

Numinous: Where Every Creature Counts

INTRO

The veil between worlds is thin, alas, as you have now realized; too thin. You are standing in a great vaulted chamber; walls consist of shifting shadows of endless darkness. You are in a space between worlds, where nightmares and reality blur together. One second you're crossing the threshold into your home, the next you're pulled through the fabric of reality and time, only to step into this arena. You're not alone.

Others are here with you, dazed and disoriented. A great light hovers above you all, pulsing and promising a return home. For some strange reason you know it is for only one of you. You are eager to leave this dream and the barrier - home is just ahead. You can almost touch it. As you reach you can feel this place holding you, denying your escape. Your senses reach outward, taking in the features of the room, and there it is; a strange sound; correction; sounds. Things your mind has only now just begin to decipher. "Here be monsters", you think... The dark shadows stir with menacing creatures of myth, lore and legend. You focus on a spot in the darkness, straining to comprehend what you see. Creatures and people from all time materialize and shift out of sight, moving as if to acknowledge your presence. Strangely with barely an effort of will; you can influence the closest ones. They will come to you and do as you command. The others in this circle of existence see this and realize that they too, can do this.

As each creature and villager comes to your side, they bind their strength to yours, you become stronger and more powerful. Your menagerie of creatures are able to attack and defend against the others and their bound creatures. With each binding and victory, your power grows. You feel closer and closer to escape, the power holding you here is weakening.. You draw more and more creatures and even villagers from the mist, you are so close to escape now. Dead villagers and slain monsters litter the arena, to be pulled back into the mist. You thirst for more power! You then draw a large mythic creature from the mist, confident that you will deny your opponents and escape, but there is something wrong... Your power is far greater than any other here, except your escape now feels further out of your reach. You have drawn too much power and you are now beyond your escape. Must you now destroy the creatures that you have bound? Can you get back home? Yes... but, can it be done before the others?

Ultimately, with just the right amount of power, (No more or no less) you may just escape this realm. Or you will lose and become trapped here to become just another villager that wanders through the mist.