (rem)
26. Thought (ow)
27. Predict (kø)
28. Third (Option) (chu)
29. Bread (ooÓ)
30. Conquered (Óoo)
31. Service (den)
32. Languages (Loa)
33. Features (yees)
34. Rule (tzae)
35. Epic (aqua)
36. Greater Demon (mem)
37. Prime Material (hoe)
38. Slave (wez)
39. Inject (nue)
40. Surgery (uen)
41. Wonder (enoe)
42. Line in the Sand (ag)

Apocalypse in Dweehwail
22's

1. Forty-Two (The Number) (Shø)
2. Alliance (tae)
3. Read (Mentally) (oang)
4. Servant (hwan)
5. Wish/Make (xun)
6. Astral (ail)
7. Spectrum (Of Colors) (fea)
8. Cosmos (eam)
9. Create (A World) (væ)
10. Clouds (Above) (eeth)
11. Explode (dwai)
12. Around (Go) (goe)
13. Future (ol)
14. Distant (yiÓ)
15. Cavern (pø)
16. Drop (iz)
17. See (oaJ)
18. Reach (Grasp) (on)
19. Risk (çn)
20. Water (sae)
21. Cause/Impact/Connection (Ju)
22. Fate (æb)
23. Represent (åch)
24. Cozy (aech)
25. Harvest (rem)
26. Enchantment/Charm (ow)
27. Inspire (kø)
28. Reward (chu)
29. Earth (ooÓ)
30. Carve (Óoo)
31. Aim (den)
32. Infinity (Loa)
33. Divergent (yees)
34. Honor (tzae)
35. Athletics (aqua)
36. Spheres (mem)
37. Cooperate (hoe)
38. Fourth (wez)
39. Twist (nue)
40. Solve (uen)
41. Path (enoe)
42. Choose (ag)

Book of Dibødo
23's

1. Complete/Whole (Shø)
2. Color (tae)
3. Treat (Of Peace) (oang)
4. Tranquility (hwan)
5. Force (xun)
6. Ability (ail)
7. Apocalypse (fea)
8. Necessary (eam)
9. Whither (A Surrounding Land) (væ)
10. Impasse (eeth)
11. Arrogance (dwai)
12. Dominate (goe)
13. Promise (ol)
14. Ivory (yiÓ)
15. City (pø)
16. Demon (iz)
17. King (oaJ)
18. Convey (on)
19. Secret (çn)
20. Soul (sae)
21. Valuable (Ju)
22. Brand (æb)
23. Bane (åch)
24. Sand (aech)
25. Anthropology (rem)
26. Creation (ow)
27. Timely (kø)
28. Crisis (chu)
29. Sunlight (ooÓ)
30. Suffocate (Óoo)
31. White Noise (den)
32. Waters (Loa)
33. Meaning (yees)
34. Crumble (tzae)
35. Lure (aqua)
36. Tree Guardian (mem)
37. Summer (hoe)
38. Meek (wez)
39. Tempt (nue)
40. Diamond (uen)
41. Underestimate (enoe)
42. Perfection (ag)

Nathan S.J. Sunshine
24's

1. Unity (Shø)
2. Father (tae)
3. Avatar (oang)
4. Star (hwan)
5. Clever (xun)
6. Super Cluster (ail)
7. Future (fea)
8. Merry (Happy) (eam)
9. Social (væ)
10. Queen (eeth)
11. Transfer (From One Place to Another) (dwai)
12. Parallel (goe)
13. Heartless (ol)
14. Woe (yiÓ)
15. Allegory (pø)
16. Digest (iz)
17. Galaxies/Planes (oaJ)
18. Unity (on)
19. Power Plant (çn)
20. Reproduction (sae)
21. Theory (Ju)
22. Break (æb)
23. Cross (åch)
24. Polish (aech)
25. Biology (rem)
26. Law (ow)
27. Conquer (kø)
28. Monster (chu)
29. Plant (ooÓ)
30. Machine (Óoo)
31. Dig a Grave (One's Own) (den)
32. Body (Loa)
33. Music (yees)
34. Enrich (tzae)
35. Quiet (aqua)
36. Forward Fey (mem)
37. Go (hoe)
38. Freeway (wez)
39. Block (nue)
40. Ruby (uen)
41. Urgency (enoe)
42. Waste (ag)

Apocalypse in Dweehwail
25's

1. Marriage (Shø)
2. Moat (tae)
3. Flee (Run Away) (oang)
4. Friend (hwan)
5. Weave (xun)
6. Message (ail)
7. Dexterity (fea)
8. Glad (eam)
9. Plague (væ)
10. Volume (Down) (eeth)
11. Hardship (Withstand) (dwai)
12. Stupid (goe)
13. Satire (ol)
14. Devil (yiÓ)
15. Self (pø)
16. Tease (iz)
17. Respect (oaJ)
18. Luck
19. Specify (çn)
20. Break (A Rule) (sae)
21. Ritual (Ju)
22. Vocabulary (æb)
23. Receive (åch)
24. Meditate (aech)
25. Heat (rem)
26. Learn (ow)
27. Purpose (kø)
28. Keen (chu)
29. Rejuvenate (ooÓ)
30. Mystery (Óoo)
31. Notice (den)
32. Passion (Loa)
33. Fear (yees)
34. Extinguish (tzae)
35. Sense (aqua)
36. The Devil's Fear (mem)
37. Calm (hoe)
38. Aesthetics (wez)
39. Kill (A God) (nue)
40. Free Turn (uen)
41. Tomb (enoe)
42. Commandment (ag)

Book of Dibødo
26's

1. Children (Shø)
2. Destroy (tae)
3. Impossible (oang)
4. Honesty (hwan)
5. Unknown (xun)
6. Burden (ail)
7. Holy (fea)
8. Calm (eam)
9. Push (A Land Mass) (væ)
10. Entice (eeth)
11. Masochism (dwai)
12. Energize (goe)
13. Cluster Bomb (ol)
14. Vault (yiÓ)
15. Danger (pø)
16. Positive (Energy) (iz)
17. Cousin (oaJ)
18. Necessity (on)
19. Enslave (çn)
20. Administration (sae)
21. Straight (Ju)
22. Recover (æb)
23. Achilles (åch)
24. Tolerant (aech)
25. Fluid (rem)
26. Alteration/Transmutation (ow)
27. Acrobatics (kø)
28. Bow (chu)
29. Ice (ooÓ)
30. Break (Óoo)
31. Putrid (den)
32. Angel (Loa)
33. Sleep (yees)
34. Heat (tzae)
35. Vent (aqua)
36. Priest (mem)
37. Hour (hoe)
38. Subconscious (wez)
39. Secret (nue)
40. Frame (uen)
41. Philosophy (enoe)
42. Eighteen (ag)

Nathan S.J. Sunshine
27's

1. War (Shø)
2. Saber (tae)
3. Hate (oang)
4. Anger (hwan)
5. Artificial (xun)
6. Shatter (ail)
7. Cook (fea)
8. Vigil (eam)
9. Fate (væ)
10. Diamond (In the Rough) (eeth)
11. Cache (dwai)
12. Emphasize (goe)
13. Horse (ol)
14. Space (yiÓ)
15. Climb (pø)
16. Mausoleum (iz)
17. Three (oaJ)
18. Sea (on)
19. Cut Off (çn)
20. Fifty (sae)
21. Amounts (Ju)
22. Design (A Plane) (æb)
23. Second Chance (åch)
24. Snow (aech)
25. Transportation (rem)
26. Time (ow)
27. Counter (kø)
28. Renegade (chu)
29. Yeast (ooÓ)
30. Succumb (Óoo)
31. Banking (den)
32. Seventy (Loa)
33. Eyes of Stars (yees)
34. Hear (tzae)
35. Tale (aqua)
36. Dragon (mem)
37. Singular (hoe)
38. Gaudy (wez)
39. Receive (nue)
40. Vaccine (uen)
41. Attitude (enoe)
42. Good & Evil (ag)

1. Answer (Shø)
2. Group (Of Sentients) (tae)
3. Discover (oang)
4. Purpose (hwan)
5. Choice (xun)
6. Ethereal (ail)
7. Transcendent (fea)
8. Plane (Of Existence) (eam)
9. Form (A Land Mass) (væ)
10. Capitol (eeth)
11. Beam (A Weapon) (dwai)
12. Overlook (goe)
13. Divination (ol)
14. Telescope (yiÓ)
15. Cave (pø)
16. Marble (iz)
17. Show (oaJ)
18. Telescope (on)
19. Connect (çn)
20. Air (sae)
21. Comparison (Ju)
22. Different (æb)
23. Art (åch)
24. Comfortable (aech)
25. Sow (rem)
26. Conjuration/Summoning (ow)
27. Morale (kø)
28. Treat (chu)
29. Leaf (ooÓ)
30. Mutilate (Óoo)
31. Torpedo (den)
32. Limit (Loa)
33. Babel (yees)
34. Burial (tzae)
35. Compete (aqua)
36. Jewels (mem)
37. Party (hoe)
38. Third (wez)
39. The Abyss (nue)
40. Proof (uen)
41. Find (enoe)
42. Endgame (ag)

1. Rock (An Anchor) (Shø)
2. Puzzle (tae)
3. Limit (Of Power) (oang)
4. Meditate (hwan)
5. Pull (xun)
6. Gate/Portal (ail)
7. Weapon of Mass Destruction (fea)
8. Urge (eam)
9. Grid (A Weapon) (væ)
10. A Grip (To Hold Onto) (eeth)
11. Reckless (dwai)
12. Torture (goe)
13. Redeem (ol)
14. Twinkle (yiÓ)
15. Serendipity (pø)
16. Defensible (iz)
17. Governor (oaJ)
18. Communicate (on)
19. Parallel (çn)
20. Simple (sae)
21. Bank Note (Ju)
22. Alphabet (æb)
23. Spear (åch)
24. Dust (aech)
25. Politics (rem)
26. Astral (ow)
27. Rest (kø)
28. Incomprehensible (chu)
29. Stream (ooÓ)
30. Choke (Óoo)
31. Please (den)
32. Chaos (Loa)
33. Embellish (yees)
34. Destroy (tzae)
35. Trap (aqua)
36. Eagle (mem)
37. Autumn (hoe)
38. Disabled (wez)
39. Devil (nue)
40. Monolith (uen)
41. Erase (enoe)
42. Defy Logic (ag)

1. Safety (Shø)
2. Obsolete (tae)
3. Interdimensional Travel (oang)
4. Pallet (In Art) (hwan)
5. Speed (Swift) (xun)
6. Galaxy (ail)
7. Peril (fea)
8. Quiet (eam)
9. Society (væ)
10. Life (eeth)
11. Wormhole (dwai)
12. Ethereal (goe)
13. Empty (ol)
14. Mundane (yiÓ)
15. Show (pø)
16. Pierce (iz)
17. Transverse (oaJ)
18. Meld (on)
19. Energy Source (çn)
20. Nerves (sae)
21. Observe (Ju)
22. Cataclysm (æb)
23. Scale (A Mountain) (åch)
24. Memory (aech)
25. Earth (rem)
26. Sun (ow)
27. Replace (kø)
28. Suave (chu)
29. Animal (ooÓ)
30. Burn (Óoo)
31. Implode (den)
32. Design (Loa)
33. Recite (yees)
34. Redeem (tzae)
35. Muffle (aqua)
36. Green Elf (mem)
37. Turn (hoe)
38. Highway (wez)
39. Under (nue)
40. Emerald (uen)
41. Instinct (To Survive) (enoe)
42. Interfere (ag)

Apocalypse in Dweehwail
31's

1. Love (Shø)
2. Square (tae)
3. Pulse (Rhythm) (oang)
4. Help/Assist (hwan)
5. Needle (xun)
6. Yearn (ail)
7. Perry (fea)
8. Happy (Of a Simple Connotation) (eam)
9. Trespass (væ)
10. Off (eeth)
11. Rock (Adjective) (dwai)
12. Disabled (goe)
13. Joke (ol)
14. Company (yiÓ)
15. Caravan (pø)
16. Distract (iz)
17. Justice (oaJ)
18. Unlooked For (on)
19. Exact (çn)
20. Miracle (sae)
21. Contract (Ju)
22. Letters (æb)
23. Reward (åch)
24. Calm (aech)
25. Anger (rem)
26. Serve (ow)
27. Convince (kø)
28. Just (chu)
29. Grow (ooÓ)
30. Indifference (Óoo)
31. Vigilant (den)
32. Laughter (Loa)
33. Frown (yees)
34. Wild (tzae)
35. Search (aqua)
36. Wildcard (mem)
37. Die (hoe)
38. Religion (wez)
39. Blood Feud (nue)
40. Ultimate Reset (uen)
41. Curse (enoe)
42. The World to Come (ag)

Book of Dibødo
32's

1. Learn (Shø)
2. Fire (tae)
3. Far (oang)
4. Truth (hwan)
5. Extra (xun)
6. Carry (ail)
7. Ascend (fea)
8. Smooth (eam)
9. Transport (Something) (væ)
10. Fool (eeth)
11. Self-Hurt (dwai)
12. Cure (goe)
13. Torpedo (ol)
14. Library (yiÓ)
15. Uncertainty
16. Negative (Energy) (iz)
17. Uncle/Aunt (oaJ)
18. Shortcut (on)
19. Blind (çn)
20. Jurisdiction (sae)
21. Calendar (Ju)
22. Expel (æb)
23. Subtle (åch)
24. Open (aech)
25. Minerals (rem)
26. Combat (ow)
27. Hand-to-Hand (kø)
28. Submit (chu)
29. Snow (ooÓ)
30. Hurt (Óoo)
31. Seed (den)
32. Demon (Loa)
33. Guard (yees)
34. Glow (tzae)
35. Survivor (aqua)
36. Druid (mem)
37. Second (Time) (hoe)
38. Inside (wez)
39. Chest (nue)
40. Portable (uen)
41. Psychology (enoe)
42. Twelve (ag)

Nathan S.J. Sunshine
33's

1. Kill (Shø)
2. Sword (tae)
3. Enmity (oang)
4. Fight (With Weapons) (hwan)
5. Artifact (xun)
6. Break (ail)
7. Taste (fea)
8. Guard (eam)
9. Plan (væ)
10. Grey (eeth)
11. Storage (dwai)
12. Highlight (goe)
13. Gentle (ol)
14. Void (yiÓ)
15. Grappling (Hook) (pø)
16. Tomb
17. Two (oaJ)
18. Lake (on)
19. Besiege (çn)
20. Prepare (sae)
21. Numbers (Ju)
22. Form (A Land Mass) (æb)
23. Into the Fire (åch)
24. Fuel (aech)
25. Invention (rem)
26. Numbers (ow)
27. Action (kø)
28. Leave (chu)
29. Oven (ooÓ)
30. Taken (Óoo)
31. Housing (den)
32. Travel (Beyond)
33. Alight (yees)
34. Prolong (tzae)
35. Book (aqua)
36. The Devil's Servant (mem)
37. Primary (hoe)
38. Jewelry (wez)
39. Marijuana (nue)
40. Homeopathic (uen)
41. Tantrum (enoe)
42. Discern (ag)

Apocalypse in Dweehwail
34's

1. God (Shø)
2. Six (The Number) (tae)
3. Watch (oang)
4. Mission/Objective (hwan)
5. Magic (xun)
6. Tranquility (ail)
7. Complete (fea)
8. Meal (eam)
9. Raise (A City/Castle)
10. Castle (eeth)
11. Turret (dwai)
12. Prolong (goe)
13. Foresight (ol)
14. Astronomy (yiÓ)
15. Hot (pø)
16. Carve (iz)
17. Torch (oaJ)
18. Watchtower (on)
19. Portal (çn)
20. Fire (sae)
21. Order (Ju)
22. Avatar (æb)
23. Patron (åch)
24. Protection (aech)
25. Seed (rem)
26. Animals (ow)
27. Valor (kø)
28. Sweet (chu)
29. Branch (ooÓ)
30. Heartbreak (Óoo)
31. Protons Cannons (den)
32. Travel (Time) (Loa)
33. Context (yees)
34. Pray (tzae)
35. Pride (aqua)
36. Star (mem)
37. Friendship (hoe)
38. Second (wez)
39. Pit (nue)
40. Logic (uen)
41. Rest (enoe)
42. Checkmate (ag)

Book of Dibødo
35's

1. Identity (Shø)
2. Part (Of a Whole) (tae)
3. Truce (End to Conflict) (oang)
4. Rest/Sleep (hwan)
5. Restrain (xun)
6. Infrastructure (ail)
7. Missile (Of Any Concrete Type) (fea)
8. Lust (eam)
9. Sentry (The Weapon)
10. Climb (eeth)
11. Nerve (Courage) (dwai)
12. Morph (goe)
13. Free (ol)
14. Vast (yiÓ)
15. Spring (Well) (pø)
16. Natural Boundary (iz)
17. Mayor (oaJ)
18. Signal (on)
19. Encompass (çn)
20. Plant (sae)
21. Gold (Ju)
22. Projection (æb)
23. Fortification (åch)
24. Pillage (aech)
25. Economics (rem)
26. Divination (ow)
27. Invent (kø)
28. Death (chu)
29. Dew (ooÓ)
30. Bleed (Óoo)
31. Trickle (den)
32. Breath (Loa)
33. Engrave (yees)
34. Cease (tzae)
35. Barb (aqua)
36. Halfling (mem)
37. Spring (hoe)
38. Cripple (Verb) (wez)
39. Cower (nue)
40. Prism (uen)
41. Cover Up (enoe)
42. Indeterminate (ag)

Nathan S.J. Sunshine
36's

1. Truth (Shø)
2. Difference (tae)
3. Connection (oang)
4. White (hwan)
5. Fly (xun)
6. Planet (ail)
7. Advise (fea)
8. Endless (eam)
9. Tolerant (væ)
10. Mother (eeth)
11. Light Speed (dwai)
12. Veil (goe)
13. Blindness (ol)
14. Abomination (yiÓ)
15. Play (Production) (pø)
16. Bite (iz)
17. Planet/Plane (oaJ)
18. Connect (on)
19. Pump (çn)
20. Circulation (sae)
21. Hypothesis (Ju)
22. Accident (æb)
23. Valley (åch)
24. Endure (aech)
25. Astronomy (rem)
26. Abjuration (ow)
27. Hero (kø)
28. Charming (chu)
29. Rock (ooÓ)
30. Pretend (Óoo)
31. Self Destruction (den)
32. Balance (Loa)
33. Memorize (yees)
34. Distinguish (tzae)
35. Rabbit (aqua)
36. Half Fey (mem)
37. Stop (hoe)
38. Boulevard (wez)
39. Over (nue)
40. Jet (uen)
41. Conflict (enoe)
42. Avoid (ag)

Apocalypse in Dweehwail
37's

1. Humility (Shø)
2. Wall (tae)
3. A Sound (Of a Disturbing Nature) (oang)
4. Give (hwan)
5. Paper (xun)
6. Shout (ail)
7. A Movement (Defensive) (fea)
8. Smile (eam)
9. Cross (A Bridge) (væ)
10. Cut (the Tongue) (eeth)
11. Rock (dwai)
12. A Lisp (goe)
13. Truth (ol)
14. Torture (yiÓ)
15. Car (pø)
16. Fly (The Insect) (iz)
17. Tree (oaJ)
18. Surprise (on)
19. Dart (çn)
20. Evil (sae)
21. Order (Ju)
22. Scribe (æb)
23. Promise (åch)
24. Quiet (aech)
25. Shout/Scream (rem)
26. Material (ow)
27. Kill (A Child) (kø)
28. Choose (chu)
29. Flourish (ooÓ)
30. Scale (Óoo)
31. Check (den)
32. Happiness (Loa)
33. Scowl (yees)
34. Oven (tzae)
35. Passage (Hidden) (aqua)
36. Demon Spider (mem)
37. Dream (hoe)
38. Politics (wez)
39. Primordial (nue)
40. Unlimited Actions (uen)
41. Lich (enoe)
42. The End (ag)

Book of Dibødo
38's

1. Fall (Shø)
2. Protection (tae)
3. Distance (oang)
4. Learn/Teach (hwan)
5. Beyond (xun)
6. Hold (ail)
7. Up (fea)
8. Curve (eam)
9. Move (An Object) (væ)
10. Trap (eeth)
11. Rebound (dwai)
12. Medicine (goe)
13. Bomb (ol)
14. Shelf (yiÓ)
15. Corner (pø)
16. Projection (iz)
17. Grandmother/ Grandfather (oaJ)
18. Cursive (Writing) (on)
19. Ring (çn)
20. People/State/Government (sae)
21. Now (Ju)
22. Vent (æb)
23. Poison (åch)
24. Free of Fear (aech)
25. Particles (rem)
26. Weather (ow)
27. Sword (kø)
28. Beg (chu)
29. Quench (ooÓ)
30. Harm (Óoo)
31. Serenity (den)
32. Human (Loa)
33. Hope (yees)
34. Purify (tzae)
35. Breath (aqua)
36. Commoner (mem)
37. Day (hoe)
38. Metaphysics (wez)
39. Magic (nue)
40. Hut
41. Story (enoe)
42. Six (ag)

Nathan S.J. Sunshine
39's

1. Tear (Shø)
2. Knife (tae)
3. Split/Divide (oang)
4. Pierce/Stab (hwan)
5. Plane (The Flying Machine) (xun)
6. Collision (ail)
7. Tongue (fea)
8. Dungeon (eam)
9. Blueprint (væ)
10. Upper (eeth)
11. Warehouse (dwai)
12. Important (goe)
13. Soft (ol)
14. Hollow (yiÓ)
15. Hook (pø)
16. Grave (iz)
17. One (oaJ)
18. Fish (on)
19. Blockade (çn)
20. Train (Prepare) (sae)
21. Count (Ju)
22. Raise (A City) (æb)
23. Out of the Frying Pan (åch)
24. Wood (aech)
25. Business (rem)
26. Illusion/Phantasm (ow)
27. Encounter (kø)
28. Traitor (chu)
29. Beer (ooÓ)
30. Diverse Abilities (Óoo)
31. Industry (den)
32. Survive (Beyond) (Loa)
33. Nimble (yees)
34. Build (tzae)
35. Event (aqua)
36. Greater Wraith (mem)
37. Main (hoe)
38. Ear Ring (wez)
39. Alcohol (nue)
40. Leaches (uen)
41. Child (enoe)
42. War (ag)

Apocalypse in Dweehwail

40's

1. Rain (Shø)
2. Three (The Number) (tae)
3. Eye (oang)
4. Leave/Depart (hwan)
5. Anti-Science (xun)
6. Tunnel (ail)
7. Seven (fea)
8. Bowls (eam)
9. Build (væ)
10. Mountain (eeth)
11. Laser (A Weapon) (dwai)
12. Long (goe)
13. Collect (ol)
14. Tower (yiÓ)
15. Down (pø)
16. Stalactite (iz)
17. Sun (oaJ)
18. Perch (on)
19. Gate (çn)
20. Earth (sae)
21. Division/Importance (Meaning) (Ju)
22. Diverge (æb)
23. Paint (åch)
24. Shelter (aech)
25. Plenty (rem)
26. Plant (ow)
27. Knight (kø)
28. Ice Cream (chu)
29. Wood (ooÓ)
30. Cry (Óoo)
31. Turret (den)
32. Wormhole (Loa)
33. Excerpt (yees)
34. Die (Of Old Age)
35. Champion (aqua)
36. Ring (mem)
37. Watch (hoe)
38. First (wez)
39. Chasm (nue)
40. Symbolic (uen)
41. Castle (enoe)
42. Walls (ag)

Book of Dibødo

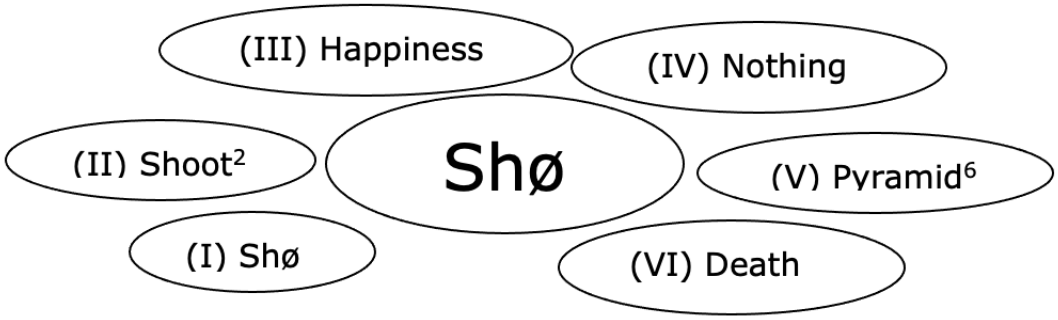
41's

1. Face (Shø)
2. Lower (tae)
3. Boundary (Of Two Territories) (oang)
4. Shelter (hwan)
5. Stop (xun)
6. Path/Road (ail)
7. Arrow (The Weapon) (fea)
8. Breasts (eam)
9. Bar (A Door) (væ)
10. Steep (eeth)
11. Fundamental Sentient Rights (dwai)
12. Change (goe)
13. Liberate (ol)
14. Field (yiÓ)
15. Water (pø)
16. Fortification (iz)
17. Parent (oaJ)
18. Antenna (on)
19. Layer (çn)
20. Animal (sae)
21. Mithril (Ju)
22. Enchantment (æb)
23. Happy (åch)
24. Wizard's Tower (aech)
25. History (rem)
26. War/Wards (ow)
27. Field (kø)
28. Righteous (chu)
29. Snow (ooÓ)
30. Starve (Óoo)
31. Fountain (den)
32. Grace (Loa)
33. Write (yees)
34. Crawl (tzae)
35. Fish (Verb) (aqua)
36. Animal (mem)
37. Equinox (hoe)
38. Stump (Arm) (wez)
39. Evil (nue) (uen)
40. Useful Resources (uen)
41. Blink (enoe)
42. Dialectic (ag)

Nathan S.J. Sunshine

42's

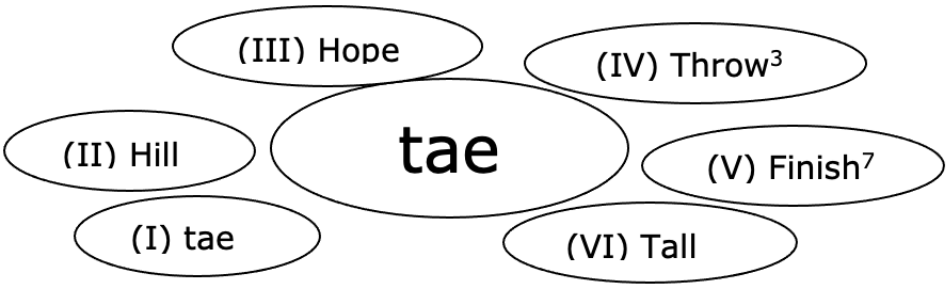
1. Five (The Number) (Shø)
2. Male (tae)
3. Bridge (oang)
4. New (hwan)
5. Bird (The Animal) (xun)
6. Ground (ail)
7. Point (In a Direction) (fea)
8. Immortal (eam)
9. Equal (væ)
10. Female (eeth)
11. Starship (dwai)
12. Two (Realities)
13. Miss (A Near Hit) (ol)
14. Monster (yiÓ)
15. Fifteen (pø)
16. Teeth (iz)
17. City (oaJ)
18. Tie (on)
19. Heart (çn)
20. Skin (sae)
21. Question (Ju)
22. Collide (æb)
23. Mountain (åch)
24. Monument (aech)
25. Environment (rem)
26. Healing (ow)
27. Epic (kø)
28. Torture (chu)
29. Water (ooÓ)
30. Bystander (Óoo)
31. Boomerang (den)
32. Statue (Loa)
33. Poem (yees)
34. Consequence (tzae)
35. Ear (aqua)
36. Dark Fey (mem)
37. Vehicle (hoe)
38. Road (wez)
39. Fly (nue)
40. Pearl (uen)
41. Human (enoe)
42. Butt In (ag)



I	II	III
(1) Shø	(7) Shoot²	(7) Happiness
(7) Simplicity	(6) Fall	(6) Tear
(2) I-Thou[1]	(5) Learn	(5) Kill
(3) Family	(4) Children	(4) War
(4) Marriage	(3) Sex	(3) Fear
(5) Love	(2) Perfection	(2) Arrogance
(6) Humility	(1) Humility	(1) Emptiness

IV	V	VI
(7) Nothing	(7) Pyramid⁶	(7) Death
(6) Rain	(6) Face	(6) Five[8]
(5) God	(5) Identity	(5) Truth
(4) Answer	(4) Rock[7]	(4) Safety
(3) Forty-Two[3]	(3) Complete/Whole	(3) Unity
(2) Seventy[4]	(2) Beauty	(2) Diversity
(1) One[5]	(1) Illusion	(1) Duality[9]

1: (Philosophical) 2: (As In a Gun) 3: (The Number)
4: (The Number) 5: (The Number) 6: (As In Geometric Object)
7: (An Anchor) 8: (The Number) 9: (The Religious Concept)



I

(1) tae
(7) House
(2) Strong
(3) Protection
(4) Moat
(5) Square
(6) Wall

II

(7) Hill
(6) Protection
(5) Fire
(4) Destroy
(3) Time
(2) Journey
(1) End[1]

III

(7) Hope
(6) Knife
(5) Sword
(4) Saber
(3) Strike[2]
(2) Merciless
(1) Obliterate

IV

(7) Throw[3]
(6) Three[4]
(5) Six[5]
(4) Group[6]
(3) Alliance
(2) Government
(1) Politics

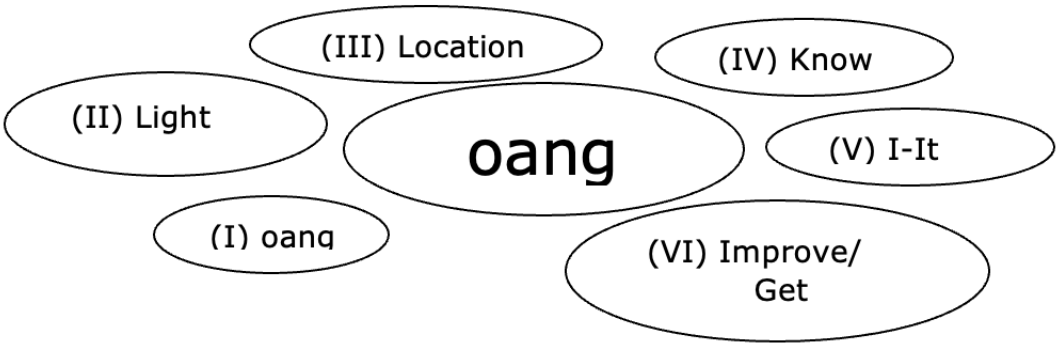
V

(7) Finish[7]
(6) Lower
(5) Part[8]
(4) Puzzle
(3) Color
(2) Art
(1) Black

VI

(7) Tall
(6) Male
(5) Difference
(4) Obsolete
(3) Father
(2) Bond[9]
(1) Save[10]

1: (As In a Time Limit) 2: (A Blow) 3: (Down)
4: (The Number) 5: (The Number) 6: (Of Sentients)
7: (A Task or Quest) 8: (Of a Whole) 9: (Between Two, Non-Sexual)
10: (A Life)



I

(1) oang
(7) Deaf
(2) Confuse
(3) Disturb
(4) Flee[1]
(5) Pulse[2]
(6) A Sound[3]

II

(7) Light
(6) Distance
(5) Far
(4) Impossible
(3) Accept
(2) Imagine
(1) Create

III

(7) Location
(6) Split/Divide
(5) Enmity
(4) Hate
(3) Alone
(2) Expel
(1) Erase

IV

(7) Know
(6) Eye
(5) Watch
(4) Discover
(3) Read[4]
(2) Top Project[5]
(1) Persuasion[6]

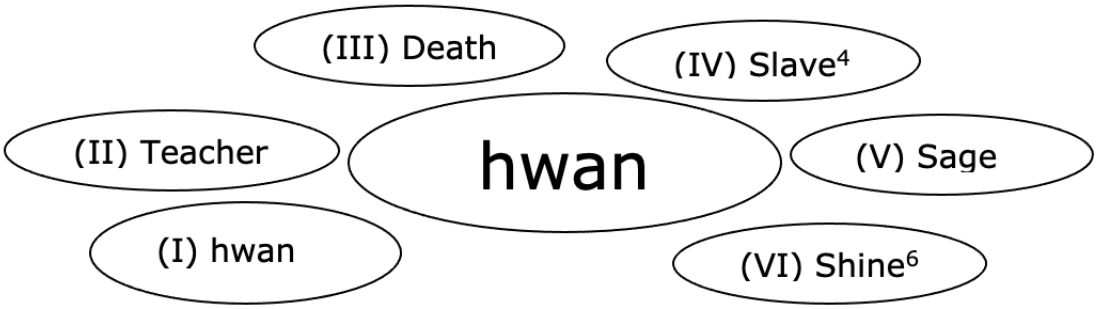
V

(7) I-It
(6) Boundary[7]
(5) Truce[8]
(4) Limit[9]
(3) Treat[10]
(2) Book
(1) Philosophy

VI

(7) Improve/Get Better
(6) Bridge
(5) Connection
(4) Interdimensional Travel
(3) Avatar
(2) Omnipresent
(1) Location

1: (Run Away) 2: (Rhythm) 3: (Of a Disturbing Nature)
4: (Mentally) 5: (A "Thought") 6: (A Command)
7: (Of Two Territories) 8: (End to Conflict) 9: (Of Power)
10: (Of Peace)



I

(1) hwan
(7) Sacrifice[1]
(2) Sensitive[2]
(3) Understand
(4) Friend
(5) Help/Assist
(6) Give

II

(7) Teacher
(6) Learn/Teach
(5) Truth
(4) Honesty
(3) Definition
(2) Name
(1) Give

III

(7) Death
(6) Pierce/Stab
(5) Fight[3]
(4) Anger
(3) Red
(2) Blood
(1) Life/Essence

IV

(7) Slave[4]
(6) Leave/Depart
(5) Mission/Objective
(4) Purpose
(3) Servant
(2) Discipline
(1) Prest (Priest)[5]

V

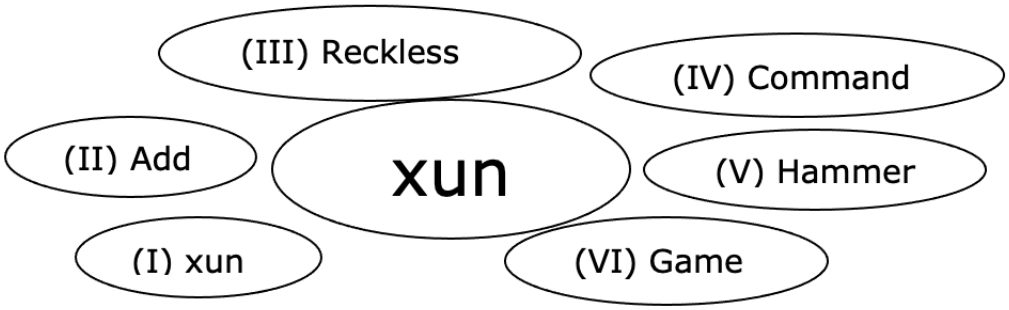
(7) Sage
(6) Shelter
(5) Rest/Sleep
(4) Meditate
(3) Tranquility
(2) Replenish
(1) Nurture

VI

(7) Shine[6]
(6) New
(5) White
(4) Pallet[7]
(3) Star
(2) Altruistic
(1) Mercy

1: (Of Oneself) 2: (To Others) 3: (With Weapons)
4: (By Choice) 5: (Priest) 6: (Bright)
7: (In Art)

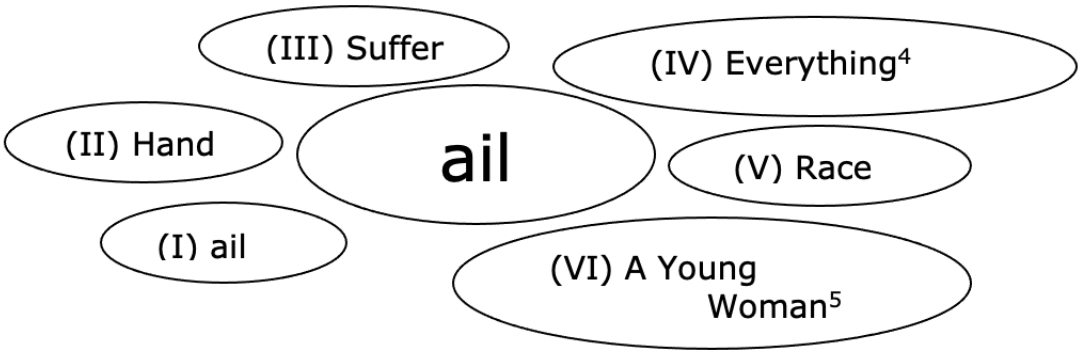




I	II	III
(1) xun	(7) Add	(7) Reckless
(7) Write	(6) Beyond	(6) Plane[1]
(2) Will/Make	(5) Extra	(5) Artifact
(3) Web	(4) Unknown	(4) Artificial
(4) Weave	(3) Mystery	(3) Warn
(5) Needle	(2) Dream	(2) Accident
(6) Paper	(1) Poem	(1) Assume

IV	V	VI
(7) Command	(7) Hammer	(7) Game
(6) Anti-Science	(6) Stop	(6) Bird[2]
(5) Magic	(5) Restrain	(5) Fly
(4) Choice	(4) Pull	(4) Speed[3]
(3) Wish/Make	(3) Force	(3) Clever
(2) Speak/Meek	(2) Morals	(2) Strategy
(1) Authority	(1) Judge	(1) Tactics

1: (The Flying Machine) 2: (The Animal)
3: (Swift)



I

(1) ail
(7) Answer[1]
(2) Love/Anxiety
(3) Sense/Despair
(4) Message
(5) Yearn
(6) Shout

II

(7) Hand
(6) Hold
(5) Carry
(4) Burden
(3) Erode
(2) Shelf
(1) A Place[2]

III

(7) Suffer
(6) Collision
(5) Break
(4) Shatter
(3) Disintegrate
(2) Chain
(1) Memory[3]

IV

(7) Everything[4]
(6) Tunnel
(5) Dwelving
(4) Ethereal
(3) Astral
(2) Structure
(1) Manifest

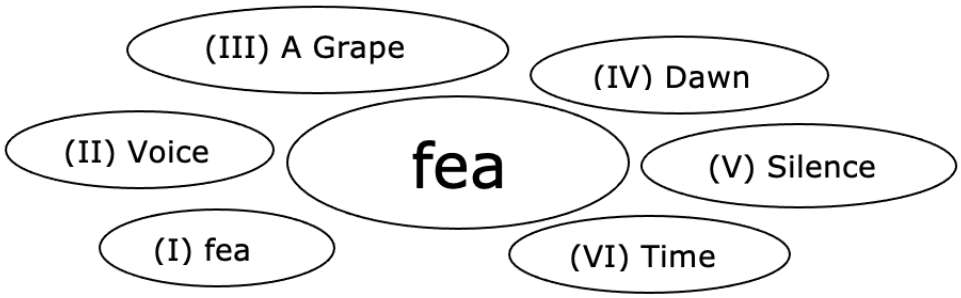
V

(7) Race
(6) Path/Road
(5) Infrastructure
(4) Gate/Portal
(3) Ability
(2) Innate
(1) Unique

VI

(7) A Young Woman[5]
(6) Ground
(5) Planet
(4) Galaxy
(3) Super Cluster
(2) Universe
(1) Goddess

1: (An Urgent Request)
2: (For Something)
3: (Erased)
4: (Select All, Command "A")
5: A Maiden



I

(1) fea
(7) Counter[1]
(2) Respond
(3) Block
(4) Dexterity
(5) Perry
(6) A Movement[2]

II

(7) Voice
(6) Up
(5) Ascend
(4) Holy
(3) Special
(2) Music
(1) Harp

III

(7) A Grape
(6) Tongue
(5) Taste
(4) Cook
(3) Pleasure
(2) Delay[3]
(1) Satisfaction

IV

(7) Dawn
(6) Seven
(5) Complete
(4) Transcendent
(3) Spectrum[4]
(2) Wind
(1) Children

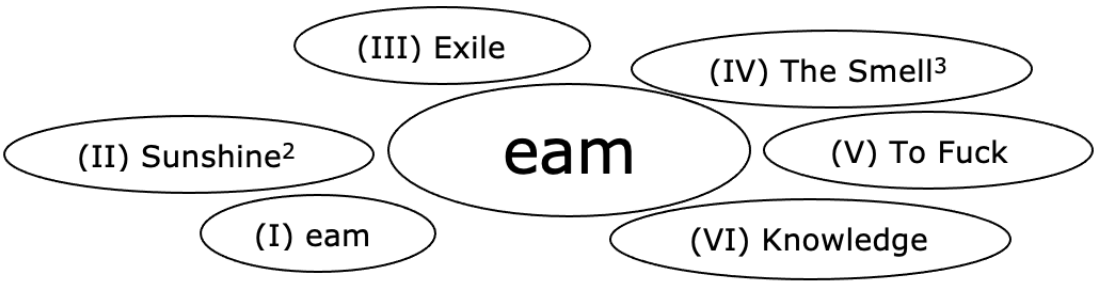
V

(7) Silence
(6) Arrow[5]
(5) Missile[6]
(4) WMD
(3) Apocalypse
(2) Dart[7]
(1) Word[8]

VI

(7) Time
(6) Point[9]
(5) Advice
(4) Peril
(3) Future
(2) Circle
(1) Beginning

1: (Spell)
2: (Defensive)
3: (The Inevitable)
4: (Of Colors)
5: (The Weapon)
6: (Of Any Concrete Type)
7: (Bane of the Gods)
8: (Of Command)
9: (In a Direction)



I

(1) eam
(7) Ultimate Attainment
(2) Excitement
(3) Glee
(4) Glad
(5) Happy[1]
(6) Smile

II

(7) Sunshine[2]
(6) Curve
(5) Smooth
(4) Calm
(3) Cure
(2) Heal
(1) Peace

III

(7) Exile
(6) Dungeon
(5) Guard
(4) Vigil
(3) Candle
(2) Keep
(1) Loneliness

IV

(7) The Smell[3]
(6) Bowls
(5) Meal
(4) Plane[4]
(3) Cosmos
(2) Air
(1) Sent[5]

V

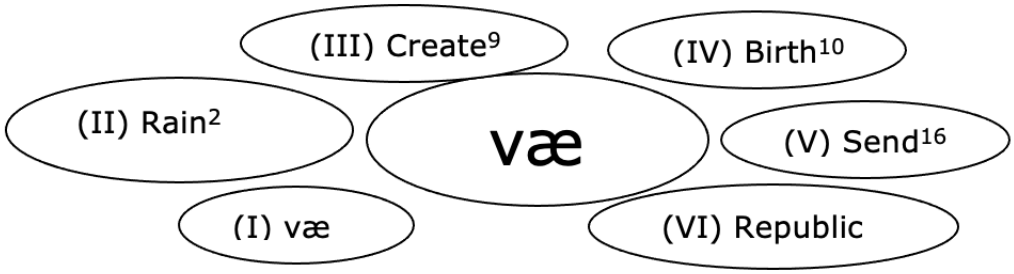
(7) To Fuck
(6) Breasts
(5) Lust
(4) Urge
(3) Necessary
(2) Survive
(1) Thrive

VI

(7) Knowledge
(6) Immortal
(5) Endless
(4) Quiet
(3) Merry[6]
(2) Wise
(1) Sad

1: (Of a Simple Connotation)
2: (Beams of Sun)
3: …of a Pine Forest After A Cold Rain Early in the Morning
4: (Of Existence)
5: (Smell)
6: (Happy)





I

(1) væ
(7) Conquer
(2) Invade
(3) Overwhelm
(4) Plague
(5) Trespass
(6) Cross[1]

II

(7) Rain[2]
(6) Move[3]
(5) Transport[4]
(4) Push[5]
(3) Orbit[6]
(2) Spin[7]
(1) Transverse[8]

III

(7) Create[9]
(6) Blueprint
(5) Plan
(4) Fate
(3) Free Will
(2) Mind
(1) Sentient

IV

(7) Birth[10]
(6) Build
(5) Raise[11]
(4) Form[12]
(3) Create[13]
(2) Navigate[14]
(1) Spin[15]

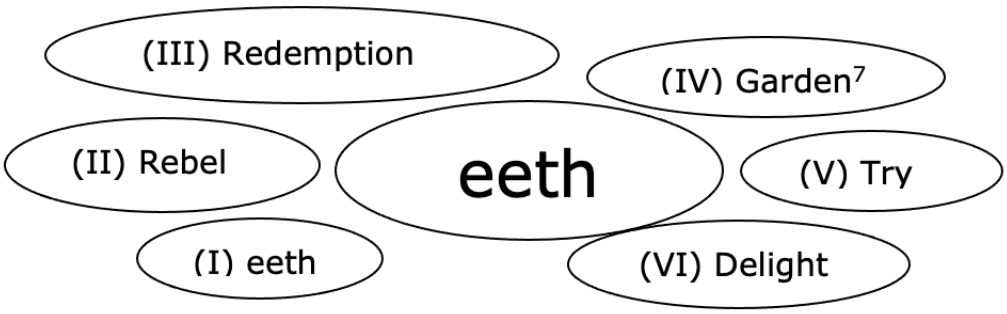
V

(7) Send[16]
(6) Bar[17]
(5) Sentry[18]
(4) Grid[19]
(3) Whither[20]
(2) Close[21]
(1) Deny[22]

VI

(7) Republic
(6) Equal
(5) Tolerant
(4) Society
(3) Social
(2) Collective Consciousness
(1) Salad[23]

1: (A Bridge)
2: (Move (An Object))
3: (An Object)
4: (Something)
5: (A Land Mass)
6: (A World)
7: (A Galaxy)
8: (A Super Cluster)
9: (Blueprint)
10: (A Universe)
11: (A City/Castle)
12: (A land Mass)
13: (A World)
14: (A Galaxy)
15: (A Super Cluster)
16: (Away)
17: (A Door)
18: (The Weapon)
19: (A Weapon; Luan)
20: (A Surrounding Land)
21: (Nearby)
22: (Passage)
23: Equal



I

(1) eeth
(7) Speak[1]
(2) Mute
(3) Silence[2]
(4) Volume[3]
(5) Off
(6) Cut[4]

II

(7) Rebel
(6) Trap
(5) Fool
(4) Entice
(3) Deceit
(2) Snake
(1) Test

III

(7) Redemption
(6) Upper
(5) Grey
(4) Diamond[5]
(3) Prophets
(2) Plowshares
(1) Tears[6]

IV

(7) Garden[7]
(6) Mountain
(5) Castle
(4) Capitol
(3) Clouds[8]
(2) Beach[9]
(1) Meadow[10]

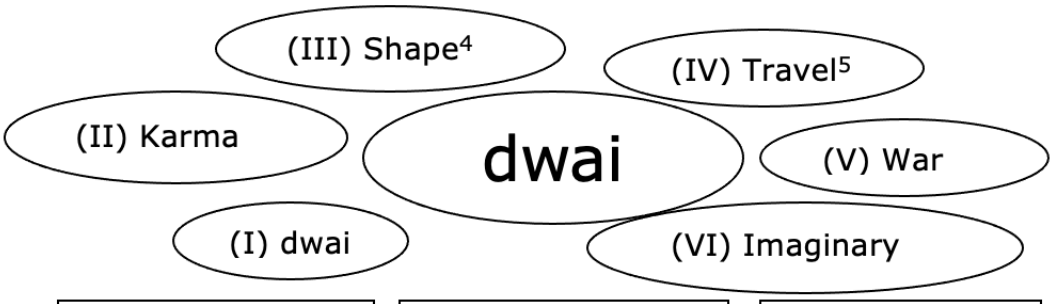
V

(7) Try
(6) Steep
(5) Climb
(4) A Grip[11]
(3) Impasse
(2) Fly
(1) Catch

VI

(7) Delight
(6) Female
(5) Mother
(4) Life
(3) Queen
(2) Mortality
(1) Gift

1: (Anti-Speak) 2: (Verb) 3: (Down)
4: (the Tongue) 5: (In the Rough) 6: (Of Joy)
7: (Above) 8: (Above) 9: (Above)
10: (Above) 11: (To Hold Onto)



I

(1) dwai
(7) Triumph
(2) Constitution[1]
(3) Persevere
(4) Hardship[2]
(5) Rock[3]
(6) Rock

II

(7) Karma
(6) Rebound
(5) Self-Hurt
(4) Masochism
(3) Vengeance
(2) Righteous Anger
(1) Consequence

III

(7) Shape[4]
(6) Warehouse
(5) Storage
(4) Cache
(3) Resource
(2) Energy
(1) Matter

IV

(7) Travel[5]
(6) Laser[6]
(5) Turret
(4) Beam[7]
(3) Explode
(2) Phase[8]
(1) Shift

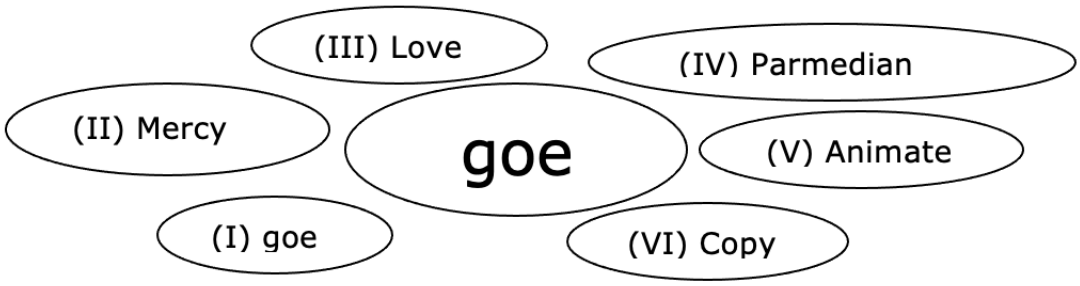
V

(7) War
(6) Balls[11]
(5) Nerve[12]
(4) Reckless
(3) Arrogance
(2) Assertiveness
(1) Mastery

VI

(7) Imaginary
(6) Starship
(5) Light Speed
(4) Wormhole
(3) Transfer[13]
(2) Blink[14]
(1) Negative[15]

1: (Strength) 2: (Withstand) 3: (Adjective)
4: (Matter) 5: (The River) 6: (A Weapon)
7: (A Weapon) 8: (Out) 9: BLANK
10: BLANK 11: (Genitals) 12: (Courage)
13: (From One Place to Another) 14: (Of An Eye) 15: (Mathematical)



I

(1) goe
(7) Simple
(2) Reduce
(3) Obvious
(4) Stupid
(5) Disabled
(6) A Lisp

II

(7) Mercy
(6) Medicine
(5) Cure
(4) Energize
(3) Awake
(2) Comfort
(1) Release

III

(7) Love
(6) Important
(5) Highlight
(4) Emphasize
(3) Impress[1]
(2) Tell
(1) Convince

IV

(7) Parmedian One
(6) Long
(5) Prolong
(4) Overlook
(3) Around[2]
(2) Misdirect
(1) Eternity

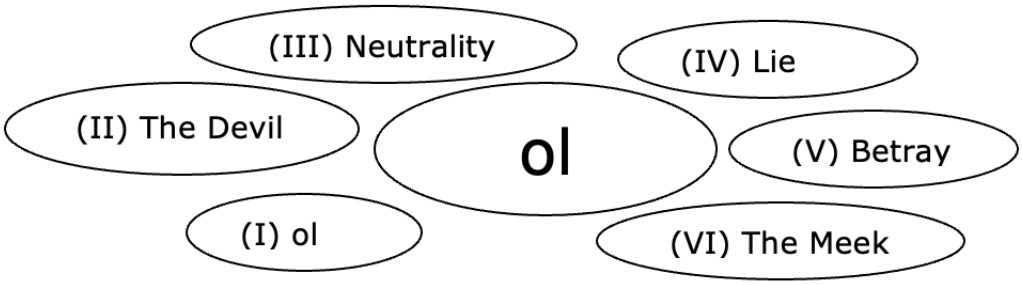
V

(7) Animate
(6) Change
(5) Morph
(4) Torture
(3) Dominate
(2) Oppress
(1) Damn

VI

(7) Copy
(6) Two[3]
(5) Veil
(4) Ethereal
(3) Parallel
(2) Cross
(1) Split

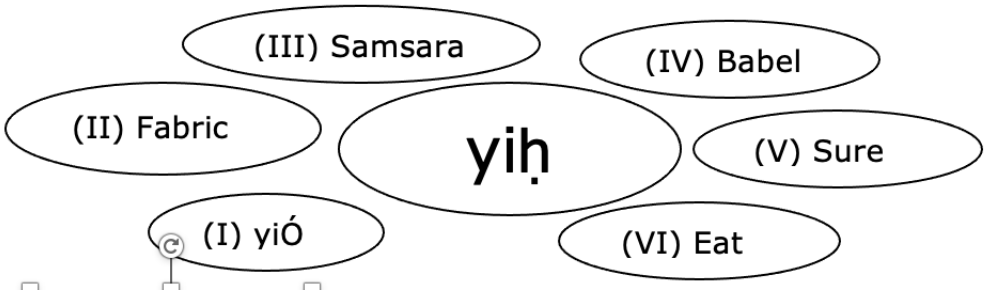
1: (Upon)
2: (Go)
3: (Realities)



I	II	III
(1) ol	(7) The Devil	(7) Neutrality
(7) Core	(6) Bomb	(6) Soft
(2) Laugh	(5) Torpedo	(5) Gentle
(3) Irony	(4) Cluster Bomb	(4) Horse
(4) Satire	(3) Pulse[1]	(3) Rider
(5) Joke	(2) Element	(2) Ranger
(6) Truth	(1) Chaos	(1) Nature

IV	V	VI
(7) Lie	(7) Betray	(7) The Meek
(6) Collect	(6) Liberate	(6) Miss[2]
(5) Foresight	(5) Free	(5) Blindness
(4) Divination	(4) Redeem	(4) Empty
(3) Future	(3) Promise	(3) Heartless
(2) Penetrate	(2) Worship	(2) Crazy
(1) Spy	(1) Praise	(1) Despair

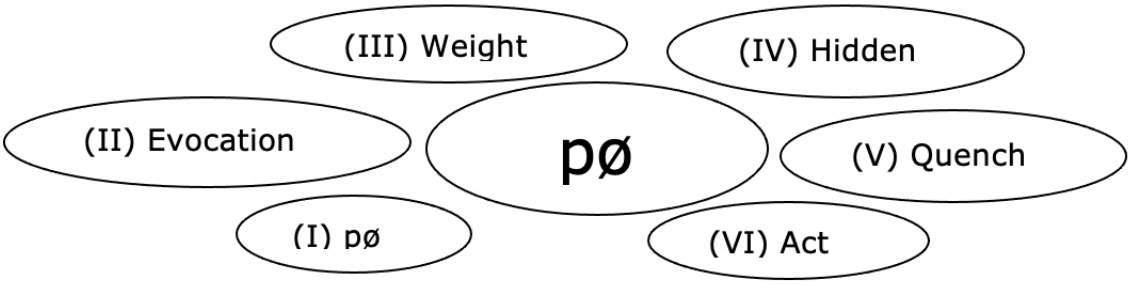
1: (Electric) 2: (A Near Hit)



I	II	III
(1) yiḥ	(7) Fabric	(7) Samsara
(7) Return	(6) Shelf	(6) Hollow
(2) Discover	(5) Library	(5) Void
(3) Escape	(4) Vault	(4) Space
(4) Devil	(3) Secret	(3) Load[1]
(5) Company	(2) Lost	(2) Unplug
(6) Torture	(1) Warn	(1) Reincarnate

IV	V	VI
(7) Babel	(7) Sure	(7) Eat
(6) Tower	(6) Field	(6) Monster
(5) Astronomy	(5) Vast	(5) Abomination
(4) Telescope	(4) Twinkle	(4) Mundane
(3) Distant	(3) Ivory	(3) Woe
(2) Balloon	(2) Wind	(2) Devour
(1) Pandora's Box	(1) Grass	(1) Consume

1: (Matrix)



I
(1) pø
(7) Go
(2) Vehicle
(3) Automotive
(4) Self
(5) Caravan
(6) Car

II
(7) Evocation
(6) Corner
(5) Uncertainty
(4) Danger
(3) Peek
(2) Check
(1) Advantage

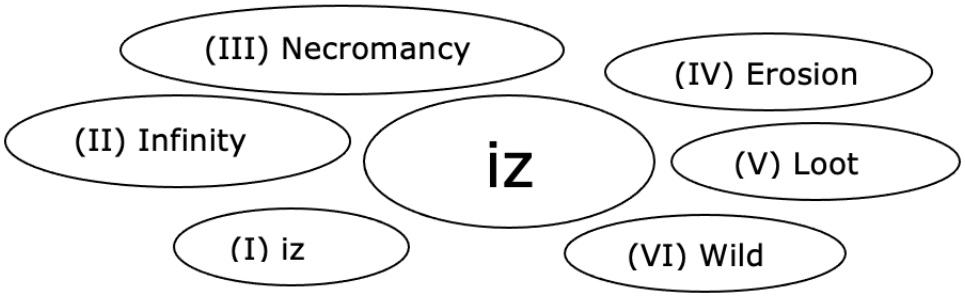
III
(7) Weight
(6) Hook
(5) Grappling[1]
(4) Climb
(3) Reach
(2) Dangle
(1) Support[2]

IV
(7) Hidden
(6) Down
(5) Hot
(4) Cave
(3) Cavern
(2) Predator
(1) Prey

V
(7) Quench
(6) Water
(5) Spring[3]
(4) Serendipity
(3) City
(2) Dwell
(1) Break[4]

VI
(7) Act
(6) Fifteen
(5) Play[5]
(4) Show
(3) Allegory
(2) Muse
(1) Drama

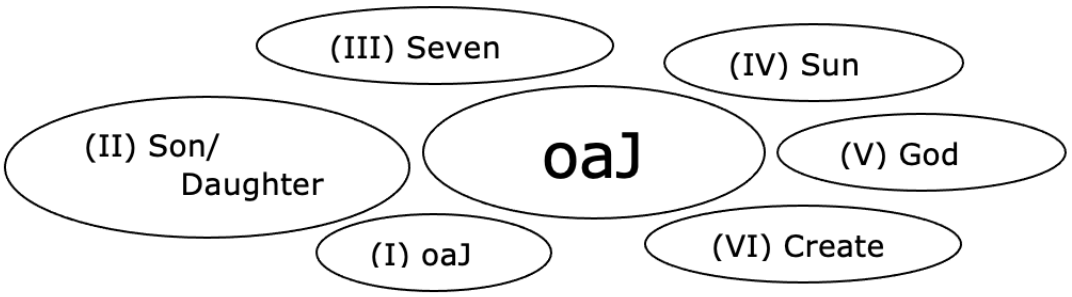
1: (Hook) 2: (A Weight) 3: (Well)
4: (A Siege) 5: (A Production)



I	II	III
(1) iz	(7) Infinity	(7) Necromancy
(7) Insect	(6) Projection	(6) Undead
(2) Pest	(5) Negative[2]	(5) Ancient
(3) Annoy	(4) Positive[3]	(4) Bury
(4) Tease	(3) Call[4]	(3) Mausoleum
(5) Distract	(2) Collect[5]	(2) Tomb
(6) Fly[1]	(1) Silence[6]	(1) Grave

IV	V	VI
(7) Erosion	(7) Loot	(7) Wild
(6) Stalactite	(6) Fortification	(6) Teeth
(5) Carve	(5) Natural Boundary	(5) Bite
(4) Marble	(4) Defensible	(4) Pierce
(3) Drop	(3) Demon	(3) Digest
(2) Collapse	(2) Break[7]	(2) Rip
(1) Geological Time	(1) Pillage	(1) Terrible

1: (The Insect) 2: (Energy) 3: (Energy)
4: (At Least One Piece of a Soul) 5: (Piece of a Soul) 6: (Verb)
7: (A Defense)



I

(1) oaJ
(7) Love
(2) Understand
(3) Honor
(4) Respect
(5) Justice
(6) Tree

II

(7) Son/Daughter
(6) Grandmother/
Grandfather
(5) Uncle/Aunt
(4) Cousin
(3) Mother/Father
(2) Brother/Sister
(1) Husband/Wife

III

(7) Seven
(6) One
(5) Two
(4) Three
(3) Four
(2) Five
(1) Six

IV

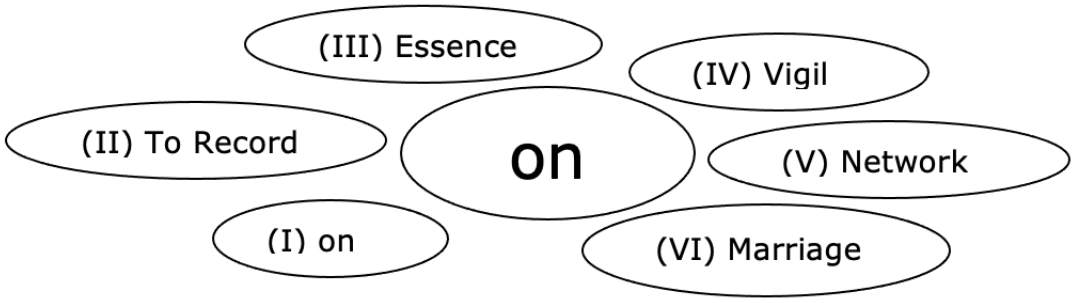
(7) Sun
(6) Sun
(5) Torch
(4) Show
(3) See
(2) Bright
(1) Light

V

(7) God
(6) Parent
(5) Mayor
(4) Governor
(3) King
(2) Emperor
(1) Demi-God

VI

(7) Create
(6) City
(5) Planet/Plane
(4) Transverse
(3) Galaxies/Planes
(2) Transverse
(1) Universe/Cosmos



I

(1) on
(7) Grace
(2) Redeem
(3) Undeserved
(4) Luck
(5) Unlooked For
(6) Surprise

II

(7) To Record
(6) Cursive[1]
(5) Shortcut
(4) Necessity
(3) Interpret
(2) Indecipherable
(1) Expression

III

(7) Essence
(6) Fish
(5) Lake
(4) Sea
(3) Ocean
(2) Elemental Water
(1) Origin

IV

(7) Vigil
(6) Perch
(5) Watchtower
(4) Telescope
(3) Reach[2]
(2) Pierce[3]
(1) Unseen

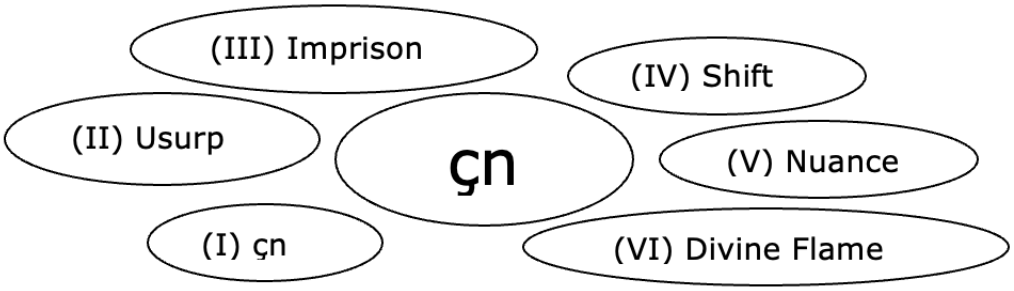
V

(7) Network[4]
(6) Antenna
(5) Signal
(4) Communicate
(3) Convey
(2) Transmit
(1) Information

VI

(7) Marriage
(6) Tie
(5) Connect
(4) Meld
(3) Unity
(2) By Force
(1) Choice

1: (Writing) 2: (Grasp) 3: (See)
4: (The Internet/Ultanet)



I
(1) çn
(7) Exact
(2) Target
(3) Aim
(4) Specify
(5) Exact
(6) Dart

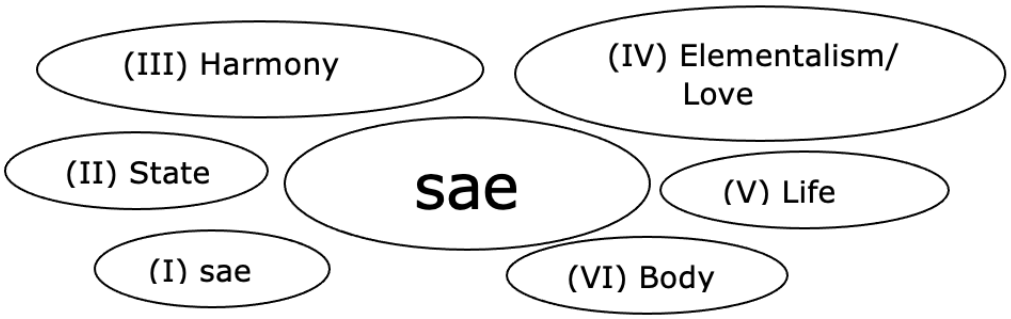
II
(7) Usurp
(6) Ring
(5) Blind
(4) Enslave
(3) Twist
(2) Shape
(1) Ensnare

III
(7) Imprison
(6) Blockade
(5) Besiege
(4) Cut Off
(3) Threat
(2) Demand
(1) Violate

IV
(7) Shift
(6) Gate
(5) Portal
(4) Connect
(3) Risk
(2) Endure
(1) Enter

V
(7) Nuance
(6) Layer
(5) Encompass
(4) Parallel
(3) Secret
(2) Inside
(1) Onion

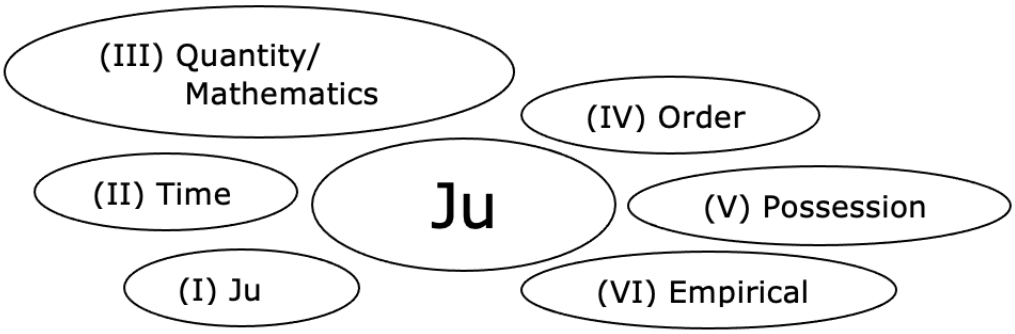
VI
(7) Divine Flame
(6) Heart
(5) Pump
(4) Energy Source
(3) Power Plant
(2) Fusion
(1) Perpetual



I	II	III
(1) sae	(7) State	(7) Harmony
(7) Inconsistent	(6) People/State/ Government	(6) Train[2]
(2) Intervention	(5) Jurisdiction	(5) Prepare
(3) Change	(4) Administration	(4) Fifty
(4) Break[1]	(3) Military	(3) Body
(5) Miracle	(2) War/Peace	(2) Mind
(6) Evil	(1) Future	(1) Justice

IV	V	VI
(7) Elementalism/ Love	(7) Life	(7) Body
(6) Earth	(6) Animal	(6) Skin
(5) Fire	(5) Plant	(5) Circulation
(4) Air	(4) Simple	(4) Nerves
(3) Water	(3) Soul	(3) Reproduction
(2) Negative/Positive	(2) DNA	(2) Digestion
(1) Chaos/Order	(1) Sentient	(1) Cell

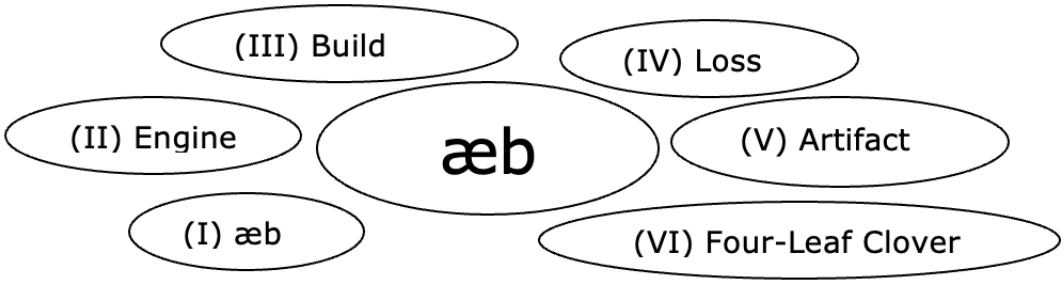
1: (A Rule) 2: (Prepare)



I	II	III
(1) Ju	(7) Time	(7) Quantity/ Mathematics
(7) Pain	(6) Now	(6) Count
(2) Offer	(5) Calendar	(5) Numbers
(3) Chains	(4) Straight	(4) Amounts
(4) Ritual	(3) Circle	(3) Weights
(5) Contract	(2) Split	(2) Measurements
(6) Order	(1) Walk	(1) Manipulation

IV	V	VI
(7) Order	(7) Possession	(7) Empirical
(6) Division/ Importance[1]	(6) Mithril	(6) Question
(5) Order	(5) Gold	(5) Hypothesis
(4) Comparison	(4) Bank Note	(4) Observe
(3) Cause/Impact/ Connection	(3) Valuable	(3) Theory
(2) Destiny	(2) Money	(2) Law
(1) Absolute	(1) Property	(1) Science

1: (Meaning)



I

(1) æb
(7) Create Language
(2) Dialect
(3) Grammar
(4) Vocabulary
(5) Letters
(6) Scribe

II

(7) Engine
(6) Vent
(5) Expel
(4) Recover
(3) Antidote
(2) Escape
(1) Weak

III

(7) Build
(6) Raise[1]
(5) Form[2]
(4) Design[3]
(3) Disperse[4]
(2) Hang[5]
(1) Temple

IV

(7) Loss
(6) Diverge
(5) Avatar
(4) Different
(3) Fate
(2) Sunder
(1) Estrange

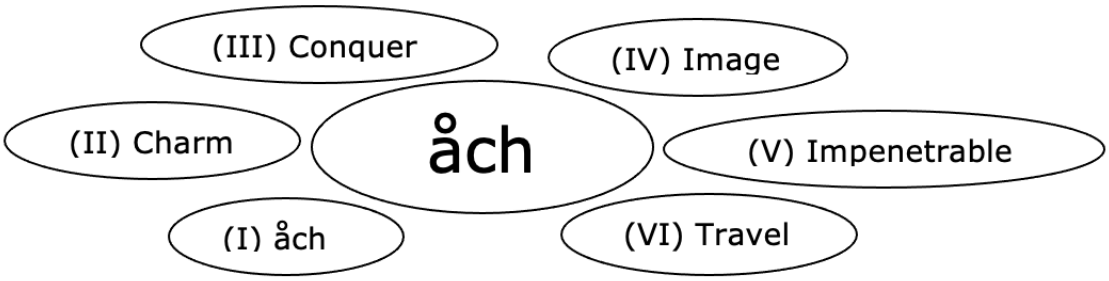
V

(7) Artifact
(6) Enchantment
(5) Projection
(4) Alphabet
(3) Brand
(2) Energy/Power
(1) Starlight

VI

(7) Four-Leaf Clover
(6) Collide
(5) Accident
(4) Cataclysm
(3) Break
(2) Merge
(1) Neutron

1: (A City) 2: (A Land Mass) 3: (A Plane)
4: (A Cosmos) 5: (A Cosmos)



I

(1) åch
(7) Exceed[1]
(2) Heaven
(3) Exalted
(4) Receive
(5) Reward
(6) Promise

II

(7) Charm
(6) Poison
(5) Subtle
(4) Achilles
(3) Diminish
(2) Lull
(1) Weariness

III

(7) Conquer
(6) Out[2]
(5) Into the Fire
(4) Second Chance
(3) Two Steps Back
(2) Three[3]
(1) Birth[4]

IV

(7) Image
(6) Paint
(5) Patron
(4) Art
(3) Represent
(2) Ideal
(1) Shadow

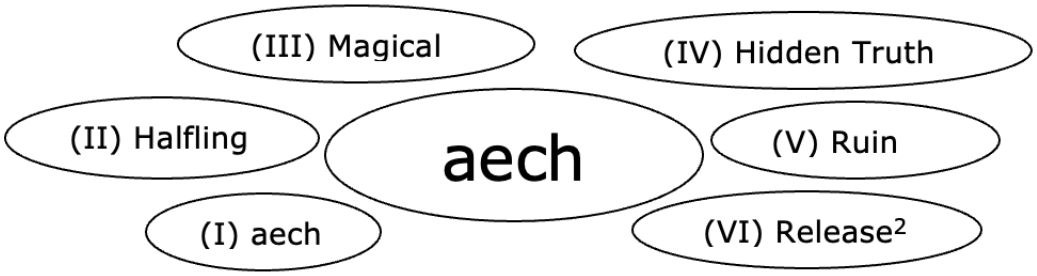
V

(7) Impenetrable
(6) Dike
(5) Fortification
(4) Spear
(3) Bane
(2) Butcher
(1) Skull

VI

(7) Travel
(6) Mountain
(5) Valley
(4) Scale[5]
(3) Cross
(2) Tunnel[6]
(1) Fly

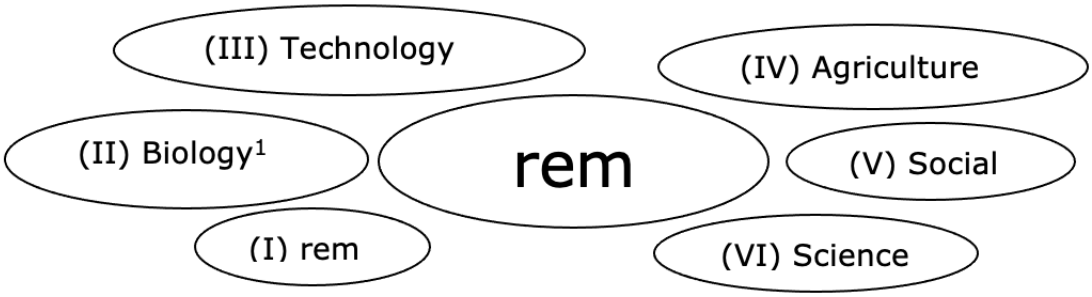
1: …Your Grasp
2: …of the Frying Pan
3: …Steps Forward
4: …Through Pain
5: (A Mountain)
6: (Verb)



I	II	III
(1) aech	(7) Halfling	(7) Magical
(7) Moksha	(6) Free of Fear	(6) Wood
(2) Oneness	(5) Open	(5) Fuel
(3) Atman	(4) Tolerant	(4) Snow
(4) Meditate	(3) Accept	(3) Ice
(5) Calm	(2) Generous	(2) Waterfall
(6) Quiet	(1) Peaceful	(1) Wilderness

IV	V	VI
(7) Hidden Truth	(7) Ruin	(7) Release[2]
(6) Shelter	(6) Wizard's Tower	(6) Monument
(5) Protection	(5) Pillage	(5) Endure
(4) Comfortable	(4) Dust	(4) Memory
(3) Cozy	(3) Sand	(3) Polish
(2) Calm[1]	(2) Legend	(2) Likeness
(1) Bedtime Story	(1) Myth	(1) Statue

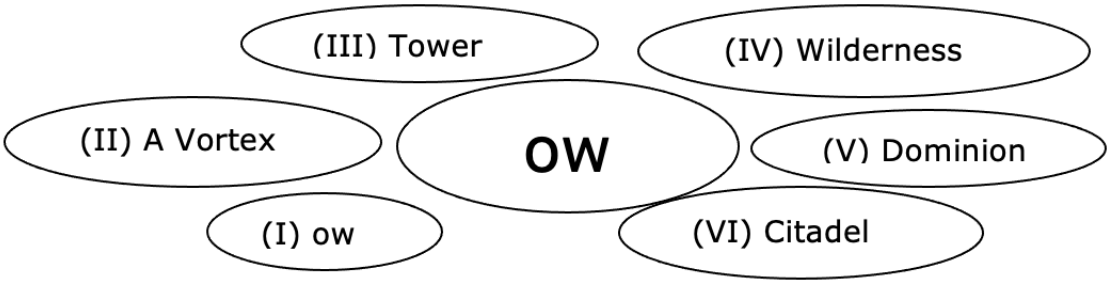
1: (A Child) 2: …from the Marble



I	II	III
(1) rem	(7) Biological[1]	(7) Technology
(7) Homicidal	(6) Particles	(6) Business
(2) Rage	(5) Minerals	(5) Invention
(3) Wrath	(4) Fluid	(4) Transportation
(4) Heat	(3) Proteins	(3) Exploration
(5) Anger	(2) Organelles	(2) Safety
(6) Shout/Scream	(1) DNA	(1) Military

IV	V	VI
(7) Agriculture	(7) Social	(7) Science
(6) Plenty	(6) History	(6) Environment
(5) Seed	(5) Economics	(5) Astronomy
(4) Sow	(4) Politics	(4) Earth
(3) Harvest	(3) Anthropology	(3) Biology
(2) Herd	(2) Sociology	(2) Chemistry
(1) Farm	(1) Psychology	(1) Physics

1: …Manipulation



I

(1) ow
(7) Magic
(2) Study
(3) Teach
(4) Learn
(5) Serve
(6) Material

II

(7) A Vortex
(6) Weather
(5) Combat
(4) Alteration/ Transmutation
(3) Elemental
(2) Chaos
(1) Destruction

III

(7) Tower
(6) Illusion/ Phantasm
(5) Numbers
(4) Time
(3) Thought
(2) Vault
(1) Secret

IV

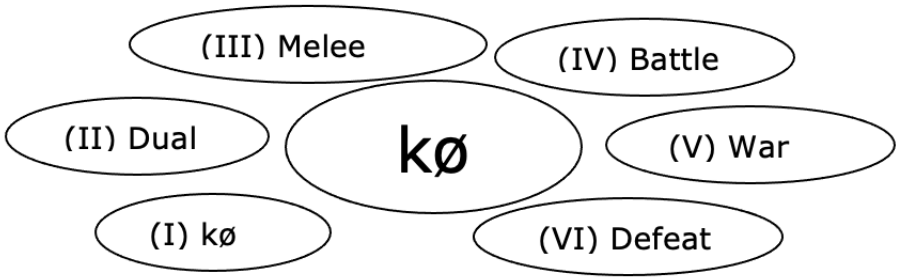
(7) Wilderness
(6) Plant
(5) Animal
(4) Conjuration/ Summoning
(3) Enchantment/ Charm
(2) True Neutral
(1) Mastery

V

(7) Dominion
(6) War/Wards
(5) Divination
(4) Astral
(3) Creation
(2) Ambrosia
(1) Appoint

VI

(7) Citadel
(6) Healing
(5) Abjuration
(4) Sun
(3) Law
(2) Necromancy
(1) Beauty



I

(1) kø
(7) Courage
(2) Face[1]
(3) Reason[2]
(4) Purpose
(5) Convince
(6) Kill[3]

II

(7) Dual
(6) Sword
(5) Hand-to-Hand
(4) Acrobatics
(3) Cut
(2) Block
(1) Extension

III

(7) Melee
(6) Encounter
(5) Action
(4) Counter
(3) Predict
(2) Defend
(1) Advantage

IV

(7) Battle
(6) Knight
(5) Valor
(4) Morale
(3) Inspire
(2) Capture
(1) Strategy

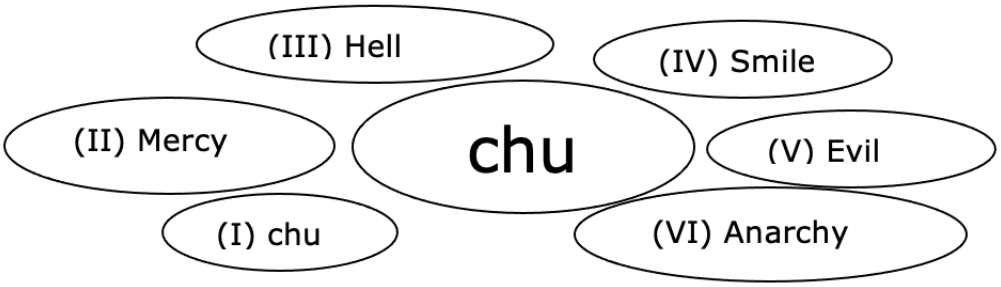
V

(7) War
(6) Field
(5) Invent
(4) Rest
(3) Timely
(2) Command
(1) Surprise

VI

(7) Defeat
(6) Epic
(5) Hero
(4) Replace
(3) Conquer
(2) Speed
(1) Obliterate

1: (A Challenge) 2: (For Something) 3: (A Child)



I
(1) chu
(7) Discretion
(2) Wisdom
(3) Thought
(4) Keen
(5) Just
(6) Choose

II
(7) Mercy
(6) Beg
(5) Submit
(4) Bow
(3) Pardon
(2) To Stay[1]
(1) Pity

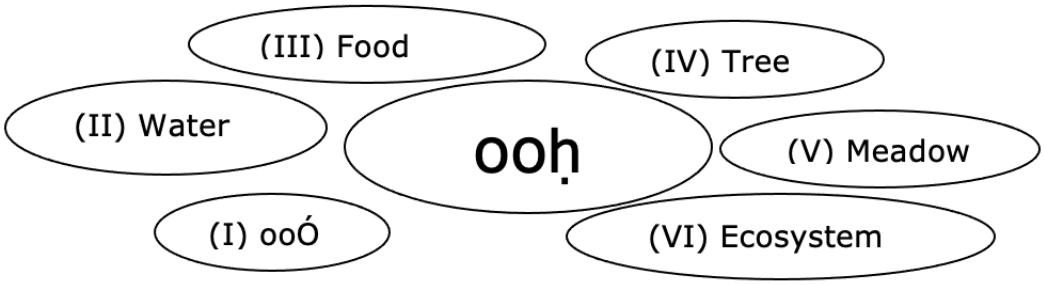
III
(7) Hell
(6) Traitor
(5) Leave
(4) Renegade
(3) Third[2]
(2) Fail[3]
(1) Exile

IV
(7) Smile
(6) Ice Cream
(5) Sweet
(4) Treat
(3) Reward
(2) Pleasure
(1) Cold

V
(7) Evil
(6) Righteous
(5) Death
(4) Incomprehensible
(3) Crisis
(2) From Bad
(1) From Good

VI
(7) Anarchy
(6) Torture
(5) Charming
(4) Suave
(3) Monster
(2) Vengeance
(1) Fascism

1: (the Hand) 2: (Option) 3: (…to Submit)



I
(1) ooÓ
(7) Marriage
(2) Harmony
(3) Rebirth
(4) Rejuvenate
(5) Grow
(6) Flourish

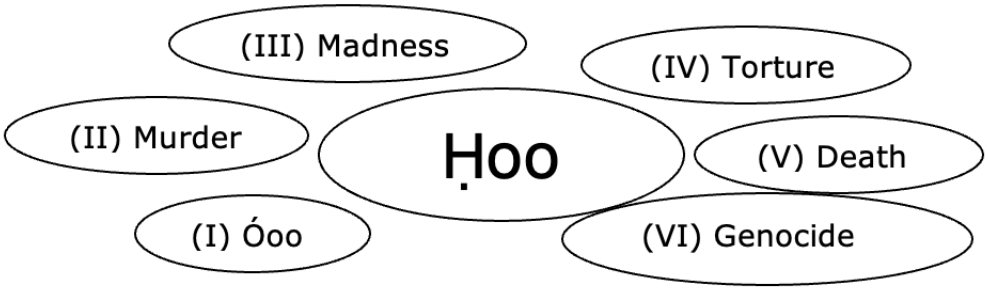
II
(7) Water
(6) Quench
(5) Snow
(4) Ice
(3) Rain
(2) River
(1) Lake

III
(7) Food
(6) Beer
(5) Oven
(4) Yeast
(3) Bread
(2) Wheat
(1) Grain

IV
(7) Tree
(6) Wood
(5) Branch
(4) Leaf
(3) Earth
(2) Water
(1) Light

V
(7) Meadow
(6) Snow
(5) Dew
(4) Stream
(3) Sunlight
(2) Grass
(1) Flower

VI
(7) Ecosystem
(6) Water
(5) Rock
(4) Animal
(3) Plant
(2) Gods
(1) Spirits



I

(1) Óoo
(7) Service to Death
(2) Gift
(3) Unknown
(4) Mystery
(5) Indifference
(6) Scale

II

(7) Murder
(6) Harm
(5) Hurt
(4) Break
(3) Injure
(2) Maim
(1) Kill

III

(7) Madness
(6) Depressed
(5) Taken
(4) Succumb
(3) Conquered
(2) Overrun
(1) Crazy

IV

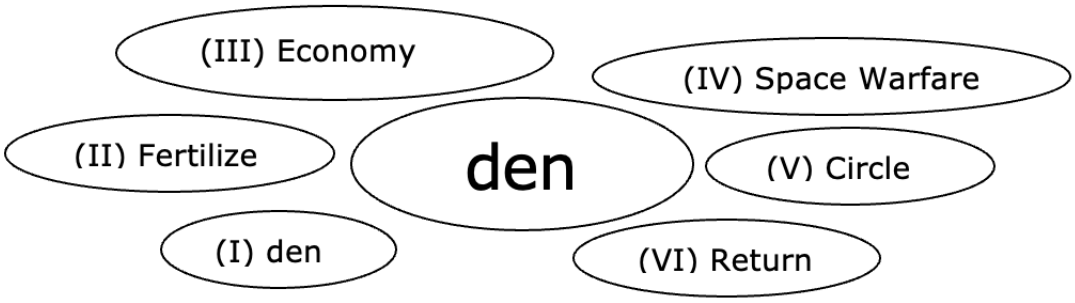
(7) Torture
(6) Cry
(5) Heartbreak
(4) Mutilate
(3) Carve
(2) Snap
(1) Writhe

V

(7) Death
(6) Starve
(5) Bleed
(4) Choke
(3) Suffocate
(2) Extinguish
(1) Expire

VI

(7) Genocide
(6) Bystander
(5) Pretend
(4) Burn
(3) Machine
(2) Gas
(1) Ethnocide



I
(1) den
(7) Careful
(2) Cautious
(3) Prudent
(4) Notice
(5) Vigilant
(6) Check

II
(7) Fertilize
(6) Ejaculate
(5) Seed
(4) Putrid
(3) Essence
(2) Wonder
(1) Simplicity

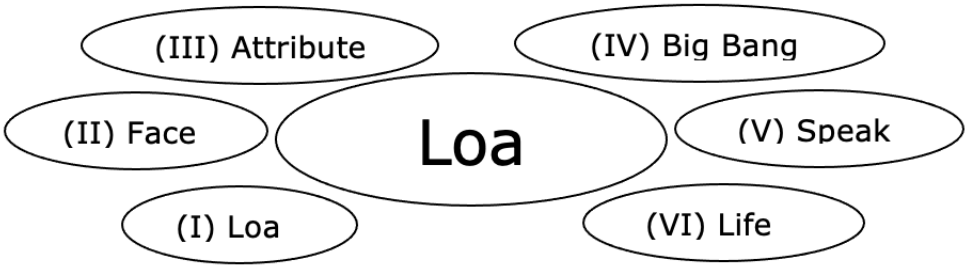
III
(7) Economy
(6) Industry
(5) Housing
(4) Banking
(3) Service
(2) Conditions
(1) Craft

IV
(7) Space Warfare
(6) Turret
(5) Proton Cannons
(4) Torpedo
(3) Aim
(2) Fire[1]
(1) Detonate

V
(7) Circle
(6) Fountain
(5) Tickle
(4) Please
(3) White Noise
(2) Beautify
(1) Equilibrium

VI
(7) Return
(6) Boomerang
(5) Self-Destruction
(4) Implode
(3) Dig a Grave[2]
(2) Masochism
(1) Traitor

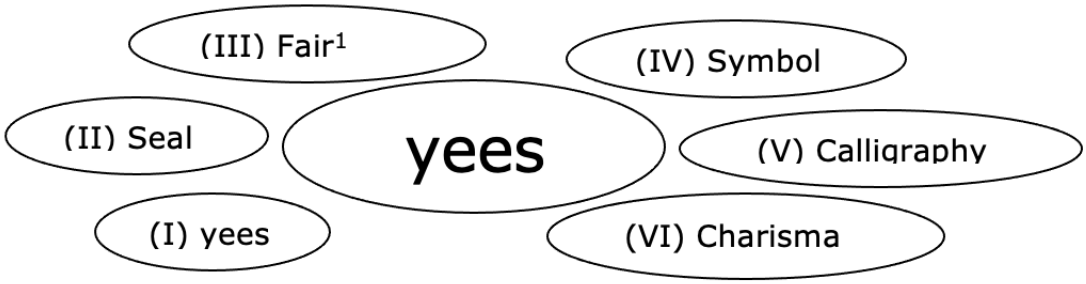
1: (Shoot) 2: (One's Own)



I	II	III
(1) Loa	(7) Face	(7) Attribute
(7) Joy	(6) Human	(6) Survive[1]
(2) Mercy	(5) Demon	(5) Travel[2]
(3) Love	(4) Angel	(4) Seventy
(4) Passion	(3) Holy	(3) Languages
(5) Laughter	(2) Language	(2) Spheres
(6) Happiness	(1) Dweehwail	(1) Thirteen

IV	V	VI
(7) Big Bang	(7) Speak	(7) Life
(6) Wormhole	(6) Grace	(6) Statue
(5) Travel[3]	(5) Breath	(5) Balance
(4) Limit	(4) Chaos	(4) Design
(3) Infinity	(3) Waters	(3) Body
(2) Time	(2) Null & Void	(2) Mind
(1) Begin	(1) Create	(1) Soul

1: (Beyond) 2: (Beyond) 3: (Time)



I	
(1)	yees
(7)	Ugly
(2)	Sadistic
(3)	Bigotry
(4)	Fear
(5)	Frown
(6)	Scowl

II	
(7)	Seal
(6)	Hope
(5)	Guard
(4)	Sleep
(3)	Forever
(2)	Radioactive
(1)	Entomb

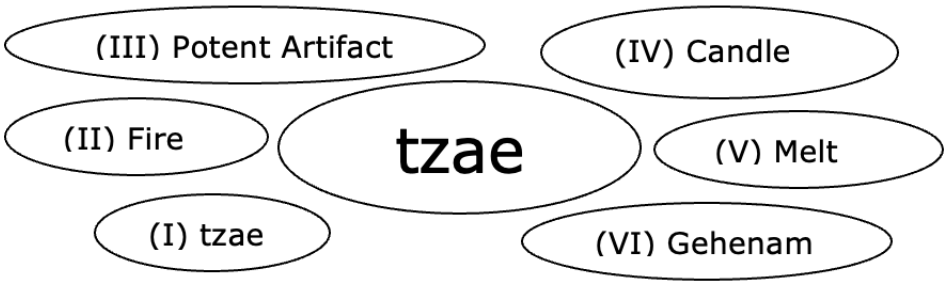
III	
(7)	Fair[1]
(6)	Nimble
(5)	Alight
(4)	Eyes of Stars
(3)	Features
(2)	Skin
(1)	Flawless

IV	
(7)	Symbol
(6)	Excerpt
(5)	Context
(4)	Babel
(3)	Divergent
(2)	Translate
(1)	Connote

V	
(7)	Calligraphy
(6)	Write
(5)	Engrave
(4)	Embellish
(3)	Meaning
(2)	Curve
(1)	Art

VI	
(7)	Charisma
(6)	Poem
(5)	Memorize
(4)	Recite
(3)	Music
(2)	Charm
(1)	Leader

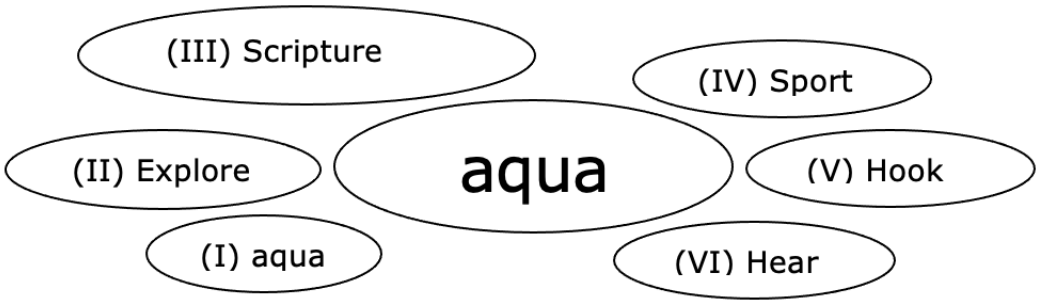
1: (Beautiful)



I		II		III	
(1)	tzae	(7)	Fire	(7)	Potent Artifact
(7)	Despair	(6)	Purify	(6)	Build
(2)	Fall	(5)	Glow	(5)	Prolong
(3)	Hopeless	(4)	Heat	(4)	Hear
(4)	Extinguish	(3)	Consume	(3)	Rule
(5)	Wild	(2)	Cremate	(2)	See
(6)	Oven	(1)	Burn	(1)	Dominate

IV		V		VI	
(7)	Candle	(7)	Melt	(7)	Gehenam
(6)	Die[1]	(6)	Crawl	(6)	Consequence
(5)	Pray	(5)	Cease	(5)	Distinguish
(4)	Burial	(4)	Destroy	(4)	Redeem
(3)	Honor	(3)	Crumble	(3)	Enrich
(2)	Remember	(2)	Dispell	(2)	Sepulcher
(1)	Memory	(1)	Annul[2]	(1)	Purify

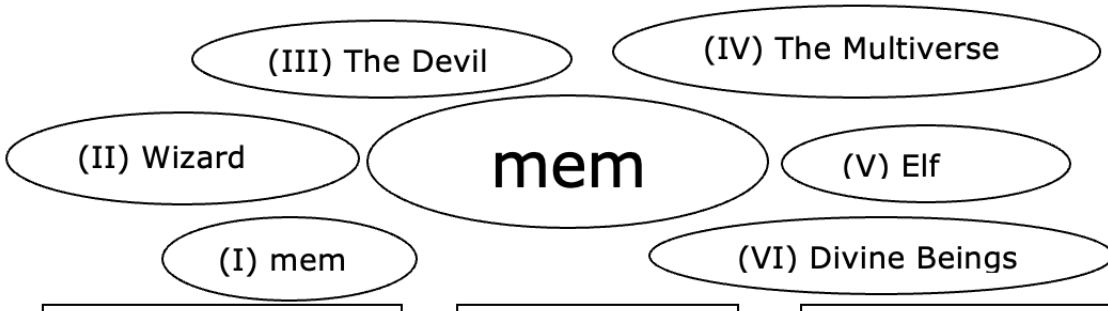
1: (Of Old Age) 2: (An Artifact)



I	II	III
(1) aqua	(7) Explore	(7) Scripture
(7) Discern	(6) Breath	(6) Event
(2) Find[1]	(5) Survivor	(5) Book
(3) Smell	(4) Vent	(4) Tale
(4) Sense	(3) Secret	(3) Epic
(5) Search	(2) Ocean	(2) Legend
(6) Passage[2]	(1) Deep	(1) Myth

IV	V	VI
(7) Sport	(7) Hook	(7) Hear
(6) Champion	(6) Fish[3]	(6) Ear
(5) Pride	(5) Barb	(5) Rabbit
(4) Compete	(4) Trap	(4) Muffle
(3) Athletics	(3) Lure	(3) Quiet
(2) Game	(2) Bait	(2) Sound
(1) Play	(1) Pull	(1) Listen

1: (A Path) 2: (Hidden) 3: (Verb)



I
(1) mem
(7) Holy Chaos
(2) Consume
(3) Poison
(4) The Devil's Fear
(5) Wildcard
(6) Demon Spider

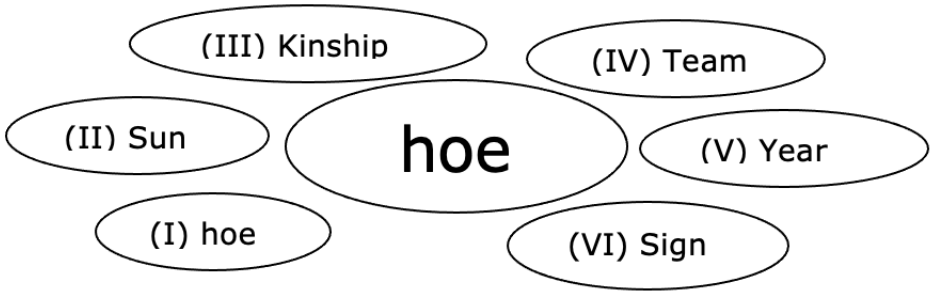
II
(7) Wizard
(6) Commoner
(5) Druid
(4) Priest
(3) Rogue
(2) Fighter
(1) Ranger

III
(7) The Devil
(6) Greater Wraith
(5) The Devil's Servant
(4) Dragon
(3) Greater Demon
(2) Dig
(1) Devil Incarnate

IV
(7) The Multiverse
(6) Ring
(5) Star
(4) Jewels
(3) Spheres
(2) Trees
(1) Lamps

V
(7) Elf
(6) Animal
(5) Halfling
(4) Eagle
(3) Tree Guradian
(2) Dwarf
(1) Human

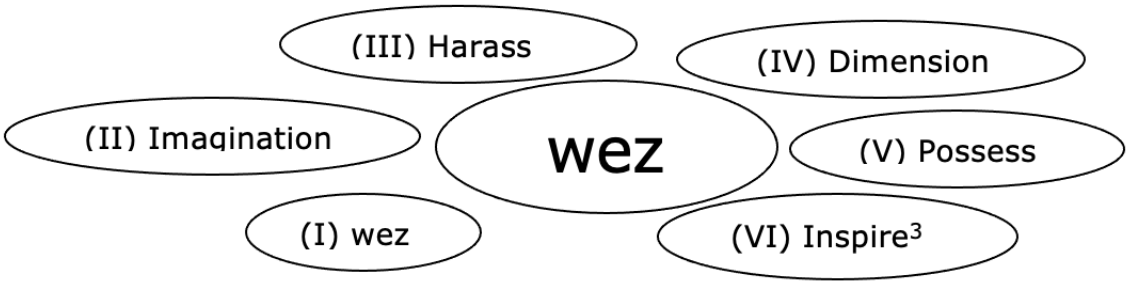
VI
(7) Divine Beings
(6) Dark Fey
(5) Half Fey
(4) Forest Fey
(3) Forward Fey
(2) Shining Fey
(1) Demi-God



I	II	III
(1) hoe	(7) Sun	(7) Kinship
(7) Exhale	(6) Day	(6) Main
(2) Purge	(5) Second[1]	(5) Primary
(3) Release	(4) Hour	(4) Singular
(4) Calm	(3) Twilight	(3) Prime Material
(5) Die	(2) Sunset	(2) Ownership
(6) Dream	(1) Sunrise	(1) Relative[2]

IV	V	VI
(7) Team	(7) Year	(7) Sign
(6) Watch	(6) Equinox	(6) Vehicle
(5) Friendship	(5) Spring	(5) Stop
(4) Party	(4) Autumn	(4) Turn
(3) Cooperate	(3) Summer	(3) Go
(2) Alliance	(2) Winter	(2) Traffic
(1) Together	(1) Season	(1) Signal

1: (Time) 2: (Family)



I

(1) wez
(7) Ontology
(2) Epistomology
(3) Ethics
(4) Aesthetics
(5) Religion
(6) Politics

II

(7) Imagination
(6) Metaphysics
(5) Inside
(4) Subconscious
(3) Shadow
(2) Beyond
(1) Dream

III

(7) Harass
(6) Ear Ring
(5) Jewelry
(4) Gaudy
(3) Slave
(2) Infatuation
(1) Obsession

IV

(7) Dimension
(6) First
(5) Second
(4) Third
(3) Fourth
(2) Fifth
(1) Fractal

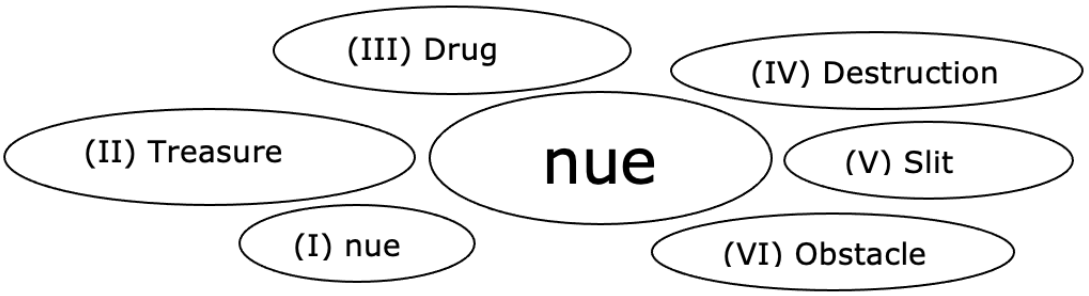
V

(7) Possess
(6) Stump[1]
(5) Cripple[2]
(4) Disabled
(3) Meek
(2) Transcend
(1) Inhabit

VI

(7) Inspire[3]
(6) Road
(5) Boulevard
(4) Highway
(3) Freeway
(2) Corridor
(1) Show Off

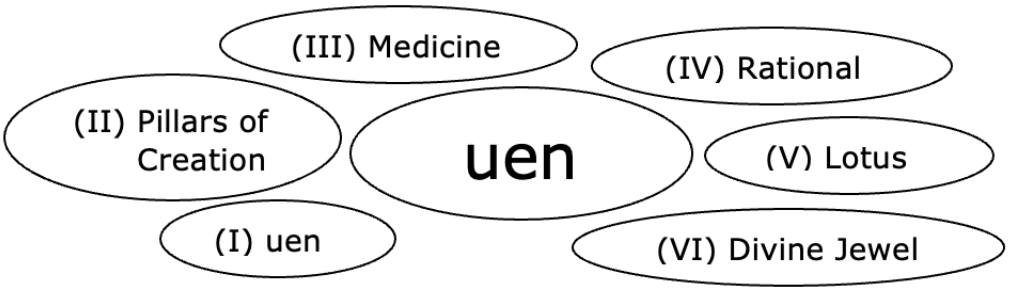
1: (Arm) 2: (Verb) 3: (Fear)



I		II		III	
(1)	nue	(7)	Treasure[5]	(7)	Drug
(7)	Shattered[1]	(6)	Magic	(6)	Alcohol
(2)	Maddened[2]	(5)	Chest	(5)	Marijuana
(3)	Empty[3]	(4)	Secret	(4)	Receive
(4)	Kill[4]	(3)	Wizard	(3)	Inject
(5)	Blood Feud	(2)	Tower	(2)	Smoke
(6)	Primordial	(1)	Protect	(1)	Imbibe

IV		V		VI	
(7)	Destruction	(7)	Slit	(7)	Obstacle
(6)	Chasm	(6)	Evil	(6)	Fly
(5)	Pit	(5)	Cower	(5)	Over
(4)	The Abyss	(4)	Devil	(4)	Under
(3)	Twist	(3)	Tempt	(3)	Block
(2)	Heart	(2)	Cat	(2)	Distract
(1)	Eye	(1)	Snake	(1)	Bar[6]

1: (Domain) 2: (Domain) 3: (Domain)
4: (A God) 5: (Secret/Perilous) 6: (Block)



I

(1) uen
(7) Unlimited Power
(2) Free Guardian
(3) Unlimited Resources
(4) Free Turn
(5) Ultimate Reset
(6) Unlimited Actions

II

(7) Pillars of Creation
(6) Hut
(5) Portable
(4) Frame
(3) Column
(2) Fiber
(1) Filament

III

(7) Medicine
(6) Leaches
(5) Homeopathic
(4) Vaccine
(3) Surgery
(2) Cure
(1) Doctor

IV

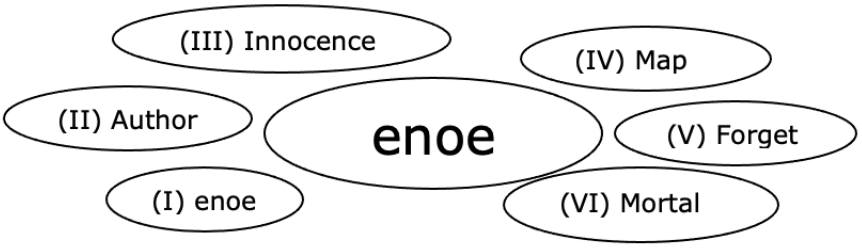
(7) Rational
(6) Symbolic
(5) Logic
(4) Proof
(3) Solve
(2) Thought
(1) Mind

V

(7) Lotus
(6) Useful Resources
(5) Prism
(4) Monolith
(3) Diamond
(2) Battery
(1) Jewel of Power

VI

(7) Divine Jewel
(6) Pearl
(5) Jet
(4) Emerald
(3) Ruby
(2) Sapphire
(1) Jewel



I
(1) enoe
(7) Haunt
(2) Catacomb
(3) Crypt
(4) Tomb
(5) Curse
(6) Lich

II
(7) Author
(6) Story
(5) Psychology
(4) Philosophy
(3) Language Design
(2) Myth Making
(1) World Building

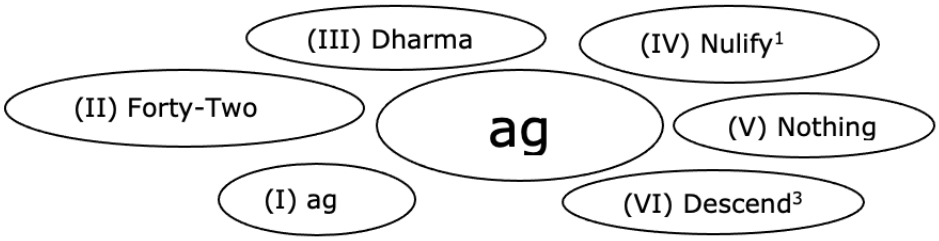
III
(7) Innocence
(6) Child
(5) Tantrum
(4) Attitude
(3) Wonder
(2) Simple
(1) Free

IV
(7) Map
(6) Castle
(5) Rest
(4) Find
(3) Path
(2) Direction
(1) Compass

V
(7) Forget
(6) Blink
(5) Cover Up
(4) Erase
(3) Underestimate
(2) Neglect
(1) History

VI
(7) Mortal
(6) Human
(5) Conflict
(4) Instinct[1]
(3) Urgency
(2) Gift
(1) Death

1: (To Survive)



I

(1) ag
(7) In the Beginning
(2) Struggle
(3) Covenant
(4) Commandment
(5) The World to Come
(6) The End

II

(7) Forty-Two
(6) Thirty-Six
(5) Thirty
(4) Twenty-Four
(3) Eighteen
(2) Twelve
(1) Six

III

(7) Dharma
(6) War
(5) Discern
(4) Good & Evil
(3) Line in the Sand
(2) Responsibility
(1) Righteousness

IV

(7) Nulify[1]
(6) Walls
(5) Checkmate
(4) Endgame
(3) Choose
(2) Change Fate
(1) Break[2]

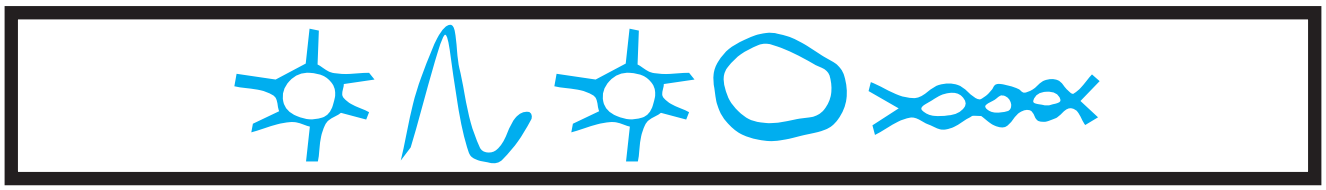
V

(7) Nothing
(6) Dialectic
(5) Indeterminate
(4) Defy Logic
(3) Perfection
(2) Entropy
(1) Unknowable

VI

(7) Descend[3]
(6) Butt In
(5) Avoid
(4) Interfere
(3) Waste
(2) Abuse
(1) Negative

1: (Defenses) 2: (The Impenetrable) 3: (Upon Birth)



Additional Topics in Apocalypse in Dweehwail



Languages of Dweehwail

The Multiverse of Dweehwail, including The Multiverse Proper, Daxuk, and The Indeterminate, have had an endless number of languages spoken and written and used by countless cultures on all Orders of Sentients. However, the languages of particular relevance to this book are those important throughout the Multiverse or at some point in its history, or prehistory. Below are a selection, though not a complete list, of some of these languages, and a brief explanation. There might be a surprise to some that there are in fact more than one langauge that may be considered "The Language of the Universe", although, most Forcang are referring to a single langauge or releated dialect when they use the term.

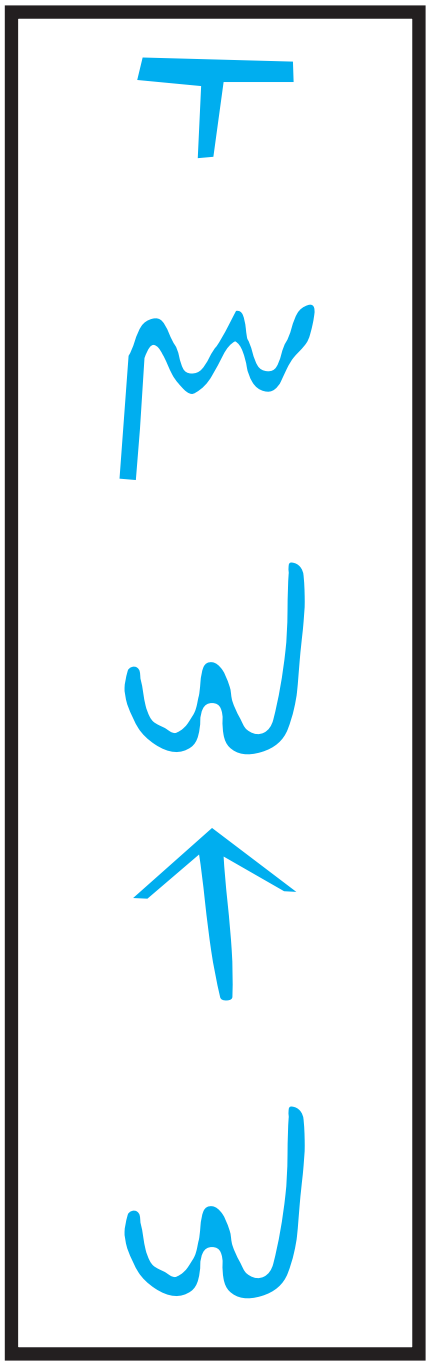
- **Anarchic—**a local dialect of Loahueth spoken in a Court of Chaos or numerous Dukedoms among Lords of Chaos.
- **Celestial—**a local dialect of Loahueth. All Manifestations have one Celestial language.
- **Dimensional**—this language is the opposite of anything that might be expected in the Language of the Universe. If anything, it is the Inverse of the Language of the Universe. There is something inherently disturbing, and wrong about its use in Dweehwail, and all but the Forcang with the highest Psyche and Endurance may shiver upon its use, even among scholars. That being said, the wise suggest it represents a common tongue spoken in an ancient civilization that spanned several Alternate Realities and Dimensions that were as big or larger than Dweehwail, of perhaps a more ancient time period. As such, for the Forcang that on occasions end up in such locales, by accident or otherwise, Knowledge of this language is very useful, and does not seem so strange there, if not still somewhat uncomfortable. The proper formulas have strange effects on Dweehwail and everything Designed by the Languages of the Multiverse, and not always consistent ones. However, it is rare enough to find a Forcang that even knows this language, let alone any formulas. Expect to travel to some distant outpost in Daxuk, The Indeterminate, or the Dark River to find that information. It may not be surprising that those may be the last places that reliably have contact or remaining traces of interaction with those dimensions and realities.
- **High Vampiric**—this is an ancient language spoken in the era of The Crucible mostly by Vampire Ancients and Vampire Elders, and it is said, was the method of communication with Vampire Transcendents. The Rumor is that this is a descendant of Infernal, and that suggests some connection between the origins of the Vampires and the original speakers of the Infernal language. However, with no remaining Vampire Ancients or Transcendents, and few enough Vampire Elders, no one has been able to answer this question. It is suggested that the last handful of Vampire Elders do speak High Vampiric, wherever they happen to be hiding in Dweehwail.
- **Indeterminate**—this notoriously difficult language is a combination of Loahueth, Infernal, Rebirth, and Linear, and possibly other languages. It generally takes a Grand Elder Forcang or entity of similar Potency to learn to speak and write this language. It is said that given the alien nature of The Indeterminate, the words and letters themselves change, and the grammar and syntax itself shifts as it is being used. Truly, it would take a Sentient that understands the Abstract Dimension of Language and Words to comprehend such a concept, if at all. This is not to way that all Sentients and Creatures in The Indeterminate speak this language. Rather, it is the most famous of those Known, and where scholars and champions of this

enigmatic, perilous part of Dweehwail often begin their Journey.

- **Infernal—**an ancient, mostly dead language, that is the source of much speculation among learned Forcang. It is considered a "Language of the Universe". Apparently, it had a role and may still in the creation and destruction of Multiverses of the past, as well as effects on Threats to the Multiverse. A number of relevant modern derivatives still exist that have their origins as languages in Infernal. As to who spoke this language, whether at the Dawn of Time, or otherwise, there is much debate, and the wise point fingers to everywhere from The Indeterminate to exotic Alternate Dimensions. All agree that the language plays some important role even today, and on into the future, assuming they know it exists at all.
- **Linear**—another ancient language that dates to the Dawn of Reality, possibly predating the current Multiverse. It is said that use of this additional "Language of the Universe" is capable of helping bypass the Rain of Souls to some alternative result. A number of modern dialects exist that are spoken as sacred tongues by different Forcang religions, such as the Cult of Giḥi, and it is said that there are derivatives of a variety of these dialects that have filtered their way into billions of Reflections and into the Reflection Mortal civilizations that live there. Whether in fact the Rain of Souls is actually losing any richness due to this is not entirely known, and it has been already suggested that it is gaining something from the addition of Unions with the Spirit Order of Sentients. The wise suggest there may be additional sources of Whole Souls that take different routes than the Rain of Souls, although this is the source of much discussion in some circles. Whatever the truth, most Forcang, Spirits, and the practitioners of every variety of religion and philosophy, carry on and do not lose sleep or their zest for life.
- **Loahueth**—this is the Common Celestial of the Multiverse and the most commonly referenced Language of the Universe. It is used by all Forcang both for purposes of simple conversation and writing, and to facilitate the use of some of their Rights in the form of Prayers. Local dialects are created by Lords of Order to manage specific Manifestations, and the Lords of Chaos also have different variations. Yet, the original Loahueth still has the most Potency, and functions anywhere, with some narrow exceptions.
- **Natural**—this is an ancient language spoken by many Spirits in Dweehwail. The few Forcang who have sufficient contact with Spirits to have researched this topic believe Natural is a derivative of Rebirth, although distantly removed. Some even suggest that Natural was designed prior to the Genesis of the current Multiverse. There are numerous dialects of Natural, found in the Seeds of Manifestations, among the languages that make up many Orders of Sentients. The written glyphs of Natural are a closely guarded secret of the Oldest Spirits of the Mutliverse, and they teach them to none, except perhaps the Eldest of each part of their Order of Sentients. No Forcang Knows them, although almost every Dweehwailian government has invested resources to finding them.
- **Realmz**—this obscure language is a combination of Loahueth and Infernal, and is spoken in the Deepest Daxuk by Sentients and Creatures best left in the Dark. Only Vampires would generally learn this language, in order to maintain their territory in Daxuk, and even then, at their own peril, for such Entities, are not to be trifled with even by them. Many of these also speak High Vampiric or possibly Vampiric, depending on how long they have been near Vampire communities. However, Knowledge of Realmz in Their Domain is a sure way of communication. Some scholars suggest that The Crucible was actually created using Realmz, which is why it was possible to seal it away. Why the ancient Vampires would use that language for their

most important Primal Construct is unknown, and a mystery yet to be solved, including the truth of this rumor.

- **Rebirth**—this is an enigmatic ancient language for which most Forcang do not even have the glyphs to study it. Those who are aware of its existence also label it a "Language of the Universe" and suggest it plays a crucial role in the eternal cycle, seemingly, of Great Waves, and Geneses. The words, formulas, and prayers offered through Rebirth are said to be Potent, and were used to enhance this process and those apocalyptic times. It is also useful in confronting great Obstacles and Threats to Multiverses, to slay them, but also to change them, and offer a different path forward. Sages suggest that this is because Rebirth has some Priority over Loahueth, and thus, may supersede the Function of the underpinnings of much of the Reality of The Multiverse, of Existence, Being, and Soul. Some believe there are a few modern dialects that are derivatives of Rebirth.
- **Vampiric**—this is a modern derivative that is spoken by nearly all Vampires of each type, even Mundane Vampires. Its origin is High Vampiric, which is rumored to have its roots in Infernal. Most of Dweehwail has forgotten this, although not the pointy teeth of these predators that stalk the nightmares of Forcang and mortal alike. Surely the last words heard by many of their prey are some unrecognizable phrase or other in Vampiric. Thus, it has a bad reputation. In some regions whether of Reflection Mortal or of Forcang, Vampiric is regularly taught as a trade language, as Vampires are clearly recognized as intelligent Sentients capable of forming organized societies that offer useful resources to others in exchange for some benefit. It is an unfortunate side effect that the occasion straggler there ends up in the morgue with two puncher wounds in their neck. Such is the price of advancing society.



Religions of Dweehwail

Religions exist in The Multiverse. Some are more similar to philosophies. Others are theistic. They all help Sentients live their lives well, and get up in the morning to do their chores. Some are zealous believers. Others are fairly passive in their adherence. It is true that those who say prayers according to their religion may achieve actual results. These results may be good or evil. Yet it is clear that somehow the most earnest desires of the heart receive a hearing, and that somehow, prayers are answered.

- **Blossoms:** this is a religion common among Lords of Chaos that worships the 64 Transcendent Negative Sentients. It views these beings not as protectors, but forces to be constrained. The Negative Transcendents are Pure Chaos, and Elemental Negativity in different forms. Together, these form the mass of The Multiverse. The life of a Blossom is to preserve as much chaos as possible, while permitting just enough order to permit civilization. Many Lords of Chaos are laypeople, while the zealous few are true believers. They tend to be exclusivists on the inside, while tolerating most in diplomacy and interactions. Blossoms have an oral tradition called the Zaksoes that is one of the most ancient religious scriptures in history. Some say its origins predate this Time Frame.
- **Cult of Giḥi:** this is the most popular monotheistic religion, and serves one Supreme Reality exclusively, which it names Giḥi. This Supreme Reality is love and perfection, and particularly devoted to this religion. The main language of adherents is Linear. By offering prayers in Linear to Giḥi, they are granted some requests through the angels of Giḥi, the Seventh Stage Sentients. Some requests are said to be granted directly by Supreme Reality. The main religious texts of the religion are Doritøn, Ronikol, and Ubrikot. The Cult of Giḥi otherwise called Giḥians, are exclusivists, and believe that they alone have a unique path to providence in this world, and reward in the world to come. Non-believers are said to have these things, but in an inferior form. Giḥians have a unique set of obligations, by which they achieve their prosperity in this world, and the choicest domains of the world to come. It is said that some adherents to the Cult of Giḥi skip the Heavens and Hells of Dweehwail, and go straight to a World to Come, after life, which is set apart from The Multiverse. Still, the evidence is that at least some fragments of their souls find their way to the Heavens and Hells of Dweehwail, at least for a time.
- **Feaism:** This is the worship of the Seventh Stage, Transcendent Sentients, and ultimately, Supreme Reality. There is debate as to whether the Transcendent Sentients are angels to Supreme Reality, or deserve praise themselves. Adherents to Feaism speak Loahueth, or High Celestial. Doing this may produce actual results, as the Transcendent Forcang, and perhaps ultimately Supreme Reality, respond, and grant the petitioners request. Feaists are inclusivists, and grant there are numerous paths to Supreme Reality. They have several scriptural documents, most notably, The Language of the Universe, Apocalypse in Dweehail, Zçshmeehothmeetzøz, and Voang. Feaists believe that everything is the creation of Supreme Reality, and that they exist to help themsleves and others receive their fundamental rights, and to further serve by fulfilling some unique obligations.
- **Jofrietes:** The most popular polytheistic religion, they worship a multitude of Deities. These Gods and Goddesses are responsible for all aspects of the physical and spiritual world. Ultimately, the Deities of Jofrietes are empowered by the Supreme Forty-Two, the Seventh Degree Sentients. By praying to the Deities, and above them, the Surpeme Forty-Two, they produce the providence of The Multiverse. The language of Jofrietes is a dialect of Loahueth, called Polestial.

Most prayers are offered in this dialect. The religion has numerous religious texts, and is one of the most ancient faiths of the current Time Frame. The most famous of the ancient texts is Uponidotes, while a more recent book of scripture is Vestøn. This religion has multiple denominations, some of which are exclusivist, and others being inclusivist. Some denominations are comfortable living with followers of different beliefs, while others prefer Forcang Cities of only Jofrietes believers.

- **Naturity:** The worship of the Natural Laws of The Multiverse, Naturity does not serve any particular Deity, but The Multiverse itself. It is agnostic as to the existence of any Gods or Goddesses. It communes with The Multiverse itself using either Rebirth, one of the Languages of the Universe, or Natural, a more modern derivative of that language. Naturity is tolerant of different religions, and does not mind coexisting with those who are different. It actively opposes those who threaten nature or the natural world. There are both good and evil adherents to this religion, and it sees both approaches as acceptable ways to support The Multiverse. Perhaps good believers in Naturity work harder and longer to preserve The Multiverse, before accepting that an Apocalypse and successful Threat has arrived. The religion has an oral scripture called the Mezoris, known to Greater and Lesser spirits alike. Some of the People of Spirits know excerpts from this tradition as well.
- **The Weird:** worshippers of Supreme Beings from Alternate Dimensions, Weirds believe in an Anti-Supreme Reality. They believe that by communing with this Deity in exotic, strange rituals, they may achieve Sentient Transcendence in this life. According to their scripture, the Zatmeetzøs, written in Dimensional Realmz, some ancient holy figures succeeded at just this goal, and now serve as Arch-Angels, or Intermediaries with Anti-Supreme Reality. Whatever the case, their prayers in both Dmensional and Realmz seem to have positive, active affects. None seem to know anyone in the present day that have achieved Transcendence, or at least they will not admit to it. Weirds see themselves as above petty matters such as tolerance, exclusivity, and eating and drinking. They travel endless numbers of Altnernate Dimensions, if able, in search of ancient secrets said to help achieve Transcendence. Those who cannot access the bliss of Alternate Dimensions are expected to at least travel to Daxuk and The Indeterminate. The lowest class of the religion merely travel to unpleasent Hells of the Celestial Domains of numerous Universes and Cosmoses. All of them seem to outsiders to be quite insane. Yet maybe that is just part of the rituals.
- **Zealots:** The Zealots, a term used in many contexts, refers to to one religion in the context of Sentients of at least Tier 3. These are worshippers of the Speakers of Infernal, and modern intermediaries. This religion is very exclusivist, and has complicated, painful rituals for initiation. They tend to like living in similar-minded communities. The lost original scripture of the faith is called Drokortu, and few have seen it that will admit to it. It is a closely kept secret, and it is said the text has much to say about the original Speakers of Infernal, that has been lost to even the wisest. Among those considered modern intermediaries are Vampire Transcendents, and their worldy Representatives, Vampire Elders. Zealots are found throughout Daxuk and The Indeterminate, performing weird and dangerous quests and rituals to their unnamed masters. The holy langauge of Zealots is Infernal, although most speak Vampiric or High Vampiric, as accepted derivatives of Infernal.



Money in Dweehwail

Money is a strange concept for Forcang, Spirits, and other Sentients, that are immortal and may accumulate vast sums of token coins and paper bills. Sure, most have much of that type of wealth, and do just fine on Manifestation Domains. Yet, true wealth, which is respected by those of Tier 1 and higher is more enduring and harder to obtain.

There are three primary types of currency among such beings. The first are Generic Artifacts and Creatures. Named Artifacts and Creatures cannot be exchanged, as most Tier 1 Sentients may simply traverse Reflection to reclaim such items. Rather, unnamed Artifacts and Creatures, Generics, may be exchanged as currency. The value depends on the number of Potency Points invested in the Generic Artifact of Creature.

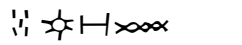
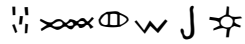
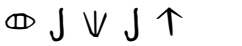
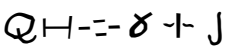
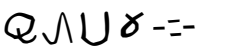
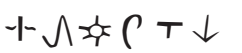
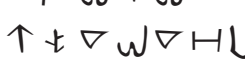
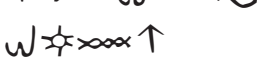
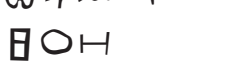
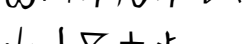
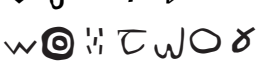
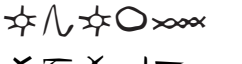
Second, information is currency. This is a bit subjective, but a clever Forcang should think long and hard about how valuable their piece of information happens to be before offering it as currency. Generally, information is divided into Minor Information, Moderate Information, and Major Information. Ultimately, the receiver will judge its value. However, courts of Forcang and Spirits determine a more absolute value, for those who seek to cheat the system.

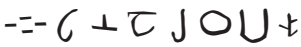
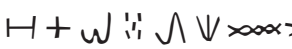
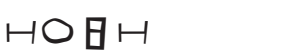
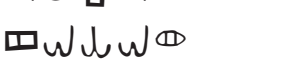
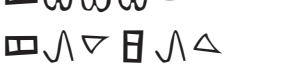
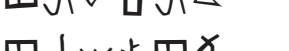
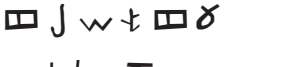
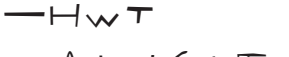
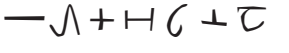
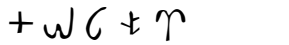
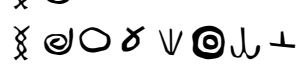
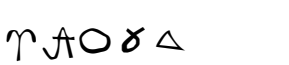
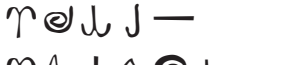
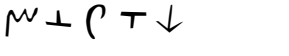
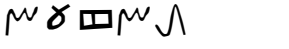
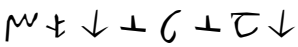
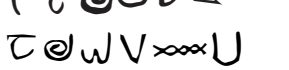
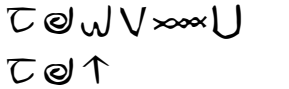
Finally, there are favors. These are boons and deed offered too another in exchange for future boons and deeds or other types of currency. Generally their are Minor Favors, Moderate Favors, and Major Favors.

Other currency forms exist. Multiverse shattering objects such as Wave Relics or Relics from Scripture may have a hefty value, although few wish to part with them. Of course, a Reflection might be traded, or even an entire Universe. Yet few are willing to do this, unless there is some deep game being played.

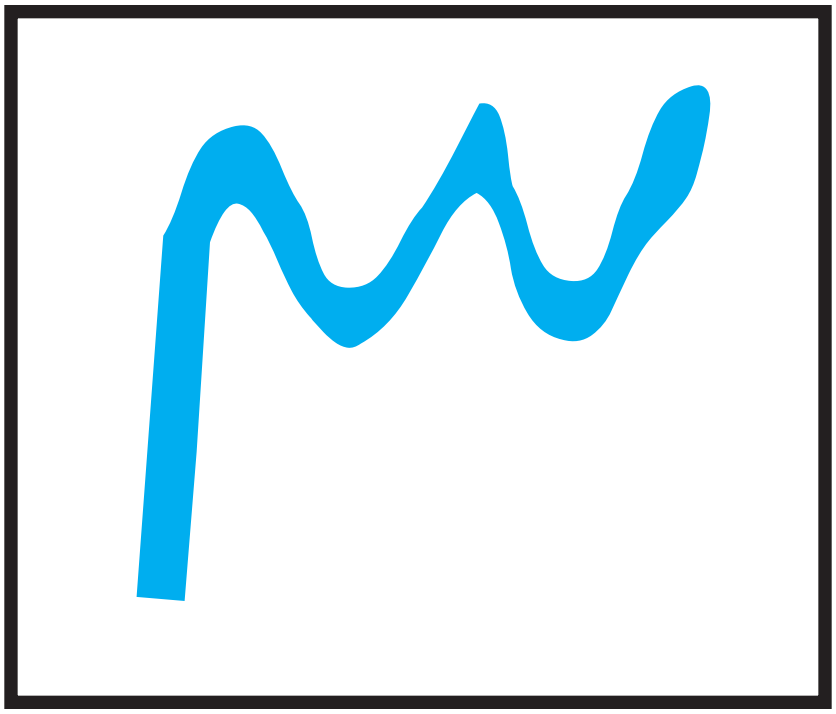


Use of Loahueth (The Language of the Universe) in this Rulebook

Loahueth	Transliteration	Translation
	SHaiyob	Letter
	Shø, oaJ, Ju, and Loa	Four Loahueth Letters—— The “Royal Letters”
	SHOAngzeJow	Jungle
	SHmeahothmea	River
	ngetzef	Destruction
	hwusoxen	Region
	hwaelos	Universe
	hwenobçv	Book
	xaeJquaip	Artifact (Magical)
	aikow	Host
	aiyeafea	Judge
	footeetUlooSH	Tul
	eeJOAf	Family
	vhU	The
	thimhoth	Armor
	thuehJ	Ruler
	dweehwail	The Multiverse of Dweehwail
	dwUJaJøSH	Spirit
	petkoo	Ally
	zçSHmeehothmeetzçz	Primary Feaist Scripture
	zårOA	Wine
	Jåfrøf	Book
	Jøng	Light
	JaJhOA	Language
	omḥeet	Characters
	çrzçx	Order

	swimehloo	Classic Commentator on Feaist Scripture
	UkeeSHaetzOAJ	Forcang
	UhvU	Of
	beadweang	Knowledge
	baetvaet	Mastery
	bezøbo	Alien
	rUzai	One
	raekUwim	Thorn
	owSH	Good
	owk	Evil
	keewød	Royal
	kowtz	Sword
	ḥow	Necromancy
	ḥowhotzçdwiḥ	Potencies
	ḥowhaechueḥåm	Races (Species)
	dibødOA	Dibødo is the heroic prophet of the Feaist Scripture zçSHmeehothmeetzçz
	dåhoth	Flower
	dowdwer	Blood
	daxhçk	Broken
	Loa, Ju, oaJ, and Shø	Four Loahueth Letters—— The “Royal Letters”
	yiquaip	Rank
	yobyae	Language
	yoopiwimpee	Advanced
	quwçhoth	Tree
	moweechOAl	Player
	mowf	Magic
	haeJaejo	Art
	haekow	Other
	hOAhwaipok	Sentient

θ ᔑ ᑌ	nael	Beautiful
ᔑ + ᘐ	akow	Darkness



Pronunciation and Special Characters in Transliteration of Loahueth

Loahueth Letter	Transliteration	Pronunciation
	SH	ʃ or sh
	t	t
	ng	ŋ or ng
	hw	ʍ or hw
	x	ks or z
	ai	aɪ or ai
	f	f
	ea or ee	iː or ea
	v	v
	th	θ or th
	dw	djw or dw
	g	g
	l	l as in s**l**ed
	i	ɪ or i
	p	p
	z	z
	J	ʒ or j
	o	ɒ or o
	ç or Ç	ɔːr or ç as in c**our**se
	s	s



Apocalypse in Dweehwail	Pronunciation	Nathan S.J. Sunshine
⊢	U	ʌ or u
⊟	b	b
⅄	å or Å	ɑ:r or å as in **a**re
⅄	ae	eɪ or ae
—	r	r
⊜	ow	aʊ or ow as in h**ow**
+	k	k
⋁	ch	tʃ or ch
⊀	ø or Ø or oo	u: or ø as in m**oo**se
⊱	ḥ or Ḥ or Ó	χ or ḥ
⅂	d	d
⋙	OA	oʊ or oa as in m**oa**t
⅄	y	j or y
⋓	tz	ts or tz
⊂	qu	ku: or qu
⊏	m	m
⊃	h	h
⊂	w	w
⊖	n	n
⌶	ue	jə or ue as in y**ou**
⅃	e	ɛ or e
⅄	a	æ or a



Character Sheet

Character Name _____**—Character Type** _____ [___]

Attributes
PSYCHE-[_____]
STRENGTH-[_____]
ENDURANCE-[_____]
WARFARE-[_____]

Forcang Potencies
_____ [__]
_____ [__]
_____ [__]

Items
Weapon Name _____**—Weapon Type** _____
_____ [_]
_____ [_]

Armor Name _____**—Armor Type** _____
_____ [_]
_____ [_]
Other Item Name _____**—Other Item Type** _____
_____ [_]
_____ [_]

General Items [__]
Other Item Type _____
_____ [_]
Other Item Type _____
_____ [_]
Other Item Type _____
_____ [_]

Money [__]

Artifacts: _____
_____
_____
_____

Minor Information: _____
Moderate Information: _____
Major Information: _____

Minor Favors: _____
_____
Moderate Favors: _____
_____
Major Favors: _____
_____

Other: _____

Power Words/Spells/Creature of Power Forms/Etcetera

_____
_____
_____

Reflections, Ḥowtzçtz, Implants, Etcetera

_____
_____
_____

Stuff
Bad Stuff [__]
Good Stuff [__]
Net: ___ Stuff [__]

<u>Race</u>
Circle One: Axiomatic Anarchic Foreigner

Subtype:_____

History

(__)_____

_____

_____

(__)_____

_____

_____

(__)_____

_____

_____

(__)_____

_____

_____

(__)_____

_____

_____

Age: ____

Family Line: _____

Contributions

_____ (__)

_____ (__)

Player Notes: