

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.

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