

MONSTER WORLD™

A world on both sides of the doorway.

World canon & unresolved lore Snapshot: September 24, 2026

SOURCE & EDITORIAL RULE

Based on the complete Worldbuilding Questions conversation and the current website brief. Later user corrections take precedence over earlier ideas. Assistant elaborations that were not adopted are not promoted to canon.

Established canon is fictional-world truth, not necessarily something its inhabitants know. Open questions preserve tentative choices and gaps. The website's archive titles, case codes, presentation and cryptic artwork are editorial framing, not newly established events.

This report contains creator-level spoilers, including the dinosaur revelation and the aliens. No new character names, official agencies, casualty counts or exact incident times have been invented.

The world at a glance

On February 6, 2002, ancient crossings restart globally. People of any age can become doorways for fully formed beings from a monster world. Children connect through shared dream encounters, adults through emotional states, and teenagers can experience both. The revised prevalence is not settled. Some visitors are dangerous; others protect humans and eventually live alongside them as legal persons. Return travel is not known.

Beneath the modern catastrophe lies a much older history: dinosaurs were monsters deliberately exiled by the individual Zon; an alien bomb later ended their dominance; five stranded former hive-mind beings remained on Earth. A conscious alien knife carries fragments of that history into a 1942 student's life. Neither its testimony nor the political use of knowledge in the monster world is neutral.

Contents

01 February 6, 2002	20 Zon: above and below
02 Dreams and manifestations	21 The Ungulan Family
03 Reasonable monsters	22 The daily genetic cream
04 The world on the other side	23 The Zon reactor
05 The spinal connection bone	24 The spectrum overhead
06 The green antihero	25 Seven seasons, changing days
07 The ancient dragon	26 Climate, settlement and convergence
08 The first age of crossings	27 The high-altitude acid regions
09 Dinosaurs were monsters	28 Settlements of magma and fire
10 The five stranded aliens	29 Zon, before the city
11 The soldier who learned to stop	30 The dinosaur exile
12 The engineer's corporation	31 Contact, escape and recurrence
13 The ecological surveyor	32 The dream researcher
14 The sentient alien knife	33 The child who connects places
15 The first prehistoric wielder	34 Humans seen from the other world
16 Nepal expedition, 1942	35 Grumble
17 The host and the other student	36 The cowboy and the campfire
18 Integration and the exceptional portal	37 Bufulus Anulatis
19 The scientist and the withheld truth	38 The witch

February 6, 2002

The day the crossings returned. A worldwide catastrophe without a single front line.

ESTABLISHED CANON

On February 6, 2002, monsters appear across the world at roughly the same time. This is the restart of an ancient phenomenon, not the first arrival of monsters on Earth.

The crisis unfolds in the immediate aftermath of 9/11. Its scale is worse and global: a disorderly, war-like catastrophe in which humanity is not united. Monsters have different intentions; there is no single invading army.

Technology is knocked out for a time. Early accounts of the green monster spread by word of mouth. Some monsters protect humans almost immediately because they are good at heart.

Manifestations continue after the first wave. Recovery is imagined on a post-World-War-II timescale: years of rebuilding, rather than a quick return to normal.

UNRESOLVED / SPECULATIVE

Exact casualty figures, affected infrastructure, the cause and duration of technology failures, and the political map after the crisis remain undefined.

No precise first portal, clock time, named agency, or individual incident number has been established.

The Zon reactor is the latest proposed cause of the restart; its precise mechanics are still open.

RELATED TOPICS

Dreams and manifestations / Reasonable monsters / The green antihero / The scientist and the withheld truth / The Zon reactor

Dreams and manifestations

A child can meet a monster long before it physically arrives.

ESTABLISHED CANON

Manifestation can occur at any age. Children normally connect through dreams, adults through emotional states, and teenagers can experience both. Children generally grow out of spontaneous dream access; persistent adult access is a tentative exception.

A physical manifestation brings an existing monster, not a being created or owned by the human. Children can encounter several monsters in dreams; a monster physically manifested through a child comes from that child's remaining dream connections.

Dream encounters are temporary portals or overlaps between real worlds, not visits to a separate invented dream realm. Two sleeping children can encounter the same monster. The child seems real within the encounter, and monsters can notice and interact with them.

Ordinary monsters cannot deliberately find a particular child again. The child's dreaming reopens the connection. Not all monsters understand or remember the encounters, and deliberate communication is not the normal starting point.

Most monsters encountered in these dreams are hostile toward the child, but their motives differ. This does not establish that most inhabitants of the monster world are evil. Friendly encounters also occur.

Physical contact between child and monster ends the temporary connection and wakes the child, regardless of intent or who initiates contact. Contact does not permanently break the connection: that monster can return in another dream.

For a threatening encounter, reaching the psychologically determined place of safety permanently ends that particular monster's connection to the child and removes it from the child's manifestation possibilities. Other monsters can still appear. A parents' room was an example, not a universal destination.

A friendly encounter has no escape condition to complete. It can recur over time until waking or contact ends an individual encounter. Most children do not work out and successfully complete the escape condition in threatening dreams.

The human's embedded DNA information and spinal mechanism govern manifestation without a fully explained molecular process. Frequency of dream encounters may influence selection, and successful escape filters the remaining possibilities; conscious preference alone does not select a monster.

Adults normally have no dream-vision phase. Emotional state provides the warning for activation through the same spinal mechanism. Earlier examples of protecting, befriending, ignoring or killing the manifesting human remain possible, as does unusual integration.

Dreams and manifestations

Open questions & continuity

UNRESOLVED / SPECULATIVE

The all-age prevalence, relative age likelihoods, exact emotional triggers, repetition rules and how the body selects among surviving dream connections remain open. Encounter frequency was proposed as an influence, not a numerical probability rule.

The exact age when dream access fades is not fixed. Puberty was asked about but not confirmed. Persistent adult dream access and an association with neurological or developmental differences remain possibilities; no real diagnosis or clinical correlation is established.

The mechanism of a shared temporary overlap, the limits of injury within it, and how the dream researcher's proposed exceptional crossing works with the contact rule remain unresolved.

Earlier musical warnings, isolation at the instant of physical crossing, and experimental DNA modification have not been fully reconciled with the new dream and adult pathways.

Reasonable monsters

Cooperation is a distinction of behavior. It is not a single species or silhouette.

ESTABLISHED CANON

Monsters eventually live openly among people. Human reactions depend on the monster and include acceptance as well as fear.

Reasonable monsters are cooperative, independent beings. Many are near human intelligence; some equal or exceed it, though that is rarer. Communication can include speech with accents, telepathy, writing or signs.

Legal personhood allows reasonable monsters to own homes, work, possess money and attend school. Education sometimes requires additional support, and ordinary employment does not fit every body or ability.

Examples discussed include a monster detective whose abilities help investigations and a cook with multiple arms. These are possible occupations, not named characters.

Some monsters resemble Earth animals, with small physical differences or speech revealing them. Intelligence varies. Some deliberately live as apparently ordinary animals, alone or in groups; rural people may know or speculate about them.

Monster sleep biology naturally follows the changing day lengths of the home planet. It does not simply become Earth's 24-hour rhythm after crossing. Ordinary monsters on Earth cannot tell when a new season begins back home.

UNRESOLVED / SPECULATIVE

The laws, jurisdictions, citizenship process, rights timeline and pay equality are not established.

Reasonable is an in-world social label; there is no finalized scientific or legal test for it.

Specific sleep schedules, medical interventions and workplace accommodations are possibilities, not established institutions.

RELATED TOPICS

February 6, 2002 / The world on the other side / The ancient dragon / Integration and the exceptional portal

The world on the other side

Arrival on Earth is displacement, not birth. Home continues without the people who vanish.

ESTABLISHED CANON

The monster world is a real planet with a functioning ecosystem, not a realm consisting only of cities. Its geography is recognizably planetary but warped relative to Earth, and water exists there. Its population is smaller overall than humanity's.

There are multiple languages and differing perspectives. Monsters can recognize former acquaintances on Earth, but their accounts of home can conflict through opinion, exaggeration or lies.

Ordinary completed manifestations are effectively one-way under current knowledge. Monsters cannot simply return. Dream overlaps are temporary connections, not evidence of reliable return travel after a completed manifestation. Some arrivals adapt happily; others hate being stranded.

Monsters can reproduce. They do not age in the same way humans do and are imagined as retaining much the same appearance; ultimate appearance and disappearance mechanisms are not settled.

The earlier statement that communication is impossible is later qualified: a rare few receive unclear messages or impressions of events through a biological connection, and need help making sense of them.

The atmosphere presents a full-spectrum monster sky, with swirling and jagged patterns. The planet has weather and seven seasons whose lengths increase successively; oscillating rotation also changes its day length.

The seven-season timing is shared across the planet; the local climate response differs. Established environments now include high-altitude acid-rain regions and magma/fire regions. Monster populations have historically been largely separated by climate, though mixing also exists.

UNRESOLVED / SPECULATIVE

The planet's detailed map, other named cities, nations, institutions and reproductive mechanisms remain undefined. Zon is an established city built at a natural climate convergence.

Evaporation at the end of a monster's life was floated but is not a finalized universal rule. Reliable two-way communication and return travel are not established.

RELATED TOPICS

The spinal connection bone / The scientist and the withheld truth / Dreams and manifestations / The first age of crossings / Zon: above and below / The spectrum overhead / Seven seasons, changing days / Climate, settlement and convergence

The spinal connection bone

A structure in the fossil record points toward a world Earth has never mapped.

ESTABLISHED CANON

A distinctive bone in the spine is the anatomical clue connecting dinosaurs with monsters. Its function is connection to the monster world.

The knife knows about this fossil feature. It becomes a concrete avenue for the archaeology student to test otherwise unbelievable claims about prehistory.

A few living monsters remain sensitive to the connection. They can receive fragments of messages from people at home or perceive events, but reception is unclear and they need help.

Human DNA contains embedded portal information, and the spinal mechanism carries out the connection. Dreaming and adult emotional activation use this same underlying biology, whose precise anatomy and operation remain undefined.

UNRESOLVED / SPECULATIVE

Its exact anatomy, scientific name, physics and distribution across different monster bodies are not defined.

Amplification machinery, rituals, the first successful researcher and a formal discovery date were suggestions or questions, not settled events.

RELATED TOPICS

Dinosaurs were monsters / The sentient alien knife / The world on the other side / The scientist and the withheld truth / Dreams and manifestations

The green antihero

A local legend disappears from one world and becomes a troubled protector in another.

ESTABLISHED CANON

Before crossing, this is a strong, locally known antihero at roughly a city-level scale, not the monster world's greatest hero. The personality is dangerous and irreverent, without required fourth-wall breaking; outside fights it is solitary.

Its home city is Zon. It moves between Upper and Lower Zon, with more crime in the lower layer. The Ungulan Family is one of the criminal organizations it has a history with.

Immediately before crossing, it fights a regular Ungulan Family member in Lower Zon and kills him. His child dies as collateral damage. The green monster sees and knows the child has died, and the crossing follows in the same instant. This replaces the earlier uncertainty about whether the child died or the monster only thought so.

Its silhouette has a large hunched back, forward head, huge claws and sleeker legs. The face is almost dog-like. Its green, nearly opaque yet sheer body gives faint views of a whole alien organ system whose functions are still recognizable.

At arrival it protects a human child while also protecting itself from unnamed hostile monsters. The motives are ambiguous even to it. Its first move is intimidation, including temporary enlargement and larger claws.

Extra mass hurts its body. Overextension leads to loss of structure and a melting quality. It can regenerate from slime and, at an extreme, from surviving cells in dust when water becomes available.

A liquid need only contain water. The monster retains its full memory and experiences the entire interval while reduced to dust, in darkness. A thousand-year wait was used to illustrate how extreme this could be.

The first larger fight goes wrong and the human child dies. The monster struggles to recognize the loss in human moral terms. Its apparent death and later regeneration begin spreading as rumor while technology is disrupted.

Once humanity learns of its regenerative nature, deliberately denying moisture becomes a containment threat. An extremely dry, chip-laboratory-like stasis environment is the envisioned method.

UNRESOLVED / SPECULATIVE

Its name, pronouns, exact size, power limits, mass source and regeneration speed remain open. A completed capture in a specific laboratory is not established.

Its attempt to protect the Earth child is partly confusion, not a completed redemption arc. The ecological alien may recognize that it could kill an alien; this possibility is not a proven feat.

Whether any Ungulan Family member witnesses both the death and the disappearance remains unanswered. The child was not deliberately targeted; its death resulted from the fight.

The ancient dragon

A being that outlives its companions can turn attachment into disdain.

ESTABLISHED CANON

An ancient dragon crossed before the medieval cessation and remains alive in 2002, after roughly a millennium or more on Earth. Its character draws on classical European and Chinese dragon traditions.

It is intelligent and understands humans, with a strong element of disdain. It recognizes a portal if it sees one; it does not automatically sense the worldwide restart.

It has moved through Asia and toward Europe. It can fly across great distances, runs hot, and prefers cooler northern regions. The heat of the American West is uncomfortable.

Its last significant human attachment was to an American cowboy in the 1890s. Earlier human relationships were rocky and ended in death. It does not automatically transfer attachment to descendants.

It can eat animals, including humans, but considers intelligence when deciding what is prey. Humans are normally people rather than food, though particular hatred can override this boundary.

It can recognize representations of itself when it sees them and has exploited beliefs about its supernatural status for its own gain.

The dragon first encounters the cowboy and Grumble during Bufulus Anulatis's attack on them. It knows of the wizard from medieval legend; a personal medieval acquaintance is not established. The three face Bufulus in a shootout, and the wizard flees to strengthen himself.

UNRESOLVED / SPECULATIVE

Its name, precise appearance, speech ability, current location and reason for visiting the American West are not finalized.

The idea that it was ordinary bird-like fauna back home, rather than a legendary apex being, remains tentative. Specific northern sighting locations were suggestions, not confirmed travel records.

The cowboy's identity and the full relationship are unwritten. Not every dragon myth is attributed to this individual.

RELATED TOPICS

The first age of crossings / The world on the other side / Reasonable monsters / The cowboy and the campfire / Grumble / Bufulus Anulatis

The first age of crossings

Both worlds kept legends of the same disappearances and arrivals.

ESTABLISHED CANON

Cross-world movement predates humanity. The dinosaur arrivals are now tied to a deliberate mass exile carried out by the individual Zon, rather than explained solely as accidental crossings through prehistoric Earth organisms.

Ordinary human-era physical crossings occurred in antiquity, ceased around the Middle Ages and restarted in 2002. Dream encounters and research predate the restart; a proposed exceptional pre-2002 crossing by the dream researcher is not a second mass restart.

Some old monsters survived for very long periods; others died. A few classical creatures underlying early folklore were real arrivals, rather than modern Hollywood monsters.

On the monster side, old disappearances also became legend. The two worlds retained different halves of the history.

UNRESOLVED / SPECULATIVE

The precise start and end dates, why crossings stopped, and the ancient prevalence remain uncertain. A rate similar to the modern one was considered, not fixed.

No exhaustive list of real folklore creatures or myths has been established.

The earlier biological-doorway account has not been reconciled with Zon's deliberate sending ability. Whether the exile used that same mechanism remains open.

Bufulus's medieval summoning of Grumble is established, but its exact date and relationship to the cessation of crossings and biological portal mechanisms remain unresolved.

RELATED TOPICS

Dinosaurs were monsters / The ancient dragon / February 6, 2002 / The scientist and the withheld truth / Zon, before the city / The dinosaur exile / Bufulus Anulatis

Dinosaurs were monsters

Paleontology has been studying arrivals from another world.

ESTABLISHED CANON

In this fictional universe, dinosaurs were monsters from the monster world, not a mixture of ordinary Earth dinosaurs and a few monster lookalikes. Native prehistoric Earth life also existed, including the lineage that eventually led to humans.

The dinosaurs' arrival is now explained as deliberate exile. Zon, an ancient individual with the ability to send other monsters across worlds, sent a substantial part of the monster population to prehistoric Earth. Less intelligent monster populations were particularly targeted. These exiles became the dinosaurs and eventually dominated alongside native Earth life.

The extinction associated with roughly 66 million years ago was caused by an alien bomb. The aliens wanted Earth and cleared its dominant monster fauna.

The vastly more advanced aliens discovered a technician had classified Earth incorrectly and left rather than colonizing it. Earth remained filed away in their records and beneath their concern.

A spinal bone is the fossil clue to dinosaur monster origins. In 1942 the knife tells the student the truth, and the student initially thinks it is lying.

UNRESOLVED / SPECULATIVE

The alien classification error, bomb mechanism, exact extinction consequences and classification of birds are not worked out.

This is hidden creator-level truth, not accepted human knowledge in 2002. No public scientific reveal date is fixed.

The exact size and date of the exile are not fixed; half the population was floated, not settled. Whether Zon's power used biological doorways in prehistoric Earth organisms remains unresolved. Do not present random crossings through prehistoric animals as the definitive dinosaur origin.

RELATED TOPICS

The five stranded aliens / The spinal connection bone / Nepal expedition, 1942 / The first age of crossings / Zon, before the city / The dinosaur exile

The five stranded aliens

Five former parts of a larger mind become individuals on a planet left behind.

ESTABLISHED CANON

A small team remains stranded when the larger alien civilization hyperspaces away. Distance prevents easy contact or rescue. Five aliens are still alive by 2002 and are effectively immortal on this timescale.

Only one is a soldier. Two others are an engineer and an ecological surveyor. The remaining two roles and identities are unspecified.

They were specialized parts of a larger alien mind. Severance made them independently conscious. Over approximately 66 million years they diverged in character.

The engineer and ecological surveyor became evil independently. The soldier and the other two are broadly good. The villains are not established as a unified faction.

They have secretly been Earth's overwhelmingly powerful beings. The 2002 arrivals disrupt that certainty by introducing unfamiliar abilities.

Humans lack accepted proof of aliens; monsters are similarly uninformed about that civilization.

UNRESOLVED / SPECULATIVE

Names, species, precise immortality limits, the two good aliens' roles, and their present relationships remain undefined.

The green monster's ability to kill one is a tentative possibility. The alien civilization's current activities are unknown.

RELATED TOPICS

The soldier who learned to stop / The engineer's corporation / The ecological surveyor / Dinosaurs were monsters

The soldier who learned to stop

Freedom first meant no longer having to fight all the time.

ESTABLISHED CANON

The soldier eventually prefers individuality. Its long journey includes meditation, exploration, understanding and acceptance.

It fights when needed and remains extremely good at fighting. It is not established as an absolute pacifist.

It forms close relationships with some humans and may tell trusted individuals what it is. What looks like bestowing power is access to extraordinary alien weapons or tools.

Under pressure from conflict with the ecological alien, it gives a trusted prehistoric human the sentient knife for protection. The ecological alien is pursuing the soldier; the human is caught in the alignment of events.

UNRESOLVED / SPECULATIVE

The soldier's name, appearance, current location, other weapons and specific historical friendships remain unwritten.

The soldier gave the knife; it is not conclusively established that the soldier personally manufactured it.

RELATED TOPICS

The sentient alien knife / The first prehistoric wielder / The ecological surveyor / The five stranded aliens

The engineer's corporation

A being older than humanity finds purpose in building-and opportunity in Earth's abundance.

ESTABLISHED CANON

The engineer becomes evil separately from the ecological surveyor after recognizing Earth's abundance of resources, mostly the same kinds humans value.

By 2002 it has a large engineering corporation associated with computer chips. It looks human through shapeshifting.

It enjoys parts of human life, especially the work itself. Building is a genuine pleasure, not merely a disguise for a desire to return home.

UNRESOLVED / SPECULATIVE

The company name, exact corporate role, public identity, specific crimes and response to the 2002 disruption have not been decided.

No confirmed link ties its corporation to the green monster's proposed dry containment laboratory.

RELATED TOPICS

The five stranded aliens / The ecological surveyor / The green antihero / February 6, 2002

The ecological surveyor

For one survivor, individuality was a crisis to be undone.

ESTABLISHED CANON

The ecological surveyor experienced separation from the larger alien mind as a crisis. It wants to reshape Earth into a hive mind with itself as the controlling mind.

It wants to use the green monster's regenerative biology for ecological regeneration and redesign. This is assimilation under its control, not simply environmental repair.

Its conflict with the soldier reaches into prehistory and leads to the first human receiving the knife.

UNRESOLVED / SPECULATIVE

Its name, body, experiments, operational reach and timetable remain open.

Recognizing the green monster as a possible threat to alien survival was discussed tentatively. The full mechanics of ecosystem regeneration and mental control are unspecified.

RELATED TOPICS

The green antihero / The soldier who learned to stop / The first prehistoric wielder / The five stranded aliens

The sentient alien knife

An ancient witness with a voice, preferences, and reasons to lie.

ESTABLISHED CANON

The knife is sentient alien technology with its own curious personality. It chooses whom it allows to wield it, and can kill someone it rejects by taking control of their body.

It communicates as a voice inside the holder's head. A bonded host can answer mentally. Its control extends to the entire body, including ordinary-sounding speech, and it can prevent the hand from releasing it.

It accesses the host's senses and emotions while bonded, but has no independent human sensory experience when alone. The later clarification supersedes an earlier misunderstanding about sensory access.

It is particularly curious about human morality and how humans differ from aliens. It is more disposed to violence than an average human, but not extreme or indiscriminately bloodthirsty.

Attachment is selective: it values people whose continued life seems useful or important. Protective attachment can conflict with a host's autonomy.

It remembers its first prehistoric human wielder and its earlier alien existence. It can lie, including to avoid being put away. It is knowledgeable and wise, but is neither omniscient nor an impartial historical database.

It spends two million years fossilized and conscious, without a host's sensory input. It is not established as receiving contemporary news while buried.

UNRESOLVED / SPECULATIVE

Its name, maker, material, cutting limits, independent senses, bonding mechanism and distance limits are unknown.

Many later wielders were imagined in assistant elaborations, but a continuous human history cannot be assumed across the established fossilization interval.

RELATED TOPICS

The first prehistoric wielder / Nepal expedition, 1942 / The host and the other student / The spinal connection bone

The first prehistoric wielder

The first human bond begins in an emergency, not a prophecy.

ESTABLISHED CANON

A prehistoric human trusted by the soldier becomes the knife's first human wielder. Giving the weapon is forced by the threat from the ecological alien.

The ecological alien is interested in the soldier, not specifically targeting a chosen human. The human and soldier happen to be aligned in that confrontation.

The knife remembers this person clearly and comes to regard their continued existence as valuable. The human need not understand the aliens' true cosmic origin.

UNRESOLVED / SPECULATIVE

Identity, culture, exact date, fate, beliefs about the knife and the chain of events leading to fossilization are not established.

Do not assign a modern species classification or a precise prehistoric chronology without further worldbuilding.

RELATED TOPICS

The soldier who learned to stop / The ecological surveyor / The sentient alien knife / Nepal expedition, 1942

Nepal expedition, 1942

A college archaeology trip uncovers something far older than human manufacture.

ESTABLISHED CANON

In 1942, a student on a special college archaeology trip in Nepal accidentally discovers the fossilized knife. The discovery is incidental, not a planned hunt for the weapon.

The knife immediately begins talking in the student's head as though this were normal. The student initially does not know where the voice comes from, then connects it with the object.

The student tries to put it down and cannot: the knife controls the body rather than being physically stuck to the hand.

The adventure has a pulp archaeological feeling. The student is drawn to the knife's knowledge, asks about humanity's beginnings, and hears that dinosaurs were monsters.

Initially believing the knife is lying, the student can begin checking a claim through a distinctive feature in dinosaur fossils: the spinal connection bone.

UNRESOLVED / SPECULATIVE

The college, expedition members, student's name, nationality and gender, precise location and first spoken words remain unspecified.

Caves, temples, wartime intrigue and an exact excavation procedure were atmospheric possibilities, not established facts.

RELATED TOPICS

The host and the other student / The sentient alien knife / The spinal connection bone / Dinosaurs were monsters

The host and the other student

The ancient intelligence knows more history. The human knows more about love.

ESTABLISHED CANON

The host is beginning to fall in love with another student; they know each other, but the relationship is still early. This is not an established lifelong romance at discovery.

Through the host's senses and feelings, the knife encounters love and is fascinated. The human understands it better; the knife is learning, not diagnosing love more wisely than its host.

The host realizes the knife can feel their emotions. The other student eventually learns the knife is alive, becomes scared and tries to separate the host from it.

By that point, the host recognizes benefits, especially access to otherwise inaccessible knowledge. Their response is complicated by curiosity and a desire for control of the relationship.

UNRESOLVED / SPECULATIVE

Both students' identities, genders, ages beyond college status, relationship outcome and eventual separation from the knife are unwritten.

The knife's response to the separation attempt and the complete 1942 plot are not finalized. The knowledge benefit does not imply that the host consents to every act of control.

RELATED TOPICS

Nepal expedition, 1942 / The sentient alien knife / The first prehistoric wielder

Integration and the exceptional portal

Attempts to alter a doorway can change what crosses-and where it ends up.

ESTABLISHED CANON

Rare attempts to alter the hidden DNA code can produce a larger or unusual breach, more entities, or a monster integrating into a child. These are not routine medical procedures.

Integration varies by case. Integrated people can grow into relatively normal adult lives, with identities that vary between human and monster.

Their descendants are understood to remain on the monster side biologically. Ordinarily they do not open a new portal.

UNRESOLVED / SPECULATIVE

Inheritance, reproductive compatibility, shared consciousness and physical outcomes need clearer rules.

A possible singular exception is a human-monster hybrid who can open a portal and hides this ability. The person understands portals and their own partial monster nature, but not the full explanation. Identity, date, extent and actual use of this power remain tentative.

The possible secret hybrid is a separate modern character concept. Zon's confirmed ancient sending ability does not establish that Zon was a human-monster hybrid or that both abilities work identically.

How earlier DNA experiments and inherited exceptions fit the new all-age manifestation pathways remains unresolved.

The child changed by the dream researcher's continuing connection is not established as identical to the earlier possible secret hybrid. Do not merge these character concepts without a creator decision.

RELATED TOPICS

Dreams and manifestations / Reasonable monsters / The world on the other side

The scientist and the withheld truth

The person who can explain the crisis can also make a population dependent on the explanation.

ESTABLISHED CANON

A scientist in the monster world figures out how to connect monsters to Earth.

The scientist later gains power through knowledge, reveals it gradually and coerces the public. The direction matters: the scientist applies the coercion, rather than being forced into a confession.

This gives the monster world its own political story alongside Earth's fragmented understanding of the crossings.

The scientist is a private inventor with a business, not a corporation-scale operator. Their early commercial success is a cream that temporarily helps protect monsters from their imperfect genetics killing them. Genetic instability is common across monster society; the treatment is used daily.

The cream is initially cheap. The scientist personally drives its price upward, feels no guilt about the resulting hardship, and uses the money to make more things. This precedes the later pattern of controlling access to knowledge.

The scientist develops an experimental reactor intended to supply power to Zon, the monster world's New York-equivalent megacity. The reactor is the current story direction for the accidental modern reconnection to Earth.

UNRESOLVED / SPECULATIVE

The exact reactor mechanism and causal chain connecting its activation to February 6 remain unresolved. Resonance through spinal connection biology is a proposed explanation, not a finalized technical rule.

The scientist's name, body, laboratory, detailed commercial arrangements and later political demands remain unspecified. The scientist and green monster share a city, but a prior meeting has not been established.

Earlier assistant suggestions of investigators extracting a confession remain superseded: the scientist coerces the public through controlled knowledge.

RELATED TOPICS

The world on the other side / The spinal connection bone / February 6, 2002 / Dreams and manifestations / The daily genetic cream / The Zon reactor / Zon: above and below

Zon: above and below

One city, two layers, and more than one way to live.

ESTABLISHED CANON

Zon is a major monster metropolis, conceived as a New York equivalent. It has an upper layer and a subterranean layer, and the green antihero operates across both.

Its visual character has the looseness and variety of a toon-like monster city, but grounded consequences. It accommodates very different monster bodies; it is not a city governed by cartoon invulnerability.

Lower Zon has more crime and contains organized criminal groups, including the Ungulan Family.

The scientist's experimental reactor is intended to power Zon. The green monster's disappearance connects the city's story to Earth's February 6 catastrophe.

The city stands at a natural climate convergence where different environmental regions connect closely enough for many monster groups to meet. The founders built at the convergence; they did not manufacture it.

Several climate groups settled there from the beginning. Their early history included conflict, rather than an initially uniform population that only diversified later.

Zon was first the name of an individual with a rare ability to send monsters across worlds. That individual led the exile associated with the dinosaurs; the city subsequently took their name. Modern residents and the historical individual are not interchangeable.

UNRESOLVED / SPECULATIVE

The layout, architecture, transport systems, population, latitude and named neighborhoods are not fixed. Illustrations are interpretations, not a map.

Upper Zon is not established as uniformly wealthy or safe, nor Lower Zon as uniformly poor or lawless. Government structures and the scientist's relationship with city authorities remain open.

The arrangement of the convergence's environments, settlement dates and exact sequence by which the settlements became a city remain undefined.

The individual Zon's fate after the exile, modern attitudes toward them and how fully their story is remembered are unanswered.

RELATED TOPICS

The green antihero / The Ungulan Family / The Zon reactor / Seven seasons, changing days / Climate, settlement and convergence / Zon, before the city / The dinosaur exile

The Ungulan Family

A criminal encounter ends with a child dead and an antihero gone.

ESTABLISHED CANON

The Ungulan Family is an established criminal organization in Lower Zon. It is connected to the green monster's activities before the crossing.

The monster killed immediately before the green monster leaves Zon is an ordinary member, not a major boss.

That member's child dies as collateral damage from the fight. The green monster sees and understands the death, then is taken through the portal almost simultaneously.

The green monster arrives beside a living human child with that event still immediate. Its protection of the Earth child remains emotionally confused rather than a neatly completed act of redemption.

UNRESOLVED / SPECULATIVE

The family's leadership, membership, species, business, territory and origins are unwritten. The word family does not establish literal kinship across the organization.

Whether someone witnesses the death and disappearance is unanswered. No deliberate killing of the Ungulan child has been established.

RELATED TOPICS

The green antihero / Zon: above and below / February 6, 2002

The daily genetic cream

A daily necessity becomes the inventor's first source of power.

ESTABLISHED CANON

The scientist first sells a cream that improves monster health by helping protect against lethal consequences of imperfect genetics. This instability is common across monsters, not a rare problem affecting one individual.

The benefit is temporary, and the treatment is used daily. It is not a permanent cure.

The cream begins cheap. The scientist personally raises the price and does not feel guilty when it becomes harder for poorer monsters to obtain.

The income supports further inventions and experiments. The scientist remains a private research and business figure rather than the head of a giant corporation.

UNRESOLVED / SPECULATIVE

The product's name, ingredients, application details, exact duration and molecular mechanism are not defined. Daily use does not establish a precise 24-hour duration on a planet with changing days.

Birth defects, deformation and evaporation were illustrative possibilities; the full symptoms and species-by-species effectiveness are not settled.

The treatment's existence does not establish that every monster must use it, that it creates the underlying disease, or that its temporary action was deliberately engineered for dependence.

RELATED TOPICS

The scientist and the withheld truth / The Zon reactor / The world on the other side

The Zon reactor

A machine meant to power a city may have reopened another world.

ESTABLISHED CANON

The scientist attempts to invent a reactor to supply energy to Zon, the monster megacity.

This follows the genetic cream business: money from that work enables more ambitious invention.

The reactor provides the current story direction for an accidental modern connection to Earth, linking Zon's infrastructure to the February 6 restart. Opening Earth deliberately is not established as the original purpose.

UNRESOLVED / SPECULATIVE

The reactor's design, fuel, physical location, operators and operating history remain open.

Amplifying the spinal connection system and resonating across worlds are suggested mechanisms. The final causal explanation of the restart is not yet locked.

The scientist and green monster belong to the same city; it is not established that they knew each other before the event.

RELATED TOPICS

The scientist and the withheld truth / The daily genetic cream / Zon: above and below / The spinal connection bone / February 6, 2002

The spectrum overhead

What an observer can see is only part of what is there.

ESTABLISHED CANON

The monster planet has a full-spectrum sky. Monster vision extends beyond the human-visible range; what is seen depends on the observer.

The later clarification grounds this in light humans do not see, rather than requiring newly invented laws of physics. The earlier suggestion of undiscovered physical bands is not a settled rule.

The sky is described in impossible-seeming shapes and colors, forming patterns that swirl and turn jagged.

There is real weather. The atmosphere belongs to a planet with an ecosystem and water, rather than serving only as a decorative backdrop.

UNRESOLVED / SPECULATIVE

The atmospheric mechanism, species-specific visual ranges and precise relation between patterns and weather remain open.

The number and character of suns, moons and other visible celestial bodies have not been established.

Human illustrations can only suggest this sky; they do not literally reproduce colors outside human vision.

RELATED TOPICS

The world on the other side / Seven seasons, changing days / Zon: above and below

Seven seasons, changing days

A year that stretches. A body that keeps the rhythm of another sky.

ESTABLISHED CANON

The planet has seven seasons. Each is shorter than the one that follows it: the first is shortest and the seventh longest.

The cause is associated with oscillating rotation. The astronomical day also changes through the year.

The stated extremes are about seven Earth days at the long end and one-seventh of an Earth day at the short end. The latter is approximately 3 hours 26 minutes; these are worldbuilding parameters, not a completed astronomical model.

Monsters naturally sleep in relation to these changing days. Their biology does not simply match Earth's 24-hour rhythm after crossing.

Ordinary monsters on Earth do not know when a season starts back home. On the monster planet itself, each season begins everywhere at the same time. Its environmental effects differ by region while the planetary phase remains shared.

The creator wants climate to have its own coherent, unfamiliar rules. It should not behave like ordinary Earth climate with different colors.

UNRESOLVED / SPECULATIVE

Season names, exact lengths, total year length and the mathematical form of the oscillation are unspecified.

Oscillation-first climate, unusual coastal temperatures and rotation-driven wet seasons are proposals, not adopted rules. Zon's latitude remains open.

Artificial city clocks, drifting sleep cycles, medical treatments and workplace accommodations are plausible consequences, not yet established details.

RELATED TOPICS

The spectrum overhead / The world on the other side / Zon: above and below / Reasonable monsters / Climate, settlement and convergence

Climate, settlement and convergence

The season changes everywhere. What it brings depends on where you stand.

ESTABLISHED CANON

The planet's seven-season timing is global. Regions enter each season together, but experience different climates during that same phase.

Monster society has been largely segregated by climate, at least historically. Communities can also mix; no permanent universal ban on mixing has been established.

Environmental adaptation helps explain settlement patterns. Acid-adapted monsters periodically need acidity, while fire-region monsters prefer heat for better health and safety.

Zon is a special natural meeting point where climates connect. Several groups built settlements there and came into conflict. The convergence predates the city; it was not engineered by its founders.

UNRESOLVED / SPECULATIVE

Precise climate mechanics, regional borders, the degree of modern segregation and the institutions governing movement remain open.

Environmental chambers, specialized transit and artificial atmospheres are possible accommodations, not an established technological system.

Do not assume an exact distribution of acid, fire, cold or other districts within Zon; no finalized map exists.

RELATED TOPICS

Seven seasons, changing days / The high-altitude acid regions / Settlements of magma and fire / Zon: above and below

The high-altitude acid regions

What is corrosive to an outsider can be necessary to a resident.

ESTABLISHED CANON

High-altitude acid rain is an established direction for one of the monster planet's extreme environments. Acid-adapted monsters live in these conditions.

Those monsters periodically need acidity to remain healthy. In their native environment they absorb what they need naturally rather than taking a conscious dose each time.

They can spend time away from the acidic environment, but continued life elsewhere must account for that recurring need.

UNRESOLVED / SPECULATIVE

The acid chemistry, altitude thresholds, exact absorption anatomy and safe intervals away from home remain unspecified.

Acid baths, clinics, atmospheric rooms and descending seasonal acid layers were suggestions, not settled features.

The degree of danger to any particular Earth organism has not been quantified.

RELATED TOPICS

Climate, settlement and convergence / Zon: above and below / Settlements of magma and fire

Settlements of magma and fire

Extreme heat can be a place of health and safety.

ESTABLISHED CANON

The monster planet includes magma/fire regions and settlements shaped by that environment.

The resident monsters prefer those conditions for better health and safety. The current distinction is preference and improved functioning, not an absolute need for extreme heat at every moment.

Their settlements differ substantially from Zon, rather than being the same city with a volcanic background.

Population patterns have historically been largely organized by climate, while some mixing also occurs.

UNRESOLVED / SPECULATIVE

Settlement names, anatomy, materials, transport, food systems and precise heat tolerances are not established.

Thermal streets, rock-embedded buildings and specific cooling systems were illustrative ideas, not finalized canon.

RELATED TOPICS

Climate, settlement and convergence / The high-altitude acid regions / Zon: above and below / Grumble

Zon, before the city

The name of a meeting place began with someone who feared coexistence.

ESTABLISHED CANON

Zon was a monster before the city bore that name. They personally possessed the extraordinary ability to deliberately send other monsters across worlds.

During the early conflict among groups at the climate convergence, Zon believed further mixing could bring more conflict among monster races or species.

They had an army of recruits. Belief and fear both motivated support; the movement was not the action of a solitary individual without followers.

Zon used their ability in a deliberate exile of a substantial portion of the monster population, particularly less intelligent monsters, to prehistoric Earth. Those exiles became the dinosaurs.

The city later took Zon's name. The modern city's diverse population does not imply agreement with the historical individual's motives.

UNRESOLVED / SPECULATIVE

Zon's species, appearance, age, limits of power and fate after the exile are unanswered.

The army's name, organization, exact size and recruitment methods are not established.

Zon's fears are a character's political motive, not proof that coexistence necessarily leads to war. Modern interpretations of this history remain open.

RELATED TOPICS

The dinosaur exile / Dinosaurs were monsters / Zon: above and below / Climate, settlement and convergence

The dinosaur exile

Earth's prehistoric giants carried a history of expulsion.

ESTABLISHED CANON

The current origin of the dinosaur arrivals is a deliberate mass exile linked to conflict at the natural convergence where Zon developed.

The individual Zon, backed by an army whose recruits were motivated by belief and fear, sent a substantial part of the population to Earth. Less intelligent monsters were especially targeted.

The motive was fear of escalating conflict among monster groups. The exile was intentional, rather than an accidental portal triggered by the conflict.

The exiled monsters became the creatures humans would call dinosaurs. Their later dominance and the alien bombardment remain part of the established Earth history.

UNRESOLVED / SPECULATIVE

The number exiled, exact chronology, operation and consequences for those remaining on the monster planet are not specified. Half the population is not a confirmed figure.

Whether Zon's sending power relied on prehistoric Earth organisms as doorways remains unresolved. The old random-arrival account is not retained as a parallel established dinosaur origin.

The exile does not establish that the city's founding, exile and alien bombing occurred at the same time. No date is assigned beyond placing dinosaur arrival before their later dominance and extinction.

RELATED TOPICS

Zon, before the city / Dinosaurs were monsters / The first age of crossings / The five stranded aliens / Zon: above and below

Contact, escape and recurrence

Waking ends an encounter. Reaching safety ends one particular connection.

ESTABLISHED CANON

Most monsters encountered in these dreams are hostile toward the child, but their motives differ. This does not establish that most inhabitants of the monster world are evil. Friendly encounters also occur.

Physical contact between child and monster ends the temporary connection and wakes the child, regardless of intent or who initiates contact. Contact does not permanently break the connection: that monster can return in another dream.

For a threatening encounter, reaching the psychologically determined place of safety permanently ends that particular monster's connection to the child and removes it from the child's manifestation possibilities. Other monsters can still appear. A parents' room was an example, not a universal destination.

A friendly encounter has no escape condition to complete. It can recur over time until waking or contact ends an individual encounter. Most children do not work out and successfully complete the escape condition in threatening dreams.

The monster receives no universal notification that the link has ended. It stops encountering that child; whether it understands why depends on its awareness. Removing hostile connections can leave a friendly monster more likely to be manifested.

UNRESOLVED / SPECULATIVE

The place of safety follows the child's psychology; it is not a universal room or consciously chosen game objective. Perceived threat and actual moral intent may differ.

Precise recurrence frequency and the final choice among remaining monsters are not settled. No fixed health, combat or scoring system exists in canon.

RELATED TOPICS

Dreams and manifestations / The dream researcher / The child who connects places

The dream researcher

A monster proves the dreams lead somewhere real-and commits crimes pursuing that proof.

ESTABLISHED CANON

A fringe monster researcher studies recurring human visitors before 2002. Their early understanding is suspicion and comparison, not fluent deliberate contact or complete knowledge of Earth.

Experiments begin with willing subjects, then become forced and unethical. The researcher is imprisoned for crimes against other monsters connected to dream testing.

An experiment proves the encounters are real temporary portals, rather than only dreams. The exact procedure is unspecified.

The researcher becomes obsessive and unstable and focuses on one child's continuing connection. The developing concept allows their presence to supersede the usual variety of monsters in that child's dreams.

Care for the child is conditional on usefulness. The researcher wants to remain on Earth longer, open larger portals and control who crosses. These are goals, not established mastered abilities.

The child does not initially understand the experimentation and learns over time. The relationship may matter to a later solution, but its outcome and the researcher's eventual moral role are unwritten.

UNRESOLVED / SPECULATIVE

A physical crossing before 2002 was proposed, not fully finalized. Being pulled back when the child wakes and details of confinement were assistant elaborations, not settled rules.

The researcher's name, species, appearance, prison location, escape or release and relation to the Zon reactor scientist are unknown. They are separate concepts unless explicitly joined.

The child's isolation and an unusually available connection were possibilities. Specific neglect, diagnoses, age 5-8, exact dates and methods of forced testing are not canon.

How the researcher overrides normal reconnection limits and how exceptional physical contact differs from ordinary dream contact remain unanswered.

The child who connects places

A continuing monster connection changes what a human body can do.

ESTABLISHED CANON

One child's prolonged connection to the dream researcher leads toward an acquired ability to connect places on Earth. The child learns what is happening over time; this is not an established chosen-one destiny.

The first Earth-to-Earth portal is discovered accidentally. Its appearance is a new consequence of the connection rather than a skill both parties already understood.

Initially the power is conditional: destinations are places the child has seen. A portal requires occupiable space and cannot simply open inside a wall or other solid obstruction. Underwater space may be possible; open space does not necessarily mean safety.

A physically blocked destination can produce a bad, locked or incomplete portal rather than a clean opening. Detailed physics are intentionally unresolved.

Using portals is biological exertion, comparable to exercise. Training and recovery matter; ordinary use is not inherently accumulating damage.

Exhaustion can impair walking or bodily control. Extreme overexertion may have more serious consequences in a particular situation.

The character can grow into someone with knowledge others lack and may become important to a later solution. The eventual solution is not yet written.

UNRESOLVED / SPECULATIVE

The child's name, gender, exact age, date of first portal, mature range and portal duration are unspecified.

Whether photographs count as seeing, precision of memory, changing destinations, distance scaling and actual medical mechanisms remain open. Do not turn proposed muscle or neurological analogies into clinical facts.

The connection's exact physical changes, the researcher's knowledge, permanent injury thresholds and links to the earlier hybrid concept remain unsettled.

RELATED TOPICS

The dream researcher / The spinal connection bone / Dreams and manifestations / Integration and the exceptional portal

Humans seen from the other world

Among radically different bodies, human similarity is the strange thing.

ESTABLISHED CANON

Humans' similar body plans are remarkable to monsters, whose bodies vary far more widely. The sameness is the defining contrast, rather than any single guaranteed reaction.

"4 Arms" was proposed and adopted as practical shorthand for the four major human limbs. It does not mean humans literally have four arms.

There is no universal monster response to human similarity: fascination, discomfort and other reactions depend on the individual.

Dream encounters seem real from the monster side, but many monsters may not recognize their nature or report them. Fringe researchers investigate the recurring visitors before 2002.

UNRESOLVED / SPECULATIVE

The final language, regional usage, formality and alternative names are not settled. "Sameforms," "Repeats" and "Two-Eyes" were assistant suggestions, not selected replacements.

Specific cultures' responses and the exact history of dream research are unwritten. A link between that research and the reactor scientist is not established.

RELATED TOPICS

The world on the other side / The dream researcher / Reasonable monsters / Dreams and manifestations

Grumble

A knuckle-walking monster from the lava region, named by a cowboy who becomes his friend.

ESTABLISHED CANON

Grumble has a rocky, crystal-like appearance and moves by knuckle-walking. He comes from the lava region of Monster World. The American desert is a later setting, not his native climate.

A medieval wizard, Bufulus Anulatis, intentionally summons him through a portal to obtain power for magic. The experiments hurt Grumble. He eventually attacks the wizard and escapes.

Grumble has befriended humans before the cowboy and remembers them. A scene in which he shows the cowboy a former human friend's grave is an accepted story direction; its location and details are not fixed.

In the 1890s, he approaches a lone cowboy's nighttime campfire because he wants the fire's warmth. The cowboy is frightened at first. Their eventual friendship develops through sounds and gestures, with understanding built over time.

The cowboy calls him Grumble. Grumble discovers only during this era that Bufulus survived. Bufulus recognizes him, wants him back and attacks him and the cowboy.

UNRESOLVED / SPECULATIVE

The earlier Stone Age arrival was explicitly replaced by a medieval summoning. Do not retain both origins.

His precise anatomy, literal material composition, original name, exact age, medieval arrival date and later fate are not fixed. Mineral plates and moisture-retention functions were suggestions, not established biology.

RELATED TOPICS

The cowboy and the campfire / Bufulus Anulatis / The ancient dragon / Settlements of magma and fire

The cowboy and the campfire

A traveler in the 1890s American West forms a friendship through fear, warmth and gradual understanding.

ESTABLISHED CANON

The cowboy passes through towns rather than being rooted in one. Railroad construction and the changing western landscape are part of the developing setting; no exact town or rail line is fixed.

He first meets Grumble while alone at a campfire at night. The monster wants warmth. The cowboy is scared, but friendship develops. He gives the monster the name Grumble.

Their shared understanding grows through the monster's sounds and their gestures. This is progressive familiarity, not an established magical translation system.

He already travels with Grumble before meeting the ancient dragon. Their first encounter with the dragon occurs during Bufulus's attack on the pair.

The cowboy, Grumble and the dragon face Bufulus in a shootout. Bufulus cannot overcome them and flees to strengthen himself. The cowboy is the dragon's last significant human attachment before 2002.

UNRESOLVED / SPECULATIVE

The cowboy's name, precise route, town, years of travel, the detailed action of the shootout and his eventual fate remain open.

The railroad imagery is setting development, not a confirmed named historical incident. Specific dialogue, gestures and a schedule of repeated campfires have not been fixed.

RELATED TOPICS

Grumble / The ancient dragon / Bufulus Anulatis

Bufulus Anulatis

A legendary medieval wizard whose survival is built on power extracted from Grumble.

ESTABLISHED CANON

Bufulus Anulatis is a wizard known by name in medieval legend. He intentionally opens a portal and summons Grumble to obtain power for magic. His experiments cause Grumble pain.

Grumble attacks him and escapes. Bufulus survives. Power extracted from Grumble extends his life, and he is still alive in the present-day story.

Grumble learns of his survival during the cowboy era. Bufulus recognizes Grumble, wants him back, and attacks him and the cowboy. The ancient dragon becomes involved during this encounter.

The dragon knows of Bufulus through his medieval reputation. A personal medieval relationship between dragon and wizard has not been established.

In the 1890s shootout, Bufulus is not strong enough to beat the cowboy, Grumble and the dragon together. He flees to build and strengthen himself.

Bufulus seeks world domination. Grumble is a key to his plans, but he also wants other monsters to help. Some willingly support him; his followers are not all coerced.

A witch monster becomes the developing love interest. She loves Bufulus and is partly aligned with his plans while pursuing goals of her own.

UNRESOLVED / SPECULATIVE

The exact rules of magic, the portal method, the nature of the extracted power, and the limits of his longevity are not settled. Longevity does not establish invulnerability.

He may care about one or two of his followers. The timing and details of his romance, the witch's goals, his other followers and the full plan for domination remain open.

Do not invent a death in the escape or shootout: he survives both. His magical summoning has not been fully reconciled with biological portals or the medieval cessation.

RELATED TOPICS

Grumble / The cowboy and the campfire / The witch / The ancient dragon / The first age of crossings

The witch

A monster who loves Bufulus without giving up her own agenda.

ESTABLISHED CANON

The current love-interest direction for Bufulus is a witch monster, presented as female and broadly human-adjacent.

She loves him and is partly on board with his plans, but has her own goals. Her attachment does not make her an unquestioning subordinate.

UNRESOLVED / SPECULATIVE

Her name, appearance, personal goals, powers, origin, arrival on Earth and relationship chronology have not been established.

A proposed distinction between innate monster witchcraft and learned human wizardry has not been adopted as a rule. Her involvement in Bufulus's earlier abuse of Grumble is not established.

RELATED TOPICS

Bufulus Anulatis / Grumble

Chronology

Dates are deliberately approximate where the conversation did not fix them. The timeline does not assign a date to a tentative event.

Before humanity

Zon, an individual with cross-world sending power, leads a deliberate exile to prehistoric Earth. The exiles become dinosaurs and later dominate alongside native Earth life. The exile's exact date is unknown.

Approximately 66 million years ago

Alien bombardment ends dinosaur dominance. The larger civilization leaves; five remain stranded and become individuals.

Prehistoric human era / exact date open

The soldier gives a trusted human the knife during conflict with the ecological alien.

Two-million-year interval ending in 1942

The knife remains fossilized and conscious. The transition into fossilization is unwritten.

Ancient human era to around the Middle Ages

Human-associated crossings occur, then cease. A few long-lived arrivals survive, including the dragon.

Medieval era / exact date open

Bufulus Anulatis intentionally summons Grumble from the lava region for painful magical experiments. Grumble attacks him and escapes. The power Bufulus extracted extends his life. This replaces the earlier Stone Age arrival.

1890s

A traveling cowboy befriends Grumble after a campfire encounter. Bufulus attacks them; the dragon joins the confrontation. The three drive the wizard away in a shootout. He flees to strengthen himself.

1942

A college archaeology student discovers the fossilized knife in Nepal. The host's developing love for another student teaches the knife something new.

February 6, 2002

Global manifestations restart. Immediately before crossing, the green monster sees an Ungulan member's child die as collateral damage in Lower Zon. Widespread chaos and technology disruption follow on Earth.

After February 6 / dates not fixed

Manifestations continue. Human-monster society rebuilds, personhood is established, the green monster's survival becomes known, and the monster-world scientist gains power through controlled knowledge.

Continuity guardrails

Manifestation can occur at any age. The former exclusive ages 4-7 restriction is superseded; an all-age prevalence is not fixed.

Children are doorways to existing beings, not creators or automatic owners of monsters. The ordinary one-physical-crossing/one-monster rule has rare anomalous exceptions.

One-way travel can coexist with rare, noisy reception of messages. Do not turn that reception into reliable return travel.

The scientist coerces the public by controlling knowledge. A coerced confession is an explicitly corrected interpretation.

The knife senses through a host. Its wisdom is not evidence that it monitored current events while fossilized.

The knife does not understand love better than the student. The other student is an early love interest, not a fully specified partner.

The Ungulan child dies as collateral damage and the green monster sees it immediately before crossing. The Earth child's later death is a separate event.

The dinosaurs were deliberately exiled by the individual Zon. Do not present random prehistoric crossings as their settled origin. The relation to biological doorways is still open. The aliens are a separate civilization.

The seven seasons start globally at the same time; regional climate responses differ. Zon's convergence is natural, and the city had several founding groups.

The two unnamed good aliens remain unnamed and without assigned professions. Do not fill these slots for symmetry.

The archive can reveal creator-level truth without claiming an Earth institution already possesses it. Atmospheric art is interpretation, not authenticated evidence.

Grumble comes from the lava region and arrived by deliberate medieval summoning. His earlier Stone Age origin was superseded. Bufulus survives both Grumble's escape and the 1890s shootout. The witch's independent agenda is established; its content and relationship chronology remain open.

Dream contact wakes the child but permits recurrence. Reaching the psychologically determined safe destination breaks only that monster's connection. Friendly encounters have no escape requirement. Adult persistence and real-world diagnostic associations are not settled.

Source & next decisions

Source record

Worldbuilding Questions • conversation 6a9b7a66-8a6c-83e8-911b-ca74ee09ac85. Full conversation read in reverse chronological pages, from the opening worldbuilding questions through the September 24 discussion of Grumble, Bufulus Anulatis, the cowboy and dragon's shootout, willing followers and the witch love interest. All 39 new user turns since the September 16 boundary were reviewed. Medieval summoning supersedes the Stone Age proposal; the dragon knows the wizard by reputation, not an established personal medieval acquaintance. Current user brief used for the requested deliverables and topic coverage.

Next decisions

The witch's agenda and identity; Bufulus's magic and longevity limits; the cowboy's identity and route; the researcher's proposed crossing and connection limits; persistent dream access; the portal child's abilities and future; Zon's history; the reactor mechanism; the medieval cessation; and the unwritten outcomes of the green monster, knife, dragon and alien arcs.