

ENDER LILIES

QUIETUS OF THE KNIGHTS

A Jump by Sistercomplexkingpin

Version 1.0

Introduction

Long ago, on a vast continent, a race known as the Ancients lived in peace. However, one day, invaders from another land arrived, seeking to conquer their home. Though the Ancients were vastly outnumbered, they fought fiercely using magic and an army of immortal warriors.

Despite their efforts, the invaders emerged victorious, sealing away the immortal warriors through magical means and nearly wiping out the Ancients. In the aftermath, the continent was divided into six nations, with the King of the First Age ruling over a kingdom known as Land's End. Yet the Ancients did not vanish quietly. As they fell, a terrible curse was unleashed, reanimating their dead as monstrous beings of rot and decay. This curse, known as the Blight, rendered the fallen Ancients immortal and corrupted the living, transforming them into creatures called the Blighted. Only a being known as the White Priestess possessed the power to purify the Blight, granting peace to the cursed souls.

For generations, the Blight plagued Land's End until the third White Priestess, Fretia, the White Priestess of the Fount, purified its source, seemingly bringing an end to the curse. However, in time, an endless rain began to fall. This rain, later called the Rain of Death, carried and spread the Blight, infecting any living creature it touched and twisting them into monstrous forms. Even humans and animals that were near each other fused into grotesque abominations.

In the end, nearly all life in Land's End succumbed to the Blight. But deep within a cathedral, a single White Priestess still slumbers, unaware of the ruined world awaiting her upon awakening. You will arrive in this land one week before the White Priestess in the cathedral awakens and will remain here for a decade.

Take these 1,000 Choice Points to aid your survival in this realm of death and decay.

Origin

Any origins can be taken as Drop-In.

White Priestess

You are one of many clones of the White Priestess of the Fount. As a creation born from Fretia's lineage, you are naturally resistant to the Blight and unaffected by the Rain of Death. Like the original, you possess an innate ability to purify the Blight in others, but this process does not destroy it. Instead, the corruption is transferred into your own body.

While your mind and soul remain untouched, your body still suffers from the Blight's effects, though to a lesser degree than the fully transformed Blighted. If you absorb more than your body can handle, you will perish. Having been created recently, you have no past or memories of this land. You awaken somewhere within the kingdom, a stranger to a world consumed by decay. Will you be the one to free it from the Blight? As a clone of the White Priestess, you may share the same appearance as the others of your kind.

Parish Guardian

You are a member of the White Parish, a faith that reveres no god but follows the guidance of the White Priestess. While the church has many warriors, only ten are selected to become Guardians. Tasked with defending the White Priestess, these elite warriors defend her against all threats. You are one of these Guardians, having survived the Rain of Death without succumbing to the Blight. While most of your brethren have fallen or become corrupted, your resolve remains unshaken. With a weapon in hand, you stand ready to protect the White Priestess and purge the land of its corruption.

Coven Member

You are a member of the Coven, an organization of sorcerers dedicated to delving into deeper arcane knowledge and uncovering the mysteries of the abyss. The Coven supports the White Parish in its fight against the Blight. Its headquarters remains sealed to all but its members, with the White Priestess being the only exception. Somehow, you have survived the Rain of Death without succumbing to the Blight. With your arcane knowledge, you may hold the key to discovering the Rain's true cause and perhaps even stopping its spread.

Immortal Knight

You are a person who has taken the Deathless Elixir, becoming an Immortal Knight. Though you have become a Blighted, you have retained your consciousness and control over your body. Your background could be anything. You may have been an executioner, a common foot soldier, a knight, a Sinner, or even the King's illegitimate child. While many of your comrades have succumbed to the Rain of Death, either perishing or losing themselves to the Blight, you remain standing. Now, upon the ruins of the land you once swore to protect, you must decide what to do with the immortality you bear.

You can choose your age and gender freely for all origins, as long as it's within reason.

Locations

You can start at any location below, or gain +100 CP to roll for your starting location.

1. White Parish

The home of the White Parish, this monastery bears the name of their faith. When the Rain of Death began, many sought refuge within its walls, but in the end, the Blight claimed them all. However, deep beneath the cathedral, a glimmer of hope may remain.

2. Cliffside Hamlet

A thriving village near a forest, this hamlet was a hub for foreign merchants who came to trade with the locals. However, when the Rain began, it ravaged the village, leaving it in ruins. The inhabitants were no safer, all having been turned into Blighted. The hamlet is connected to the castle by a bridge, and beneath it, the catacombs stretch out, shrouded in Blight.

3. Ruined Castle

The castle, once the proud heart of the kingdom, is surrounded by a small town that leads to a bridge connecting it to the hamlet. As the Rain began, many knights retreated to the castle, hoping to protect the king, including the Knight Captain. The castle is now silent and overrun by the Blighted knights within.

4. The Catacombs

The catacombs, once a solemn burial ground for the people of Land's End, are now a grim holding place for captured Blighted. Originally off-limits to commoners, the catacombs became a prison for the corrupt, imprisoning them within. When the Rain began, the Blight spread quickly, transforming the guards who once kept watch into Blighted themselves, turning the catacombs into a twisted, dangerous place where few dare to tread.

5. Witch's Thicket

A large forest, partially submerged by a nearby lake, is home to the base of the Coven. While the Rain has caused some damage to the structures within, their sanctuary remains mostly intact, protected by a powerful ward. However, the members of the Coven are not so fortunate. All have been Blighted, their once-vibrant presence now reduced to twisted and corrupted forms, another victim of the Blight's relentless spread.

6. Verboten Domain

Located deep underground beneath the Coven, this place was once the sanctuary of Ancient Sorcerers. However, it was later repurposed by the King's Mage Brigade for cruel, inhumane experiments, which were strictly forbidden by the Coven. When the Rain of Death arrived, the Verboten Domain became the most contaminated area, overtaken by the Blight and twisted beyond recognition.

7. The Stockade

The execution ground and prison of the kingdom, where those known as Sinners, individuals who have committed crimes, are held and executed. The Stockade is connected to several waterways, with a notable link to the Witch's Thicket. When the Blight began overwhelming the kingdom, many tried to use the Stockade to escape, heading toward the Hinterlands to leave the kingdom. However, none succeeded in escaping, as the Blight had already spread too far, trapping them within the kingdom.

8. Twin Spires

A symbol of the kingdom's defense, this was the site where the White Priestess of the Fount and countless others fought valiantly against the Crimson Blight and the Blighted creatures born from the Ancient's hatred. It was here that most of the Immortal Knights stood, ever vigilant, ready to repel any invaders. However, after the Rain fell, there was nothing left for these knights to defend, leaving the once-proud stronghold in ruins.

9. Free Choice

If you roll on this option, you can choose any location as your starting location.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Main Theme - Jumper (Free)

This perk allows you to play the entire soundtrack of Ender Lilies in your mind. The music won't distract you from any task, enhancing your focus, especially in combat. You can also have a custom song crafted by Mili or choose a track from the soundtrack to serve as your theme song, which can be heard by anyone nearby whenever you wish.

Wandering Explorer (-100 CP)

You gain a Metroidvania-style mini map that you can access mentally. This map shows the paths leading to different areas and highlights unexplored routes. It will also indicate any unclaimed valuable items in the vicinity, though it won't specify their exact locations. Items will glow with a white light, and once you've collected all the valuables in an area, that part of the map will turn gold.

Platformer Action (-200 CP)

You possess incredible acrobatic abilities, allowing you to jump as high as 10 feet and maintain perfect balance on any surface. You're immune to fall damage and can fall down a mountain without harm. When dodging an attack, you gain one second of invulnerability, rendering you impervious to damage during that moment. Additionally, you have near-limitless stamina for physical activities, enabling you to run across an entire kingdom without tiring. However, you still need rest to recover from mental fatigue.

Deathless Pact (-400 CP)

You have learned the Deathless Pact, a necromantic ritual where a person offers their soul and sacrifices their flesh to become a deathless entity. This pact is tied to the performer's bloodline, ensuring the person remains immortal as long as the bloodline continues. Once the soul is bound, the person becomes an incorporeal wisp that can physically manifest themselves or by the performer and their descendants. The version of the ritual you've learned allows you to bind multiple willing individuals at once, making them part of your bloodline and granting them immortality.

Blighted Lord (-600 CP)

You have become the Blighted Lord, the physical embodiment of the Blight itself. As the manifestation of the Blight, you are immune to any form of corruption, meaning your mind, body, and soul cannot be affected by corruptive forces. You can manipulate Blight energy for various purposes, such as enhancing your weapons and magic, making them more powerful. You can also unleash Blight energy in beams, projectiles, and shockwaves, with your Blighted projectiles homing in on enemies.

You can command any Blighted creatures who have lost control or gone mad and spread the Blight through your enhanced attacks. Additionally, you can control and summon the Rain of Death, adjusting its range and effects. The range of the Rain depends on your power, and if you die, the Rain will cease. You're unable to be killed by any means other than purification.

In your transformed state, you can assume the form of a giant creature composed of flesh, bone, and plant-like appendages. While in this form, you can use your stamina to spawn Blighted creatures to aid you in battle. You can customize the appearance of this form, and once transformed, you can remain in it indefinitely.

White Priestess

Silent Conveyor (-100 CP)

You can express your thoughts and emotions through physical movements, such as gestures, body language, and even eye contact. Regardless of the language spoken or the species of the person, they will understand the meaning you intend to convey. Additionally, you can mute yourself, making it impossible for any sound to come from you if you wish.

Flower of Hope (-200 CP)

Your presence brings a sense of hope and salvation to those around you. People who have fallen into despair will regain hope after spending time with you, and those who cannot find joy will begin to smile and feel happiness in your company. This effect makes them more willing to protect you, even to the point of sacrificing their lives. While this does not resolve their underlying mental issues, it gives them a sense of salvation simply by being near you. Additionally, you will radiate a faint white aura that softly illuminates your surroundings, allowing you to see even in the darkest places.

White Prayer (-400 CP)

When you assume a praying posture, white light gathers around you, creating a protective ward that briefly envelops your body, healing your wounds. The stronger you are, the greater its healing effects. You can also extend this ward to heal others. As a side effect, you no longer bleed when injured. Instead, when struck, a sound like shattering glass comes from your body, and white energy shaped like cracked glass emerges from your wounds. If you lose much blood, white energy feathers burst out instead.

Cleansing Evocation (-600 CP)

You possess the ability to purify a being's mind, body, and soul, cleansing them of corruption caused by gods, magic, curses, natural forces, or any other influence. Unlike other White Priestesses, you can fully restore those you purify, returning their sanity, consciousness, and body to their original state, undoing any mutations or transformations. You can absorb any number of corruption without experiencing pain or suffering any negative effects on your health. When you purify a being, you gain insight into their most vivid recent memory. Additionally, each act of purification grants you a permanent but minuscule increase in power. While initially unnoticeable, the cumulative effect of purifying large numbers of beings will make a significant difference over time.

Each time you purify a being, you gain a Spirit, a spiritual entity imprinted with a vague and defiled essence of the purified soul. These Spirits lack independent thought and retain a weakened version of the original person's appearance, abilities, and skills. They also carry

unbreakable versions of their equipment, which grow stronger alongside them, though you cannot use these items yourself. When not in use, Spirits exist as incorporeal wisps that follow and surround you, their color reflecting the type of corruption they were purified from. You can command the Spirits mentally, controlling them as if they were extensions of your body, enabling them to fight in your stead. However, they can only attack while physically manifested and cannot move beyond a certain distance from you.

By using the corruptive energy you have absorbed or collected, you can empower these Spirits, increasing their strength. You can also command them to unleash an immensely powerful attack through an ability called Last Rite, though this consumes a significant amount of energy. Spirits are immortal and will only perish if you die.

Parish Guardian

Guardian Training (-100 CP)

You have undergone extensive training, strengthening your body and mind to their peak. Your physical abilities have reached the limits of what a normal human can achieve. You can remain calm in combat and are unaffected by fear. You can also wield weapons heavier than yourself as if they were weightless and handle chained weapons with expert precision without harming yourself.

Guardian's Wings (-200 CP)

You can manifest pure white wings from your back without affecting your clothing. These wings do not grant flight but allow you to jump a second time in midair and perform swift dodge-slides on the ground and in the air. While dodge-sliding, you can phase through attacks, enemies, and harmful objects like naval mines. However, phasing through large objects, powerful attacks, or living beings is risky, as the effect ends just before you complete the movement. The wings also significantly increase your jumping height. Even when not manifested, you can still use all their abilities, though white energy feathers and particles appear whenever you double jump or dodge-slide.

Faithful Defender (-400 CP)

When you defend a place, person, or object, your power increases based on how much you're willing to protect them. If you're only willing to take small injuries, the boost you receive will be minor. However, if you are prepared to sacrifice your life for them, the increase you receive will become massive. At its strongest, this power lets you destroy large buildings and move faster than a racing car, even as a regular human.

Unholy Monstrosity (-600 CP)

When you die, you can resurrect, fully healing any wounds or ailments. However, this revival transforms you into a tall, lanky Blighted monstrosity with sharp claws. In this form, you can use Blight energy to attack. The transformation isn't permanent; you'll revert to your normal form if there are no threats nearby or the battle ends. The revival has a cooldown of ten years, or it refreshes when you enter a new jump, whichever happens first. You can also transform into your Blighted form at will.

Coven Member

Witch's Bubble (-100 CP)

Somehow, you have gained the blessing of the Dark Witch Eleine, allowing you to breathe and move freely underwater. Your attacks function just as they would on land, unaffected by the water's resistance. You are immune to water pressure and adverse effects from prolonged submersion and possess exceptional swimming abilities.

Heretic Researcher (-200 CP)

This perk ensures that when you engage in research or experimentation deemed forbidden or heretical, no authority will intervene or attempt to stop you. While others may disapprove of your work, as long as it is considered heretical, you will be free to continue without interference, even if your research threatens the very existence of the kingdom's inhabitants.

Coven Sorcery (-400 CP)

You have acquired knowledge of several spells used by the Coven, including those that let you fire arcane energy orbs, summon a vortex of wind, create a toxic mist, and cause thorns to erupt from the ground to damage enemies. Additionally, you have learned a powerful spell crafted by Faden the Heretic, which allows you to unlock any door or entrance sealed by magic, regardless of its complexity or strength. However, this spell does not affect technological locks. You also possess a sizable mana pool, enabling you to cast these spells.

Relic Maker (-600 CP)

You've gained the ability to craft Relics, small trinkets, or accessories that grant the wielder various beneficial effects. These effects can range from harnessing the power of the wind to slightly increasing defense or enhancing attacks underwater. The possibilities are limitless. However, the more powerful the effect, the longer it takes to create the Relic. Your expertise in crafting also grants you the ability to repair any magical artifact. With the right tools, you can even restore Relics that have lost their power.

Immortal Knight

Giant's Strength (-100 CP)

Your physical strength rivals that of a giant. You can effortlessly shatter large boulders and wield even the heaviest weapons as if they were weightless. When you slam your fist or weapon into the ground, you generate a shockwave powerful enough to break brittle terrain. The higher your starting point, the stronger the resulting shockwave.

Dark Executioner (-200 CP)

You have been trained as a Dark Executioner, granting you the abilities associated with their deadly craft. You possess expert proficiency with an axe, wielding it with remarkable skill. Your skills with a grapple allow you to latch onto moving targets with ease. You can also teleport behind an enemy by expending stamina, though the process is not instantaneous. It appears you phase out of reality before reappearing behind your opponent. Additionally, you can manifest a grapple made of red energy using your stamina. While its function is ordinary, the line is completely unbreakable, and once it latches onto something, it will never dislodge unless you will it to release.

Knight Captain (-400 CP)

This perk grants you exceptional skill with a lance, enabling you to leap into the air and lunge at opponents with incredible speed. When blocking an attack from the front, you take no damage, no matter how strong the attack is. You also gain the ability to charge forward without stopping. Once you begin charging, you glide effortlessly across the ground without using stamina. The charge will only end if you collide with something or someone or if you choose to stop. When wielding a polearm, your charge infuses the weapon with magic, releasing a powerful attack upon impact. This attack can break through any wall, regardless of its material. The longer you charge, the more magic builds up, increasing the attack's range and power.

Deathless One (-600CP)

Unlike other Immortal Knights, you feel no pain from your Blighted state and are immune to corruption that affects the mind. No matter how the corruption alters your body, you always retain control of yourself. When you die, you do not remain dead permanently. After a brief period, you will rise again, though your wounds will remain. This cycle of resurrection continues endlessly, with only purification able to end you permanently. You can also enter an enraged state, unleashing a red aura that bursts outward and pushes enemies away. While in this state, your attacks become significantly faster and more powerful.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.

All origins gain a bonus of +300 CP to spend in the Items section, except for companions.

These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Ender Lilies: Jumper Edition (Free)

You'll receive a copy of Ender Lilies: Quietus of the Knights with all updates, playable on any console or computer. The game will always run flawlessly, free of bugs, regardless of the device. When you complete this jump, you will receive another copy that includes your involvement, with your character added as a playable option.

Blighted Garments (-100 CP)

An armory containing every clothing and armor worn by characters in Ender Lilies. While most outfits are tainted with Blight, they offer decent protection and exceptional durability, especially the armor. The only untainted outfit is the one worn by the small White Priestesses, which remains in pristine condition. All outfits in the armory are self-cleaning, comfortable in any environment, and automatically repair themselves overnight.

Twisted Weapon (-200 CP)

You will receive a weapon permanently stained with blood and tainted by Blight. You can choose its form, such as a pair of claws, a hammer, a morning star, blades, a polearm, a bow, or a dagger. The weapon glows red when swung, its power enhanced by the Blight within. By focusing its miasma, you can charge the weapon to release a massive beam of Blighted energy. It requires no maintenance. Additionally, you can import any other weapon into this one.

Dutiful Carriage (-400 CP)

This Blighted being is the fusion of a coachman and his beloved horse, carrying a broken carriage that now resembles a chariot. The mind of the coachman is lost, but the sense of duty remains. This Blighted is loyal to you and will transport you instantly to any safe area you have previously visited, even to places thought unreachable or with no return. While this Blighted cannot be killed by any means, it lacks combat abilities. You can summon this Blighted to your side in places where you can rest.

Brief Respite (-600 CP)

This item creates a safe zone somewhere within your current location where you can rest. The safe zone will always contain a chair, bed, or bench for you to use. While you won't know its exact location, it will appear on your mini-map perks, and the resting object will emit small white particles. Enemies will instinctively avoid the area, but those with intelligence can still enter if they follow you directly. The moment you rest in the safe zone, no matter how briefly, all your wounds will be healed, all negative ailments will be removed, and your energy and stamina will be fully restored.

White Priestess

Lost Heirloom (-100 CP)

A pair of silver hair ornaments crafted from a pale flower. These ornaments were handcrafted by the White Priestess of the Fount as a blessing for other priestesses. When worn, they undo any unwanted transformation affecting your body, restoring you to your purest form. However, this does not remove the effects of corruption on your body. It only restores your appearance to its unaltered state.

Fretia's Ring (-200 CP)

This ring, once worn by Fretia, the White Priestess of the Fount, allows you to conjure a glowing, transparent white dome around yourself. The dome blocks all incoming attacks, ensuring you remain unharmed as long as it holds. If no attacks strike it, the dome vanishes after a few seconds. However, if an attack hits, the barrier will persist until the attack fully resolves. While you can activate this ability repeatedly, you must remain completely stationary to do so. Additionally, the ring slightly enhances your resistance to corruption.

Blighted Spirits (-400 CP)

A purified, Blighted soul now follows you on your journey. Normally appearing as a red, incorporeal wisp, they can materialize physically when needed or when they choose to. While they cannot stray too far from you, they retain all the skills, abilities, strength, and equipment they had in life. Unlike other Spirits, they have kept their mind intact and can communicate with you. Their loyalty is unwavering, and they will always prioritize your safety. They are unkillable and will only disappear if you die.

You can command them mentally, allowing them to fight in your place, and they can grow stronger, just like the Spirits obtained through the Cleansing Evocation perk. You may choose any Spirit from Ender Lilies to become the Spirit in this item. If you are a White Priestess, you receive an Umbral Knight Spirit for free when purchasing this item. The Spirit's equipment is unbreakable and as powerful as they are, though you cannot wield it yourself. **This item can be purchased multiple times.**

Luminant Aegis Curio (-600 CP)

This silver necklace, adorned with a large glowing blue gem, was crafted by the Ancients long ago to alleviate the burdens faced by the Priestesses. Wearing this necklace would remove the pain you experience when purifying something and significantly reduce the strain caused by purification. For example, with this necklace, you can purify the source of the Blight effortlessly, something that would kill you instantly if attempted without it.

In addition, this accessory greatly enhances your purification abilities, allowing you to purify beings that were previously deemed unpurifiable or to remove an infinite amount of corruptive energy in an instant. Unlike the original necklace, this version will never lose its power, is unbreakable, and requires no maintenance.

Parish Guardian

Guardian Prayer Beads (-100 CP)

This silver rosary, worn by the Guardians of the White Priestess, calms your mind when worn and grants you slight resistance to effects that cause madness. Additionally, the rosary increases your durability, allowing you to withstand more wounds before being defeated.

Chained Weapon (-200 CP)

You receive a chained weapon that can adjust its chain length to any desired size. The weapon can be a morning star, a flail, or a chain attached to a circular blade. You can channel your abilities through this weapon, and by spinning it rapidly, you can create a vortex of wind to strike your enemies. The chain is unbreakable, and the weapon requires no maintenance.

Vibrant Plume (-400 CP)

This colorful ornament, crafted from multiple feathers, was given by Guardian Silva to her beloved sister, who never wore it. Made by a sorcerer, the ornament grants the wearer the ability to harness the wind. When worn, it allows you to manipulate the wind to enhance your jump and speed, increasing your jump height and allowing you to move faster. You can also use the wind to attack your enemies, though doing so costs stamina.

Blighted Cathedral (-600 CP)

The large, rundown cathedral is filled with decay and bloodstains, offering a spacious interior with numerous living areas, a courtyard, and a large cellar underground. Beneath the cathedral lies a hidden chamber sealed by magic, which only you can open. Inside, the cathedral is inhabited by Blighted who do not attack you and will follow your commands. While these Blighted are not particularly strong, they cannot be killed by any means other than purification. Among them is a powerful Blighted Guardian, who retains their mind and can communicate with you. The Blighted within the cathedral act as followers and do not feel intense pain from their Blighted state. You can choose the Guardian's personality, appearance, and gender.

Coven Member

Heretic's Mask (-100 CP)

Worn by the King's Mage Brigade within the Verboten Domain, this mask offers protection against poisonous air, enabling you to breathe in hazardous environments. While it can shield you from unbreathable air and poisoned water, it only reduces the damage to your body rather than completely preventing it. Prolonged exposure to dangerous environments could still be fatal to your health despite the mask's protective properties.

Spellbound Anklet (-200 CP)

Crafted by the Dark Witch using a combination of multiple magical threads. This anklet was created to assist the White Priestesses of the Fount in walking comfortably across Blighted terrain. When worn, it enables you to walk on any surface without harm or discomfort. You can walk barefoot on molten rocks or spiked ground without injury or dirt and maintain your normal speed as if on a flat surface.

Familiar Stone (-400 CP)

A stone that emits a blue glow and enhances your abilities related to barriers, wards, and defense. It strengthens those abilities, making them more resilient and capable of withstanding more damage before breaking. The stone also grants you a warding spell. When cast, this spell creates a large invisible dome that protects a vast area from any corruptive power, keeping the buildings, people, and everything within the area unaffected by the corruption. Though casting the spell requires significant energy, the dome will remain active even if you perish.

Curio Restoration Station (-600 CP)

This device, powered by arcane energy and connected to seven stone tablets, can fully restore any magical item placed inside, no matter how complex or powerful. It repairs the item to its original condition, even if it's broken, worn, or drained. Additionally, it replenishes any charges the item has, allowing you to use items that have run out of use. While the device can be used without limits, restoring an item takes a few moments. It is unbreakable, requires no maintenance, and never runs out of power.

Immortal Knight

Executioner's Gloves (-100 CP)

These black leather gloves, infused with magic and worn by the Dark Executioners, increase the power of your attacks by 10% as long as you remain undamaged. If you suffer a wound, this effect is lost, but once fully healed, your attacks will regain the increased power. Additionally, you can activate the gloves' ability to instill fear in enemies with weak wills at your discretion.

Immortal's Crest (-200 CP)

A small crest that can be worn on armor, once worn by an Immortal Knight, is now wretched in the Blight. This crest can slightly heal you whenever you damage an enemy. While the healing effect is minimal, it can heal all wounds, including those caused by disease or poison. The crest is unbreakable and can be attached to any outfit you wear.

Execution Squad (-400 CP)

A squad of four Blighted Dark Executioners, each equipped with full-plated armor and dane axes. These executioners possess remarkable strength, stealth, and expert axe-wielding skills. They are also capable of teleporting short distances. Despite their Blighted nature, they don't feel pain from the Blight, retain their mind, and can communicate normally. They can only be killed by purification abilities. Functioning as followers, they will never betray you.

Deathless Elixir (-600 CP)

An elixir created by Fadan the Heretic, made from a substance extracted from the White Priestess. The original elixir allowed a Blighted to retain conscious thought and the ability to communicate, but those who drank it still lost control of their body and mind under the Rain of Death. This version, however, allows the drinker to fully retain control of both body and mind, preventing madness caused by the Blight or the Rain. While the elixir still transforms the user into a Blighted, they will not experience the unbearable pain that typically comes with it. Once used, a new elixir will be provided to you each year.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 800 CP to spend on perks and items.

This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.

This option can be purchased multiple times.

The Slumbering Priestess (-50 CP / -100 CP)

A small clone of the White Priestess of the Fount with long alabaster hair, pale skin, and blue eyes. Though physically frail, she can purify the Blighted by absorbing their corruption into her body. She is highly resilient to the Blight and unaffected by the Rain. When she purifies a being, she can summon their soul, manifest them physically, and command them to assist her in battle. She can also release any purified souls at will. She wears a white dress and a magical amulet, signifying her status as a White Priestess.

You discovered this clone slumbering deep within the ruins of a building. Newly created, she has no memories and is unable to speak yet. Upon awakening, she immediately latched onto you like a chick imprinting on its mother. She will follow you across worlds without hesitation and will never betray you. If you wish, you can choose her personality.

Instead of a surviving clone of the White Priestess, you can choose for this clone to be "Lily", the protagonist of Ender Lilies, for **-100 CP**. If you select "Lily", she will be accompanied by Ferin, the Umbral Knight. However, if you choose "Lily", you will not be able to customize her personality.

Drawbacks

A Much Happier Time (+0)

This toggle allows you to begin your journey at any point before the Rain of Death begins. You could start during the Crimson Blight's attack on the Twin Spires, on the day Fretia became the White Priestess, or when the King of the First Age invaded the Ancients. Regardless of when you choose to begin, you will remain in this world until the point when you would normally complete this jump.

Quiet Lily (+100 CP)

Like a newly created clone of the White Priestess, you cannot speak and are mute. While you can still make sounds, such as laughing, screaming, or crying, you cannot communicate with others through speech.

Senseless Road (+100 CP)

This drawback causes you to lose all sense of direction, making it impossible to orient yourself, even with a map. Navigating areas becomes extremely difficult, as even if you believe you're walking in a straight line, you're heading in the wrong direction.

Treasure Hunt (+100 CP)

Items you're searching for will now be much harder to find. They will appear in inconvenient locations, such as under monsters, inside barrels, hidden within walls, or deep in areas filled with corruption. This drawback does not apply to the items you already possess.

Rot Attraction (+200 CP)

You have an aura that attracts nearby Blighted to your location. The Blighted drawn to you may attack on sight, depending on their nature. Those who have lost their mind or been driven to madness will attack you immediately. However, this drawback does not affect the Blighted you have acquired through this jump.

Blighted Phantom (+200 CP)

Your appearance's altered to reflect what you would have looked like if affected by the Blight. This change affects your looks, outfit, and weapons, making you resemble a Blighted. While this transformation may have little consequence in the Land's End, traveling to other nations will put you at great risk. You will likely be exterminated or captured for experimentation due to your new appearance.

Trapped at Land's End (+200 CP)

You are now bound to the Land's End and cannot leave its borders. The other five kingdoms are off-limits, and you cannot escape the Rain of Death. You will be forced to either endure a decade of Blight or take it upon yourself to eliminate the source of the Blight. Running from your problems is no longer an option.

Fragmented Power (+400 CP)

All of your perks from previous jumps, except for body modifications, have been broken into crystal fragments and scattered across the Land's End. These fragments are not randomly placed but hidden in difficult-to-reach locations, heavily guarded areas, or near powerful beings. You will regain your perks if you collect all the fragments or when the jump ends. This drawback can be taken even if this is your first jump.

Delicate Flower (+400 CP)

Your physical strength has been reduced to that of a young child. Additionally, you have developed an aversion to violence, instinctively flinching and cowering if the brutality becomes too much to bear. While you are still willing to do what must be done, you will need someone else to fight on your behalf, as you can no longer stomach the violence of battle.

Blightborned (+600 CP)

You have become infected by the Blight, transforming into a Blighted. This affliction brings constant, unbearable pain as your body mutates into a being of rot and decay, cursed with immortality and eternal suffering. You still retain control over your body, and your mind has not been fully consumed by the Blight. However, you experience temporary episodes of delirium and numbness every once in a while. The White Priestess could purify you, but doing so would cause you to pass on and fail the jump. If you possess any perks that allow revival, you will always return as a Blighted, even if you had previously been purified.

The Story has concluded

What is your choice?

End of a Collapsed World

You'll be moving on from this place, to the next world that awaits you.

Being as One

You decided to permanently stay behind in this world, this will be your home for now on.

Returning to the Abyss

You'll return to your original world, taking everything you've gained back with you.

Notes

About the Blight

The Blight corrupts the mind, body, and soul of those it infects, severing the connection between mind and body and trapping the afflicted within their decaying flesh. This corruption inflicts excruciating pain upon both body and soul, often driving the victim into madness. While the Blight grants immense regenerative power, rendering the body seemingly immortal, it turns the afflicted into prisoners of unending suffering. Their bodies, no longer their own, become vessels of the Blight's wrath, attacking anything that has not been corrupted.

The Blight's influence visibly distorts the body, causing the skin to decay into a dark red hue, eyes to glow ominously, and even exposing skeletal structures. In some cases, the Blight mutates the body into monstrous forms, sprouting grotesque, flesh-like plant appendages. The Blight does not only affect living beings but also spreads its corruption to water and plant life, producing a toxic miasma that makes breathing difficult. Even inorganic materials are not immune, as the Blight can warp and decay them over time.