# Bloody Skies

A Tower Defense-Sandbox-Open World mashup

*We are the Society of Sanguine Sanctification.*

*Our mission:*

- *To monitor the boundaries of our world and the Planes of Blood.*
- *To study the denizens of the Planes of Blood, the demons known by the name Sampqenar*
- *To document all crossings between these worlds*
- *To mobilize to prevent immoral use of Sampqenar magics*
- *To mobilize to prevent destructive Sampqenar outbreaks*
- *And, most important of all:*

*FOR THE PREVENTION OF MASS EXSANGUINATION.*

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## Record 2550968 – Code Ω

CODE OMEGA — OUTBREAK CLASS ANNIHL

SAMPQENAR OUTBREAK : GREATER ASCORIA

SURVIVAL CHANCE IN OUTBREAK DOMAIN: *Nope.*

*City Walls Secure. No civilian is permitted to enter or leave the City, no exception.*

### *PRIVATE LOGS*

- *<Inspector 7249/Howard Division Leader> How are we supposed to deal with this?? Nothing this scale has ever happened before – there's no precedent!*
- *<Chair 384|Master of Logistics> My question is: how did this even happen?*
    - *<Archivist 334/High-Clearance Log Operator> The Enviskel issue. We thought they were just a few amateur summoners. Turns out they* were, *and had* already

    - *attempted a summoning: that was the flux source. That summoning left them all possessed by cleric-class Sampqenar. I think you see where this is going.*
- *<Knight 5479/Lamarr Division Leader> The clerics opened a rift? But how could a rift cause THIS?*
    - *<Archivist 334> Easy. A Blood Gate.*
- |32 responses deleted by Log Operator|
- *<Archivist 334> Yes, I know. There hasn't been a Blood Gate opened since the Kendal Project nearly a century ago. And that one was authorized and secured.*
- *<Chair 740|Master of Arcane Research> Let me get this straight: the clerics sacrificed their own hosts to fuel the Blood Gate?*
    - *<Chair 503}Master of Intelligence> That's what we think. Our sources say there were at least five, likely six, possibly more sorcerers involved. A sacrifice of that scale would be more than enough to hold a Blood Gate open for at least a matter of months, if not a full year.*
- *<Chair 384> And it is likely that we cannot last an invasion of this scale for longer than a couple of months, maybe three if we're lucky.*
- *<Chair 384> I think what matters more right now is what we do about this.*
- *<Knight 6803/Kelaster Division Leader> What are your orders?*
- *(Chair 384 is deliberating)*
- *<Chair 384> Kelaster, Lamarr, you are to join the Inspector Divisions. Report to your stations at the Wall and stand ready to repel any breaches. Otherwise, DO NOT LEAVE THE CITY.*
- *<Knight 6803> Very well.*
- *(Knight 6803, Knight 5479, Inspector 4695, Inspector 7249, Inspector 9057, Inspector 2246 have left log deliberations)*
- |Log Operator has raised the Log clearance level to 9.|
- *(Knight 7701, Knight 4110 have been blocked|*
- *<Archivist 334> Am I correct in assuming we are going to discuss the logistical feasibility of... Project Amaranth?*
- *<Chair 384> You are correct. And I have it on good authority that the plan will succeed.*

- *<Archivist 334> Whose?*
- [External]*{Aesperitus Department of Otherworld Research}<Chair 203|High Magician> Mine.*
- *<Archivist 334> . . . High Magician. Well. If the Otherworld Council has already made their decision, then I guess we shall mark this log archived and commence?*
- [External]*<Chair 203> Oh, it's already been put in motion.*
- *<Archivist 334> Oh– already?*
- *channel*[NULL]*<sourceImplant>* MASTERS OF THE SOCIETY. I AM [redacted]. I AM BOUND BY OATH TO SERVE.
- *<source*[NULL]> WHAT WOULD YOU HAVE ME DO?
- |Log Operator has raised the Log clearance level to 11.|
- {Error: Your Archive Console's clearance is too low to view the following information}

*<automated message> if you think this is a mistake, see the nearest outpost of the Aesperitus Department of Utility Development.*

|Logging out...|

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Welcome to a land known as Ascoria, on the planet called Exciltur, in a realm unnamed by its inhabitants in a corner of Creation known as the Faceted Creala. You know all of this; those who called you here seem to know no more than the planet's name, know nothing of realms and Crealas.

This is because you are not one of them. You are a being from a plane of their realm known as the Edge, or sometimes as the Fog — a plane that leads to a space called Limbo, the empty space between realms. It is a place of mysteries, but also of knowledge. It is a place where one becomes knowledgeable of many things, and thereby becomes a mystery themselves.

And their plane – the Material Plane, they call it – is under attack from the hordes of yet another, a plane of blood and ash, of hunger and power and thirst.

The Edge does not have much space. Limbo has too much. You have seen many things, but those have not, by and large, included other intelligences besides your own. You have seen

others, yes, but they are all as mysterious and reclusive as yourself. In short, the Material Plane is interesting to you in its multitudes of life, and you wish for the chance to explore it. So your decision is simple. They see your mystery, your untold strength, and they see a being capable of surviving the growing hordes. A being capable of helping them to contain the threat. You see a realm full of life, a chance to gain new knowledge, threatening to be snuffed out by a singular-minded force.

Your agreement is simple: you go out into the world, a place full of hordes of beings that would tear one of these 'humans' apart like paper, and establish a base of operations where you conduct research of these beings (primarily by sending back the remains of those that dare to threaten your new "home"), and eventually use the resultant 'utilities' fashioned around any discovered weaknesses to dispatch the horrifying mob surrounding their exit portal, escorting a team of trained humans who can then close the rift.

These beings' realm is naturally dark, lacking a major light source like the star that floats an unimaginable distance away from this planet. As such, they fear this star's intense light, and will hide in dark places while the star is visible. During this time, you will transport research material back, build your fort, develop your defences, and explore the area around your base to gather resources and potentially defeat groups of demons before they can take the initiative, for at night, when the star is out of sight, they will grow bold enough to attempt to attack your fort in large waves, requiring you to remain there to ensure no demon gets through.

You are powerful, but must remain careful. You are knowledgeable, and are inconceivably strong by these humans' standards. But you are not immortal, and while these demons are not capable of killing you as easily as they would a human, they are still strong enough to be a threat. You never had the will to see the other planes of this realm, so these demons' abilities are unknown to you. You will need to be prepared for anything.

So if you wish to save these humans
and see their world for yourself,
You must first save yourself
From these Bloody Skies.