

Gods and suchlike

Characters and forces of nature that shape the Sunriserverse.

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The First Lights

The Twins and their ugly cousin, the Maker.

The First Lights

Lyra of the Everflow

Title: Restless Ponderer
Notable links: The Everflow

Lyra was one of the [First Lights](#), the benevolent Gods that helped the people of Obsidya to survive and eventually prosper. She had dominion over knowledge and time, and was an avid researcher; apart from great advances in Oniric and non-Oniric magic, her most notable contribution was the creation of the Everflow.

Background

Lyra began as the One that Was' existence ended, as one of the fragments of Its Mind that escaped Its shattering body before It fell into its own blood.

This granted her, alongside her [siblings](#) , freedom from the chains of continuity that the Old Gods were begotten to, and allowed them to roam the world for eons, as it formed and gradually gave birth to life.

Eventually, the Twins reached a place at the farthest end of the Naluund peninsula, where undesirables were often cast out from neighbouring and distant countries alike; despite the poor land they were banished to and their differences, they stuck together and truly and wholeheartedly cared for each other, creating an ever-growing community of rejects.

For reasons not even themselves could explain, they found themselves drawn to these people, and followed their lives as silent observers for generations, growing deeply enamored by them; Lyra in particular was smitten by their resourcefulness, creating brilliant systems to squeeze every advantage they could from their rough conditions, while simultaneously noting it down hoping for the next generation to continue their pursuit.

As the Twins watched, their forms changed and crystalized into the beliefs they held most dear.

When Ego Broke the Veil, she stumbled out just after Ego and Cronodia, terrified about losing the knowledge her people had gained through grit and ingenuity, but primarily worried about losing the brilliant and inspiring people that she had come to love.

After settling down among them she became a matriarch and a resarcher; despite never really growing into a leading role, she was well loved and respected, and during her life she and those who would follow her most closely studied and progressed the Oniric arts; their magnum opus was the Everflow, the Oniric substance that allows knowledge to flow across time and space.

Relationships

Lyra's main relationships were with her siblings and her followers.

- **Eyra:** At once the one she was closest to and most different, they complemented each other to a degree most others found enviable and sometimes pretty frightening. Despite being often at odds, they (some would say begrudgingly) relied on each other, and their followers often ended up marrying into the other side of the family.
- **Samaul:** While perpetually somewhat annoyed by his laid-back attitude (they were *gods*, they had better things to do than *slumber*), he was the one person she managed to (occasionally) take a break with and truly and completely *chill* for a while. He was the only person apart from Eyra who saw her sleeping face.
- **Simeon:** They admired each other deeply, often discussing deep into the night about laws and ethics and all matters of rules and "proper procedures"; thanks to their conversations, enough pragmatism rubbed off on Simeon to prevent him from becoming a despot, and enough decency into Eyra to keep her from more... *questionable* research.
- **Ego:** Despite never being quite able to fully express it to him, she is eternally grateful to Ego for bringing them all in the world she loves so much. They did enjoy each other's presence, although each felt that the other was going about developing Oniric magic in the wrong direction.
- **Cronodia:** While on the outside the two didn't really interact much, the elders would chuckle recounting some "Wild Week" that Lyra and Cronodia would go on every odd decade or so; any further elaboration was always promptly shut down by one of the two heroines of this tradition, but when questioned about it Lyra would always look away and mutter that she "just couldn't help but visit her now and again".
- **The Maker:** Lyra never knew the Maker in life, but he deeply loved her selfless pursuit of knowledge, especially since it was aimed at the betterment of the world at large, and not just her people.
- **Player Character in the VN:**
- **The first Dragonslayer:** Lyra never knew the First Dragonslayer.

Gameplay Mechanics

While Lyra herself doesn't have any individual gameplay mechanics in the games she appears in due to being part of the Incubus Mundi, the Everflow she produced can... [Do something we'll figure out later]

Synopsis in Ego Breakers

Part of the Incubus Mundi. To be expanded upon.

Synopsis in [the VN game idk how to call]

Me when bloodbath at the end ☐☐

The First Lights

Eyra of the Impetuous Flame

Ego, Oniria's First



Ego just kinda vibin' in off-white nothingness
Birth:The Beginning/The Breaking of the Veil
Death:The New Breaking of the Veil
Status: Alive (Ego Breakers)
Gender/Pronouns: He/Him/It/They
Age in [work]:Eons, mentally 25(VN), impossibly ancient (Ego Breakers)
Race/Ethnicity:True God
Relationships:The First Lights, Sirius, Paige, Ara
Faction Affiliation(s):The First Obsidyans, The Maker, Paige
Title:Veilbreaker, The Rebel
Notable links: Dream Claw

Ego was one of the [First Lights](#), the benevolent Gods that helped the people of Obsidya to survive and eventually prosper. He had dominion over dreams and an unmatched affinity with the Oniric Plane, and was responsible for the Breaking of the Veil, the event that brought Gods and Oniric Magic into the world.

His most notable contribution was the affination of the technique that bears his name and that allowed him and his siblings to walk the Material World: Ego, the art of using the connection between the Oniric and the Material to one's advantage.

Background

Ego began as the One that Was' existence ended, as one of the fragments of Its Mind that escaped Its shattering body before It fell into its own blood.

This granted him, alongside him [siblings](#) , freedom from the chains of continuity that the Old Gods were begotten to, and allowed them to roam the world for eons, as it formed and gradually gave birth to life.

For reasons not even themselves could explain, they found themselves drawn to these people, and followed their lives as silent observers for generations, growing deeply enamored by them; Lyra in particular was smitten by their resourcefulness, creating brilliant systems to squeeze every advantage they could from their rough conditions, while simultaneously noting it down hoping for the next generation to continue their pursuit.

As the Twins watched, their forms changed and crystalized into the beliefs they held most dear.

There is no clear recollection of what made Ego so desperate as to Break the Veil: sources point to either a natural disaster or a large-scale military invasion; whatever the tragedy was, the people he loved were being slaughtered before his eyes.

He, for the first time, became aware of himself as an individual, but had barely any time to grow accustomed to his budding self; he was somewhere they were not, and he could not help them.

So, he grew himself a body; rough, monstrous, whatever was needed; he didn't care about becoming a monster, if it meant saving them.

As soon as he gained an arm, he grew it tough and ragged, so that it could pierce through anything that separated them.

His Claw tore through reality, bridging the realms of Fact and Perception; and thus, Ego was truly born, scared and trembling and ready to fight until the bitter end to protect the future of the people that had made him whole.

When the crisis subsided Ego grew into an aloof but loved teacher: he rarely took disciples directly under him, as he preferred his work to be foundational but unseen.

During his life in the Age of Gods he delved further into the nature of the Oniric Plane and its connection to the material, laying the foundations for every school of Oniric magic and standardizing practices such as The Awakening and Hubris; he was so influential that (much to his chagrin) basic Oniric invocations were defined as "Ego" in his honor.

Relationships

- **Eyra:** Ego loves and admires her fiery sister and her headstrong attitude, and especially wishes he could learn to be as mighty and proud as she is; at the same time he feels she can be a bit... *much* sometimes, especially when she insists he just "grow muscles so that he can train *something* on that gangly body of his". Despite his annoyance, Eyra has given him courage when he needed it most, and she views him as his one true hero.
- **Lyra:** He is overjoyed at how adept and resourceful Lyra turned out to be, taking his first stumbling results in the world of Oniric magic and running with them, creating something as wonderful as the Everflow; talking with her is always a pleasure, although they both feel the other's attention would be better focused on a different pursuit.
- **Samaul:** Samaul is the closest relationship Ego has; the two share so much love for the oniric, the intimacy of creation and those who dabble in them that most followers of one end up as followers of the other, and even their bond as people is incredibly strong. Despite feeling that he is sometimes a bit *too* focused on dreams and especially sleeping, he thoroughly enjoys and seeks out the time he spends with Samaul.
- **Simeon:** Ego has huge respect for Simeon, and sometimes calls on him when Samaul is acting just too laid back for comfort or when he needs a true, reliable ally. He feels somewhat inferior to him, due to their very different sizes and body composition; Simeon absolutely does **not** share the sentiment, and takes every chance he gets to shower "his most glorious of brothers" with thunderous praise, reminding of all of his good deeds and qualities for hours on end.
- **Cronodia:** On account of being the most "monstrous" siblings, Ego and Cronodia understand each other on a wavelength that the other siblings simply do not have access to; whenever she is around Obsidya she makes a b-line for Ego, and they, without fail, spend multiple weeks together. It's unknown *where* or *what* the two siblings are up to during that time, but each time Ego returns to Obsidya with some new breakthrough and Cronodia's essence becomes ever so slightly more lively than before.
- **The Maker:** Let's just say the vibes are uh *rancid*
- **Player Character in the VN:**
- **The first Dragonslayer:** One of his most gifted disciples... Or so he thought.

Gameplay Mechanics

He is kind of the final boss of two of the routes of Ego Breakers so we'll need to come back to that at a later date.

In VN game, his route is the last one unlocked and the only one that details the events of the Bloodbath.

Synopsis in [work]

A basic synopsis of the character's role in each of the works they appear in. This bit may be repeated if necessary.

The First Lights

Cronodia, Incubia's First

The First Lights

Samaul of the Slumber

The First Lights

Simeon of the Waking

The First Lights

The Maker

The Old Gods

Gods that were born soon after the death of The One That Was and have existed for most of History unchanged.

The New Gods

Gods that were gradually born from sapient perception, mostly from humanoids.

The One that Was

The Empyreans

Gods born from the union between one of the Twins and a New or Ascended God or Goddess.

The Ascended

Former mortal creatures who rose to godhood thanks to their deeds, research or societal impact.