

INFLOW DIRECT

ADMINISTRATION MANUAL



ADMINISTRATIVE LIQUIDS COMPENDIUM

CONFIDENTIAL

RESERVED FOR ADMINISTRATORS ONLY

ENDORSED BY THE FIVE DONORS

APPROVED BY BEHOLDER E.

Unauthorized access will result in immediate termination

FOREWARD

LIQUID NEX BASE

Our benevolent partners at ImpulseWorks generously fund and endorse our production.

All products and byproducts of Inflow Direct begin with the Base and our Atelier's technological miracle.

All Liquidators and personnel associated and approved to use our Liquid Miracles are bound to all Laws of the Atelier.

Failure to obey will result in immediate reconstitution of biomass.

Therefore, it is in the best interest of the Prescriptors to appropriately screen all personnel prior to distribution.

All Prescriptors must be approved of by an Administrator or a personnel with less than two (2) functioning vital organs.

Pure Biomass must not exceed 10% on authoritative personnel.

POTIONS

MARKETABLE PRODUCTION

What is distributed to the masses of Elysia? Potions are the byproducts of larger internal products and are considered failures. However, they retain beneficial properties and are sold at wholesale to approved merchants, kingdoms, and individuals.

Blessed and Nexus personnel are firstly prioritized.

Healing



Mana



Stamina



Painkiller



Greater Healing



Used to replenish vitality or as the Blessed call it – HP.

Useful for non-lethal wounds.

Used to replenish Mana or as the Blessed call it – MP.

Highly useful.

Rarely used in a day and age where combat lasts for only seconds.

Otherwise, useful in obscure situations requiring immense stamina.

Is used in drinks for its citrus taste.

The common painkiller. Used to treat pain.

ELIXIRS

PRIVATE PRODUCTION

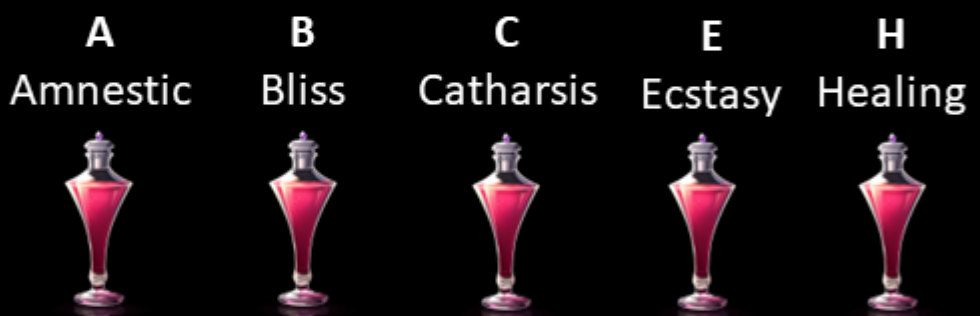
For Atelier and private use only. Distribution of Elixirs to the public is punishable by total organ donation.

They are powerful versions of potions and are significantly weaker brews compared to Serums, but serve as useful in the right hands, such as that of Healers and the lackeys of our Atelier partners – most notably the ARU (Anomaly Recover/Response Unit) Forces.

There are a total of 26 Elixirs, each named after grapheme of an alphabet of unknown origin. Elixirs are to be taken orally.

Class A Elixirs

In High
Demand



Commonly equipped by ImpulseWorks ARU Forces. Some may be sold to be Association members.



Mandatory for all relevant personnel including the ARU Forces.

Class B Elixirs

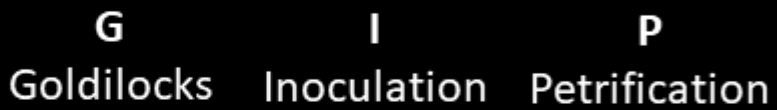
In Moderate To Low Demand



Mostly combat based Elixirs to enhance or to make up for weaknesses. Seen mostly on ARU Forces and members of the Associations.

Class C Elixirs

In Restricted Production



Watered down variants of their Serum counterpart. Has no notable use outside of reconstitution.

Class X Elixirs

In Prohibited Production Or Do Not Exist



V
Classified



Elixirs of this category do not exist as they are either too unstable or require an abnormal dosage for the effects to apply. Prohibited following the Armistice Point Treaty.



SERUMS

CLASSIFIED PRODUCTION

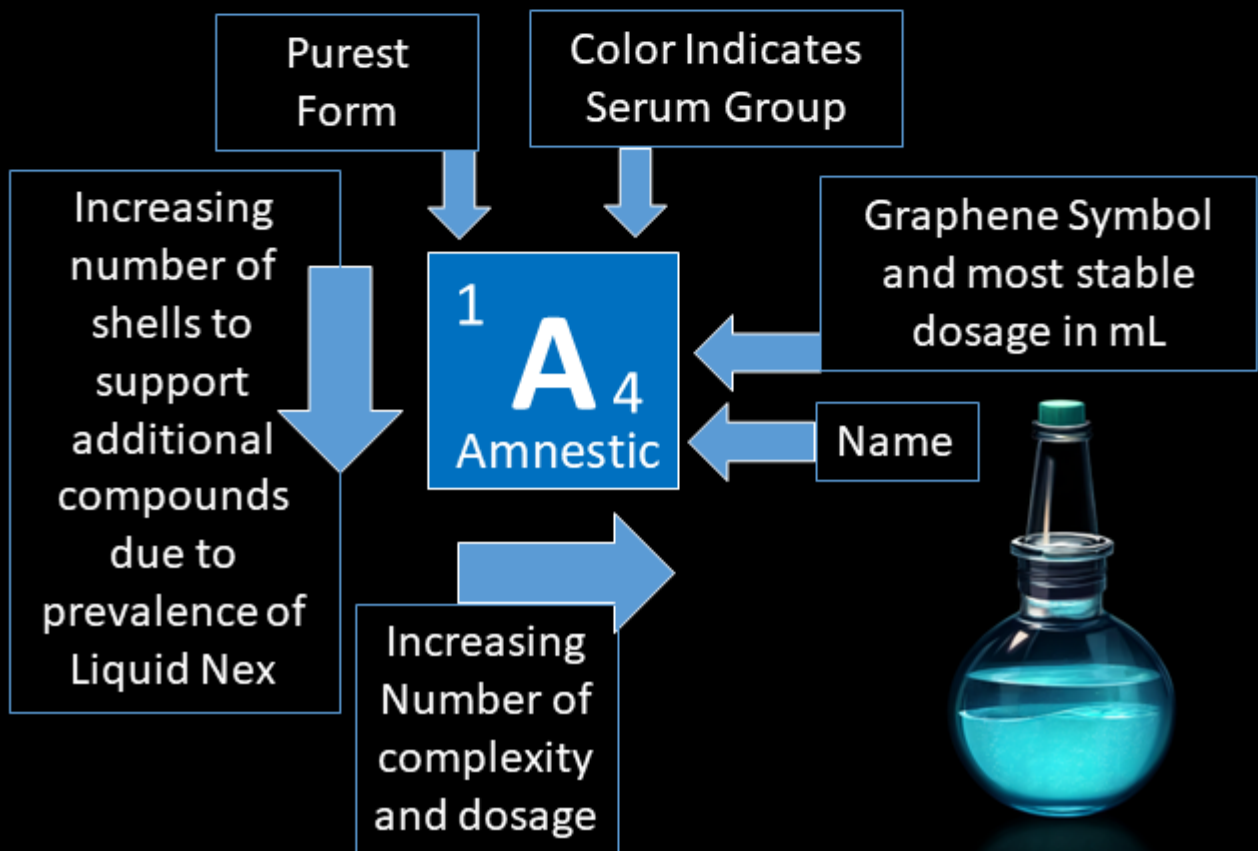
Strictly for highly authorized personnel only. All Serums must be charted and documented prior, during, and after they are dispensed.

Administrators, Liquidators and Healers are the largest consumers of Serums. They are ultimately the main product of Inflow Direct's technology.

They are magic condensed into a liquid form, with the most powerful being the combination of upwards of hundreds of different magic.

Unlike Elixirs, Serums are commonly taken as an injection.

SERUM GUIDE



SERUMS

CLASSIFIED PRODUCTION

1 A ₄ Amnestic					
2 B ₆ Bliss		3 C ₇ Catharsis	4 D ₉ Dispel	5 E ₁₂ Ecstasy	6 F ₁₅ Fury
7 G ₂₀ Goldilocks	8 H ₂₂ Healing	9 I ₂₅ Inoculation	10 J ₃₀ Jump	11 K ₃₃ Kinesthesia	12 L ₃₅ Lacrimal
		13 M ₄₅ Martyrdom	14 N ₄₆ Neutralize	15 O ₅₀ Obscurity	16 P ₅₁ Petrification

- Organic Origins ■
- Body Enhancing ■
- Regulatory ■
- Mandatory ■
- Restricted ■
- Unstable ■
- Classified ■

PROHIBITED PRODUCTION

17 Q ₆₀ Qoph	18 R ₆₇ Red Riding	19 S ₇₈ Salvation	20 T ₈₀ Traumatic	21 U ₉₁ Ultimo	22 V ₁₀₃ Vacuity
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HIGHLY VOLITILE PRODUCTION

23 W ₁₁₅ Classified	24 X ₁₂₂ Classified	25 Y ₁₅₆ Classified	26 Z ₂₈₉ Classified
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SERUMS

CLASSIFIED PRODUCTION

Due to the potency of the Serums, they are highly regulated and Pre-War in Heaven Serums are explicitly prohibited from entering production as per the Armistice Point Treaty with Caldera Industries.

As a result, all industrial complexes and the Sixteen Chapters of Inflow Direct have been put in suspended stasis until their next awakening.

/// WARNING /// ORDER OF THE AMALGAM /// WARNING ///

THE HEAD

AMALGAM

Production of Pre-War in Heaven Serums has been reinstated by the Order of the Amalgam following the final Arbiter's Council.

Made effective on the 45th of the 10th, 350 PA

/// WARNING /// ORDER OF THE AMALGAM /// WARNING ///

/// ALERT /// ALERT /// ALERT /// ALERT ///

All Sixteen Chapters and their Administrators are reawakening.

/// ALERT /// ALERT /// ALERT /// ALERT ///

/// WARNING /// ORDER OF THE AMALGAM /// WARNING ///

THE HEAD

AMALGAM

Eight Prohibited Serums (R, T, U, V – W, X, Y, Z) have been dispensed to the Vermillion Moons by the Administrator of Chapter Three – One: Catharsis.

“You accept that your dignity comes from bearing the weight of the Head’s trust. You accept that your vengeance will drive you to harrow a hell beyond comprehension.”

You wear the Head’s insignia with humility. You wear the symbol of betrayal with vengeance. You will stand against the Traitors.

With reverence you bear the instruments of war. With necessity you will bring those fallen to your newfound heights as Moons of the Head.

Be stripped of the past. Wear the present. Claim the future.

You are Vermillion.

You are your own beginning.

You are their end.”

/// WARNING /// ORDER OF THE AMALGAM /// WARNING ///

INFUSIONS

REDACTED PRODUCTION

Infusions are the highest quality of liquid magic conceivable possible. It cannot be created and as a result of their origins, they are highly limited in quantity.

However, it is no secret that Midas Company's technology plays a role in their acquisition. For ever Beholder that had, was and will ever be Condemned by Oboros Infinitas will have their magic converted into a liquid form.

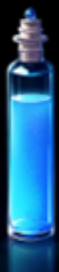
This is what the Infusions are and may only be used by Beholder E. and his most trusted Doners. The use of an Infusion will always cost a person their most precious organ as exchange for using a power far greater than they can handle.

Even to the Administrators it is not known how many exist and what they are all capable of. But one can assume that twenty-six (26) at least are in stasis.

KNOWN INFUSIONS

F

Fulmination



H

Healing



L

Lance



S

Speed



Able to create magical circles out of the mist-like liquid on a large scale. It serves as magical artillery and does not discriminate.

An extremely powerful healing liquid. It is used solely by Beholder E. to maintain what's left of him.

A rod thrown from the heavens that can penetrate through virtually anything.

Increases the user's speed to destructive levels. Mountains will literally part and entire cities will be reduced to ashes.