

THE WORLD
OF

TERRA
HYPNAGOGICA



Scattered throughout different locations in Udraiken, both in cities and inhabited centers as well as in deserted and remote places, there are "beacons" or strange monuments equipped with screens (called 'vriondex'), which have been present for a long time (some would say since ancestral times). The purpose of these "beacons" is nebulous, although the consensus indicates that they are instruments created by the Aechraddath to transmit different types of information or news to the different inhabited points of Udraiken. To this day these instruments are still functioning, transmitting useful information to the citizens by the Aechraddath and other institutions.

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

**“BILLIONS OF SUNS THAT HIDE.
DIMENSIONS THAT FALL, REALITIES THAT RISE
FROM THIS PRIMORDIAL CHAOS,**

BE MY COMPANY IN THIS TURBULENT INFINITY...”

- Ingrid Vladimirescu

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

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

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

Origins

Aechraddath: A member of the ancient and mystic conclave known as the Aechraddath, or more commonly called the Piquol-Sorcerers. Masters of extreme and intensive biomechanical, biological, and energetic manipulation, Piquol-Sorcerers are renowned all throughout Oneirogea

as being some of its greatest scholars, biologists, philosophers, explorers, stalwart defenders, and more. They have studied the flora and fauna of Oneirogea since time immemorial, as well as the various energetic relationships between themselves and their environment.

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

Member Of The Great Houses:

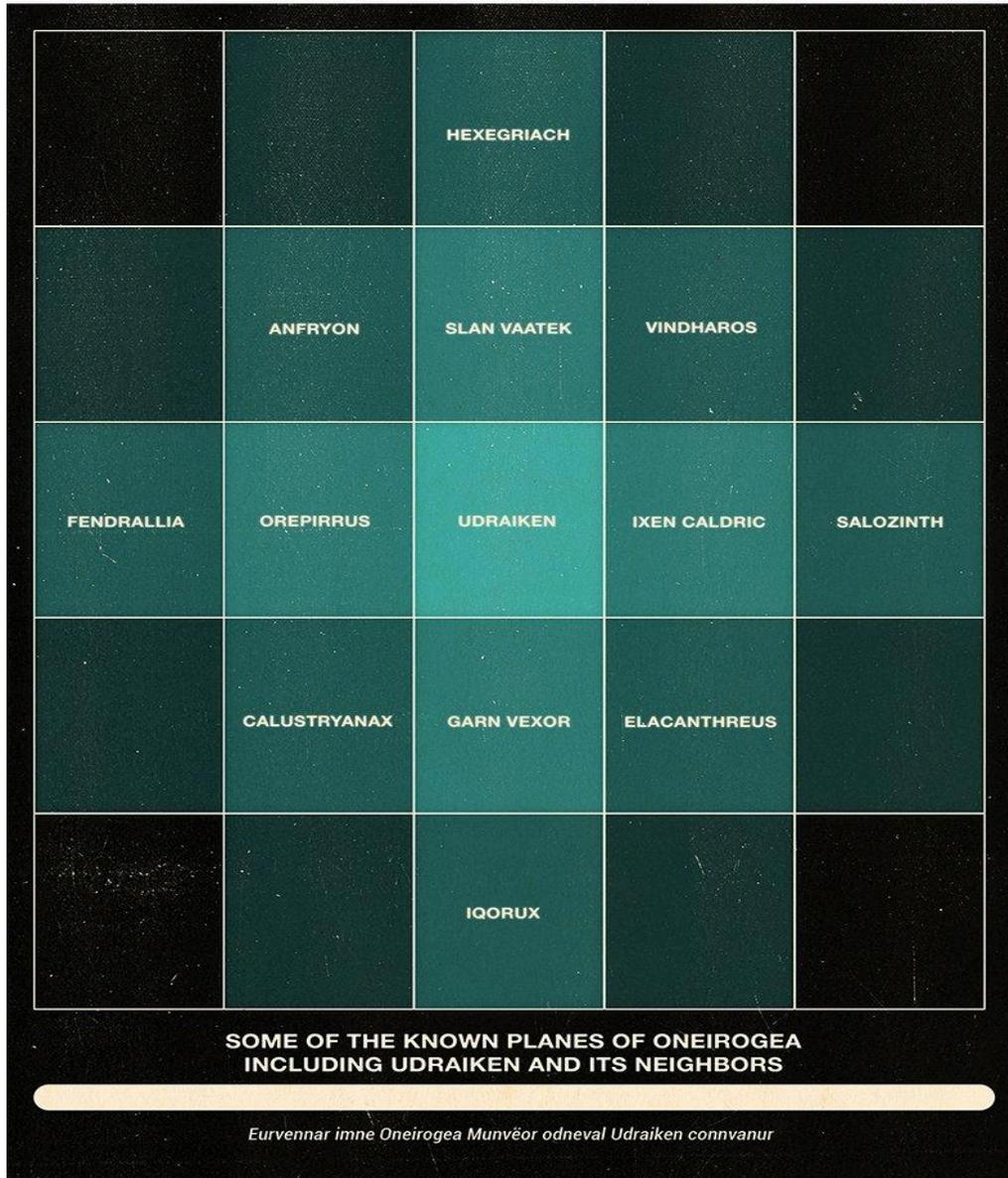
Regiteor:

Member Of The Supersidia:

Scholar Of The Noirmat:

Main Location: Udraiken & Details

TERRA HYPNAGOGICA PRESENTS
UDRAIKEN PRIMER



Udraiken & several of its neighboring Planes

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

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

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

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

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

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

According to tradition, the name Udraiken comes from the phrase '*onirëon udraikenna*', pronounced by Omentheon and designated as "The eternal kingdom of the great promise" for the inhabitants of Oneirogea. Thus, its approximate meaning would be "kingdom of the great promise", or simply "great promise".

● **ENERGIES**

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

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

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

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

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

● **MAIN ORGANIZATIONS**

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

THE AECHRADDATH

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

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

THE GREAT HOUSES

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

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

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

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

SOVEREON & LEVELS OF GOVERNMENT

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

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

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

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

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

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

THE SUPERSIDIA

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

General Perks

Achraddath

Member Of The Great Houses

Regiteor

Member Of The Supersidia

Scholar Of The Noirmat

Items

Companions

Drawbacks

Scenario

End