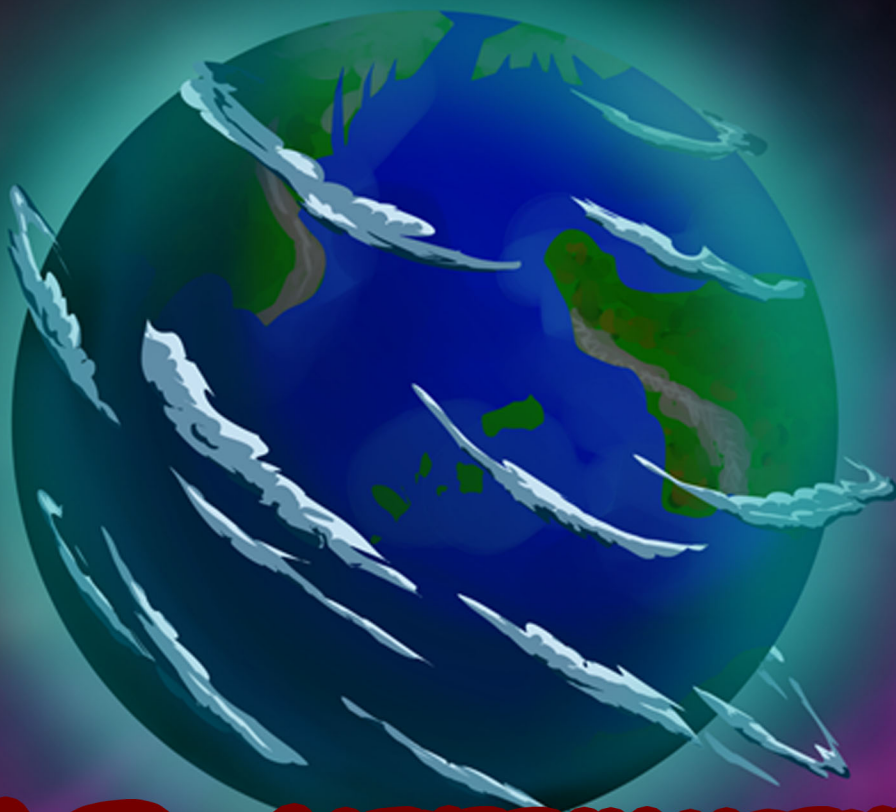


Saturday Morning Shorts

BY NEFTHALIE N. RAMOS



#2: SATURDAY MORNING MULTIVERSE



INTRODUCTION TO THE SATURDAY MORNING TABLETOP MULTIVERSE

Elders and multiverses are something all too common in comic books and many other RPG's have universes that have dozens of planes of existence. So does that mean that SMTT multiple planes, alternate dimensions and so on? No and yes... Saturday Morning tabletop will have multiple universes and planes of existence, but the reason is to two fold.

One, I'm a world building addict and have several settings that I'd like to start including into one cohesive multiverse.

Two, why should I be the only one having fun? With all the creative powerhouses running and playing RPG's today, I think it would be awesome to have a play space for your creations already included.

Plus, it's always been part of the Saturday Morning Tabletop RPG's design goals to give enough lore and information for those that want it, tools to create for those that want to customize & enough room to allow GM's & Players to make the world (*& in this case the multiverse*) their own.

In this book I'll be stating the structure of existence and the infinite multiverses. This is for the benefit of GM's and players and not for the player's characters. The information in this book will probably never be known to a players characters as we start to talk about beings that are worshiped as gods by the gods of your settings gods

With that said, I hope this supplies enough information to inspire and hopefully, your worlds and mine, can be alternate dimensions of one another!

This information will become more clear as you read this book, but the Saturday Morning Core rules book & its supporting material live in the Ealendrious universe. Which is one of the many Cosmos tied to the Void.

P.S.

I've always been a fan of cosmic horror and I think it starts to show.

TRANS DIMENSIONAL WEBS OF AWESOME

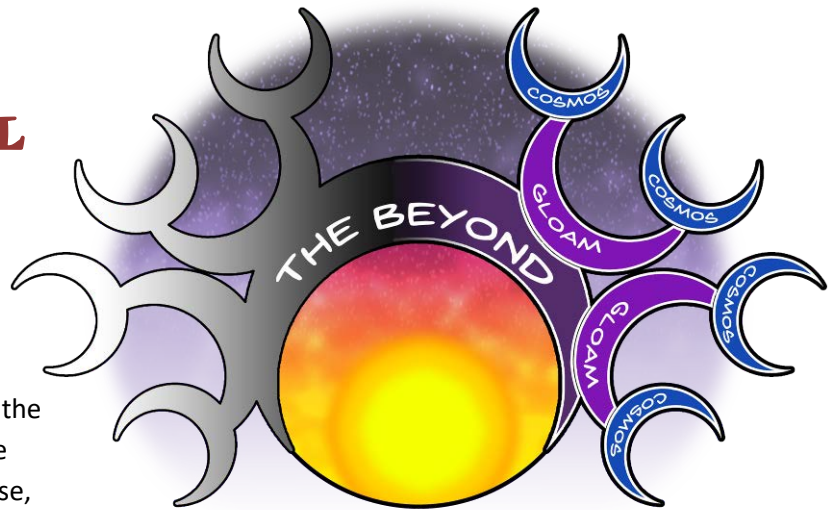
Or to be more accurate, the reality tree. For those of you that Know about Yggdrasil, or the Lovecraft mythos, you're already part of the way there! The many multiverses are like the countless branches on a tree, that if you chose, you can follow backwards. All the way back to the trunk and its roots. So, since the goal for us is to grow and expand, let's start with the roots, the foundation of the multiverse's and work out way outward.

The way the multiverses unfold are as follows;

- The **Beyond**
 - a. **Gloams**
 - i. **Cosmos** (the universe & universes)
 - 1. **Demi-planes** & pocket dimensions

THE BEYOND

There is but one "Beyond". It is the realm of the elder gods, beings whose concepts as so far beyond the comprehension of even the eldest of Gloam entities. The elder gods are beyond the confines of the infinite, they are beyond the limits of eternity . . . the elder gods and their realm are just, beyond.



GLOAMS

From the Beyond stem several existences, or non-existences known as Gloams. A Gloam is the nothing from which everything else may sprout. A Gloam is home to the Nothing, the Silence, the Emptiness . . . A Gloam is the all-consuming infinite darkness at the edge of reality.

Each Gloam is separate and their own existence but each Gloam is also the glue that holds together the various distinct Cosmos (Universes/Multi-verse).

GLOAM ENTITIES

Gloam entities are formless beings of consciousness, each individual entity is infinite, endless and without limit. They are concepts unto themselves that swim within the darkness at the end of all sight. Each entity having the power and ability to wink any of the Cosmos that are built upon their realm out of existence. However, they are so foreign of a concept to the cosmos, that they are unable to directly interact with it (*Like a human using their hands to try to capture the wind*).

CREATING A GLOAM

The Gloams as they are described are one of many ways to describe them. I described it as such because I'm a fan of having an infinite entity that defies even the minds of deities and contemplating the truth of it will drive both men and gods insane.

A Gloam that you create need not be the same as mine. Just keep in mind that a Gloam is the space outside of space. It's the fabric of the multiverse. Think "the warp" or even "hyperspace".

You can create a Gloam that is the polar opposite of the Void, where it's a kaleidoscope of ever flowing colors. With each color, an aspect or reality, creation, destruction and everything from which a universe is born.

The biggest thing to keep in mind is that a Gloam, while not entirely bound by the rules of reality, is the plane of existence that sets the rules of reality. That and that Gloam entities should never be allowed to directly interact with any of the cosmos. However, Gloam entities can freely birth "lesser" entities to carry out their will in any of the Cosmos.

Lesser, in this case is relative. It means the being is less than the Gloam entity. Meaning that the lesser entity may be one of the most powerful beings in the cosmos . . . or just another insect.

COSMOS

A Cosmos is an entire universe, full of life, death and wonder. There are many Cosmos, each sharing the same Gloam space. Each born from the darkness at the edge of existence. Each separate Cosmos is like the room in a house and the house's foundation is one of the many Gloams.

Each cosmos is filled with countless beings, all of vastly varying power. From mortal creatures to god tier creatures and even truly cosmic beings. The higher on the cosmic power table you look, the greater the chasm of power becomes.

TIER OF COSMIC POWER

Power throughout the cosmos is easily quantifiable. Any entity whose native realm is outside of any cosmos tends to be of a strength relatively unimaginable by even the strongest cosmic beings. Keep in mind that the tiers of cosmic power each have 5 sub-tiers, to further illustrate an entity's level of power. So when future releases show a tier 4 deity and tier 1 deity, you can at a glance know the difference in power between them and quickly define how much stronger they both are to something like a mortal creature.

MORTAL CREATURE

COSMIC TIER 1

The oh so familiar tier where insignificant little creatures like humans and housecats reside.

DEMI-DEITY

COSMIC TIER 2

The realm where super powered mortals, semi-mortals, great heroes and the weakest of immortals can stretch their arms.

- *Tier 4+ mortals (heroic tier 4+ characters) can contest the power of tier 1-5 demi-deities.*

DEITY

COSMIC TIER 3

Creatures in this tier are often worshiped as gods. Deity tiered creatures are a mixed bag of physical and fantastical ability. Some are just physical

manifestations of an element, while others can actually alter the shape of the world or give birth to a new race by infusing part of themselves into an existing creature. Think of their power as on par with much of the Greek/Roman pantheon for example.

- *Tier 5 mortals (heroic tier 5 characters) and Tier 4+ demi-deities can contest the power of tier 1 deities.*

GREATER DEITY **COSMIC TIER 4**

These creatures are many magnitudes greater in power than a Deity tiered being. Greater Deities readily have the power to birth or destroy species, create demi-planes and the like. A Greater Deity is a creature that a Deity would call god. For all this power however, most would still be unable to travel between stars.

- *Tier 5 deities can contest the power of tier 1 greater deities.*

COSMIC BEING **COSMIC TIER 5**

Cosmic's are the most powerful entities in the Cosmos. They are beings that need not be limited to the form of a creature. Cosmic beings are the most varied tier of cosmic entities in both power and form. A cosmic being may be a planet, a star or a giant solar system sized worm . . . They may only have the power to affect their own reality space, or can birth entire solar systems, or eat solar systems for that matter. Cosmic's are on a scale of being where most never even notice the existence, let alone the actions of lesser entities.

Gemini for example, is a Cosmic being. Gemini is the consciousness of two, twinned worlds that occupy the same space. Gemini is not free to roam the cosmos, other than rotating like any other planet, Gemini is incapable of independent

movement. However, Gemini creates life, eternal life. On its surface, Gemini birthed Immortals, Gemini's first born. Now, event's in Gemini's ancient past have pumped the brakes on that ability, but we will get deeper into that when we talk about the Saturday Morning Tabletop (SMTT) core setting.

LEVELS OF POWER WITHIN EACH COSMIC TIER

Each tier of cosmic Power is divided into 5 sub-tiers. Like how players characters level up and grow over the course of 5 tiers of heroism. However the first two tiers of cosmic power, "Mortal creatures and Demi-Deities" are the closest. Meaning that the greatest of Mortals could stand toe to toe with any of the demi-gods & may even be able to battle the weakest of gods (with varying degrees of difficulty of course). However the difference in power greatens once you compare Deity tier beings with Greater Deities. It would take the most powerful of god tier creature to dare face the weakest greater deity and even the greatest of the Greater-Deities would be squashed like an insect when faced with anything but the weakest of Cosmic Beings.

GODS

What are they exactly?

Ok, I know that Deity is another way to say god/goddess & three of the five tiers of cosmic power use the word "Deity". This is because we as the people reading this book would inexorably be bound to the mortal tier.

So, what is a god? A god, demi-god and greater god is just a title to represent the difference in power between creatures. The cosmic power

table is ordered in the way that it is because it represents concepts that we as people in the real world can better identify. However, a creature who is a Deity tiered creature, may refer to a cosmic being as a god. . . because the differences in their power are so vast.

In the Saturday Morning Tabletop RPG core setting there are gods, but not in the same way as there are in other RPG's. Gods can be fairies, elementals, dragons . . . a powerful enough demon may be a god, as god is only a title or classification, not a type. For instance, on Gemini there is Ikol, and he is the child of a fairy and a cosmic being. Ikol is a god, or rather a deity tiered

creature. There are other creatures on the face of Gemini that share Ikol's prestigious lineage but are nothing more than mortals. The race known as Milori are descended from the same type of lineage as Ikol, fairy & cosmic. Actually, Milori are descended from the exact same Cosmic as Ikol, but they are a race of mortal creatures.

Mortals may also refer to cosmic beings as gods, since they wouldn't have the frame of reference to know any better. They would just see one god as being the stronger, though mortals that would contemplate the true power and nature of a Cosmic may be driven mad by the endeavor.

SHORT LISTING OF ENTITY TYPES & THEIR POWER

This is not an all-inclusive listing, as there can be countless different types of entities throughout the multiverses. The ones listed here are among the most common however.

**** KEEP IN MIND THAT EVEN WITHIN THESE THERE CAN BE A GREAT DEAL OF VARIETY, SO FEEL FREE TO MAKE THESE YOUR OWN WHEN YOU'RE RUNNING YOUR GAMES. ****

STAR BORN

There is no end to the incredible powerful star born. They are beings who can freely traverse the cosmos of their birth, some with the power and ability to bring life to dead worlds and others with the power to end it.



Star born are not limited if form, not even by corporeality. Some star born can be cosmic dust swimming through the cosmos, while others can appear as beautiful humanoids the size of planets. Star Born are often entities with power on a cosmic scale and amongst the strongest in any given cosmos, but as with any other being, power waivers.

CELESTIALS

Celestials are Humanoid Star born whose forms are comprised of cosmic fire. They appear as light, at time indistinguishable from the stars in the heavens. Celestial are Cosmic Beings that, more often than not, posture against each other, creating and destroying to prove their worth to one another, with little to no care of the “lesser beings” that they’re affecting. Tending to not lean towards good or evil, they just see *non-cosmic*’s in the same way as a human would see a mosquito.

ARE ALL CELESTIAL UNCARING BASTARDS?

NO, just most. Some celestials are just plain evil and others , well others are so good that they are a blessing amongst the cosmos.

SERAPH

When Celestials deem another worthy of them, they unite and the intermingling of their immense power burns throughout heavens. From this, are born the Seraphim. Second generation Celestials who, despite being born from the union of 2 cosmic beings, often have little more than a fraction of their power.

Seraphim have also been known to be created as a byproduct of Celestials battling each other. The

wounds bleeding out into the heavens can coalesce into a being & that being is also a Seraph.

Though far weaker than that from which they are born, Seraphim still hold godlike power.

ANGELS

Angels are third generation Celestials, and like the Seraphim that preceded them, angels have little more than a fraction of the power of their predecessor’s. In many mythologies an angel is a divine winged human & while that’s not entirely wrong, it’s but a small picture. Angels are descendants of flame and light and bear that mark. Having diving light pulse through every fiber of their being. This light can manifest as simple haloes of flame, or divine light pulsing throughout their form (*or any other sufficiently awesome appearance tied to light and fire*).

ARE THERE 4TH, 5TH & 6TH GENERATION CELESTIALS?

YES! But each successive generation has far less power than they generation before. Meaning that while they may bear the mark of their lineage, they aren’t inherently able to battle gods.

Some examples of lesser tiered creatures descended from a celestials power in the Ealendrious Cosmos would be;

The Kings Blood, Milori and the Tityroi to name a few. These are races on the world of Gemini and can all in some way trace their lineage to the fallen Celestial known as the God Seed.

GAIA

Within the Cosmos are countless planets, worlds that circle lifeless and without purpose. Worlds

with life or rather worlds that have a life of their own, those are Gaia.

A Gaia is a world with a consciousness, a spirit and its power is at the heart of life on it's surface. A Gaia is the planet and is a Cosmic Being tiered entity. Now, while most Gaia do not have the power to freely traverse the cosmos, the most insignificant Gaia has the power to create life on itself.

A Gaia's Children may in turn continue the cycle of creation, forging weaker beings to populate the planet. Giving rise to cultures and empires. Peoples who may even reach beyond and travel the cosmos in ways their mother Gaia could not. Or, they could fall down the path that ravages their mother, leaving the Gaia a husk, a hollow of its own former power.

IS EVERY PLANET WITH LIFE A GAIA?

NO. Not every planet with life on it has to be a Gaia but every Gaia is a planet with life and as long as the Gaia is not fading/dying it will always have the power to create life.

HOW COULD LIFE COME TO EXIST WITHOUT A GAIA?

- Another Powerful being could have simply created life in their own image on the dead world.
- Life could have developed over eons of random accidents (*evolution*).
- A highly advanced star faring culture could have expanded their empire and settled the planet. They could have seeded life on the planet. Or life could have developed as an accident of a science experiment of theirs...

WHAT HAPPENS WHEN A GAIA DIES?

The spirit of a world, the entity that is the world, the power behind all life on a world . . . can die? Well, yeah, why not. There are plenty of ways a Gaia can meet its end, like in a battle against another cosmic, falling prey to an endless black rain or nuclear holocaust to name but a few. So what does happen when the soul of a Gaia grows cold, leaving its physical form behind?

- Another cosmic or one of the Gaia's strongest children must take up the mantle as the world spirit. A World spirit dedicates their power to preserving the world and ensuring life can continue.
- A powerful creature or group of power creatures take up the mantle of world spirit. The world becomes self destructive, with cataclysmic weather but life can continue. This usually drains all the power of the weaker world spirit and in time they too will cease to be and need to be replaced.
- Some convoluted super high tech solution (or powerful mortal magic) can prolong the planets existence, slowing the destruction of life.
- . . . Or the planet that was once the body of the Gaia can slowly die. Apocalyptic worldwide storms tearing itself apart until there is no life left.
 - Planets that die in this way can always, in future, be subject to the chaos of evolution or any of the other methods of life coming to a dead world.

FAE, DRAGONS & OTHER ELEMENTALS

Fae, Dragons and other elemental creatures are among the first born of a Gaia and may use the

powers granted upon them to continue to create other creatures. Going down the chain to even mortal creatures. The first born of Gaia's don't have the power to create from nothing, as the Gaia does, but can if they are strong enough, create lesser beings within the structure of a Gaia. Most often elevating lesser, feral creations to self aware, sapient creatures.

The First born of a Gaia world are often worshiped as gods by the lesser beings.

GREATER FAE

Fae are creatures born of a Gaia entities power. Most Fae are humanoid but vary greatly in appearance maintaining an eternal, ethereal beauty. Fae represent the beauty and wonder of a Gaia's elements and emotions. Love, Wonder, Happiness,

Dance, Water, Fire, earth, Wind . . etcetera.

(Greater FAE are Emotion + Element)

Greater Fae are often looked upon as greater deities, but in the Case of Gemini, most of the Greater Fae had their immortality and at the very least, power stolen by Nyx.

LESSER FAE

Lesser Fae are spawn of the greater. They are further removed from the raw power of Element & Emotion. Though, lesser Fae are often comprised of many more elements & can still effect the world as Deities.

FAIRIES

Fairies are some of the weakest of the fae, but still magical and wondrous. Though one fairies power can do little else than alter their immediate surroundings. It will take the strongest of fairies, or just a large group of fairies working together, to have their mystic powers match the abilities of their larger, more powerful kin.



GREATER DRAGON

Greater Dragons like their Fae Cousins are first born to Gaia entities. Dragons are Fierce and powerful, Saurian creatures that are adorned with intricate patterns of scales, spines, spikes and the like. Their wonder and beauty revealed in their power. They are creatures that truly embody the unbridled fury of the elements.

Dragons are varied and unique creatures. Some are feathered, winged . . humanoid or serpentine. Some greater dragons are even formed from precious minerals and crystals of a world. Such as gems, rubies, emeralds, sapphires, etcetera.

LESSER DRAGON

Lesser dragons are even more varied than their elder kin. Varied more in both appearance, power & even intellect. There are some lesser dragons that are little more than feral beasts, while others have reconciled their differences to birth entire empires.

WYVERNS

Wyverns are lesser dragons, as varied as any other of the peoples in the world. The beauty and power of a dragons blood runs through their veins but so too does the curse of mortality.

So what happens when a creature born of elemental fury is forced to fight to make its moment in this world last a bit longer?

TITANS

Titans existence is pervasive throughout the many cosmos. Titans are not only born of Gaia, but the randomness of evolution often leads to the birth of titans. Titans are not often the first born of a Gaia, unless that Gaia is a weak one.

Titans are creatures of intense emotion and massive size. Most relying on their imposing forms to exercise dominance in a world.

Titans can range the scale of cosmic power, all depending on how they came to be. Most are weak, on the demi-deity tier, but there are titans that were born blessed, with a taste of power that extends beyond their massive arms. Rare on any world are titans who are in the Greater Deity tier, but not unheard of.

Titans appear for the most part, as humans the size of mountains. The reason being is that they are the predecessors to human kind. Many titans throughout the cosmos have been known to

minge with other entities, giving rise to many other humanoid races.

NATHIER

The Nathier are also known by many other names; the Gatekeepers, Endless knights, Voidfallen, etc. A Nathier is not a type of being as much as it is a title. To take up the mantle of Nathier is to bind yourself to eternal battle against the infinite dark, a shadow war known only to a handful.

A Nathier's origin is inconsequential, however all who become Nathier must have the power to stand against a Gloam entity and its creations. The truth is, that most Nathier cannot and will eventually meet the caress of oblivion. Existing only in the memories of the few that knew of their existence.

Nathier are benevolent heroes trapped in a battle against the **Void**. Their Strongholds built at the edge of the endless sea, battling the Primogenitors of **Vox** (&/or other Gloam entities) & if foolhardy enough to cross the threshold into the Void, **Vox** itself.

HOW POWERFUL IS A NATHIER?

The weakest of their rank must come from some of the strongest Cosmic Beings of all of the cosmos. The Nathier are an order dedicated to battling a Void entity head on. A being whose power is greater than the combined strength of all in any of the cosmos. So the Nathier need to be beyond cosmic.

CAN THEY WIN?

It's up to how you want to run your game but for me, no. I enjoy the idea of their battle being an eternal struggle at the borders of the endless sea, where at times they fail and others they "gain ground".

The only way I see Nathier pulling out a true victory is if another entity of the Void becomes Nathier, but another Void entity could as easily fall on the same side as Vox.

VOIDSPAWN

Voidspawn are the creations of one of the Voids entities/Gloom entities. While these entities often don't bother with anything else other than non-existence, **Vox** for one has been driven to create. Vox's creation are its method to destroy all that is not void. Though Vox is not the only entity of the void that creates. There are Voidspawn created by others for reasons yet known.

Void spawn that join the battle against Vox are known as "Voidfallen"

VOIDSPAWN ARE NAMED AS SUCH BECAUSE THEY ARE BIRTH FROM THE VOID, BUT IF RUNNING YOUR GAME FROM A GLOAM OTHER THAN THE VOID, FEEL FREE TO HAVE "GLOAM SPAWN" FROM THEIR CREATED AS WELL

PRIMOGENITOR

The first perversions of reality ushered into existence by Vox. A Primogen is a dark entity whose power can barely be contained within the limits of any given universe. Most Primogen are still to foreign of an entity to cross the boundaries of reality and instead assail the endless. A Primogen week enough to cross from the Void into existence Begins as black holes, consuming matter so that they may construct a body to house their existence.

Any who can cross that threshold and birth themselves into a cosmos have power on par with Cosmic Tier beings.

EBON LORD'S

Ebon Lords are constructs of the infinite dark and the hands of a Primogen. Heralds of the infinite silence and formless dark, Ebon lords are born from the most insignificant droplets of Vox's power. The Ebon Lords are far weaker than the Primogentor and able to cross more readily into being. While looking upon the face of a Primogen may cause most other entities to spiral into insanity, The tenebrous forms of an Ebon Lord, while still grossly alien, is much more fathomable.

While compared to the from which they are created, ebon lords are insignificant expressions of hate. However, when compared to the creatures of the Cosmos, Ebon Lords have power on par with Greater Deities.

THE WRATH

Darkness must first be given form before its hate can be felt. The wrath is just that. Hate made manifest by perverting the forms of their victims to match the glory that came before. The Wrath are not directly created by Vox, but they are it's plague upon creation. The wrath, when encountered can often be mistaken for sorrows, but the Wrath do not feed. The Wrath kills, consumes matter and constructs more Wrath.

The power and strength of the Wrath is their singularity of purpose but the power of any singular Wrath may vary greatly. No one wrath may ever match the power of an Ebon Lord, but there is nothing limiting them from gaining the power of a Deity . . .

SATURDAY MORNING TABLETOP RPG; CORE SETTING OVERVIEW

O.K., now with all that finally out of the way, it's time to share some info on the SMTT core setting! I know I've kept some of you waiting a while for this, I'm sorry. I'll try and make it all worth the wait. Here I'll paint with broad strokes to give the idea and expand upon it in effort to not inundate you with too much information. Too late you say?
It's never too late!!!

GLOAM: THE VOID

In the time before time, existence was expelled from the Void to create the various cosmos, purging itself even of the notion of time, leaving the Void as a realm of infinite darkness, nothingness and silence. Since creation, the Void has been the emptiness at the edge of reality. Home to the nothingness that are its Gloam entities. Entities that are satiated by the silent emptiness that is, or at least was the Void.

GLOAM ENTITIES

These entities can't directly interact with any of the cosmos but as far as the void is concerned, The endless sea has created a wound that allows the creations of Gloam entities to seep into reality and carry out their destructive whims.

VOX

(Gloam entity of the Void)

A formless, infinite entity without limit that swims within the darkness at the end of all sight, stirs. . . growing tired of the noise, the noise of the billions of insects scurrying about their reality. Crying out in their perpetual insignificance, infecting the purity that is silence.

An endless darkness peering over the edge of existence, a nothing that since before the birth of time feels for the first time. It's first emotion . . . hate . . .

Vox is an infinite entity that longs for the blessed silence that existed before the birth of time. His creations act as his ebon fingers digging into the cosmos, bringing not death, for death is but the beginning of something else. Vox, Vox brings the end. For those fools that have given unto madness and looked upon that which could not be seen, Vox is an everlasting, expanding vortex of all consuming darkness.

BLACK RAIN

The Black rain is a plague upon any world for which it falls. Tapping into and warping the endless waters to open up clouds of shadow. Shadow from which are expelled irreverent sounds foreign to all ears. Shadow that oozes across reality, bleeding an tenebrous ichor.

Black rain is an event that can unfold on any planet within any Cosmos of the Void. The skies of the planet open up to rain a black fluid that

withers away life. Slowing killing anything that remains in contact with it, rotting it all away. As the black collects and pools, Sycophants of the infinite dark that is the Void emerge. Minions beholden unto Vox or any other of the Void entities. Creatures whose blasphemous existence will perpetuate and grow for the duration of the black rain.

THE ENDLESS SEA

The sea of souls, more commonly known as the endless sea is the realm where souls reside and is also the power source for most magic/mana in the current age of mortals (for any cosmos of the Void). Souls and the endless sea were born from the tears of Nyx as she cried out in regret for her actions. These tears began to fill the Void, birthing what's now called, the endless sea.

The Endless Sea is a piece of the Cosmos that lives within the Void. To the Void, it is an invasive annoyance, full of intrusive insignificances. . . Like dust in your lungs.

But to those mortals in the Cosmos' it's the afterlife, the realm for which mana & magic is drawn and the aether that fuels their existence.

Through varying methods, the Endless Sea can be accessed by the creatures of the Cosmos. Entering any one of the many sub realms within the afterlife, or as interim, a gateway into the Void and so too can the Void entities creations be birthed into the Cosmos as ghosts from the endless.

COSMOS OF THE VOID

Ealendrious, Khassia, Hfestion & Provenance.

Each of these their own universe born of the void and each universe, sharing in the power of the Endless Sea. Though, the name and

method of using the Endless Sea may differ from one universe to another though.

For the purpose of the Saturday Morning Tabletop RPG core rules, we'll be focusing on the Cosmos of **Ealendrious**.

THOUGH 4 COSMOS ARE LISTED, DON'T FEEL BOUND BY THOSE UNIVERSES. YOU CAN CREATE YOUR OWN UNIVERSE THAT STEMS FROM THE VOID.

COSMOS: EALENDRIOUS

Ealendrious is the primary cosmos for which much of Saturday Morning Tabletop's core content will be coming out for. Within this cosmos will be planetary settings, post-apocalyptic settings as well as science fantasy adventure settings to name a few, but the focus for now will be setting based on the Gaia Entity; **Gemini**.

WORLD: GEMINI

GENERAL INFORMATION ABOUT GEMINI

There are 2 twinned worlds that exist identical in the same space and with one mind/soul. . .

Gemini. Gemini was a Gaia so strong that its physical form could not be contained with a single planet. The worlds were twined, identical in their existence where all of Gemini's first born could freely travel. That was until the events set in motion by Nyx.

In the ancient history of Gemini, Fey and Dragons were all that lived, representing the aspects of Gemini the twined world. They are Gemini's first born and most powerful creations.

To prevent confusion we will from now on be referring to the separate worlds of Gemini as the mortal realm & the fae realm. Since the settings of Gemini are based around the actions of Nyx.

- **Mortal Realm**
 - The realm cursed by the fallen star.
 - The realm of mortals.
 - This is where the bulk of the adventures your players will be taking place.
- **Fae Realm**
 - The realm of immortals .
 - Untouched by the fallen star.
 - Fae haven.
 - Where the Bulk of Gemini's power remains.

The two separate realms of Gemini are not separate dimensions as such. If any creature on the Face of Gemini, from either realm where to leave Gemini and ascend into the heavens to reach the stars, they would enter the same space and when returning to the surface of Gemini, they would return to the same realm they left behind.

MORTAL REALM, GENERAL HISTORY

The history of this Gemini is the tale of Nyx the night mother, Matron of tears. She is the catalyst for everything . . . Let me start at the beginning . . .

Gemini, a world filled with so much power that every living thing that existed in it was a powerful immortal. Nyx was one of these immortals, a water nymph. A creature that embodied love, life & change. So much did Nyx embody love that her love extended beyond Gemini, into the stars. She fell in love with a celestial being, one of the stars in the sky. Nymphs were known for how powerful they loved and never before was that love ever spurned, but never before had a nymph's love reached out so far. The object of Nyx' affections looked down upon her as the lesser being she was and took offense to her love. Never before had a nymphs love extend to the heavens, never before had a nymphs love been rejected . . . but in the

story of Nyx there are a lot of things that never happened before.

Jilted, Nyx sought to prove to this heavenly being that she being lesser, was untrue. To do so, Nyx needed to gain power, and unimaginable amount of power. Angered she lashed out against her brothers and sisters, ripping from them all that made them immortal. In this action the first mortals were created and Nyx, she became something far beyond what she was. Strong enough to rip a star from heaven, bringing him to face her, to stare into the eyes of fury and know that he was not greater than she.

The Star's fall from heaven, onto Gemini was devastating. Mountains crumbled and oceans gave way to sand and dust. Those that were once immortal were destroyed, giving birth to the notion of death and soon after . . . sadness and regret.

BIRTH OF THE AFTERLIFE

Nyx loved strongly, her brothers and sisters overflowed with her affections and still she had much to give. So once no longer blinded by her anger, Nyx realized that the devastation wrought by the fallen star was all her fault. That those whom she had loved longer and stronger than the heavenly creature were now gone. Nyx cried for eons, her tears filling the endless void. The memories of her kin filled these tears . . . her memories and some of her new found power. This gave birth to what we call souls and there home, the **Endless Sea**.

THE DARKNESS IN US ALL

As with much of what we know, Nyx created. Hate, envy and sorrow . . . Emotions first felt by Nyx. Emotions made manifest by her unmitigated power. These were the first and strongest of Nyx's children. Emotions that fed off one another and

like an untreated wound, festered, rotted and infected the creatures of Gemini. . . mortals, immortals . . . gods . . .

ETERNAL LIGHT

The heavenly being, the fallen star, he who was at the crux of Nyx's corruption was nearly destroyed by her fury. This creature was wounded beyond healing, his power forever flowing outward, warping Mortal Realm and all in it. This power, at times, coalesced into new creatures. Strong enough in their own right to rule as gods and that they did. Giving the fallen star the titles of Godseed & father of gods.

MAGIC IN ITS MANY FORMS

In ancient times, the immortals had the power to influence the elements that they embodied. This gift to a small extent remained even after being made mortal but dwindled with each generation.

Over the eons mortals wished to keep hold of this ancestral power creating many forms of accessing it. This birthed rituals and runes. In time, Runes and Rituals gave way to a new power, one born of the endless sea and its souls.... Magic!

RUNES

Runes are symbols of magnificent power. Words of a long forgotten language in pictographic form. Runes are always carved into a surface, usually metal or stone and last until the rune is destroyed. Which, is usually by destroying what the rune is carved into. Once carved, the power of a rune can be accessed by anyone who holds the item with the rune. To carve/create a rune however, is for more difficult and takes knowledge of a long dead language. As rune, are nothing more than the written word.

RITUALS

A ritual access's power beyond mortal capability by combining a mixture of speaking or chanting ancient words, written symbols, specific blends of

ingredients and at times . . music and dance.

Rituals aren't as long lasting as runes and much easier to destroy but require far less artisanship. Also, Rituals can and may even be required to be performed by multiple participants. Also, Rituals are often not created, but discovered.

MAGIC

When a mortal dies, its memory takes form in the endless sea as a spirit, a soul. This spirit become a droplet in the endless sea and as such can access its power. In time, mortals discovered how to access a fraction of this power and called it magic. Magic, in its infancy was untamed and much more dangerous to use than runes or rituals but in time and with the guiding hands of some immortals, magic was given form. The mortal form could act as a conduit for limited amounts of magic/mana and mortal minds could only house the knowledge for but so many spells. However, mortals learned that magic and spells could be performed in many different ways and didn't require the stringent processes of rituals or the precise artisanship of runes. Which led to magic replacing its contemporaries and making rituals and runes a lost art.

PSEUDO MAGIC

With magic being the pervasive form of altering ones existence and its ease and adaptability of use . . . many forms of magic and interacting with magic were born. Creating methods of Spellcasting that in time, no longer required mana or the Endless Sea. Such as barbarians using anger, blood mages using their own life force & Chi wizards . . . Magic is far, far more diverse than its predecessors and is constantly evolving.

DEMONS, DEVILS & SORCERERS

Only after the creation of the endless sea and the realization of a souls awesome potential were

demons and devils ushered into existence. For some reason or another, both immortals and mortals wished to gain power. Much in the same way as Nyx . . . and like Nyx, they stole that power from others. There has been none other than Nyx who have stolen the power of a true immortal, but souls were vulnerable.

DEMONS

Soul reaver is what they call a mortal who consumes souls to gain power, but even with all the power they gain, they remain mortal. A demon is created when a soul reaver dies and the wretched amalgam that is their soul and is reborn within the endless sea. A Demon retains the power to continue consuming souls and the stronger the soul it consumes, the stronger the demon gets.

DEVILS

Not many immortals concern themselves with how little power they have and many never bother to even discover their limits, let alone increase them. Not many still leaves a select and dangerous few . . . some are obsessed with how vulnerable they truly are and fear the possibility of their destruction. They too seek to gain power from consuming souls, but for them it's not so easy. Only the souls of the weakest, most pathetic creatures can a devil feast upon without consent. This has led devils down paths of deception, hiding their intentions behind deceit. Tricking mortals into willfully offering their souls.

SORCERERS

Often confused as something malevolent, sorcerers also gain power through souls. However, the souls that grant the sorcerer power do so willingly and are never consumed. A sorcerer is merely a conduit for the spirits power. Though a sorcerer's abilities may manifest in demonic visages as they too are vessels for multiple souls.

THE MOON GLADE

Gemini is two, once identical worlds living in the same space. Separated by a veil that in the cosmic scheme, barely exists. This veil, this space in between is a lush and verdant forest where day and night are concepts of the mind. This space has come to be known as the Moon Glade & is a home for many fae creatures. Most of which are far weaker than other fae, some even weaker than certain mortals . . . nevertheless the Moon Glade is a bridge between worlds, that many cannot travel.

As the shadow between worlds, the Moon Glade can only be entered through shadow. Which has bred many nefarious stories, some of which are totally true.

The Moon Glade is a Part of Gemini and can only be accessed while on Gemini.

TERRORS OF SHADOW GLIDING

Shadow gliding is the act of traveling from one point to another through shadow. In Most cases it's rather benign and none that glide through shadows have to worry about anything. However a shadow is a sliver of darkness and from darkness one may glimpse the infinite shadow, the Void. It's rare and not covered in the core rules, but one can use shadow gliding as a plot device and in future releases, as a method for entering the Void, for Faster Than Light travel.

If using the Shadow & Shadow gliding as a place for void spawn (*minor void creatures*) to bleed into reality, keep in mind how terrible, foreign and how unbound by common sense these creatures existence is.

FINAL SUNSET

Gemini may have been one of the first Gaia in Ealendrious, and was once very powerful. The amount of life it created was vast and beautiful. For countless centuries however, Nyx and the Godseed have been battling. The conflict between light and dark not only bringing about the rise and fall of many new species, but wounding Gemini.

The knowledge of Gemini's pain and waning strength is not a readily known fact. This truth is

even kept from many of those who are able to commune with Gemini. The age of mortals may be at its end by the time Gemini's spirit fades into obscurity, but until the final sunset, Gemini watches powerless as the last of its first born forsake the truth of their beauty and gifts.

**** WHEN GEMINI DIES (AS WITH ANY GAIA), A POWERFUL IMMORTAL IS NEEDED TO TAKE UP THE MANTLE AS THE SPIRIT OF THE PLANET, OR THE POWER OF A COSMIC BEING WOULD BE NEEDED TO PREVENT ALL LIFE ON THE PLANET FROM SLOWLY DYING AWAY. ****

No one ever does what they set out to do, They never truly fulfill their intentions. You try, as I did. Forever and always, trying and never really doing.

I did things, things that I will forever regret. None of which I ever meant to do, I just tried . . . and failed.

I reached far beyond my means to grasp something that I never should have.

And now . . .

Now all who ever were and ever will be, suffer for what I've done. They suffer for what I do . . . they suffer every time . . . I try.

I never meant to be what I am, I only ever wanted to share the love of a boundless heart.

But how can you love when your heart is shattered into more pieces than there are stars in the heavens?

How can I love? How can I be loved? I have destroyed so much, caused so much pain.

My love causes death.

My hate brings destruction.

My sorrow? My sorrow births shadows that feast on the pains a mortals heart.

I am a monster amongst gods and even as I seek my own end I fail.

. . . but I try . . .

Nyx, the Night Mother, Matron of tears

