It's the lore page...2! More lore-based questions this time, along with some stuff I thought could use a little explaining. How does time flow in universes that you are not in? Unfortunately, time flows as normal. If you want to avoid leaving your world behind, though, I suggest Early Backtracking by itself. Waiting a week

before coming home and staying at home for a week isn't that big of a deal, especially if you're not an Adventurer. Also consider Shadow Generation, where you can just conjure up your home universe at the moment you left. That one has some ethical concerns, though. Is it the same universe? Isn't there a universe where you never came back to your family? How long would it take for me to learn an element by just paying the basic 5 points?

If you really worked at it? Maybe a decade or two to get to a basic level and a decade more to get one spell really working, as if you'd spent the

extra 5 points. It's also harder to advance further, so if you spent the full 10 points, you'd probably progress about four times as quickly compared to the person who spent 5 and worked up to the initial ability. Paying the extra 5 bonus points gives you about 30 years of hard work and study and then quite a significant advantage in learning more magic. It's also worth noting that you can just get the 10 point option in everything when you finish your requirements. Unless you're planning on taking a really long time for your requirements, I'd say there's no real need to diversify.

It's probably easier to learn how to do telomere lengthening and gene therapy in some high-tech universe, but you could definitely do it through magic as well. Also, you could take that person to a high-tech universe as a companion, make them immortal there, and then (so long as it's "real"

Could I make someone immortal on earth with a combination of blood and Void magic (thin the barrier)?

science, and not magitech) bring them back. Why is the narrator suggesting to stay away from human sacrifices? Are there any negative to using sacrifices for blood magic?

Stigma, mostly. There's some danger if you're too reckless with it, since you can attract the attention of some really malicious outer gods, but if you're smart you can avoid that. Human sacrifice is also a very potent tool, and some people become overreliant on it and then go full cultist. It's best to just avoid it, barring exceptional circumstances.

One of your fellow planewalkers has a demon companion, another a dragon, and a third the ghost of her grandfather. So I'm curious - how far does the companion ability stretch? Just how powerful/exotic can you get, before you need to pair it with something else (or develop a custom ability)? For example, does it cover a "true" Al? Either with its own robotic body, or implanted in your body? How about a symbiotic life form, like the Venom or Carnage symbiotes, or a Spluggorth parasite (from

the Rifts rpg)? A sentient magic weapon? Is it enough to allow a 'versal god (or god-monster) to come with you, like Jormungand from Aromage's "Ultimate God" (or the Mythical Detective Loki Ragnarok anime)? Anything that can reasonably consent to travel can be a companion. It's determined thaumaturgically, so there's no exact definition, but true AI, sapient weapons, symbiotes, gods, anything like that can work. That being said, some things (such as magic swords) may not work in any given universe, so you'd have to have a connection to that universe to be able to generate its magic in order for the sword to actually work. However, if you

take Fitting In, then each companion gets their own "normal" form, which (if they can't manifest properly in the universe) they will be stuck in. So if you have Fitting In, get a magic sword companion, then go to a non-magic universe, that magic sword will manifest as a person. It's not really common knowledge, given that most people choose companions which can function biologically anywhere, but there are some niche applications. Also, Companions get powerscaled just like you do. One of the connections is a god in his home universe, but outside it, he's just like everyone else. So if you brought in an Ultimate God, they'd just show up as a normal person with some universal thaumaturgy.

If a prodigal buys access to all three forms of advanced power (in five years), does he automatically get all those powers as freebies, or do they have be paid for (on

You buy access, and then you purchase the powers separately. You don't get all twelve for free. When you specify what kind of world you hop to next, does it have to be a true adjective, or can you use a noun adjunct? In other words, I want to go sightseeing - can

I specify that the next world must have dragons, or kaiju, or gundams? Due to being omniglots, you can specify just about any concept. They have to be single concepts (so no german run-on words), but if you specify that your next conflict "has dragons", that's perfectly ok, along with saying that your next society will "have free university for all".

Does the prodigal version of Catalog Check include the "normal" version, too (all the subjects that can be learned on that world)? Yes, but it's not that helpful for most people.

Should we assume that every magical element is (theoretically) balanced? So an element (such as Dark) with apparently weak spells uses much less mana than

of things, while dark isn't so versatile. Also, mana doesn't exist for planar magic. There's how much energy you can draw at once, but no limit to the amount you can call forth over time.

Alternately, are the "weak" spells simply an example of the narrator blowing off the element, and not having anything good to share?

Death (which lets you kill people as an intro spell)? Not at all. Some elements are much more useful than others for a certain task. Combat magic vs stealth magic vs "high" magic, every element has something it's good at and a lot of things it's not good at. And it's certainly true that some elements (such as metal or dimension) are good at a lot

Somewhat. The narrator is quite unreliable at times, and he has a habit of stating his opinions as fact. But if you're similar to him, his advice is quite helpful. Does "Catalog Check" cover every skill available in that universe, or just the ones the average planeswalker can reasonably get to? In other words, if you land on a

bronze age world, is Catalog Check going tell you about the aliens with cold fusion halfway across the galaxy? It covers any and all subjects which are currently learnable in the area. So it won't tell you what you'll be able to learn in the future, or what you might be able to learn far, far away. The definition of "area" is a little vague, but suffice to say that Catalog Check is rather pessimistic with its

estimates, so it's very good for determining what subjects you could learn reasonably quickly.

How much of the Cthulhu mythos turns up as planar/planewalking entities (as opposed to just finding a Lovecraftian 'verse)? You mention Shub-Niggurath at one point - are we going to run into planewalking cultists of Yog-Sothoth, or members of the Great Race of Yith? Or is the name "Shub-Niggurath" just a coincidence (i.e.

no other mythos elements present at the planar level)? Our version of Lovecraft got things almost completely correct. Our universe is pretty close to the Center, so our influences are very strong. His stories were influenced by isolated events in different universes, which is why he got the character and names so accurately. Just about every god mentioned is an outer god, and he nailed the relative powerlevels (and, often, intents). In fact, the many variants of Lovecraft have supplied the names for most

outer gods which weren't particularly well-known by the very first Scholars. That's why outer gods like the Outer Eye (a rival of Yog-Sothoth) have a descriptive name. Another trait of the outer gods Lovecraft described is their belonging to a certain class of highly aggressive gods. In fact, they are called the Lovecraftian Gods. They continually invade universes and clusters, assault other outer gods, and generally make nuisances of themselves. They attack and destroy anything, often breaching universes through cults, rituals, and the standard Lovecraftian package. Their forcing themselves into

reality is the cause of their maddening properties, and their purposes are much more scruitable than the average outer god.

For an example in literature, the Outsiders in the Dresden Files are sent by Lovecraftian Gods. So yes, there are planeswalking cultists of Yog-Sothoth. The Great Race of Yith are another planeswalking group. Pray you never meet them. What elements (or other powers) are necessary to conjure/summon monsters (et al) - or is that an ability denied rookie planeswalkers? Extra-universal summoning is something rookie planeswalkers are most certainly not taught. Conjuring life is an exceptionally advanced topic (that's

Ila's research, in fact) so while it's probably possible to conjure a monster using planar magic, there's no one who can really do it yet. If universal magic allows for conjuring, though, then the sky's the limit.

Does taking Err as a mentor allow you to learn a fifth style of planar thaumaturgy - one with him as the planar god in question? It would, if and only if he had the faintest idea how to use his own thaumatugy. He's currently involved with tracking down his cultists so he can find out exactly what his thaumatugy does. It appears to have reality warping effects, along with merging disparate universes and demiplanes.

with destroying all outer gods or something like that (no one really knows, aside from her), and she's been waging war ever since. Her exact powerlevel is unknown, whether she is an immortal or not is unknown, and her abilities are generally unknown. Put simply, she's woman with a lot of god-destroying (banishing to the void or sealing away, not actual killing) power. She's somewhat allied with the Scholars (and Tal in particular), and she is the driving force behind most major anti-god campaigns. You'd not meet her unless you have Tal as a mentor and show an astounding level of talent for fighting outer gods.

Who/what is Death's Daughter?

Death's Daughter, who calls herself Sliver, keeps her origins very quiet. The general story is quite well-known: the greatest thaumaturgist ever to live studied Death to bring back his infant daughter from the void, and in exchange for his service, was granted his daughter. But his daughter was tasked

Why is Tal obsessed with overthrowing most of the Outer Gods, but not the Golden God or Death? I understand enemy of my enemy, but an entirely dead multiverse or one stripped of all magic and planeswalking - seem like bigger dangers. It really is the enemy of my enemy. The Outer Gods will, if left to their own devices, destroy the omniverse, bringing everything to madness and chaos as they shape it in their image. Death is the concept of ending, something which is necessary for change. The Golden God is the concept of stasis, which is necessary for some consistency. If, somehow, every other outer god vanished, planeswalking would be a bit harder (without the Outer Eye's thaumaturgy), but magic and planeswalking would still exist. Are any of the mentors particularly good/evil/insane? Good and evil are tricky concepts to nail down. None of them are sadistic or overly hateful or anything, but they do fall everywhere on the sliding scale of very nice (Jane, Alec) to rather mean (Tal, Alyiele). None are insane, though, even if might seem like it sometimes.

Is it possible to negate the killswitch preventing insanity?

No. If you go completely bonkers, then an outer god could influence you. The Planeswalker's Lock can only do so much if you're insane, and outer gods can break it anyways. The consequences of a catspaw Scholar, even a trainee one, could be devastating. Every single Scholar has this killswitch,

need some major theoretical understanding to pull that sort of thing off. Maybe five, six archmages could do it, and none of them ever would. The sort of insanity which would trigger the killswitch is final and complete, so there's no real difference (to you) between dying and going insane, since they're both complete loss of self with no possible recovery. The reason insanity is dealt with so severely is because of the damage it can do to others. So I'd not worry about it. If you go that insane, you'd never know it if you died. It could be considered a mercy, both for you and for others.

and there's a specific Scholar taskforce for taking down insane or god-addled planeswalkers before they can do any major damage. If you're worried about going insane, I'd suggest taking Ontological Inertia. It won't fix the issues you currently have (and can sometimes hinder recovery), but you won't go crazy under your own power. It'd take some serious magic (or the influence of an outer god) to drive you insane with that. Is it possible to modify my soul until the innate soul enchantment no longer recognizes me as the same consciousness, or has that already been countered? You'd

What is the Golden God? The Golden God is an exceptionally powerful outer god who seems to be highly invested in making sure the omniverse doesn't change. Its influence is manifested as most monotheistic religions with an omnipotent and benevolent deity, with the main one being the Abrahamaic religions and all versions thereof. Can you get a demiplane at the university? Not only can you, but you get one for free if you take the right classes. Bells and whistles ususally cost extra, but you can eventually learn to make

edits and make your own demiplanes.

university big shots?

Creating life isn't something easily done, so you can't just create waifus. Kiddnapping waifus is generally looked down upon, but so long as you don't torture them or anything, people won't care. It's a big omniverse, and there's a lot of rather unusual activity that goes on in some place or other. Perhaps consider robots or high-tech synthetics?

As far as fucking off, there's definitely a few people who do that. It's definitely a social faux pas, but if you just want to permanently fuck off and live in luxury for a few thousand years, nobody'd stop you.

How much can Thin the Barrier be abused? Theoretically, using Thin the Barrier and a lot of runes, you could pull an outer god into physical form. Do not even consider doing this. It's a terrible idea, and you'd get killed by the Scholar hit squad if you started putting something like that together.

For the most part, people use it to boost planar magic in a low-magic universe or boost universal magic from a different universe.

Can a civilization exist in the void?

The void is elemental nothingness. Nothing can exist, much less a civilization. Why is the mentor Jylx considered a sellout? Most (practically all) non-Scholar planeswalking groups consider the Scholars to be arrogant and egotistical bastards who lord their superiority over everyone else. Calling in the Scholars for help is tantamount to admitting that the Scholars are superior, and when Jylx called them in, and then

proceeded to join them, everyone hated that. It'd be like if an indie game dev sold out to EA, added microtransactions to his game, and became an EA sales rep.

Several of the companions and mentors are from recognizable universes. Friy the Fearless is from something similar to How to Train Your Dragon. Her universe is much only closely related to the first movie, though, along with some minor elements of the tv shows.

Navani. So do the mentors trade work for training in their specialties? For example, would Sir Jane be willing to teach you things like Telekinesis and Heal, in exchange for

helping build her planar empire?

Technically, the official stance is that mentors can't give the little seeds of understanding that you buy in the cyoa. They can (and will) help you improve your existing abilities, they can (and will if you ask) teach you the abilities from scratch (even though that takes much longer), but they can't just flat-out give you things.

Practically, just about all of them can if they like you. If you work hard for them, if you get along well, and if you're a dedicated student in things they're passionate about, they'll fudge a few things for you.

When Etrip Bookeye says she's not allowed to give you books on high arcana, does that mean she CAN give you books on the kind of planar magic you can buy in the CYOA? And is she allowed to give Prodigals things like the history of the Citadel, art books showing what it looks like, and biographies of key personalities involved?

Does a grounding in a planar magic element help you learn the 'versal equivalent? Not usually. Universal magic is generally pretty different from planar. If it's similar, then it'll be easier because you've already learned something like

you can take your fireball, impart something like terror or despair, and now it'll damage spirits and phantoms far, far more. Taking fireball and mixing it with Create Flame would just make a much bigger fireball.

Is all thaumaturgy dependent on some god or deity or being?

There is an entire genre of truly planar thaumaturgies, which don't come from any god. Most of the thaumaturgy you see in the options is of that sort, or is a few steps removed from a god. Blood and Nature are basically all thaumaturgy, but they don't come from any particular god.

Can we become one? Or was that mentor becoming one something that shouldn't have happened?

Given what Err did, you can become something on the powerlevel of an outer god by actually killing one. Currently, the only person who knows how to kill one (instead of sealing it away or throwing it into the void) is Err, and he's not telling. It's definitely an affront to the natural order, and nobody has any idea what's going to happen now, because it's never happened before that anyone knows of.

Err and Etrip also presented the idea as a way to find any gaping holes in the Citadel's security, using the iconoclastic, wildcatting Prodigals to constantly test the Citadel's defenses. Why this whole trainee process? What is it supposed to accomplish? Aside from what the narrator says about foundling planeswalkers occasionally going rogue and being cultists or god emperors, the trainee process is to impart the proper perspective. Students at the University aren't taught planeswalking for a long time, so they can't mess anything up, but you already have the basics of planeswalking, so you're dangerous.

As an anon said, the point is for the trainee to learn what works, what doesn't, and why - before they let you in to the "important" universes. Just imagine the damage that hate groups, social justice warriors, and others seeking radical change could do, as planeswalkers. Accidentally plunge a shadow into World War III, and you've messed up one universe. Mess up a fundamental universe, and you wreck every shadow and shimmer spun off of it.

Got any more neat tidbits about the mentors? The revelation about Err not knowing what his divine portfolio is was hilarious. I'd particularly like to hear about Sir Jane and the dragon naturalist, if you've got any more details.

All right then.

and then force them to do something which requires collaboration.

ideals of clarity upon the new generation, which are perhaps the wrong reasons to teach. Alec is one of the original planeswalkers. His first planeswalk was projecting his soul for a hundred years to reach another universe, and he was the first planeswalker to connect the ideals of Platonic Forms to planar thaumaturgy, which was the revelation which led to planar magic as we know it. He has lived for so long and he has been involved in so many universes that he hasn't just influenced a universe or two to have a similar person: he influenced an omniverse-wide trope. The reason the old, wise mentor is so prevalent in so many stories is because of Alec Nicholson. When he

discovered this, he joked that he had inadvertently become the Platonic Form of a mentor.

Tal came from a universe which had a lot of outer god influence. There were a number of Lovecraftian Gods vying for control, and a great deal of occult activity and magic. Tal himself started life as a private investegator, and became a member of a cult-fighting paramilitary organization. They successfully prevented every apocalyptic event...except for the last one. Tal and some of his friends (including his common-law wife) managed to escape with a relic, but the journey was a harsh one, and Tal was the only survivor. When the Scholars found him, all he wanted to do was kill the outer gods, and he hasn't let up on that.

Alyiele doesn't have too much of an interesting history. She was the daughter of two Scholars, she attended the University where she became wellknown as an exceptionally skilled psyonic and the person to go to for gossip. Eventually, she got tired of repeating gossip and started making her own, discovering the power of influence. She has never been in any sort of relationship, doesn't have any close friends, and feels rather sad and lonely most of the time. Sometimes, she considers changing her form to a young girl and wandering a new world, like some older planeswalkers do, but she considers such a thing to be degrading and so can't bring herself to try.

Jane was born into reasonably high nobility, and showed talent both in martial and clerical arts, but most importantly, in blending them together. Her world had a considerable problem with the undead, since their afterlife involved sending the most intellectual portions of the soul to heaven and the rest to hell, leaving the animalistic part of the soul to fight to return to the body. She became an expert at killing skilled undead, liches, vampires, revenants, wraiths, you name it. When she was nineteen, she became infatuated with a non-Scholar planeswalker who had gotten himself trapped by the gods of the universe, and was unable to planeswalk away or get help. Eventually, he got free, and asked her to come with him. It

turned out that his group of planeswalkers were enemies of another group, and they were having an all-out war in a nearby cluster, which started during the five years he was stuck. During the final engagement of the war, he was killed, and when the Scholars intervened to prevent numerous large outer rituals, they found her. Nobody, including her, knew the exact universe she came from, and so the Scholars took her in. In a couple of her home universe, she left all of her lands to herself in perpetuity, and became a full-time Scholar.

being "She should really ask Carl out sometime, we all know how she feels about him." Enalin was born into a planeswalking group of elves and dragons centered around a very powerfully magical universe which inspired a great many works of fiction, none of which we have in any pure form. Despite the planeswalking group being rather environment-friendly, she was extremely into biology and ecology, with evolution and inspiration being major interests of hers. Her own group was incapable of teaching her more, so she left to join the Scholars. She met her husband, a human, at University, although they did not court for twenty millenia and did not marry for three millenia after that. It was a rather salacious topic when they had children, since it was obvious she changed her own biology to make gestation possible. Her children, Talak and Avelin, went on to become a well-regarded mathemagician and a painter/warrior, respectively. Avelin in particular distinguished

herself in a task force under Tal's personal command during one campaign. Her husband is an architect and fabricator, which are very useful skills in exceptionally inhospitable universes and places. He personally built much of the modern University, and all of the greenhouses, terrariums, gardens, and animal enviroments.

Dralivar and Itishi (whose family name is Khalen) have a story very similar to that of Dalinar and Navani Kholin from the Stormlight Archives. The

runes and arcana, and talked to basically no one. This all changed when the class clown, Err, commented that in a class of twenty people, six had names beginning with the same "E". Due to the fact that they were also the six best in the class, they quickly formed a friend group. Over time, she became more outgoing, helped by her best friend Err. Even as Err and Esfas grew apart and eventually became enemies, she (and the other three) remained close with both of them. One day, though, she started publically hating Err, and hasn't stopped yet. Esfas suspected something was up, because he was present when a woman attempted to convince Etrip to get "her boyfriend" Err to write a paper for her, an event which happened the day before Etrip started hating Err. Since Err, being a remakarbly interconnected person in the story, has had much of his recent life told already. I'll refer you to the question "So, what's with Err?" in the previous lorepage. The guy's got a lot of weird facts, though, so I'll list a few. The first two dates he ever went on were with a gay

guy. Err, being extremely obvlivious, did not know they were dates until some time after. Esfas was the one who taught him how to fight, and

If after studying at 5e University i fuck off for the next 10000 years into a demiplane harem with all sorts of waifus would there be any sort or reprieve from the

Many planeswalker groups will only deal with the Scholars through Jylx due to some concept of shared history, but he is quite possibly the most unpopular planeswalker in the omniverse. Is there a reason that Sir Jane uses the honorific "sir", rather than "lady"? It's just how things are in her home universe. Not much to read into it. The name Esfas shows up occasionally. Who is he? He's the leader of the Scholar hit squad and the most accomplished combatant ever to live. This guy has blended magic and martial prowess into an

art form, and he's gone toe-to-toe with the biggest and baddest people in the omniverse.

Most of his time is spent chasing and killing rogue planeswalkers, people who have sold out to the outer gods or who have started enslaving universes, but he also teaches dueling, warfare, and just about every high-level martial class at the University.

What universes do we see from fiction? Like are any companions from universes we would recognize?

Petyr Watsiyn is from something similar to my other long cyoa, Bloodborne 2. He's a master of the Moon.

Nora Baranov is from something similar to S.T.A.L.K.E.R.: Shadow of Chernobyl. Her enclave is quite small, though. No more than a few families.

Jillian of the Forest is from something similar to Within a Dark Forest, my all-time favorite cyoa. Jylx is from something similar to Cyberpunk 2077, his original planeswalking group were the planeswalkers we saw in the Witcher, and his third secret is an acronym: "Ciri won't have you, bitchboy." Dralivar and Itishi are from something similar to Brandon Sanderson's Cosmere. Specifically, the Stormlight Archive. They're versions of Dalinar and

She can definitely give you books on that kind of planar magic, which can help you with learning things from scratch. It's still hard, of course, but Etrip is a width-not-depth kind of person, so she's a fan of teaching people a little bit of everything. She is not allowed to give Prodigals that kind of information, but (as with the previous question) she's not above a bit of looking the other way. it, but that's rare. Supplementing universal magic with planar and mixing the two, however, can be surprisingly synergistic, so in a way, you are stronger in universal magic because you have the planar equivalent. Say you are in a standard sorcery universe, and you've learned fireball. You also have Turn Fire. So

It was an accident that it happened, it was probably an unlikely outcome, and it is something that everyone agrees should never have happened. Currently, he's retained his humanity and hasn't gone extrauniversal space slug, but nobody knows if he's a ticking time bomb or not. Is being a Prodigal really a trap option? A Scholar would say it's to make sure that people who talk the talk can walk the walk. A Prodigal who's been struggling for a thousand years with very little progress would say it's a trap option. The Prodigals who made it would say it's a trial by fire to distinguish the very best. The entire process is designed to instill humility, since it is a completely impossible task to do on one's own. You'll need mentors and the other planeswalking groups to even have a hope of succeeding. The idea behind it is to sift out the really arrogant trainees before they become a problem,

Many of Jylx's oddities can be explained by his hatred of hypocracy. He can't stand seeing people profess an opinion or desire, and then proceed to not go throug with them. He also dislikes people who don't seem to have any particular goal in life, which is one reason that he doesn't hang around at the Citadel, where there are a lot of aimless planeswalkers. He's the only person who didn't read (and thus didn't change) Err's list of fun facts, but each is rather insightful. The reason why he doesn't like being called "Sparky" is because people used to call him that back when he attended university due to his overreliance on technology. The ARG AI looks like Ciri, who is named in the third fact. He greatly enjoys being "cool", leading him to take considerable pride in his appearance. He also enjoys being a mentor because he can be an enigmatic character and so he can impress his

years, she'd figured out her home universe, which she continued to visit and fight for as she pursued her education. When she died for the first time in Carl Gauss is basically the same guy as our Gauss, except that his world had some magic and he found a mathematical loophole which turned out to

be how to make a physical hole in the universe, and out he went into the omniverse for fun and math. He has diversified his interests so he's not entirely academic (violin, piano, smallsword, magic), but his passions remain math and math-related subjects.

Ila was recruited by the Scholars. The Scholars noticed a great deal of neophyte planeswalking to a certain universe, and what did they find but Ila, who was pulling people's souls across universes as part of his experiments. They promptly recruited him and he's been making advancements in everything related to life and souls. As a party trick, he's been known to drink wood alcohol and then set himself on fire. Apparently he enjoys it, since he's turned off his own pain. He also loves the aesthetic of the mad scientist, and so decorates his lab and house appropriately.

Notola is not just the second most popular waifu in this cyoa (after Alleni), but also the most popular professor at the University. She was always very well-regarded, but the event that led to her becoming Headmistress, a position which she kept for over 900 years before retiring back to being a normal professor, was choosing to take under her wing a group of rather unusual students. These students were brought together by being roughly the same age, having startingly deep interests in some subjects (the fact that these subjects were different for most of them mattered less than the fact that they were all very interested in something), and having names starting with "E". They were Esfas, Err, Etrip Bookeye, Eor of Tyzik, Elea Evrioq (who had alliteration on her side as well), and the honorary member Pellian Eswillicanis. All six were interested in the arcane, and so Notola threw herself into teaching them everything. But this was not enough, so they pushed the boundaries of what was known. The work got Notola and the "E"s

a great deal of recognition, which eventually led to all six being recognized as archmages a century before most of their peers and Notola herself being chosen as Headmistress upon the retirement of the previous Headmaster. Some consider their cohort of students to be the best in the University's history, since it produced so many exceptional planeswalkers (for more than just those six). Since I mentioned Err and Etrip here, I'll also discuss Notola's opinions on the matter of their relationship. When Err was convicted and the order went out for him to be found and killed, Notola was a very public defender of his. As hinted to in her secrets, the "similar rumors" she jokingly threatens Err and Etrip with are rumors about Err and Etrip's possible relationship. The rumors Err and Etrip themselves mentioned are Notola's obvious interest in Gauss, and Err had one of the secrets

difference is that, at one point, they overshot a perpendicularity and, instead of traveling to the Cognitive Realm in their universe, ended up in the Cognitive Realm of a shadow to their universe. There, they ran into the planeswalker who made it, and eventually became Scholars through her, continuing to pursue their passions of waging war and ruling empires. Despite courting for over a hundred thousand years, and being basically considered husband and wife, they only got married about 1500 years ago. The reason for the delay is that they just forgot that they had never been actually married. Etrip was born to Scholars and was always the least social person in any given room. When she attended university, she read her books, practiced

considers Err's poor performance and overreliance on gimmicks to be his greatest failure. Err has been known to make demiplanes which look exactly like the Citadel without any people, make demiplanes inside the demiplane, invite people into the demi-demiplanes, and then let them leave into the fake Citadel demiplane, where he pretends to freak out about some horrible disaster which seems to have befallen it. Err basically invented demiplane defense, and personally constructed every ward on the Citadel which was put in place while he was an archmage. The reason he was exiled from the Citadel and given the Prodigal treatment was a result of some extremely reckless experimentation he, the other "E"s, and Notola were doing. He took the fall, although Esfas would say that his taking the fall wasn't done out of any sort of nobility, but because Err knew how to get back and wanted to show off.

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