

# The Encyclopædia Eternika

Akemi Anileena

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## A

**“Anime”** [ˈä-nē-mā] - When you strip a human of their outer shells and heighten them to their own sense of perfect beauty and get straight down to their soul’s essence without blemish, to the naked eye it appears very much like the animation style the Japanese pioneered.

**Aeternalae** [e-ˈtər-n̩l-ā] - Fancy word for “Eternal”. The species name for Eternals. Used often when speaking of the entire species at once, or to make a speech sound more impressive. It also distinguishes “Eternal” from the species and the state of eternity within a speech.

**Alphariginæ** [ˈal-fə-ri-ji-nā] - The very first Eternals. They were Necromancers who had become disillusioned with using Death Magic and animating corpses and the like and had instead come to focus on the state of being a concept and thought instead of worrying about physical survival. Once they moved towards this, they found a “third” Necromancy mastery option that let them exist as something besides a Lich or a Vampire. Once existing in the Third Realm, they began to experiment dangerously on the fates and essences of many creatures. They eventually created the Aeternalae by combining the essence of the Ovalisks with some Vampiric qualities and by crossbreeding the result with the essence of Fae of the Second Realm. The result was the ultimate Anime Girl and cunning Demon, the Aeternalae.

**Arivida** [ä-dē-ˈvē-dä] or [ä-rē-ˈvē-də] - The “Parent” Eternal to an Etone. There exists a strong emotional bond between Arivida and her Etone that lasts even when the latter becomes a full Eternal. The bond itself is like a cross between parent and counselor.

## B

**Blood Void Energy** [ˈbləd ˈvɔɪd ˈe-nər-jē] - A horrible variation on Void power, Blood Void is an energy that seeks to consume all around it and remove

existence itself. Those consumed by its power actively seek dissolution of themselves and all around them. However, even that which is obliterated can be recovered if the memory of which survives. Blood Void Energy is extremely, extremely rare, even in fiction: it's frightening to even write about. If anything can unite nearly the whole multiverse, it is opposing this force.

## C

**Conpurifa Army, True Moon** ['trü 'mün kän-'pyür-ē-fä 'är-mē] - An Eternal faction that seeks absolute purity as its goal. The Conpurifa Army believes strongly in principle morals of the conquerer Aeternalae. They are very much like Rome if they were feminine-obsessed instead of the other way around. They are lead by Originae Akemi, who is known for her unpredictable temper, summoning stormy weather, and force of will (as well as decent taste in togas and priestess robes, two of her favorite outfits). Conpurifa has caught the attention of Traygoyle the Gambler, however it remains to be seen whether he wants to sign a contract.

## D

**Demihuman** ['de-mē-hyü-mən] - Somewhat derogatory term used for creatures that aren't completely humanoid. This refers to many types of animal people, generally, but it mostly refers to that which is not in a human-like shape. Most Demihumans don't care about being called that name.

**Demon** ['dē-mən] - These are creatures borne of Chaos and concept, and typically exist in the Third Realm. They come in a shocking variety, as they exist in the realm of absolute infinity, and as such they know no limit for number of types. A few examples of Demons include the beloved (and feared) Nekomata and the Aeternalae. Even Angels can fit the description of Demon, since they come from the Third Realm. Demons have a reputation for being "evil", however this is mostly due to the fact that many of them interfere with First Realm affairs much more than they have any right to. Demons don't typically stay in the Third Realm longer than they have to: they want to go to a First Realm and raise Hell and have fun! However, they are stopped cold by the Second Realm: if the Second Realm's definitions do not allow for their presence, they are, for lack of better terminology, S.O.L. . This keeps the First Realms from being easily overrun by Demons that outclass them in technology or raw power (such as the infamous Youkai, or Mecha Pilot Demons). Demons aren't malicious by nature, and most damage they cause is unintentional, though some relish in causing havoc. They still rely on pure concept to exist on a First Realm, and if the concept dries up, they will be ousted as well.

Demons, instead of just floating around in the Third Realm sometimes create custom First Realms for themselves to operate from, often called Netherworlds.

**Dragon** [ˈdra-gən] - Catchall term for large, flying reptilian beings with high destructive capability.

## E

**Eternal** [ē-ˈtər-nəl] - A very odd being from the Third Realm. Universally female and appearing as “anime” when in their most natural state. They are a class of Demon as well. They are mostly unremarkable when in a physical realm (aside from their gentle beauty) except for their touch: if their hand lights up silver, any male touched will fall under an (easily removed) enchantment which will turn them female. Maintained contact, however, will induce drowsiness in the victim within twenty seconds. An Eternal which puts her victim to sleep can then move to enter their dreams and attempt to connect to that person’s heart in hopes of healing them in some way, as well as attempt to “infect” the person with their essence. If twenty minutes pass with this process uninterrupted, the victim will transform into another Eternal (Etone) and the progenitor will be given the title Arivida by her charge. The Aeternalae themselves are the result of a magical experiment that combined the Ovalisks with other essences like vampirism and using the Fae from the Second Realm, who reproduce in a strikingly similiar manner. Their numbers are now incredible, and they represent a possible threat to the fabric of the multiverse, since their coming often heralds the end of a First Realm as they attempt to cover it in Influence and Rescend it to the Third Realm. However, despite this, they themselves are neutral-aligned forces and they do have the freedom of choice on every level concievable. Like many Demons, Eternals often make adept Shapeshifters. Their touch can also affect inanimate objects of limited size, so not even Androids are completely safe.

An Eternal remains an Eternal forever (shapeshifter or no, their base form is changed), even in the Third Realm, unless the individual wants with their entire heart – without doubt, not even the tiniest bit – to escape the identity. They can reproduce traditionally as well, however it is unknown how as they do not have traditional reproductive organs. A pregnant Eternal can only give birth in the First Realm, and the whole process is extremely secretive and no details have yet be given to an outsider. Young children Eternals are called Lovetears.

Some beings are immune to the Aeternalae completely: generally Demi-humans or Redeemed and certain male members of any race that display certain qualities that express their feminine side without truly identifying with it. In any individual, immune or not, the Eternal is capable of dreamwalking into their minds.

**Etone** [ə-ˈtōn] or [ē-ˈtōn] - Young, freshly borne Eternal. There is no special way to distinguish them between them and normal Eternals except that if the Originae dies, they return to their original selves from before becoming an Eternal. If they are sent to the Third Realm for any reason (be it through death or the world itself Rescending), they become full Eternals and are “lost” to the Aeternalae species indefinitely.

**Ewigilen** [ə-ˈvi-ji-lin] or [ā-ˈvi-ji-lin] - A very similiar species to Aeternalae in that they exist in the Third Realm and rely on humanity to augment their numbers. Their name is German-derived; Ewig is “Eternal”. They’re radically different in that they’re all male, and seem less interested in the same mission as the Aeternalae and more interested in promoting love between males. They seem universally homosexual or bisexual. They are unrelated to the Alphariginae, their discovery was almost purely coincidental. However, fascinated by the Eternals, the Ewigilen chose to keep them company. After all, that many ladies probably would get bored without some boys to liven things up. The Ewigilen transformative ways rely on moving from the inside out rather than outside in; they can only transform someone into one of them if the person has had enough exposure to the essence of love between beautiful men. It is a change made willingly, and voluntarily by the “yaoi” fan. Their origins are currently unknown.

## F

**Faction** [ˈfak-shən] - A group of individuals in the Third Realm who form a bond with each other to show that they believe in something. Factions vary in power and number. However, unlike countries or clans in the First Realm, Factions have no true way of edging each other out and usually settle with making faces at each other and giving each other a hard time if they meet in a First Realm. Forming a faction is generally not an impressive feat, given the sheer number of them. A faction has not truly gained prestige unless it attracts the attention of a Gargoyle, who are extremely selective in their favors.

**Fae** [fā] - Current working name for the Second Realm inhabitants. Will be expanded on later.

**Faria** [ˈfār-ē-ə] - A fantasy kingdom that was at the center of a conflict that lead to the birth of the Ovalisks. The Ovalisks, pouring out of the Heart of Faria would have devoured the kingdom within mere days if it weren’t for the amazingly kind heart and actions of its questionably-sane, Number 4 obsessed, balloon-animal loving monarch, King Marty. Singlehandedly he resulted in the Ovalisks becoming loving creatures, and he managed to keep them contained until the remaining Six Vectors could properly eject

them. This earned back the trust of the people after one of his more hare-brained decisions where he gave out free caviar to the general populace. Free caviar that was poisoned midtrip by one of Ovvmz's Perpetrators. The man lost nearly all respect after this incident. (See also: Ovvmz)

**First Realm** (See Realm, First).

**Flying Wrens** [ˈfli-iŋ ˈrenz] - A cybernetic/android faction of Eternals lead by a rambunctious cyborg girl with bright blonde hair named Mika Machina, who hails from the United Kingdom in one version of Earth. The Flying Wrens are fearsome enemies to have, because their ability to create machines to fight for them is limitless. They're also vehicular specialists, and Mika herself knows how to drive a tank.

## G

**Gargoyle** [ˈgär-ˌgöil] - A unique Demihuman race of stone creatures that only exist on the First Realm. They have as many different looks as they do personalities, and their stone somehow moves with the same fluidity as flesh - the only physical trait they share is that their upper and lower torso is just like a human's in shape, and they have large stone wings. They are an extremely rare species, as they do not seem to reproduce at all and only exist on the First Realm instead of their body being the avatar of a soul, similar to a Golem. The destruction of their bodies mostly means the end of them - unless the Second Realm comes into play in some way with a Gargoyle's life force in a way unexplained. They know just when to escape Rescencion if an Eternal invasion is underway. They are purely material beings, and tend to view things in a purely material way. They often aren't the best socializers for this reason, as they tend to see things in black and white. However, Gargoyles are still highly desirable as they can create folds in spacetime and travel to any number of First Realms and carry one or two people with them. They can also fly in the vacuum of space without ill effects, though this impractical given the raw distance between objects there. These traits make them ideal messengers and adequate transportation. Gargoyles, however, only help people that impress them. Given their usual stoic disposition and dislike for change, this is a rarity. However, this doesn't stop various Factions from fighting over them when they're available, and having one serve you is a sign of success and prestige and losing one is a cause of much shame. Nearly all Gargoyles have the name "(something)goyle the (something)".

**Glass Midnights Faction** [ˈglas ˈmid-ˌnīts] - A faction of Eternals lead by a fire mage named Cinder Reila. Cinder's forces, in stark contrast to their rivals in the Twin Ruby Forces, are noble warriors. They also are one of the few factions to have charming Ewigilen as soldiers and equals instead

of “entertainment” and “observers”. They frown on trickery, and play fair.

## H

## I

**Inanima** [i-'na-nē-mə] - The special link the Fae have to even the magical energy in the most mundane of objects.

**Influence** ['in-,flü-əns] - A strange expanding energy field that becomes larger with each Etone born on a world. It bears resemblance to a growing egg, sunny side up. Around the outside core are Wave Influence that “tenderize” reality and make some of the changes seem natural and unnoticeable to the inhabitants. The Core or Dome Influence at the center transforms those in it into their pure “Anime” selves, and people without special powers gain them (Eternal or not).

## J

## K

## L

**Leena** [lē-nə] - (See Ovvmz and Ovalisks prior to this entry) If you invert the name “Ovvmz” to have exactly the opposite letters of the English alphabet (A=Z, B=Y, etc.) you get the name “Leena”. Leena is everything Ovvmz was not. She became mortal. Her skin and hair color were the exact inverts of Ovvmz. She only had two arms. She had none of the hate that plagued Ovvmz during the end of her lifespan as a Vector. She became dark-aligned and studied Necromancy alongside her mortal brother, Reno. Destiny would eventually lead Leena to becoming an Eternal and one of the Alphariginae due to her studies. Also, this same Destiny would soon lead her by the hand back to the Children of Ovvmz; the creatures that she would adopt with the love Ovvmz should have returned. The Ovalisks ate up Leena’s love and attention, thus starting the process that would lead to the experiment that would turn them into Aeternalae. Leena has very recently found an apprentice within the last five years, who she has taken good care of.

(NOTE: Of any part of the universe that the founder is SURE is real, Leena is at the crux of it. Please do not use her as a fictional character, if she needs to be used at all.)

**Lovetears** [ˈləv-tēr] - These are literally child Aeternalae, created in one of two ways. If an Etone is made of a prepubescent child, or if an Eternal gives birth to a natural Eternal. It's unknown how an Eternal even becomes pregnant, but it's suspected less to do with being intimate with a male so much as it is discovering a spirit in the Third Realm that wants to become an Eternal but didn't meet them on a world yet. Lovetears cannot repress their touch at all, not enough experience, and contact with one in any way by a male will mean the usual enchantment. Lovetears are unable to create other Eternals at all. The exact age where they turn into full Aeternalae is unknown exactly: they need to reach certain maturity or realizations before they turn. The sign they're almost grown up is where, if they're on a First Realm, they can actually repress their touch. Their name has no specific reason aside from the fact that an individual who experiences both the sense of being a parent AND an Arivida causes a lot of loving tears.

## M

**Magic** [ˈma-jik] - Blanket/umbrella term for energy derived from the Second Realm that mortals can channel and make use of. Magic is often used as the explanation for abilities that are not fully understood. Magic isn't truly an entity onto itself, it is just easier to say than "Second Realm Energy". Magic is USUALLY not dramatic in nature: most of it, in fact, happens in everyday life without people even being aware of it. Anytime communication between two individuals occurs, the magic inside language can be given credit for it. Very little magic has to do with thunderbolts and firestorms and pretty lights and instantly healed wounds, most of it is "little" magic like making VERY good tasting soup or a very beautiful work of art or picture. One must appreciate these little feats of magic before one writes it off as being non-present. More dramatic magic will not be seen on a First Realm unless the pool of it on that world begins being filled with it. Magic is less and less noticeable as it dwindles, and if it is in danger of disappearing entirely, the First Realm it exists in risks drying up as well. Magic in high quantities can be dangerous if an individual begins relying on it too much inside their body and develops an addiction to it.

**Makai** [ma-ˈki] - A strange spiritual world parallel to a First Realm, but lying in the Third Realm. It is the spirit world cited by the Shinto religion. It is physical and not physical at the same time. It is inside these mini-packets of reality Demons often dwell in the Third Realm, as to live inside infinity itself would be confusing without some point of reference. If a story or characterization takes place IN the Third Realm, it is through Makai that this is happening. Stories about Demons making their way out of Makai and enchanting mortals dot the landscape of Japanese lore. Inside Makai

itself, like the description of the Third Realm, Demon factions constantly battle each other. (see also: Realm, Third)

**Military Guilds** ['mi-lə-,ter-ē 'gild] - Third Realm Factions (with both Demon and non-Demon patrons) that amount to little more than a fanclub or pub that enthusiasts of mercenaries. They're usually neutral to any faction or clan wars and serve whoever offers them the best benefits. Many different Military Guilds exist, depending on needs of the Originae or other such summoner who cares to make use of them and whether the Second Realm of the world they're being called to will allow for a certain level of power or technology. Typically, Military Guilds also expect their employers to have supplies for them on hand. There are many Military Guilds to make use of.

## N

**Naturalisks** ['nach-rə-lisk] - (See Ovalisks prior to this entry) “Naturalisk” is slang for a version of Ovalisk that resulted from an individual who literally gave themselves to them. Their transformation is generally a lot less strained or painful, and Naturalisks are nigh impossible to bring back from Ovalisk state unless the soul finds a way out on their own. Naturalisks are surprisingly not uncommon: Ovalisks somehow draw the fascination of many.

**Nekomata** ['ne-kō-,ma-ta] - A type of cat Demon, Nekomata generally are not as vicious as other types. The Japanese believed the Nekomata had the ability to control spirits of the dead.

**Netherworld** [nɛðə-wɜːld] - Often a term given to a First Realm founded by Demons. These generally are very chaotic places, as they often serve as the battleground of the frequent clashes of egos that Demons engage in. However, oftentimes, there is a certain beauty to them if you can get past all the near-comical fighting.

**Necromancer** See Necromancy.

**Necromancy** ['ne-krə-,man-sē] - Catchall term for study of magic that deals with Death Energy, however most traditional forms of Necromancy associate themselves with Death Energy AND Void Energy – this form is rightly shunned. Untainted Necromancy is transformative in nature, as it represents the death of something old in the favor of something new, and is the energy that healers and assassins rely on, whether either will admit it or not. Animating corpses is an ability of Necromancers, however it is not a practical application of the magic – few can do more than one at once, and even the ones who only do one at a time need absolute concentration. Whole armies of the dead are not feasible unless the Necromancer him/herself is Undead, and even then they require help from Demons; and



when Demons get involved in mortal affairs, one thing leads to another and the Necromancer is rightly blamed for starting the mess. It is generally more practical to summon Shades and “flavor” them to look like zombies and skeletons if a Necromancer insists on having the style.

## O

**Originæ** [ór-‘i-ji-nā] - One of the universal words for “leader” in the Aeternalæ’s shared vocabulary. The Originæ is the Eternal that begins the Influence’s spread on a world, and is responsible for leading the hearts and minds of the Eternals under them. In the First Realm, an Originæ has more power from Influence than any other Eternal and is not easy to defeat. The Originæ receives an “allowance” of energy from the Third Realm that feeds through the Second Realm that allows them to summon reinforcements in limited numbers, depending on the size and quality of their Influence. Typical reinforcements are mercs from Military Guilds, members of their own faction waiting in the wings, or even the dreaded Ovalisks.

**Ovalisks** [ō-,və-lisk] - Dangerous precursor to the Aeternalæ that was created by Ovvmz. They’re absolutely cute, like adorable young (12-16) teenage girl incarnate. Their touch is hypersensitive and mere contact with one will devour your mind and body until whatever is left is hyper cute and feminine and sweet. If they touch you even once, so much as brush their bare skin, the process has started. Any part of you that is inhibiting to cuteness or sweetness is deleted, and possibly very painfully. Memories and parts of your knowledge that are neutral or already-cute will be safe. Those reduced to an Ovalisk state need SERIOUS help to recover themselves, usually at least twenty years of therapy to fish out what had been lost. They thought to have disappeared when the Alphariginæ used them to create the first Aeternalæ, but they persisted and some Originæ have conducted genetic experiments to recreate them. Now many Eternals keep the Ovalisks around as mascots or pieces of study, or even family. The only known beings able to resist the dangerous corrosive Ovalisk touch are insubstantial beings, or Demons. Not even Demihumans or Redeemed can avoid the process like they can with Aeternalæ. Ovalisks do not much like being contained, however necessary it is. Their outfits have a small gold egg badge on their lapel or upper left chests to distinguish the danger involved. They are universally loving and trusting, making them very endearing even past the risk. Ovalisks technically classify as Demons, so thus prefer stay in the Third Realm where they’re free to throw flowers and aren’t a risk to everything around them. They wear out easily and love naps.

Ovalisks have other redeeming qualities as well: they have keen senses to all that’s around them, and are sensitive to others emotionally, pro-

vided that the emotional demands on them doesn't prevent them from attempting to hug or touch the one they're empathizing with. They seem to be ignorant to the corrosive quality of their infectious touch, and in their somewhat simple minds it doesn't fully occur to them how dangerous they really are. Even the intelligent ones easily rationalize their way right out of why they shouldn't give lollipops to people with hugs, or they think that everyone should be beings like them. Ovalisks often see the Aeternalae as their big sisters, though the Eternals are technically a good deal younger... (See also: Ovvmz)

**Ovvmz** [ˈō-vəmz] - One of the Seven Vectors of Faria, representing the Holy Element; ironically had become immensely corrupt from the energies of a Chaos Dragon named Gao Gao, and another unrecognizable being behind the dragon. Her mind was consumed with hate. Ovvmz soon preyed on the transsexual yearnings of a blueblooded noble and certified mage named Galvin Christon and transformed him into a copy of Faria's Princess, the Butterfly of Dawn. Thus the Butterfly of Sunset was borne, and they managed to kidnap the Butterfly of Dawn and perform the switch right under the noses of the heroes. With the help of her agents, the three Perpetrators, Ovvmz soon opened the way to the Heart of Faria. By combining the essence of her champion's sword, the ideals and repressed, crystalized love of the Butterfly of Sunset, a gallon of basilisk blood, and her own egg cells, she gave rise to the Ovalisks using the Heart of Faria as their womb. The Ovalisks, however, were tainted by an unexpected element: love given to the kingdom by "the nutter needs to be put in an asylum" King Marty inside the Heart and his love for the Butterfly of Sunset despite his learning her sad secret. When Ovvmz was showered with love by her new cute daughters, instead of them unleashing absolute destruction, the backlash against her own hate caused her to literally die from it. This unusual death caused her very essence to invert itself upon reaching the Third Realm: her element became shadow, the hate purged itself from her system, her name inverted, and she fell into the path of learning a very dark branch of magic known as Necromancy... (See also: Leena)

**P**

**Q**

**Quicksilver Protectorate** [ˈkwɪk-sɪl-vər ˌprə-ˈtɛk-tə-rət] - Faction of Eternals who pride themselves on the fact they've purged their systems of a lot of the Eternal drives. They are angelic and see themselves as the protectors of the multiverse. Their name refers to Mercury (the element Mercury is known a quicksilver), and Mercury (Hermes, the guy with winged sandals) was a messenger of the Gods, which "Angel" is Greek for. They try to stop

other Eternals from preying on worlds, but usually have their hands full trying to keep Zerouboros down. Piagoyle the Hopewind swears absolute loyalty to them and their mission..

## R

**Realm** ['reɪm] - The variety of planes in which existence is even defined. Everything, anywhere is somewhere in the Three Realms or can be defined as being a part of it. The Realms are shaped a lot like a mushroom patch. The First Realm is the mushroom cap, the Second Realm is the interior of the mushroom and its spores and shaft, and the Third Realm is the soil and space from which the mushrooms grow. Outer space, stars, planets, spacetime, and all aspects fo the universe that astrophysicists speak of is the DIRECT result of the three realms “talking” to each other, as space is all three Realms and none of them at the same time.

**Realm, First** ['fɜːst 'reɪm] - William Shakespeare had once said that “All the world is a stage”. He cut close enough to the truth to draw blood. The First Realm is where most things even happen. Lives change here, pain happens here, everything physical and lively happens here. Creatures in the First Realm can only be described as being alive, as an avatar of the soul (the body) is even needed to play in the First Realm. Some just refer to this as the “mortal” plane, however the First Realm may in fact be the most important realm of the three. Without conflict there is no meaning, many philosophers had said, and without meaning there is no life. The First Realm, at its best, is like a paradise for the soul. At its worst, its a polluted hellhole that is deprived of meaning. The First Realm is easily as versatile as its two counterparts, despite the limiting first impression one might have of it, even if it isn't as fluid as them: there are MANY First Realms as they compose the many worlds that one can visit with the right help. Without the First Realm, the Second Realm would be without dreams and empty and the Third Realm would become stagnant.

**Realm, Second** ['se-kænd 'reɪm] - The Second Realm is extremely hard to define to those who do not thrive inside it. Its the meeting place between the glory and beauty of the First Realm and the amazing infinity of the Third Realm. Creatures from this realm are made of dream energy provided by mortals, and this Realm is the source of all power in the multiverse. Traditionally, no creature can enter the Second Realm without dreaming. Only something called the Second Gate is used for this purpose, and the Second Gate is not something one sees very often. The Second Realm is everywhere outside of dreams as well. It is creativity incarnate, it is the spirit that fills inanimate objects and gives everything life. The Aeternalae use the Second Realm frequently as a tool, though without understanding its mechanics, as it is part of their heritage and it is what even causes the Influence. The Second Realm's power isn't always dramatic or flashy:

sometimes it is subtle and beautiful. If a writer or artist has claimed they were moved by an unseen force, this is it (see: Magic).

The Second Realm is also the “ozone” of the First Realms, keeping a strict limit on how many Demons are allowed in and out of them. If there isn’t enough “conceptual” energy, then the Demon is refused entry. This means if a First Realm does not have guns, the Military Guild PIA would be refused entry. The Second Realm is also the reason Originae or other Demons can’t summon reinforcements endlessly. Without the Second Realm, the Third Realm would become as lifeless as a math formula, and the First Realm would become unsafe with Demon flow unchecked and mortals would be without dreams or aspirations.

**Realm, Third** ['thɜrd 'reɪm] - The Third Realm is the final of the Realms. It is the Realm of absolute concept and spirit. Everything that ever was or will be exists in the Third Realm, and it is the absolute form of Infinity itself. Absolute Order and Absolute Chaos define the Third Realm. Absolute Ordaos and Chaorder. This is the home Realm of outsiders called Demons, who are borne of infinity. This is also the home of the Aeternalae. This realm is nearly impossible to describe coherently as rules of time and space are shattered in the face of clashing wills. To know the Third Realm is to know absolute immortality, and if God exists, then God is the Third Realm incarnate. A LOT of fighting happens here as well as different factions of Demons from all manners of species have stark disagreements on absolute truth. However, no death happens here as all souls wind up returning to the Third Realm post-death. So at best, the Demons clashing wind up waging a cold war with each other and engage in the equivalent of mud wrestling with no results. This Realm, being a place of absolutes and eternity, can take on the form of traditional Heaven and Hell, depending on the soul interpreting it. Those who are willing to try can experience absolute unity with all souls and final enlightenment can do it here. Without the Third Realm, the First Realm would be without thought or meaning, and the Second Realm would lack any form of definition or energy needed to inspire.

**Redeemed** [ri-'dēmd] - Traditional “bad guy” fantasy species (often also Demi-humans) who have turned over a new leaf, so to speak. Enlightened Orcs, Goblins, Ogres and what have you.

**Rescencion** [ri-'sen-shən] - When the Dome center of Influence is large enough to envelop an entire area, like a starship or planet. The celestial object in question is then literally devoured and absorbed into the Third Realm, and its inhabitants quickly follow.

## S

**Second Gate, The** ['se-kənd 'gāt] - It is the only passage to the Second Realm

outside of dreaming. No one knows where the Second Gate truly is. It is possible that the term “Second Gate” even refers to the state of dreaming.

**Second Realm** See Realm, Second.

**Shades** [ˈʃhād] - Strange, shadowy creatures. They appear to be Second Realm in origin, as they are raw energy of some form. They generally are harmless, and do not attempt to damage or disrupt those they come in contact with. They are animated shadows, and shadows do not cause damage. Shades, however, do obey the will of their creators. People capable of summoning Shades are few and far between, regardless. Shades must still be approached with a certain amount of caution, as no minion is more ideal for the rare Blood Void energy. Shades can and do take on additional personalities and forms depending on how they are treated, what they’re expected to be, and they always reflect the heart of their creator. Smart Necromancers know to use Shades as their Undead stand-ins instead of going through the annoyance of animating corpses.

**Shapeshifter** [ˈʃhāp-ˌʃhif-tər] - An occasionally seen talent by some individuals who can become other creatures.

## T

**Third Realm** See Realm, Third.

**TIA Military Guild** [ˈtē ɪ ˈā ˈmi-lə-ˌter-ē ˈgild] - Eternal-populated Military Guild focusing on big armor and even bigger guns. They’re destructive, but efficient. Their name is an acronym for “Triple Iron Amazons”.

**Twin Ruby Forces Faction** [ˈtwin ˈrū-bē ˈfōr-səz] - A former Eternal faction headed up by twin Originae named the Scarlet Sisters. They were famous for combining cleansweep “salt the fields” tactics with Ovalisks with guerilla movements to keep their enemies confused. They were the Glass Midknights Rival, until they were betrayed by Mika Machina. They were disbanded and Mika’s new faction, the Flying Wrens replaced them.

## U

**Undead** [ˌʌn-ˈded] - This refers to beings created unnaturally by reanimating a mortal’s corpse and occasionally even trapping the mortal in a state of limbo between life and death, depending on its potency and whether Demons got involved. Undead are somewhat of a “hiccup” in the fabric of timespace. They are seen as abominations, and are occasionally considered a headache for the mysterious inhabitants of the Second Realm. At their worst and most hateful, Undead are Blood Void monstrosities that are an aberration, and at their best and lovable, Undead are First Realm novelties like Gargoyles.

**Unnamed Ones** [ˌən-ˈnāmd ˈwənz] - Zerouboros minions. A type of Shade. This Shade represents suffering and the desire to no longer exist, it is fed by suicidal sensations. It looks like a humanoid shadow given its own form, except for exposed lidless floating eyeballs that constantly drip phantasmic blood, as if crying.

## V

**Void Energy** [ˈvɔɪd ˈe-nər-jē] - The energy of nonexistence or vacuum. By itself, void is fairly harmless, since it is responsible for organizing time and space itself. Void is even beneficial to people who meditate as it clears their minds of unnecessary thoughts. Feng Shui also makes positive use of Void. Aggressive Void energy that moves to consume and obliterate is known as Blood Void.

## W

## X

## Y

## Z

**Zerouboros Faction** [zē-ˈrō-,bō-rōs] - A non-Eternal faction of Demons who have become obsessed with the power of Blood Void. They are small by Third Realm Standards, but they make up for it in pure viciousness. Zerouboros lacks a leader of any traditional sort, as they believe only that which exists needs a leader. They do have enough power, however, to have a Gargoyle aide named Regoyle the Endwing. Zerouboros are the traditional enemies of the Quicksilver Protectorate, and the Eternals in general have a strong animosity towards Zerouboros. The feeling is mutual.