

# ASHPERTON'S POCKET DIMENSION



## Summary

Ashperton's pocket dimension is a mini-universe created by Ashperton, a runt-god. It intersects with multiple, larger universes created and maintained by its bigger siblings.

## Focus of Story

The pocket dimension features in [\[Story title\]](#) but is not central to the story. It serves as a place from which Ashperton appears to draw his eldritch power.

## Major Locations

The pocket dimension is smaller than the surface area of planet Earth, and appears as an endless plain. It is technically an entire universe. Its gravity is similar to that of Earth because of its connections, via multiple portals, to worlds in multiple universes within the Goldilocks Zone. While the pocket dimension does not create meaningful gravity itself, the combined gravitational pulls of the various planets it's connected to combine to give it similar gravity to that of Earth.

### *Caves*

A cluster of underground caves exists to the East. Within these, pyrite cubes have grown. They make for a strange sight for any creature able to see or touch these. Given that the dimension is mostly dark, these are only visible where there are also bioluminescent plants. This does not help lessen their alien appearance.

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

### Other Universes

Here are descriptions of the other universes that Ashperton allows flora and fauna in from.

### ***[What Will We Call This One?]***

This is the universe that the Night Grappods come from. Another life-form that comes from here is a deer-like creature with antlers. **[This was a stray thought from you which I'm keeping until we develop it further.]**

### **Cities**

There are no civilised structures anywhere in the pocket dimension. Ashperton is its most sophisticated resident but he is a god, and gods do not need the same things as mortals.

### **Natural Landmarks**

Natural landmarks are all that is to be found in the pocket dimension, as there is no civilisation here. Even the landmarks here are few and far between. Ashperton created the plains to be as featureless and open as possible, as that is how he likes the terrain to be when he hunts.

#### *Bone Dunes*

Vast piles of bone dust, accumulated over time.

#### *Pyrite Crystals*

Pyrite is locally common in the pocket dimension, and forms perfect cubes in and on the walls.

The pocket dimension contains volcanic fissures, and this is where the sulphur comes from to create the pyrite.

#### *Poison Gas Pockets*

Some parts of the dimension are host to sulphur dioxide, a poisonous gas.

#### *Volcanic Fissures*

The occasional volcanic fissure provides heat and light to the dimension. Cuboid pyrite crystals are common around these. Given the fiery nature of these fissures, Ashperton himself tends to stay away from them. Despite the danger they pose to Ashperton he sometimes uses them to control the movement of his prey.

#### *Dimensional Links*

The pocket dimension has multiple links to the larger, more fertile universes of Ashperton's siblings. They are not obvious to human senses (nor to the senses of many creatures that find themselves here), but they are there, and flora and fauna occasionally find their way in.

#### *Eastern Caves*

These are quite extensive, and mostly dark, except for the few pockets of bioluminescent flowers that grow here.

### *High Ledges*

High ledges provide Ashperton with a vantage point.

### *The Giant's Rib Cage*

To the east of the cave entrances stand three large arches made from the petrified remains of a giant's rib cage. They provide the illusion of a path going from south-east to north-west.

## **Oceans / Rivers**

Ashperton's pocket dimension is a dry environment. However, moisture is occasionally introduced when an animal is introduced. Usually they die soon after arrival, and once they have died, plants are quick to grow on them, to draw moisture from their bodies to sustain themselves.

## **Artificial Landmarks**

As yet there are no known artificial landmarks in the pocket dimension. It is possible that the occasional visitor has created a shelter for themselves if they were lucky to survive for more than a day or so, but the darkness, poisonous atmosphere, and Ashperton's willingness to actively hunt visitors make this difficult.

## Geography

The pocket dimension is mostly a barren, desert-like space. To the East is a series of caves.

Some areas are rockier than others and slate is a fairly common feature.

### Climate

Very dry.

 **Ecosystem** 

[Introduction needed.]

### Plants

Life is difficult for plants in the pocket dimension. However, they do occur. Their main survival challenges in this environment is water and light.

The visitors to the dimension provide the water that the plants need. After they have died as a result of being predated by Ashperton or from the sulphurous gas, plants begin to grow on them to use the water in their bodies.

As dark as the pocket dimension generally is, light is also available. Some of this comes from the volcanic fissures which glow just brightly enough to allow plants to photosynthesize in their light. Bioluminescent flowers **[I get the feeling these may end up with their own names!]** provide light of their own, which other plants use to survive.

Life cycles for all of the plants in this environment must be short, as the water sources they locate do not remain wet for long, due to competition with other plants and due to the dryness of the environment.

**[We still have a couple of survival challenges here: how do the seeds get onto the carcasses (except for the bioluminescent flowers, which we've sorted)?]**

#### *Bioluminescent Flowers*

Ashperton does not know what these are called, neither does he care, but they appeared in his universe a while ago and he has since encouraged them. They grow in strategic areas in the caves, where they can lure prey along and create a sense of false security for creatures that need light to be able to see.

While all plants require light in order to survive, the bioluminescent flowers themselves produce light and this encourages other species to grow near them. As such, they are the backbone of the flora ecosystem in this dimension.

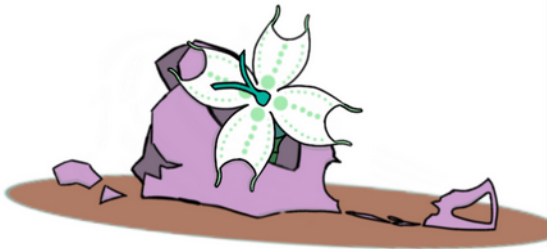
They appear to have low water needs. Either this or they thrive on something other than water, that is present in abundant enough quantities in the dimension.

The seeds stick to passing fauna and are hard to dislodge. From the plant's perspective, any animal is likely to contain water so they have evolved to be difficult to remove. They tend to take root in the animal before other circumstances have caused it to die, to get a head-start in completing their life-cycle.

The bioluminescent flowers, or their fruits, were originally brought in by herbivores.

*Night Grappods.* [There may be a daylight version, same ideals but colours are warmer.]

A short vine. This plant produces a single, large seed with blue flares on one end. These flares are very tough and cling to the fur of any animal that passes by. Later it falls off, far from the plant.



### *Sanalin*

This plant produces an analgesic in its home dimension. Whether or not it can work for the various animals that find themselves in Ashperton's pocket dimension is anybody's guess.

## **Dominant Species**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Predators

Ashperton is the apex predator in this pocket dimension, and he is an individual rather than a species. **[Further introduction needed in case we introduce native fauna to the dimension.]**

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Prey Animals

Most animals that fall prey in this world tend to do so either to Ashperton himself, or to the more vicious plants - see *Bioluminescent Flowers* in the above section. **[Further introduction needed, in case we end up writing native species into the dimension.]**

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Specialist Species

**[Introduction needed.]**

*Example 1*

[To be worked on]



*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Common Species**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Bacteria, Viruses, and Other Pathogens**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Miscellaneous Life**

*Vampire Half-Souls*

When a human is turned into a vampire, a part of their soul comes here. The half-soul finds itself in a space that is vast and featureless except for the pocket dimension itself, which can be very distant. Often they are attracted by the few signs of animal life they detect there (usually by sense of smell), and once they reach the pocket dimension find that they cannot escape.

From then on the affected vampire has a spiritual 'foot' in each realm.

The half-souls in the pocket dimension are ethereal and cannot communicate with one another, but are noticeable enough to the corporeal life that shows up here. They feed off the auras of the corporeal life in the dimension. This rarely affects the corporeal life as the half-souls require far less energy to live than their bodies do

Ashperton is capable of feeding on these souls, and that is what he does. This serves to disconnect the vampire from its soul and this, in turn, contributes to turning it Feral. This 'untethering' between the two halves of their souls tips them over the edge. This Feral state is what vampires in the land of the living call their 'true nature', although some are wary of it while others consider it an ideal to return to.

In time, Ashperton completely consumes a half-soul and it ceases to exist.

Half-souls really do have a 'from bad to worse' story:

--> Human gets bitten and turned into a vampire

--> Half of vampire's soul is disconnected, wanders in the ether for a bit, and finds an apparent oasis in the darkness. Not a great one and it's hard to tell whether it's a heaven or hell. Meanwhile Shit's Going Down(TM) with its corporeal body which it can probably sense?

--> Half-soul arrives, finds itself trapped, and must spend its existence feeding off a variety of weird and wonderful life while evading Ashperton, if such a thing is even possible in that realm. Ashperton continues to feed off it, making it feel more and more divorced from its corporeal body, and making it feel crazier and crazier (perhaps? That's what the corporeal body is feeling, perhaps the half-soul does too?)

--> Eventually it fades so much from Ashperton's feeding on it that it no longer exists

## History

Ashperton's pocket dimension has little to no history. This is partly due to the lack of notable events that occur here (after it was set up little of note happened), and partly due to the fact that time is hard to measure in the dimension. A lack of sunlight means that days cannot be used as a marker for time, so as such time becomes meaningless here.

### **Historically Significant People**

[Introduction needed.]

#### *Ashperton*

Ashperton is one of multiple gods, a runt who is unable to create life himself. He created this very small universe.

#### *The Christian God*

While there is a being that corresponds to the Christian God, it isn't quite what the majority of Christians perceive it to be. It is a shape-shifter which perceives its relationship with life on Earth accordingly: "Whoever from Earth sees me, sees what they believe is their God". It is mostly benevolent towards its own creations, so doesn't appreciate Ashperton's interference.

It is one of the more successful of the siblings in creating intelligent/sapient life.

#### *Other 5 Gods*

[To be worked on]

## Culture

Culture is somewhat thin on the ground in Ashperton's pocket dimension, given that most creatures that live here are either plants, animals that originate in another universe entirely and die before they're able to pass on their genes, or are incorporeal and unable to communicate with one another.

Ashperton is the only one who can create a viable culture, and even then these are more akin to personal habits.

## Food

[Introduction needed.]

### *The Many Uses of Bone Dust*

Ashperton generates, and uses, bone dust routinely in his pocket dimension. He enjoys bone marrow so crushes the bones of recently deceased animals to get hold of it, and this begins a process of breaking down the bones. This has been happening for so long that many of the bone fragments he has left behind have disintegrated with time and been blown into dunes.

Ashperton has a few uses for this bone dust: he rests on it as it forms one of the only soft surfaces in the dimension; he dust-bathes in it to camouflage himself from the creatures that can see in the low light and to disguise his scent for the ones that cannot; and he buries himself entirely in it to lay in wait for passing prey.

### *Vampire Half-Souls*

Ashperton feeds off the vampiric half-souls that find their way to his pocket dimension. However, he doesn't finish one in one go, only feeds a little from it and then releases it.

He does this to create entertainment for himself, so that he can watch them as they try to recover.

## Language

The 'community' in the dimension is so completely fragmented that a common language is impossible. The only communication that occurs is Ashperton hissing at his prey to scare them. Since he lives there alone and knows he will catch his prey eventually, he can afford to play with them, and this is how he does it.

## **Festivals**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Sport**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Social Dynamics**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Handling of Differences/Bigotry**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Sexuality, Romance, and Child-Rearing**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

### **Other Cultural Details**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

 **Politics** 

[Introduction needed.]

**Wars**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

**Alliances**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]



## **Religion**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Law**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Miscellaneous Political Details**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*

[To be worked on]

# Economy

[Introduction needed.]

## Money / Trading System

[Introduction needed.]

## Major Businesses

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## Education

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Medicine**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Technology**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Construction**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Distribution of Goods**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

### **Other Details of Economy**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## Credits

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~Hayley, The Character Consultancy