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TEMPER ASPIRATIONS

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TRAINING MANUAL
COMPENDIUM

CONFIDENTIAL

FOR LEVEL 1 PERSONNEL ONLY

Unauthorized access will result in immediate termination

FOREWORD

This manual is a compendium of all ImpulseWorks Training Manuals.

Due to its inclusion of Overseer and Navigator responsibilities and confronting existential crises, this may only be accessed by level 1 Personnel and those with appropriate permissions.

PERMISIONS

- Retrofitter
- Impulse Artificer
- Unit Manager
- Incandescent Color
- Eclipse
- Wandering Healer

Addendum: Proposal for Archetype automatic Level 0 following Arbiter's arrival.

CONTENTS

Dear Overseer, please handout all relevant manuals to ImpulseWorks personnel working under your Site.

- Overseer
- Navigator
- Workers
- Employees

"Preserve your sanity
Reinforce your heart
Harden your mind
Temper your aspirations
Only then can you temper theirs."
- Abyssal Mother

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OVERSEER MANUAL

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1. Your Role

Dear Overseer, we congratulate you for your acceptance into ImpulseWorks.

ImpulseWorks has gained over 30,000 applications for the role of Overseer. Please pat yourself on the back for becoming one of 18 living Overseers, down from 26.

As you are aware, ImpulseWorks manages and works with Corrupted, anomalous beings and suspected Corrupted entities. Your role will be determined depending on your Site Designation.

As an Atelier that provides NEX and armaments to all corners of Elysia we are expecting you to meet your daily NEX quota regardless of designation.
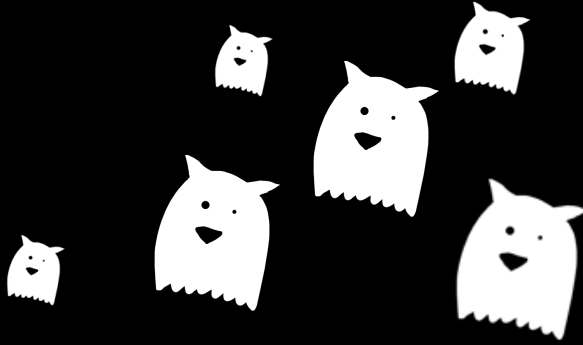
Should you fail then you will be subjected for termination.

Please keep in mind that Moons are singlehandedly capable of eliminating the Site-Ending Corrupted.

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Please do not resist or collude
with the Navigator upon failure.
Failure to comply with the Eclipse
will end catastrophically for us all.

CORRUPTED BREAKOUT

INFLOW DIRECT LIQUIDATORS

FORCED ZEROED HORIZON

RESISTANCE WILL BE MET WITH TOTAL SITE TERMINATION

Please do think about the safety
of your disposable personnel.

NEX

Regardless of your Site designation, the accumulation of Nex
will be of your utmost priority. Our Atelier friends are often
left in the dark regarding our processes aside from the
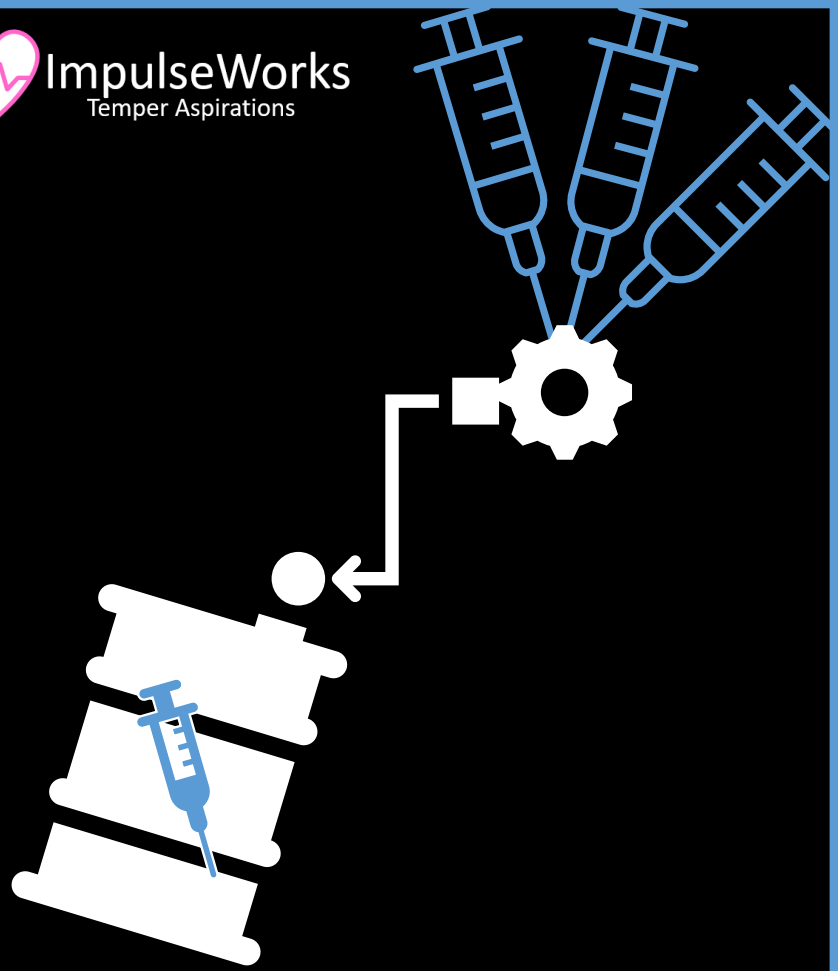special few.

Unlike the barbaric ancient times, we do not require mass
torture nor torment. Neither must we be revered like Gods.
Instead, we have a cleaner solution:

The Corrupted. Their existence naturally releases Nex. It is
your primary role to collect it and refine it into liquid Nex.
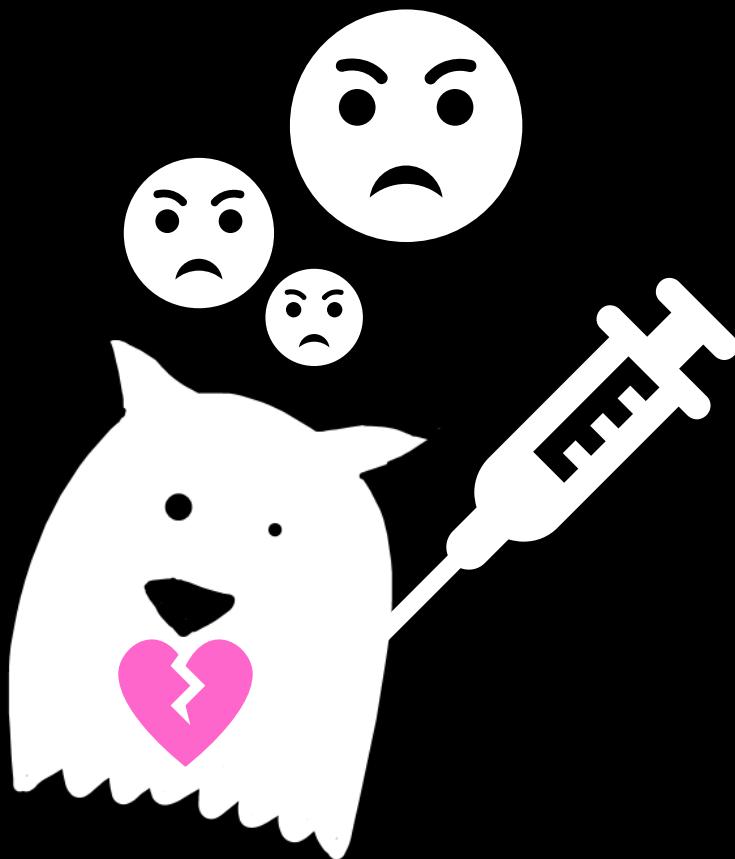
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Please pay no mind to the conversion process.

Your role is only to generate and extract Nex. Our trusted machines will do all the work.

You may be wondering how you are supposed to do this in the first place.

The Corrupted are as picky as children are with food. They have their likes and dislikes towards certain kinds of stimulation and response. They will react accordingly.

In order to generate the most efficient Nex, a negative outcome must be achieved.

However, positive interactions will also generate Nex.

2. Nex Extraction

> But we still haven't answered how Nex is generated. What's a positive and a negative outcome? How do we know what influences them? How can we tell what the Corrupted like and dislike?

How do you influence certain outcomes?

There are currently 11 known types of stimulus that influence the Corrupted, summarized as Interaction Type. Unfortunately, it is all a matter of trial and error to understand which of the 11 does the Corrupted react the strongest to.

All manners of actions from breathing to combat is considered an Interaction.

What are the Interaction Types?

Interaction Types are also called Attributes. Each Corrupted have a specific Attribute that causes them to react to certain Interaction Types.

The key to understanding the Corrupted is to understand the very nature of their Attributes. If you can figure out their Attribute ahead of time, then finding their liked and disliked Interaction Type will be made easier.

But be warned, the Corrupted are a nightmarish, enigmatic existence.

Always experiment. Use trial and error. Never rely on successful precedents.

Righteousness

Positive

Interactions with the Corrupted where your judgement will be challenged. You work revolves around standing attuned to your moral compass in the face of adversity. Righteousness work is one of the hardest Attributes and Interaction Types a you will come across. It is also notoriously difficult to detect. Some work will involve the interaction and tinkering with certain Corrupted within their captivity.

Negative

Either through purposeful failure of upholding your moral compass or through a breakdown. Incorrect Interaction Type will also result in a negative outcome. Stealing an item from a Corrupted's containment unit or from nearby peers will also result in a failure.

Religion

Positive

This ultimately depends on the Corrupted. Corrupted of religious nature usually tend to be significantly powerful compared to other Corrupted, even within the same Risk Category. Work revolves around appeasing a Corrupted's ideology and going along with its whims, including prayer, scripture and symbolic rituals. Much of your time will be spent memorizing a clear-cut routine. Despite the dangers, work is significantly easier than other Corrupted.

Negative

Challenging the Corrupted's ideals and beliefs. A show of resentment or resistance will cause a negative outcome. Depending on the Corrupted, a negative outcome may be the last Interaction you will ever make. Purposefully sabotaging rituals and verbally spiting the Corrupted's ideals will result in instant failure.

Meaning

Positive

Meaning does not mean 'meaningful' interactions. Rather, it is work that begs the question of existence, purpose and fate. Your mind will be put to the test and work usually revolves around understanding a Corrupted both in function and existence. You will be trying to find meaning in the most arbitrary of things.

Negative

Interactions that go against meaning or the 'correct' way. This may be as simple as opening a three-locked door in the 'wrong' order to misinterpreting specific steps or missing a routine work with the Corrupted.

Vigor

Positive

Your work will revolve solely around physically interacting with the Corrupted. All Vigor Interactions can only be done within immediate proximity of the Corrupted. You will be fighting, dodging and utilizing instinct rather than your mind.

Negative

Failure to physically interact or taking as much as a scratch may result in a negative outcome. Strong personnel are favored for both negative and positive outcomes. The weakest may be used as a sacrifice. That is your call, Overseer.

Trepidation

Positive

You will be facing all manners of horrors, but there are some that instill dread unlike any other. Trepidation Interactions requires you to face your fears, phobias and the nightmarish horrors of the Corrupted. Your mind will be tested. Be careful, Trepidation is one of the only Corrupted Affinities that will cause you and your workers to mentally break.

Negative

Purposefully turning away or mentally breaking will cause a failure. In most cases, a mental breakdown will prove fatal. Cognition Filters may not be used by Workers or Employees, so please be careful with how you approach these Corrupted.

Obsession

Positive

Obsession depends on the Corrupted in question and can manifest as resistance or by indulging yourself. Obsession interactions are characterized by a powerful sense of attachment. Often, resisting this urge will result in a positive outcome.

Negative

Failure to resist will mostly result in a negative outcome. Usually this is in the form of allowing the Corrupted to interact with you rather than you taking the initiative. In some instances, Corrupted will retain workers for a considerable amount of time, dead or alive.

Ignorance

Positive

You will be exposed to a whole manner of horrors. Please do not try to ignore them when aiming for a positive outcome. Corrupted of this nature normally do not appear dangerous. You will be tasked with cleaning the containment unit and improving the qualities of life for the Corrupted, however insignificant this may be.

Negative

You too will be as ignorant as the Corrupted. Masking your deeper emotions or relying on scapegoat judgement will result in a negative outcome. Ignorance will slowly kill you and your Workers. Please do not overexpose yourself to this Attribute or Interaction Type.
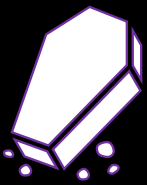
Nihilism

Positive

The urge to destroy and your submission to total despair must be resisted. Your mental integrity must be upheld. Your work will revolve around exposing yourself to horrific, tragic Corrupted that will insidiously kill the mind and soul. Face them. Compassion will also result in a positive outcome.

Negative

Submission to death, despair or self-destructive behavior will result in a negative outcome. Physically injuring the Corrupted will have the same outcome. You will neglect the Corrupted and leave them to rot in their containment units.
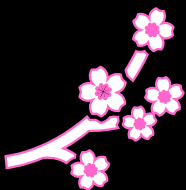
Sorrow

Positive

Lament. Grief. You will frequently visit Corrupted to console them or offer your metaphorical and physical shoulder. Corrupted of this nature are exceptionally easy to work with.

Negative

Your work will require you to ignore or belittle the lamenting Corrupted. More times than not, Corrupted with the Sorrow Attribute will not respond until they reach a threshold that will return a negative outcome. Don't feel pity for them. Do not empathize with them. The Corrupted cannot be reasoned with.

Aspiration

Positive

Aspirations refer to both the Corrupted and yourself. Have you ever wondered what your aspiration is? Corrupted also aspire things. Where there is a purpose to their existence, there is also a want aspect. Fulfilling this will result in a positive outcome. You will be aiding with the Corrupted's wishes and intentions, however sinister or innocent it may be. Direct contact is not recommended.

Negative

Thwart their wants. You will be ignoring or challenging a Corrupted's aspirations. Direct contact may immediately yield a negative outcome.
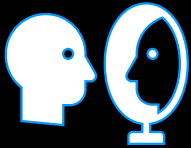
Identity

Positive

Maintaining a sense of self-identity will make the basis of your work. Identity is the culmination of all Attributes only the most refined may interact with them for positive yields. Direct contact will mean certain death if you are not careful. There is little else known. We are relying on you to fill out the blanks.

Negative

Losing yourself. All else is unknown.

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😍 Most Positive Outcome

😃 Positive Outcome

😐 Neutral Outcome

🙁 Negative Outcome

😢 Most Negative Outcome

😠 Imminent Containment Breach

3. Containment Breach!?

Correct. The Corrupted are prone to breaching their containment units when multiple negative outcomes are met. Please do keep a good balance to offset this.

The containment units are simplistic and not designed with specific Corrupted in mind. But be at ease. The Site Core's Spatial Distortion retains them, and you will be warned ahead of time of an imminent breach.

Distress Level

This is a counter found beside a containment unit. Positive outcomes will increase the number by 1. Negative outcomes will decrease it by 1. There is a maximum number, and this rule of thumb may not be the same for all Corrupted.

Please do not allow this to reach 0.

Threat Level

Threat Level is determined by a series of 7 characters. This will let you know ahead of time how dangerous the Corrupted is. Please ensure that the Corrupte's Threat Levels never exceeds the Site's total Risk Level.

Threat Level and Risk Level equivalent are O – 1, B – 2, A – 3, F – 4, G – 5, K – 6, and M – 7.

This means you cannot contain a B-Threat Level Corrupted with only a Risk Level 3 rated Site.

Nex

Nex will be harvested, and the amount will be added to the total accumulation pool for the day. Excess liquid Nex may be used with Unit Managers to uncover further secrets of the Corrupted.

Materials

Materials and special items must be physically collected from the Corrupted's containment unit. This cannot be automated using machinery. You must personally harvest their gift.

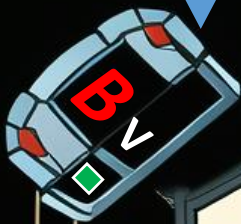> Please head to the Corrupted Items Section for more information.

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Threat level

O
B
A
F
G
K
M

Attribute

Ri – Righteousness
Re – Religion
M – Meaning
V – Vigor
T – Trepidation
O – Obsession
Ig – Ignorance
N – Nihilism
S – Sorrow
A – Aspiration
Id - Identity

Outcome

Distress Level

Interaction Notice

Does not require interaction

Standby for interaction warning

Requires IMMEDIATE interaction

4. Secondary Objectives

As you are keenly aware, Nex is not the only thing we can produce from the Corrupted. Weapons, items, apparel and equipment will be created from the materials your Site harvests from the Corrupted.

Positive Outcomes

Maxing out the Distress Level with positive outcomes will reward you with the Corrupted's materials. All materials are tested for usefulness. You do not need to worry about the materials unless your Site is a Facility designation.

Combat

Let's face it, the Corrupted are tangible things. Like the hides of a boar, the Corrupted can have their materials harvested by force. The yield is significantly less, however.

Subjugation

Deceased Corrupted will allow for a one-time harvest. Corrupted will perish. A Unique Corrupted Item is rarely acquired this way.

Liquid Nex

Required for the crafting process by an Impulse Artificer after having received the blueprints from a Retrofitter. Please do not worry about this process unless you are located inside of a Manufactory Site.
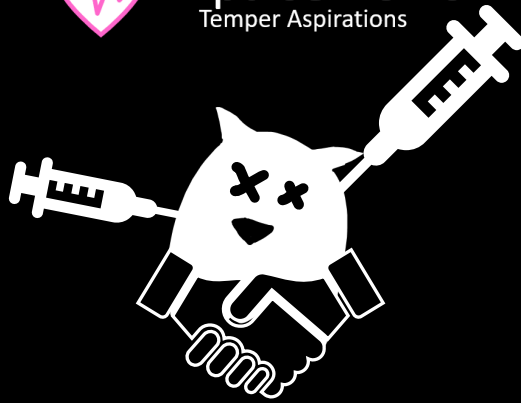
You will be focusing on extracting Nex first and foremost. Please do not forget this. Weapon orders made by you will be prioritized above all else.

However, there are better alternatives that only the Blessed have the luxury of harvesting. You have direct access to this, and it will be imperative to your Site's survival. Please refer to the Corrupted Items Section.

What are the Site Designations?

There are 7 types of Sites, with 26 having been built as long as centuries ago. Only 18 remain. Dear Overseer, once again, I hope you are patting yourself on the back. One of 26 unique characters follows a primary designation. Take M-A1 for instance. The first letter is the designation and the second is simply one of those 26 allocated numbers. The last digit refers to the total Risk Level of the site. Remember, 1 is the highest, 7 is the lowest, and 0 is Zeroed Horizon and is pending inevitable self-destruction.

O – Obliteration

Sites that have been terminated either by our orders or through the inescapable Zeroed Horizon Event. Please refer to the Emergency Section for more details. Additionally, please visit the Historical Emergencies Section for further information.

B – Battle

Made for combat training for Workers, our ARU forces, Impulse Defenders, Eclipses and other Atelier personnel.

A – Accumulation

This is the first Site all Corrupted will first visit. All suppressed Corrupted will be sent to an Accumulation Site for immediate storage. Corrupted are briefly categorized by Arbiter's Trumpet before reaching the Site. Beware that this does not always occur.

Please refer to the Historical Emergencies Section for the A-L7 Incident, now known as O-L7.

F – Facility

This is the second Site all Corrupted will visit. Facilities categorize the Corrupted and determine whether they are fit for Nex extraction or material harvesting. If it is neither then they must be terminated.

G – General

The amalgamation of every Site Designation put into one. General Sites are notoriously difficult and were reintroduced shortly after the loss of Paradise. We have significantly less influence over General Sites and hope the Overseers adhere to all policies and protocols.

Please refer to Historical Emergencies for more information about General Sites and the first Zeroed Horizon Event.

K – Killzone

Otherwise called Termination. Please do everything you can to avoid this Designation. All relevant forces will stop at nothing until your Site is terminated.

M – Manufactory

The home of the Impulse Artificers and valuable Corrupted. ImpulseWorks Headquarters contains the largest Manufactory Site in Elysia, M-A1. Manufactories will always be the safest Sites.

Wait, aren't the Sites built underneath areas of significant populace?

Correct. The Sites must be built in Nex-rich environments to operate. While we extract the Nex from the Corrupted, the Site Core requires more than what the Corrupted can produce in the best-case scenario.
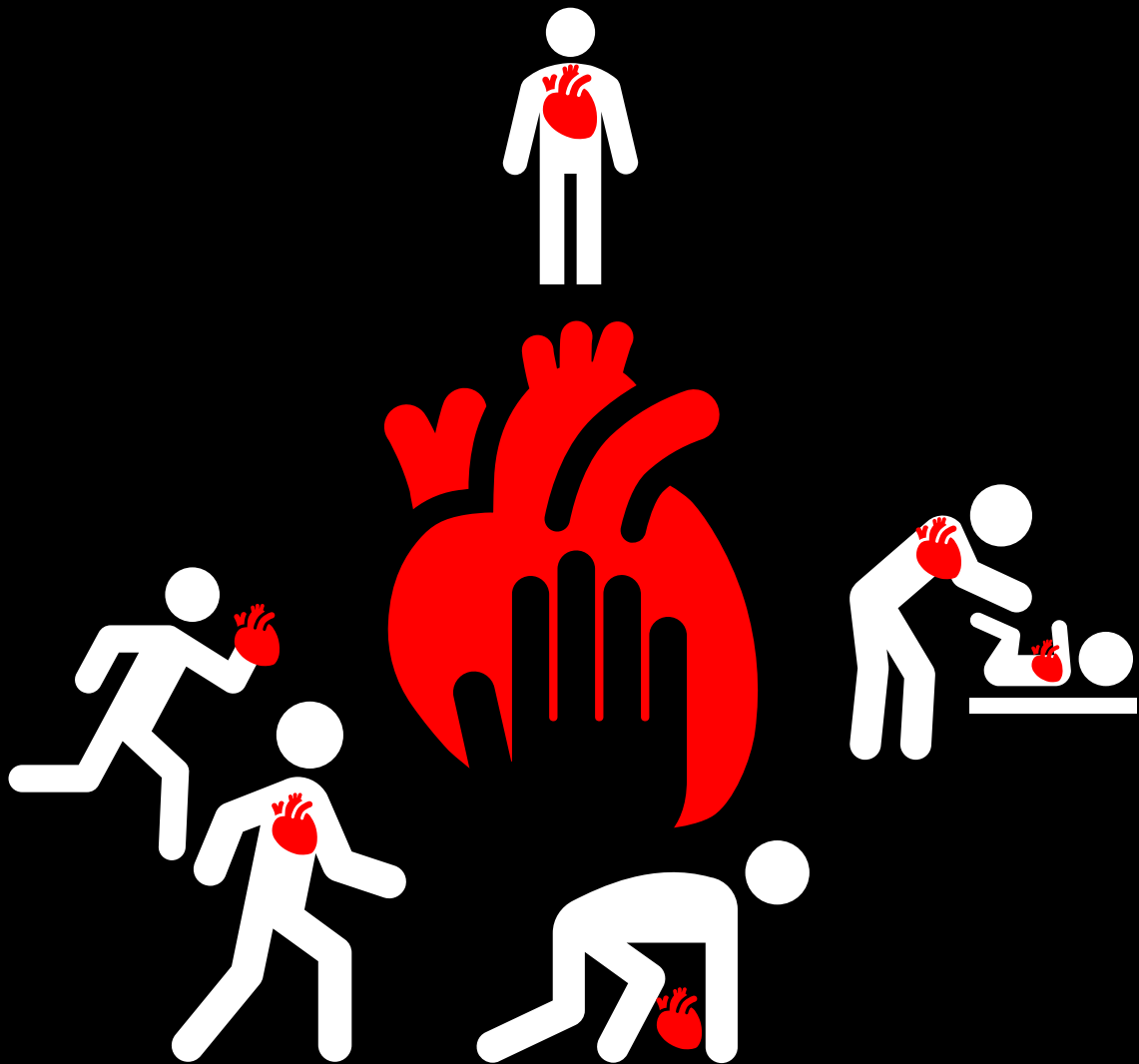
Be aware that Nex output from the Corrupted increases within proximity of all sentient, sapient, conscious and unconscious minds.

We are expecting you to meet your daily quotas

A-L7 Following M-A-081-05: Little Red Heart's total breakout in H6

5. Tertiary Objectives

> What? More than two objectives per day? How is this possible?
>
> Dear Overseer, this is for your own good.

Can they be completed in a timely manner?

You are expected to complete your primary and secondary objectives. Tertiary objectives are not compulsory, but they are highly recommended. Thankfully, our Atelier friends have provided you with powerful tools.

Cognition Filter

Censors all psychological, memetic, cognital and hypnotic threats that are displayed through the Dislocating Screen.

Cognition Dilator

Enables parallel mind-processes that dilates your sense of time. This does not physically alter time, and mental strain will be multiplied by 3 times the normal amount.

Cognition Transmitter

Allows you to communicate directly with your Workers across the entire Site. Use this to multitask. We expect nothing less.

Elixirs

Requires appropriate storage first. Elixirs will allow you to heal Workers at will. All workers are hooked with an internal apparatus which can be equipped with several Elixirs. They may range from healing, to replenishing sanity, or as a means of remote termination.

Code Red Protocol

Code Red Protocol is best used when you cannot feasibly suppress the released Corrupted. Members of the Scarlet Logic will be summoned to quarantine the area. Please evacuate all Workers and Employees beforehand. They will be terminated on sight.

In their absence, other Atelier bodies may step in.

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CODE RED /// CODE RED /// CODE RED /// CODE RED /// CODE RED ///

SCARLET LOGIC /// NOON TEAM /// SCARLET LOGIC /// NOON TEAM

What are my Tertiary Tasks?

A perfectly fine question. Once per day a Herald from our partners at Act X will deliver a crystal plaque with both your tasks and the predictions of all events throughout the day. This does not include Corrupted Breakouts. We hope you still remember how to play the crystal plaque from your appraisal test.

Refer to the Emergency Section for more details about the daily tribulations your site will face.

What kind of tasks will I do?

Luckily, you will never fulfil the tasks yourself. Your Workers must accomplish these tasks. The more seals the Site Core has broken, the more tasks that must be accomplished for accurate predictions.

Tasks can be as simple as observing a certain Corrupted or passing through a wing at a certain time. A good indicator of brewing trouble is when you are asked for a complicated task. Have a good sleep, because the next day will be tough!

But you can handle that, right our dear Overseer?
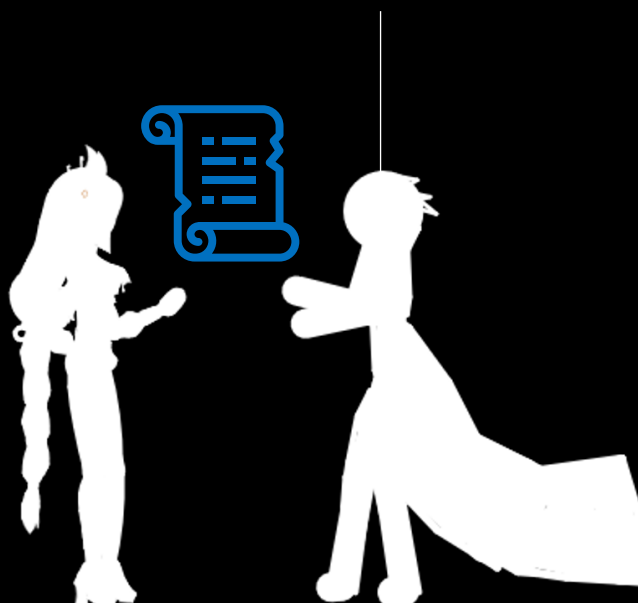
6. Ok, But What Are The Corrupted?

We truly do not know. They are as nightmarish as they are useful to us. Corrupted come in the forms of stories, humanoids, objects, machines or anything. They are beyond our wildest imaginations.

But we do know one thing.

Our existence and the Corrupted are intertwined. Without us, the Corrupted cannot exist. It may be fair to judge that perhaps without them, we would not exist.

Because of the Corrupted, even concepts themselves manifest into existence.

We shall leave that question for you, Overseer. Perhaps you will be the first to crack the millennia-old code.

How dangerous are the Corrupted?

Please treat every Corrupted with extreme caution. They are the most dangerous entities in all Elysia. A Corrupted as small as a pebble could have the murderous power to wipe out an entire nation in a single night. Danger is ever present no matter the Site. There is no such thing as a Corrupted that cannot kill you, no matter how useful they may be.

Be warned, dear Overseer, underestimate the Corrupted once and you will have hundreds of thousands of lives to pay with. Please keep this in mind.

Corrupted carry the capabilities to end our world.

Please refer to the Emergency Section and Historical Emergencies for more information.

How do we classify the Corrupted?

A good question, Overseer. Despite all Corrupted being inherently dangerous, they are not made equally. Some may retaliate with a cuddle, whilst others will cause significant damage to their surroundings. Aggression, barbarism, spontaneous violence and death are few of the criteria that influence a Corrupted's classification.

As you are aware, despite the classification, we value Corrupted that benefit us the most. Keeping the deadliest for the sake of it is strictly prohibited outside of a Battle Site. Please terminate them as soon as possible.

TRICKLE

Green

M

Relatively safe. You will have to be caught off guard to be injured. Injuries resulting from M-Threat Level Corrupted can be easily tended to with potions.

Yellow

K

Will cause deep tissue wounds and lethal injuries if underestimated. Like M, dying to these Corrupted are unlikely if proper care is taken. Negative outcome interactions commonly occur on K and M Threat Corrupted.

Blue

G

Corrupted will slaughter Workers without proper protection or high enough levels. This is only a taste of what truly powerful Corrupted are capable of.

HAILSTORM

Red

F

Multiple Workers will perish. Corrupted are highly aggressive and unpredictable. You will watch most Workers die to their hands.

Violet

A

An entire layer can be wiped by a single escaped Corrupted alone. Halls will be dyed red. Please utilize the Cognito Filters well. You will understand why the Corrupted are dreaded.

MONSOON

Black

B

Extremely deadly Corrupted. Expect Site-wide devastation and near mass eradication of all Workers. All Workers from each Unit must work together to fight off this threat. Those without the appropriate levels should be abandoned. Employees will instantly breakdown. It will be utter pandemonium.

White

O

The worst threats that a Site will ever feasibly face. You will be forced to utilize every asset. Mass sacrifices will be worth it if the Corrupted can be re-contained. We implore you to focus on eliminating O-Classed Corrupted unless you have the appropriate strength.

A single O-Classed Corrupted can take down an entire Site and will devastate the world beyond. In the worst-case scenario, please initiate Zeroed Horizon. The countless thousands beyond will be thankful of their invisible savior.
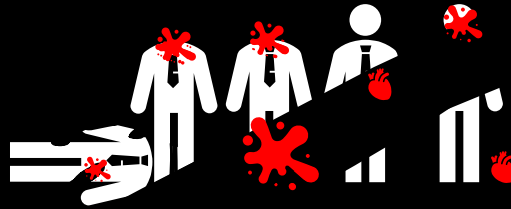
We are very sure of it.

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M — Minor Injury

K — Major Injury
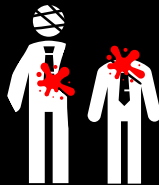
G — Fatal Injury

F — Massacre
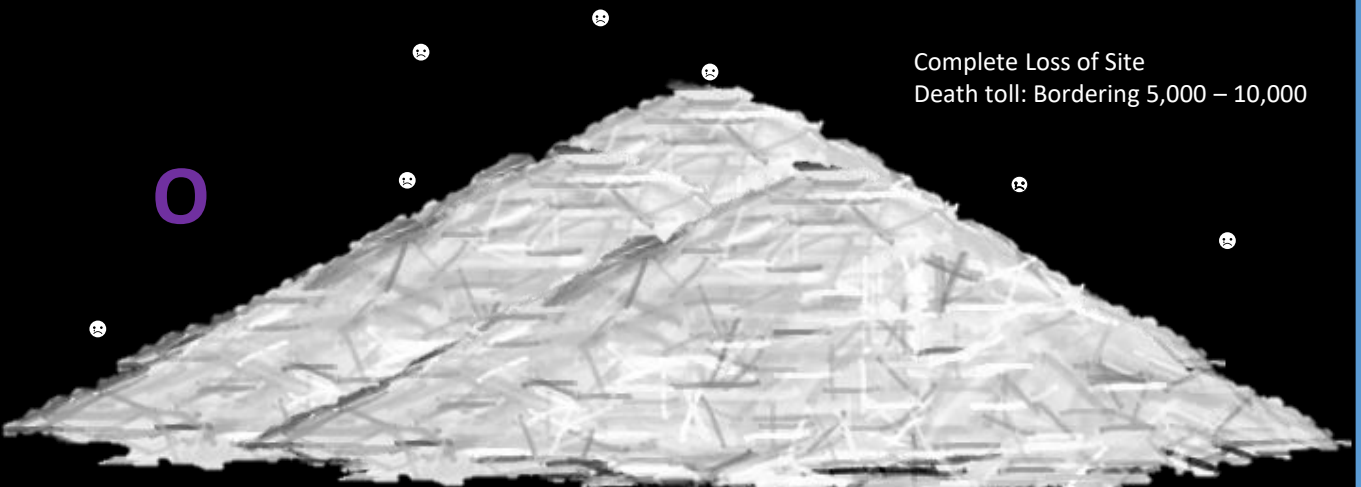
A — Layer Annihilation
Death toll: 100s

This assumes the worse case scenario

B — Sitewide Devastation
Death toll: 1,000+

O — Complete Loss of Site
Death toll: Bordering 5,000 – 10,000

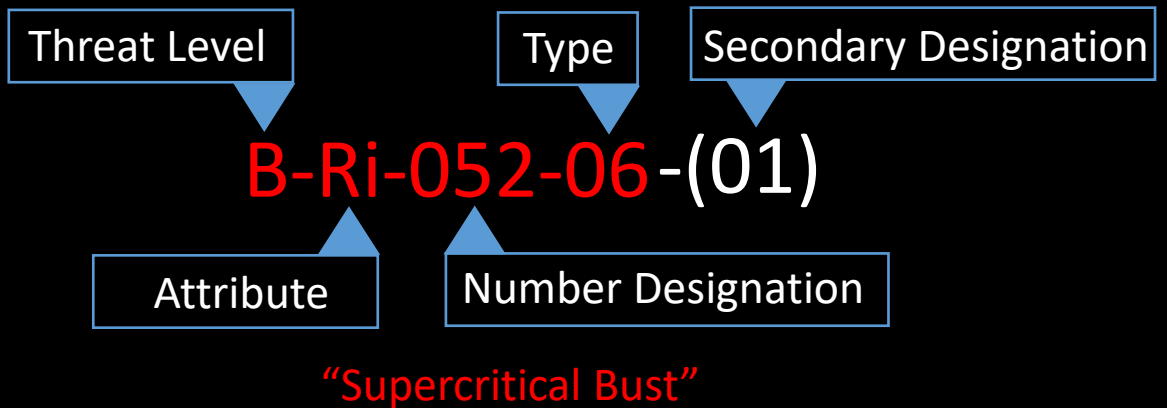# How do we uncover more about them?

Your appointed Unit Managers will be able to use left over liquid Nex to begin a deep dive into the Corrupted's background. Be warned, the more your Unit Managers delve into the Corrupted, the more they will be psychologically tormented. Your Unit Managers will be your best assets after the Navigator. Please do take good care of them. They are hardly replaceable.

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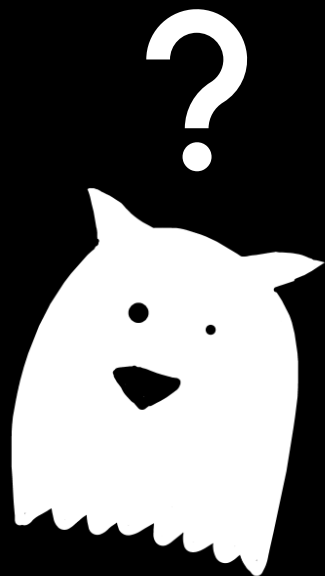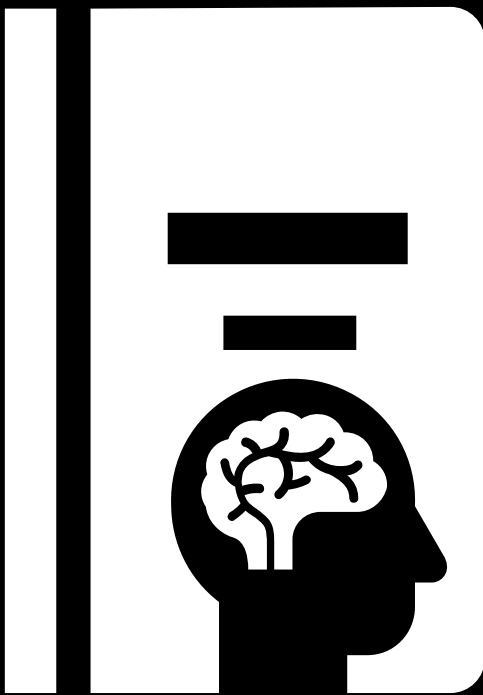
How classification works

The Corrupted will be defined by a string of characters and numbers. This is called their Code and is simplifies processes on the Navigator's end. This is only used internally by ImpulseWorks.

The Moons of the Nexus could not care less about codenames.

| Threat Level | Type | Secondary Designation |

B-Ri-052-06-(01)

| Attribute | Number Designation |

"Supercritical Bust"

Types

00 – Unidentified
01 – Humanoid
02 – Animal
03 – Monster
04 – Abstraction
05 – Animated Object
06 – Machine
07 – Inanimate Object
08 – Tool
09 – Concept

7. Your Personnel

Please do not worry about interacting with the Corrupted directly. This role is reserved for your Workers. They will help you at every step of the way and deal with the most dangerous of tasks.

Unit Managers? Workers? Employees?

All your personnel will in some way deal with the Corrupted. The most important distinction is that your Unit Managers are also Workers. Workers deal with the Corrupted directly while your Employees will be documenting, compiling and working alongside your Navigator.

Remember, your personnel are not Blessed

No matter how armed they are or how mentally adept they may be, they are not Blessed by the Nexus. Their growth is limited to their bodily constraints and the flesh is weak. Your personnel will consist only of Demi-humans, humans and Half-breeds. Your Employees will be the first to breakdown but please pay no mind to them. Neither must your Workers actively try to bring them back.

It is, however, in your best interest to save your Workers when they undergo a breakdown. The stronger and heavily armed they are, the more devastation they will bring upon the Site.

If all else fails, then please terminate them as soon as possible.

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Total Level

0 – 20
7

20 – 40
6

40 – 60
5

60 – 80
4

80 – 100
3

100 – 120
2

120 – 139
1

Worker

Clearance Level

Unit Manager
LV 2

Worker
LV 3

Attribute Score

Re
Ri
M
V
T
O
I
N
S
A
Id
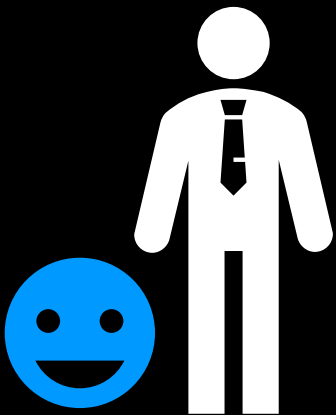
I
II
III
IV
V
VI
VII

Normal

Concerned

Panicked

Overwhelming

Controlled

Nervous

Despair/Breakdown

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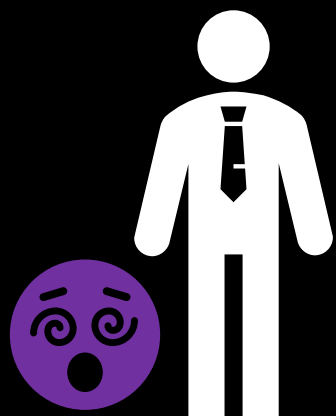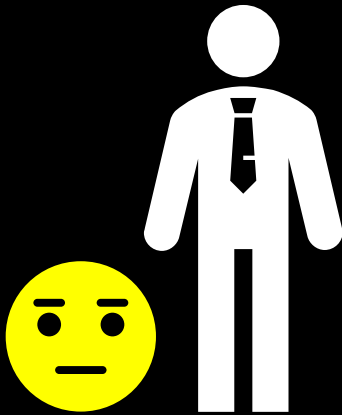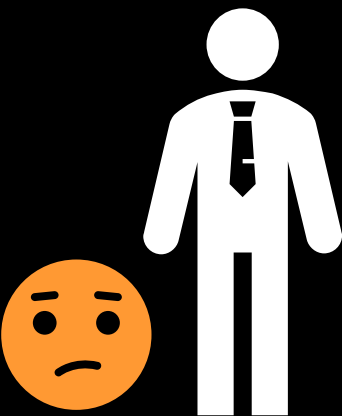
Interaction Responses

There are 4 different types of responses that a Corrupted will display towards all Interaction Types. This is highly influenced by the negative and positive responses, as well as unknown factors that you will need to determine.

Aggression

Will show explicit intent to harm. Corrupted with this response will stop at nothing to harm, injure, maim or kill you.

Resistance

They will actively try to resist your interactions in a number of ways if Aggression does not work. This could be out of self preservation or spite.

As mindless as the Corrupted are, they have shown to remember certain Workers for better or worse.

Cooperation

When positively working with the Corrupted they will act cooperatively, often at your expense. The more positive work you do on a Corrupted, the easier it will become. However, please refrain from suddenly working on negative interactions with well aquatinted Workers. The Distress Level may instantly reach 0.

Cooperation is not necessarily a good thing. Please refer to the Historical Emergencies Section for more information on the H6 – A-L7 Disaster.

Bonding

Bonding is the inverse of Cooperation. The Corrupted will aid you in a number of ways so long as it is allowed. This may or may not have detrimental effects on your Workers, so please keep an eye on them.

This is usually found in Tool Type Corrupted, but this has also very rarely occurred with other forms of Corrupted, such as A-V-121-01, "Biggest Red Snipping Hood."

This means Corrupted may be used to help defend the Site under certain circumstances. Or in the worst case, will actively target you, Overseer, for terminating their bonded Worker.

Remember your priorities. Your quotas must be met above all else. Everything is secondary. Please refrain from mingling with your Workers. You must only know your Unit Managers by name. Know your Workers by their proficiency. You must never involve yourself with them. Always observe them from the Dislocating Screen.

How do you deal with out-of-control Workers?

During your initial days you will want to preserve them. Termination will be the recommended method later. You will have Workers with complex bonds who will try to bring them back. Otherwise, a physical altercation will be required to suppress them or free them from a Corrupted's control.

The recommended method of suppression is through inflicting Torpidity stacks, toxins and suppressant agents supplied to you by Inflow Direct in the form of elixirs. The onsite Healer will be of help, only after they are suppressed.

There will be Corrupted Items which will allow you to help them. In some cases, Corrupted themselves will comfort them depending on their nature.

They will recover in time. But if you do not have this luxury, then please terminating will be the best option.

Never in under any circumstances put the Healer's life in danger. This will result in an immediate invasion of Inflow Directs' Liquidators or Justica Arms Justicers.

The most grievous of offenses will have the nearest Justica Arms Branch Apostle personally visit to enact your judgement.

IMPENDING JUDGEMENT /// IMPENDING JUDGEMENT /// IMPENDING

Justica Arms
1st Branch

WARNING /// 1st APOSTLE /// WARNING /// 1st APOSTLE /// WARNI
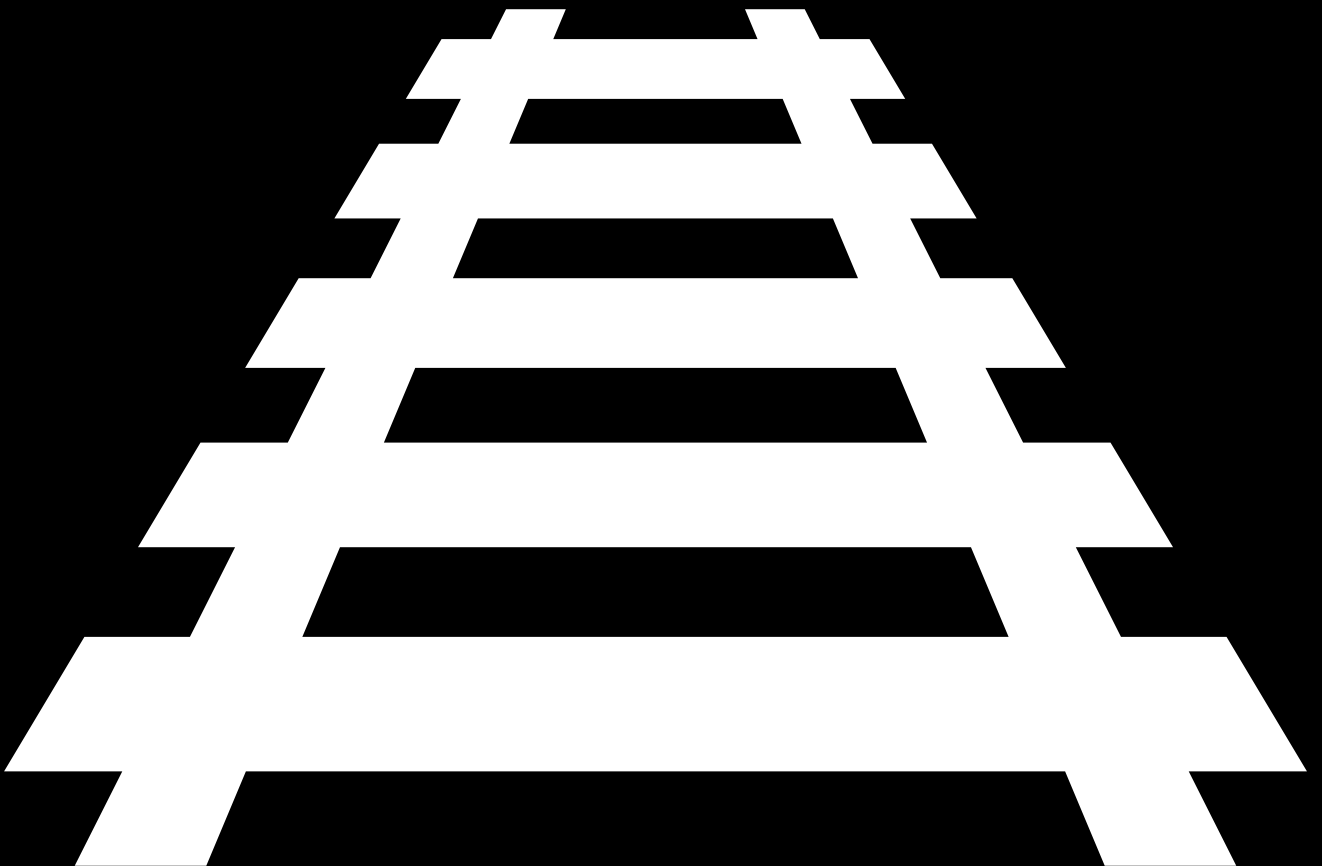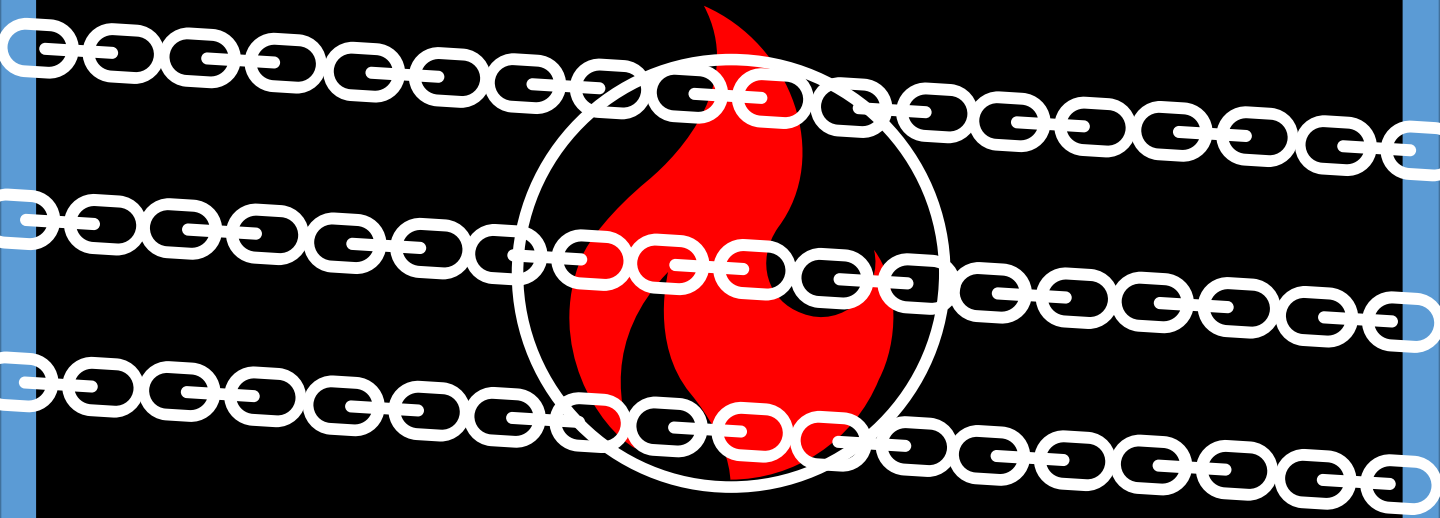
8. Your Site

What are the components of my Site?

Your Site is made up of 3 primary compartments, the Administration, Working, and the Site Core. The Administrative level resides on the top of the entire facility. The Working levels are numbed from 1 to 7 and have North, East, South and West Wings. Elevators utilizing Caldera Industries Gravity Engine technology connect all Working Levels and the Administrative floor.

Why didn't you mention the Site Core?

Reaching the Site Core is not up to you, but the Site Core itself. It is the culmination of multiple Atelier hands. Due to it being one of the larger machines of Caldera Industries, major Spatial Distortions will affect your Site and it will be how it expands in the future.

But what does this all mean?

Spatial Distortions are the phenomenon that result from Caldera Industries technology. They bend space to its whims, and the effect becomes pronounced the more Seals of the Chained Theocracy are removed from the Site Core.

When all Seals are removed the Site Core will automatically initiate Zeroed Horizon. The sheer mass and density of the Site will cause it to collapse into itself, forming a singularity. All will be lost. Only the onsite healer and the Site's Black Box will remain.

> Zeroed Horizon may be unexpectedly cancelled. Please refer to the Historical Emergencies for the first Zeroed Horizon Event.

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Administrative Layer

SHALLOWS

LV 1 — 7 Seals

LV 2 — 6 Seals

TWILIGHT

LV 3 — 5 Seals
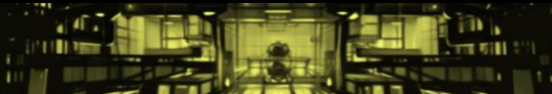
LV 4 — 4 Seals

MIDNIGHT

LV 5 — 3 Seals

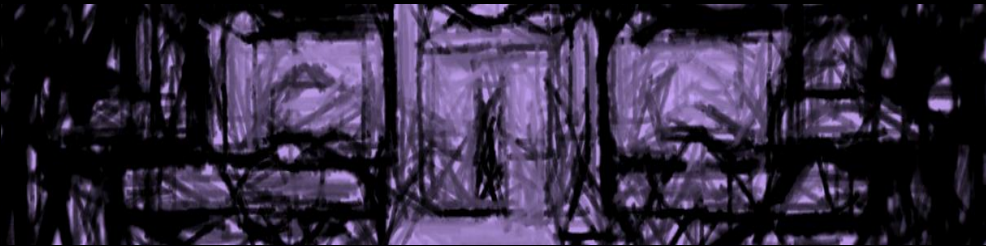LV 6 — 2 Seals

LV 7 — **Final Seal**

ABYSS

SITE CORE /// UNKNOWN LAYER /// SITE CORE /// UNKNOWN LAYER
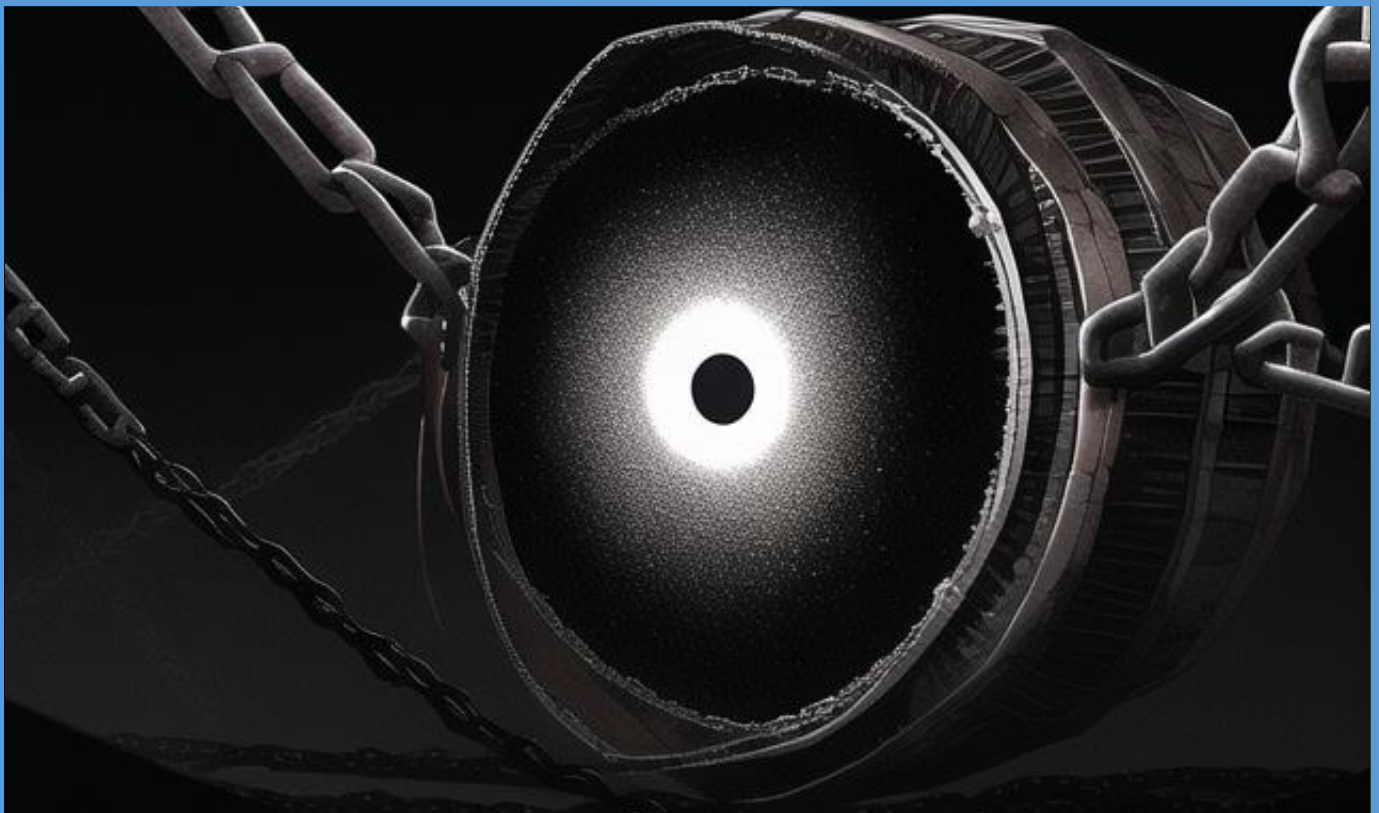
	Decompression /Compression Time	
Level 1	Nil.	Little to no effects
Level 2	15 Minutes	Slight discomfort Ringing in ears
Level 3	15 Minutes	Mild discomfort Mild impaired reasoning A strange sense of euphoria
Level 4	30 Minutes	Delays in response time Over fixation Over confidence and ignorance Anxiety Laughter during panic and stress
Level 5	60 Minutes	Impaired judgement Hallucinations Severe response delays Intense fixation and obsession Hysteria during despair/breakdown Impaired coordination Terror
Level 6	120 Minutes	Minimal concentration Confusion Stupefaction Decreased dexterity Minimal judgement Memory loss
Level 7	240 Minutes	Visual and auditory sensitivity amplified Sense of impending demise Sense of unconsciousness Euphoria, depression and manic states Deterioration of self Deterioration of the sense of time Death
Zeroed Horizon	Nil	Insanity Total loss of identity Hallucinations manifest Terror carries a Will The Abyss will call, and you will hear the tormenting clock count down

As you are aware your Site will grow as the Site Core sheds more Seals. The more Seals that are broken, the higher your Site's Risk Classification will rise, meaning you will be required to house more dangerous Corrupted.

Ensure you are always prepared for this. We expect this miniscule level of competence from you, dear Overseer.

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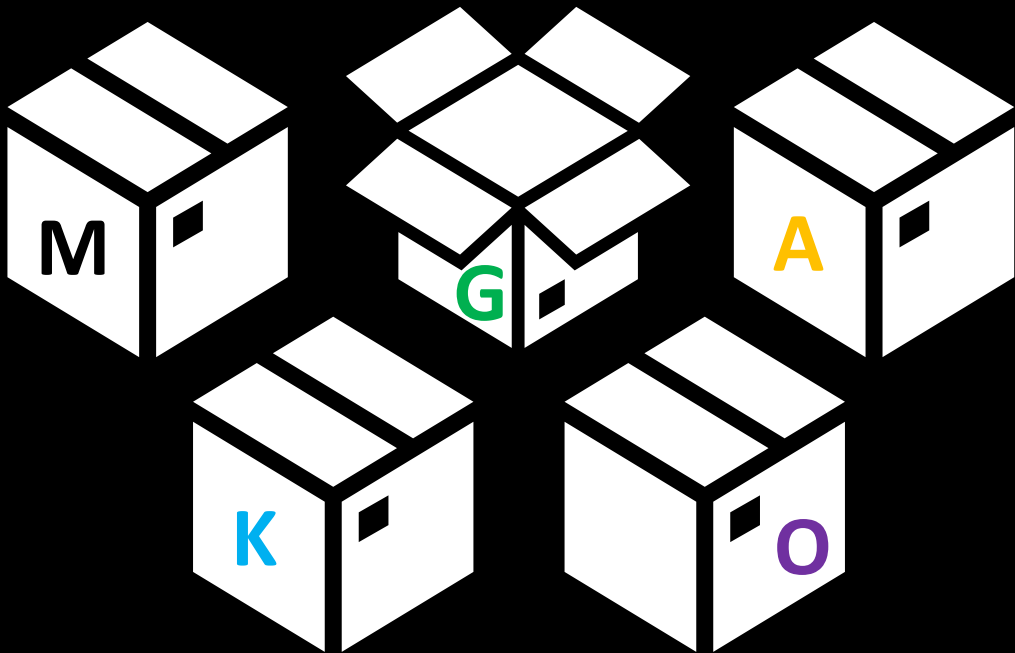
Choose your Corrupted wisely. But you may not always have this choice. Good luck!

ImpulseWorks
Temper Aspirations

ImpulseWorks Contributors

Inflow Direct

One of our largest contributors, and out biggest exporters. They supply us with a range of useful Elixirs and healers on demand. They are among our first contributors.

Caldera Industries

Perhaps our most beloved contributor. In the past our Sites were carried above ground in areas of high conflict and mortality. We can now conduct our mission in utter secrecy. All our automation and machinery are created by our friends at Caldera Industries.

Chained Theocracy

The Chained Theocracy create the Seals which limits the power of the Site Core. These, however, may break according to the demands of the Site Core. For more information about the Seals, please refer to the Emergencies Section.

Act X

They predict significant events ahead of time for you using their Strings. This is why we recommend that you conduct their missions accordingly.

CogitO

Their technology is the reason why you have not lost your sanity. They will filter all psychological alterations and visual threats that no mind should ever comprehend. This is not available for your Workers or Employees.

Justica Arms

Creators of the Hyperlink and Hyperwarp Networks. This allows us to instantly transfer Corrupted, Workers or Personnel. We use a different, cruder version than the Blessed. It has been known to create minor altercations in memory, but they will return in time.

Golden Index

Allows us to utilize their highly sophisticated network of bookkeeping to know exactly how many personnel we have in total, as well as their roles. This allows us to seamlessly transfer Workers between Sites when necessary. The Golden Index, however, are unaware of our Sites' existence. They are good friends.

Scarlet Logic

The official military force of the Nexus will personally send their strongest forces to deal with appropriate Code Red Protocols. However, due to their battle-lust nature, they will kill everything in sight, including valuable Personnel, Employees, and yourself if caught in the quarantined zone.

ImpulseWorks
Temper Aspirations

9. Emergencies
Chains are breaking! But I don't hear a trumpet

Dear Overseer, we at ImpulseWorks use a different system than the Arbiter's Trumpet: Risk Classification System. That belongs to the Blessed. As we are weaker, we will only meet Trickle, Hailstorm and Monsoon risks, which are the first 3 out of a total of 7 in the Arbiter's Classification.

We have, however, split the three into 7 sections falling in line with the Guild's Risk Classification system. This is why a Threat-K Corrupted is the equivalent of a Yellow Trickle rated quest.

Do the chains breaking signify an emergency?

Correct. The number of Seals does not correlate with the number of chains that will break. We use a 7-stage emergency protocol, each named after the Seals. When you hear that the 4th Seal has broken, this will never refer to the Site Core, but rather the situation at hand.

Please do not be confused and use critical judgement.

Do note that the first time your Site expands you will be faced with a significant peril to overcome before it can continue. Failure will result in devastation and your immediate replacement. Following termination, of course.

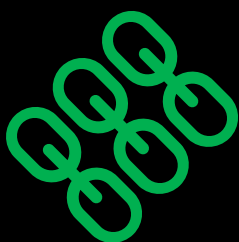**We do not wish for this to occur under any circumstances.**

1st Seal

Can be ignored. You will hear this a lot and may mistake it for machinery. This is usually localized per level as a result.
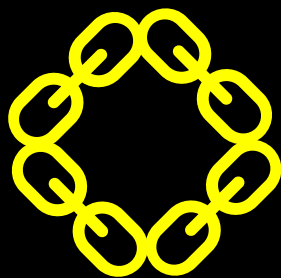
2nd Seal

Can also be ignored. This is for major injuries or deaths that have occurred in one of your levels. The alarm is localized as well.
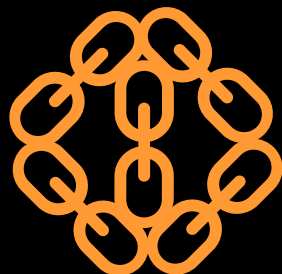
3rd Seal

You will only hear this when several Workers have died. It is not a total Site emergency, but nearby levels will be alerted of the catastrophe.
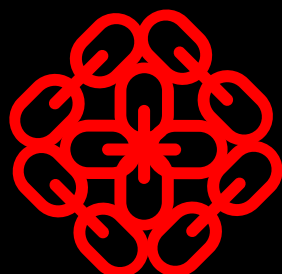
4th Seal

This is the first major warning, and the entire Site will be made aware of the imminent danger. This is still an easily resolvable situation.
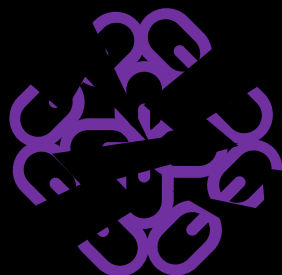
5th Seal

The situation is still resolvable, but it will require major effort. Sacrifices will be inevitable.

6th Seal

It will take a significantly competent Overseer like yourself to revert the situation. Expect hundreds to die for the survival of the Site.

7th Seal

It's over. Nothing short of a miracle will save you. Eclipses will attempt to resolve the situation. They are unfortunately not going to save you or your Workers. Entire Site will be eradicated by them if they are ever summoned. Healers and the Navigator will be preserved if possible, however.

As our emergency levels only go up as far as Monsoon, please allow us to remind you of the Arbiter's Trumpet Risk Classification System.

TRICKLE

The lowest of all threats. Corrupted are usually harmless.

HAILSTORM

Most Corrupted will fall into this category. They can be harmless or aggressive, friendly or purely malevolent.

MONSOON

Dangerous Corrupted capable of wiping out entire towns in the blink of an eye. Death toll is easily in the thousands. This is the last category that any normal being will ever feasibly be able to face.

ETERNAL NIGHT

Corrupted of this level will exert an area of control that will begin to change the world itself at a localized scale. Death toll will be in the 10's of thousands.

WOE OF THE FALLEN STAR

Entire nations will fall. Species will disappear. Significant changes in the ecosystem, topology and land will be made by the Corrupted. Death toll will be over 100,000. Please refer to the Historical Emergencies for more information about M-A-081-05: Little Red Heart for the H6 disaster.

APOCALYPSE

Entire countries will be devastated. This is a threat that only founders of the Ateliers – The Beholders – may stand a chance against. The damage done will be unrecoverable. If left alone, then expect our world to fall.

PARADISE LOST

The end of our existence. Not even the Beholders will be able to fend them. We will perish. There is nothing we can do but await the inevitable.

Refer to the Loss of Paradise for more information about the first and only Paradise Lost Event. Let us hope it is the last. However, we believed the same for Apocalypse Corrupted. Therefore, we must entertain the thought of something beyond Paradise Lost.

UNKNOWN /// WARNING /// UNKNOWN /// WARNING /// UNKNO

WARNING /// ARBITER'S TRUMPET /// WARNING /// ARBITER'S TRUMP

???

WARNING /// ARBITER'S TRUMPET /// WARNING /// ARBITER'S TRUMP

UNKNOWN /// WARNING /// UNKNOWN /// WARNING /// UNKNO

10. Historical Emergencies

As there have been countless emergencies in the past.
We will only cover the most relevant events.

Zeroed Horizon – O-Z0. Previously G-Z1

Aside from our Headquarters, M-A1, O-Z0, previously known as G-Z1 was an iconic Site known for its world-class personnel. It was the very first instance of a Zeroed Horizon Event that wiped 5,000+ Workers, 10,000+ Employees and two of the most gifted Overseer and Navigator.

General Sites were decommissioned for 70 years. Today, they are slowly being introduced. The next Site G-Z7 will replace G-Z1 and will begin production of Nex in the current year of 350 Post Advent.

Two Incandescent Colors perished in the attempted rescue, the Red Barron and the Orange Disruptor. Several Eclipses have also perished.

This Zeroed Horizon Event was extraordinarily powerful and was unexpectedly canceled by an unknown force, prolonging the Site personnel to unimaginable horrors. We can only hope it was a one-time event.

Zeroed Horizon/O – Obliteration will continue to occur and devour entire Sites when all else fails.
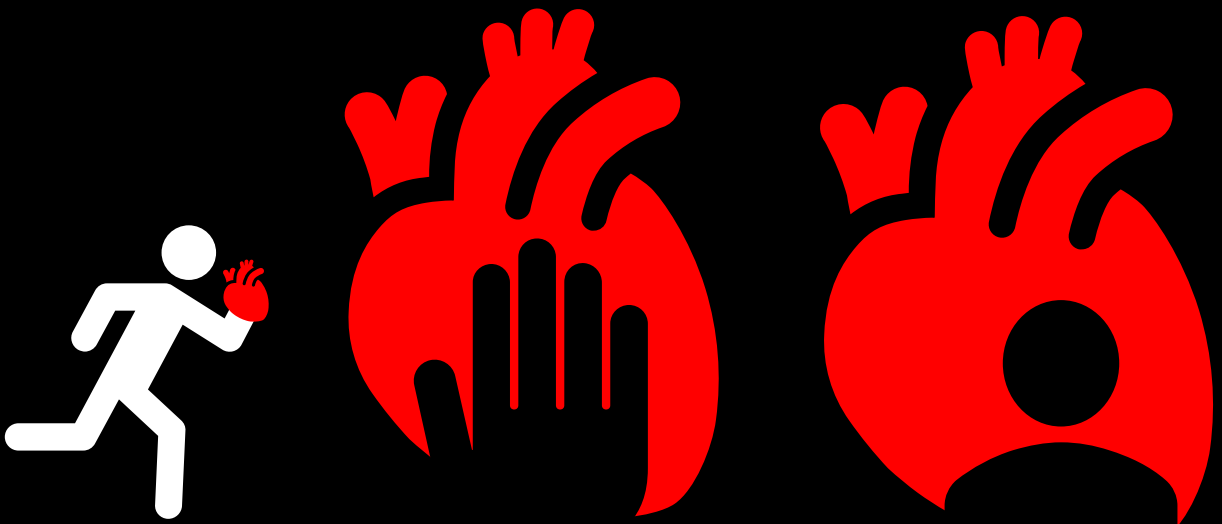
The H6 Disaster

10 Years ago, H6 fell victim to the outbreak to a Corrupted named the Big Red Heart. This event highlighted the importance of appropriate Accumulation protocols, as it was misidentified, and was interacted with a Worker. How this occurred is still under ongoing investigation.

M-A-081-05

"Little Red Heart"

But it ultimately led to one of the worst disasters in recent history. A death toll of over 100,000 had been confirmed after the now named "Big Red Heart" disappeared. It is unknown what became of this Corrupted, or the Worker it assimilated with.

WOE OF THE FALLEN STAR
O(++)-A-081-03

"Big Red Heart"

Mimicry

You've also heard of the canard around the Nex Megalopolis, too, haven't you Overseer? Mimicry is not a rumor. It is an escaped Corrupted that has recently come to our attention after the failure of A-L7 and the Little Red Heart.

It is out there and cannot be detected by all known methods. The Augurists could not respond with a trumpet call. Due to this, this Corrupted is classified as the highest risk and must be terminated when found. The ARU type O are actively searching for it as a result.

O-Id-090-03
"Mimicry"

Mimicry's existence has caused us to detain innocent people under the suspicion of being a Corrupted. Unfortunately, some of these people have been terminated or given extensive amnestics.

It was presumed to have disappeared alongside the Big Red Heart. We are still yet to determine this.

> Always double check your Corrupted. They may not even be a Corrupted at all.

Paradise Lost

"The Icon of Judgement"

We have never encountered a being capable of threatening the very fabric of our existence. The Icon of Judgement marked a significant shift in our world that called for the combined effort to create the Nex Megalopolis, and to place restrictions on Grandis after the mega city of Paradise was lost.

A million perished in a single night. By day, the Corrupted had disappeared. This was the first time we were made aware of the Arbiter, the Archetype of Judgement.

We do not know what the Archetypes entail, but if you do ever meet one, please do not be alarmed. Do not react. Do not make any significant changes in your work.

**It is in your best interest to cooperate with them**

Dear Archetype. If you are reading this, then the Abyssal Mother invites you to her residence in the Upper Sanctums of the Nexus.

> We hope Paradise Lost is the final Risk Classification

The Aberrations

While you will be facing the daily tribulations of the Dungeon monsters that seek to wreak havoc on the Site and the escaping Corrupted, there are creatures that are suspected to originate from the Site Core.

During the first 4 initial broken Seals you will be faced with 4 horsemen that will do considerable damage to your Site. Their intentions are unknown, and the Aberrations become increasingly worse the more Seals that are broken.
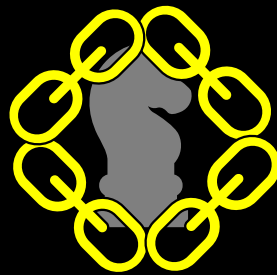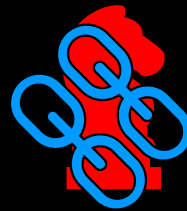
Although, they will be of help when in a pinch against the Dungeon monsters. You should know that the Aberrations despise them more than us.

The Wandering Healer

Keep an eye on the Wandering Healer at all times. Evacuate all panicked, overwhelmed or despaired Workers and Employees when she enters the same level.

And please do not retaliate when she 'saves' your personnel. The Wayfarer only needs to shoot in 4 directions to wipe out an entire level full of employees. Their magical bullets will penetrate through upwards of 50 steel doors.

K-U4 was unintentionally eliminated by the monthly-visiting Wandering Healer and her Wayfarer. Act X, Justica Arms and Inflow Direct have armed them with their strongest armaments.

Only 12 exist, and we must never forget the horrors they went through.
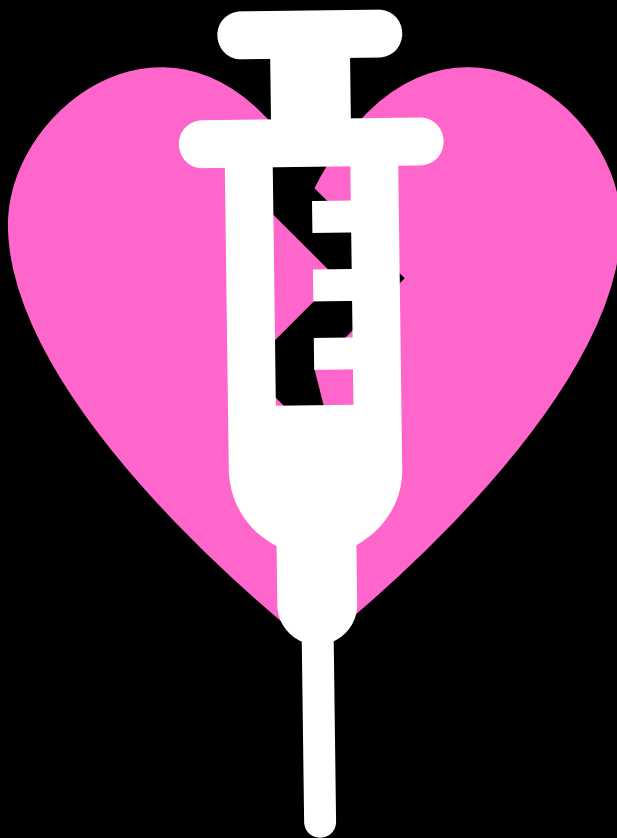
11. Taking it into your own hands
How do we deal with all of this!?

Breathe deeply Overseer. If you were paying attention, then you are already well equipped to deal with any situation. You will be juggling between managing risks, broken personnel, the Corrupted and daily occurrences.

But as always, the Corrupted will be your main priority.

Effective combat

Capitalizing on the Attributes of the Corrupted will make everything easier. Corrupted have their immunities, resistances, weaknesses and vulnerabilities to certain types of Attributes and weaponry types.

11 Attributes and 5 weapon types!

Weapon types are straightforward and require trial and error, as do the Attributes. Not all Corrupted are made the same and have their own unique weaknesses and resistances. Identity Attributed weapons, however, are universally effective against all manners of Corrupted.

But Corrupted of this Attribute are also highly resistant to all manners of Attributes.

What are the weapon types?

- Slash
- Piercing
- Crush
- Magic
- Projectile

Slash

Made to cut. Highly effective against flesh and unarmored Corrupted.

Pierce

Highly effective against armored Corrupted. Excels when pin-point precision is required and allows the user to attack significantly faster than the other melee types.

Crush

Slowest and strongest. Exceptionally effective against heavily brittle Corrupted and those with slime-like forms. Also has the highest area of effect.

Magic

Useful in every circumstance. Demi-humans, humans and half-breeds do not excel in magic, and neither do they have racial magical abilities. But they can learn, and it will be an invaluable asset moving forward. The strongest of Workers are those that use magic in conjunction with their Corrupted Items.

Projectile

We do not use or allow Workers to use the Scarlet Logic standard issue crystalized magical weapon. They are weak and only effective in the hands of less skilled personnel.

Instead, projectile weaponry will come in the form of Corrupted Items. Later on, your Workers will receive a special Atelier Item that may be projectile-based.

Projectile weaponry is highly sought after due to its assortment of use cases. Fighting the Corrupted from afar sounds like a good idea. Just beware that Workers tend to get caught in the crossfire.

12. Corrupted Items

Atelier Item vs Corrupted Item

Atelier Items are what we create out of the Corrupted materials. This is made with the blueprints acquired by the Retrofitters as a template. The process is a highly intensive one and requires a significant amount of Nex to create even an earing.

Corrupted Items are not only more powerful, but they are also easy to attain depending on the Corrupted. The only downside is that only a small number of Corrupted Items may exist. These are granted as gifts from the Corrupted.

Each Corrupted may give 1 kind of Corrupted Item, usually with a maximum of 2, to 4. Sometimes 1. Any apparel created to complete a themed set is still considered an Atelier Item.

Blue Leaf Blade, crafted from a K-Threat Level Corrupted

A-V-121-01 "Biggest Red Sniping Hood", standing next to the Corrupted Item "Fairy Tale's Bane".

This Corrupted Item takes a form unlike anything seen before in Elysia.
Unknown how to retrieve it from this Corrupted.