



Ephemeral Dreams.

a nelrunari event.

*Close your eyes and find the truth;
It no longer exists in the waking world.*

The skies in Nelrunari are clear today; the breeze is gentle, and it's almost unseasonably warm. Ullari and Skaidrisen and Warden alike go about their daily routines without any indication that more disruptions will come—and they are greater than the last. Is that not always the case? Yet as the morning closes its eyes and gives way to the arrival of evening, the sky above you changes. It is only a matter of moments before the winds howl and turbulent white-gold clouds whip into a whirling frenzy overhead.

And from those clouds descends a pristine golden hand, shimmering like a mirage. It is so large as to dwarf each of the largest monsters you've seen in this realm. The Guileful Nightmare's wheezing cackles echo in your ears, but is that your memory? A motherly woman's voice hums a melody, but is that real? As the hand stretches over Chimestone, its shine is visible in every region. By the time it reaches the ground, you can see an arm up to the elbow. How large must the person who bears that arm be?

The hand closes and extends only a single finger, which it dips into Skaidrisen Spring. As soon as it touches the water, everything goes white as you lose consciousness. The Dream whispers to you—it asks you familiar questions. *Who are you? Where is your strength? What do you carry within your heart? Are you afraid of eternity? What do you wish for? What is happiness?*

And one more...

Who do you want to be?

You wake, disoriented yet unharmed, to the same Nelrunari you have ever known... It *is* the same, right?

❖ About

An unexplained phenomenon has resulted in all of the Skaidrisen and Wardens falling asleep, succumbing to a shared dream. Nelrunari surrounds you as it always has... nearly. Many things about it have changed inexplicably, and strange occurrences follow after each other like a sequence of dreams in a single night of sleep.

Ephemeral Dreams will contain trials for your muse to challenge themselves with, delivered by strange beings that can only be approximately assumed to be deities. Between the changes to the world itself and the appearances of these otherworldly beings making themselves known, there is plenty to chat and thread about! More information below.

This event is Nelrunari's official ending; the choices your character makes will determine both your character's path forward and the fate of Nelrunari as a whole. Nelrunari has always been, and always will be, a world whose fate belongs to those within it.

So dream carefully.

❖ Event Information

Expected Duration: 12/31/2019 06:00 PDT - 01/12/2020 06:00 PDT

Event EXP

- ❖ **1 EXP** will be granted per thread related to the Dream's trials or exploration of changes to the world of Nelrunari.

❖ Changes to Nelrunari

The world of Nelrunari you've awoken in this time is not the same as the one you know already... See below for what has transformed during your rest. All changes are reflected in the relevant documents.

AGAYSTA

- ❖ The depths of the mines are unearthed. If you pass through enough narrow tunnels to come to rest deep beneath the earth, you will find the remnants of the broken chains of **Ariolo Sepulcher**. This is now a location on the ❖ [WORLD MAP](#).
 - Within Ariolo Sepulcher, there lurks a great **Beast**. If you do not make eye contact, it won't harm you—but it will always shadow your footsteps. And if you *do* make eye contact... Perhaps you should check its entry in the ❖ [BESTIARY](#).
- ❖ The secrets in the woods are unveiled. Where there was once only the suggestion of a ruin between the trees, you may come across **Volante Aviary**. This is now a location on the ❖ [WORLD MAP](#).
 - Living in Volante Aviary is a type of creature you've never seen before. You're pretty sure it's a bird, or it was supposed to be one at some point. Find its entry in the ❖ [BESTIARY](#).
- ❖ The peak of the mountain is uncovered. Though sometimes you will have to climb sheer rock faces to reach it, stone steps lead the rest of the way to reach **Melancholy Reliquary**. This is now a location on the ❖ [WORLD MAP](#).

CHIMESTONE

- ❖ A portion of the town is covered in shade as it now lies between the limbs of **The Last Caravan**, a once-mobile settlement whose functions have slowed, leaving it to its final resting place above Chimestone. This is now a location on the ❖ [WORLD MAP](#).
- ❖ A part of Dawndyr Fields has bloomed, and wrought-iron fencing can now be found within them. Behind the gates you will find **Eternity Gardens**, a blooming almost maze-like collection of gardens with a romantic atmosphere. This is now a location on the ❖ [WORLD MAP](#).
 - If you enter Eternity Gardens, you will find it populated by dozens of fluttering hummingbirds eager to make your acquaintance. The **Singing Goldentear** may have only just met you, but it already adores you. Find its entry in the ❖ [BESTIARY](#).
 - The Eternity Gardens shield within them two precious flowers not seen anywhere else in Nelrunari—a brilliantly red **Almacia**, and a stunning white **Siopin**. Find their entries in ❖ [RESOURCES](#).

CIRCINUS

- ❖ The door, the door opens. Behind the Waterfall of Pictor, you will find the **Temple of Locutio** waits for you to discover it. Do not linger long; words are filled with a power of their own. This is now a location on the [❖ WORLD MAP](#).
 - Within the Temple, you will not find yourself alone. The **Passage of Time** is abstract no longer as being of ink and written word walk out of memory and into something resembling flesh. This creature is dangerous; beware. Find its entry in the [❖ BESTIARY](#).
 - Surely, you wouldn't *choose* to cut into the roots of the Temple. But should you find that becomes necessary, you will realize they bleed something that is almost ink, **Pitch Sap** escaping from living wood to meet you. Find its entry in [❖ RESOURCES](#).
- ❖ Have you missed the ocean from our starlit shores? No more, as a fortuitous change of curtain has unveiled **Edvie Fountain**, a wondrous location that brings the sea home to rest with you. This is now a location on the [❖ WORLD MAP](#).
 - Something precious hides within the fountain. As some traditions throw coins into the water, you will find something else once thrown... or dropped, perhaps. The **Scattered Memoriam** has not been forgotten, and it has returned to meet you. Find its entry in [❖ RESOURCES](#).
- ❖ A new creature has appeared in several different locations in Circinus. The **Dico Fold** will look familiar to any who have met Rhea's avatar, a gray cat with unusual features. Find its entry in the [❖ BESTIARY](#).

HALLOWTIDE

- ❖ The sun finally soars in Hallowtide. Where there was the strange sunset and darkness, there is now no difference between the skies of Hallowtide and the wildlands and other wards (save for Circinus).
 - With the sunlight comes a strange flourishing of the **Night-Blooming Daydreams**. They now grow all over town in abundance, with their *red* petals. Of course, when night comes, it glows, white as before. Find their updated entry in [❖ RESOURCES](#).
- ❖ The Miasma surrounding the **Evion Sea** has finally parted. Does the world seem ever larger? The silhouette of the broken ship is finally

revealed in its haunting glory- perfectly split in half is the **Mary Celeste**. This is now a location on the ❖ [WORLD MAP](#).

- The ship may not be of use to people, but other creatures have found it a shelter from the weather. Find their entry in the ❖ [BESTIARY](#).
- ❖ What lies below the strong roaring ocean may also surprise you. Should you dive down deep enough, you'll find the remnants of a civilization that clearly still could not evade the Miasma. **Hadal Haven** is now a location on the ❖ [WORLD MAP](#).
 - Something lurks below the sea, a giant that puts even the Mary Celeste to shame. No matter what, do not approach it.... do not tempt it. Find its entry in the ❖ [BESTIARY](#).

POLARIS

- ❖ A shoreline beyond Polaris opens, and before you a burning land is revealed. There is ice and snow, but there is also fire. A volcanic island is just a short boat ride away. **Maficentre Isle** awaits you, Skaidrisen. What will you find there? This is now a location on the ❖ [WORLD MAP](#).
 - Upon your arrival, you can spot a tall silhouette in the far distance. It seems there were inhabitants here after all... This guardian that still stands tall may have some hints. The Lighthouse is now a location on the ❖ [WORLD MAP](#).
- ❖ The sole inhabitant of this isle is the strange **Phantasmic Leopard**. How it survives when no life remains here is perhaps a mystery for another day.. they do not look very friendly. Find its entry in the ❖ [BESTIARY](#).
 - The strange beast bears a strange prize. You will find that the **Gleaming Teeth** is made not of bones or flesh, but rather of something found at the core of the Isle. Find its entry in ❖ [RESOURCES](#).

If you have any questions about the event, please use the **#questions** channel. We'll also be updating this doc with any relevant questions and answers in the appropriate section for easy access!

❖ Trials

- ❖ [Pathmaker's Liberation](#): There are two wolves inside you—one with fur as white as the surrounding snow, and one as black as the miasma.

They will guide you through four seasons of change. One will pull you to indulge in your idealized past. The other will urge you to leave it behind and forge a hopeful future. Choose which to follow.

- ❖ **Heartminder's Hold**: Journey through the miasma in the Last Caravan and make your way home before sunrise. With the caravan's magic fading, you must choose between sacrificing your memories to power the vehicle or risking ruin in the dark among the monsters.
- ❖ **Doomkiller's Internment**: Beneath Nelrunari's largest mountain, there lies a tomb sealed shut for centuries. Stand before the Beast found within and face that which has always been waiting for you. Show Lifecatcher what you do with circumstances you cannot control; face Her judgement, and your end.
- ❖ **Cruel Coruscation**: Sail upon the Mary Celeste and see through the eyes of an explorer upon the majestic vessel. Do you see the familiar shores that you call home? Before then, They desire your decision. Choose, and feel the weight of your burden.
- ❖ **Ruinwatcher's Display**: The Temple of Locutio entices you with a moment of rest, a second of reprieve. However, once you open your eyes, you realize that the vessel you steer is no longer your own. Now, faithful sacrifice, choose for me. Will you be used as a seal for the miasma or reach for something more?

You may thread any of these trials at any time before **January 8 at 6:00 PM PDT**... What's going to happen then? Who knows ;)

They will follow the usual task thread requirements of 500 words per person to be considered complete, and will award EXP for that amount. Any threads begun before January 8th are eligible for rewards and do not need to be finished before that deadline. However, in-universe the trials will close—for reasons which will be understood at that time.

❖ Q&A

Can I enter Nelrunari after the event has already started?

New characters will not be accepted into Nelrunari after the beginning of the event. As of the event start, we have published all applications received. After the event, we will switch all IC channels in the server to be view-only so that members can finish archiving anything they would like to keep for one

week before closing the server entirely. Not accepting new characters during our final event will allow us to focus on the processes involved with the event and the conclusion of the character arcs of the characters already here.

Why do we suddenly have to go through these trials?

Who knows? Presumed-deities can be so fickle...

The Wardens told us there was only one Goddess. Where did all of these come from?

They have always been here, watching. Biding their time... and occasionally, even speaking with you—though of course you wouldn't know it, since they kept their faces hidden. Or maybe you recognize them from somewhere.