



Archdemon Ascension Jump

Version 1.0

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Throughout the multiverse there is one rather... curious planar template that is visible in countless planetary, solar-system, galactic, and universal dimensions; Hell. Hell dimensions are hostile, dark, oppressive places where demons, devils, and other creatures formed from wickedness, maliciousness, hate, and other sins are born (though such beings are far from

guaranteed to be evil themselves and noble demons, devils, fiends, and half demons, half devils, and half fiends are known to exist). These dimensions tend to be the fated afterlives of those who were evil in life, and it is not uncommon for such souls to eventually undergo a kind of apotheosis in which they mature and become nascent demons, devils, and fiends themselves (though plenty of demons, devils, and fiends are born from the ambient soul stuff that suffuses these dimensions, or as the children of demonic, devilish, and fiendish couples).

Among individuals, groups, and whole civilizations that have begun to wander the multiverse, some question why this particular template of a dimension seems to exist as part of the planar nexus of various planets, solar systems, galaxies, and even universes. Better traveled civilizations, individuals, and groups know a disturbing truth: all of these lesser hells seem to be imprints, echoes, and vestiges of a darker, more foul place: the “Overhell” the oldest, foulest, most powerful bastion of shadows, sins, and ruin in the multiverse. From this unholy, depraved location, the archdemons hold court and the greatest of them all; the Dark Lord, dwells in dark splendor atop the fallen form of a Legendary Dragon mighty Echidna herself and rules from the shadowy layer of the Overhell created by her apocalyptic fall at the end of the one of the greatest wars in history; a war between her at the zenith of her power (aided by shadowy agents of the Dark Lord) and countless powerful beings of good, neutrality, and evil that weren’t aligned with the Dark Lord that existed during that mythic epoch in history.

Archdemons are the dark lords and ladies of this wicked place, demons, devils, and fiends, who have risen above their peers and become conceptually tethered to one or more of the seven deadly sins; wrath, gluttony, sloth, despair, envy, lust, and pride. These mighty beings are passively empowered by instances of the sins they are tied to, and many (though not all of them) dwell in fiendish metropolises that they are the undisputed kings, queens, and monarchs of throughout the Overhell. Such unholy urban centers are situated throughout the dimension, though a not small number of archdemons have fiendish metropolises located elsewhere in the multiverse.

Archdemons are one of the five types of ascended beings. These are beings that through methods unique to their specific type of ascendant are able to tap into and break the foundational rules of reality itself. In addition to archdemons there are cosmic gods, divinities empowered by the Logos, the words of creation; dragon lords, conceptually potent dragons attuned to one or more of the eight draconic elements, sanguinarchs; shadowy tyrants who feast on essence, an esoteric substance they can draw into themselves and use them to power various miracles, and finally transynths; mysterious machines who use science and technology to rewrite reality through a series of implanted technologies that draw on cosmic amounts of energy.

By entering this setting through this jump you have become the newest ascendant to emerge in the multiverse, the most recent being to sink to the lowest depths of reality and emerge as an Archdemon. And now, deep in this hive of villainy, you can see other wickedly powerful demons slithering, flying, walking, and crawling all around you. Welcome jumper, to the Troyverse and to

the ranks of the ascendants. Take these points, you'll need them to really get the most out of the decade you'll spend here.

You now have 1000 Demon Points

Author's Note: Welcome to the Troyverse, this is a vast, at some point conceptually powerful setting. This particular jump is immensely powerful, on par with the Sanguinarch and Transynth jumps, and is based off of the [Archdemon Ascension](#) Choose Your Own Adventure. This is a setting that allows you to become a cosmic-scale demon, capable of luring entire universes into depravity and wickedness at once.

This jump will incorporate a healthy amount of demonic lore from across multiple of Troy's Choose Your Own Adventures, and so anyone who wants to experience them blind would be wise to do that before coming here. Please consider this a **Spoiler Warning** for assorted Troyverse lore.

Origin:

Archdemon (Free):

Archdemons are among the most feared of the known cosmic monsters and dark-hearted factions wandering throughout or influencing the multiverse, joining an infamous cadre of "companions" including The Enemy, The Behemoth, Sun Eaters, and Chaos Bringers. Archdemons are incredibly powerful beings, and one of the two types of ascendants that slowly and steadily grow in power without any direct action on their part, due to their semi-unique (among ascendants only Cosmic Gods possess a similar power) ability to absorb conceptual energies generated by the sins they are attuned to even instances of said sins that have nothing to do with them that occur on the far end of the multiverse.

Archdemons are the subject of much misinformation even among ascendants due to their peculiar nature, the fact that (unique among ascendants) there is one place in the multiverse you can reliably encounter them and feel their influence, and most importantly their sources of power. As an example of that last facet of existence as an archdemon, you passively grow in power anytime you don your archdemon form due to the ubiquity of sins (unless you make the uncommon decision to shun the "Sin" power source), though it is possible that your journey as a jumper will take you to paradises where some sins you can attune to, such as wrath and envy, are not felt. It is worth noting that any instance of the sins you choose to attune to will permanently empower you, with how much you grow in power from any instance of a given sin depending on a number of factors such as your level of attunement to the sin and how related to the instance you happen to be. This means that a lustful thought, if you are preliminarily attuned to the sin of lust grants you an iota of power if you are not the subject of the thought, but if you are it grants you more power.

The most common histories leading to the apotheosis of new archdemons are pretty simple (but still rare and deeply ambitious); a sinful soul perishes in a mortal realm, goes to some hell

dimension, becomes a fiend of some sort, overthrows a lord of their home hell and hungers for more. Such ambitious souls may eventually discover ancient rites that tether them to the sins most attuned to their souls and identities, and, if they survive, become archdemons. Rarer, but not particularly unheard of, are the mortal beings who, without dying, attain immortality, conquer some shadowy echo of Overhell, and plumb its secrets until they learn how to become archdemons. Very rarely are the beings who never endured life as a non-ascendant, whether they were born as fully fledged archdemons with archdemon parents (or one archdemon parent and non-ascendant parent), or who spontaneously spring into existence as fully realized archdemons.

Starting Location

You can freely pick which place you start in, or roll a dice to make the choice for you. If you have new memories, your memories will give you knowledge of a plausible backstory explaining your presence in whatever location you start in. If you don't want to start off in a random appropriate location, you can opt to start off in your hellish lair (which is described in detail in a later section of this jump, but is located either somewhere in Primodell or elsewhere in the multiverse).

1) Primodell (alternatively: Overhell): This is a dark place jumper. This ancient dimension is connected to every universe, to every fragmentary echo that splintered off from it long ago (a process which continues infinitely, as new universes and new hells spring into existence all the time), and it is the primordial, conceptual home of demons, devils, fiends, and also archdemons. There are things worth knowing about this place; it is only possible to enter this place by entering the first layer (or "circle"); Limbo and it is only possible to descend by traversing this place in sequential order (You go from Limbo to Lust from Lust to Gluttony, etc, but some ascendants, particularly Sanguinarchs, are capable of defying this rule). Each circle is infinite in size (in 2 dimensions, at least), thus making them almost impossible to destroy by anything short of a being able to destroy entire multiverses at once (and each circle has vast, powerful defenses against anything lesser than that). You also get an extra 100 DP if you select to place your lair somewhere in a circle attuned to your chosen sin(s),

The act of actually, permanently killing a demon (even a minor one) is difficult in the Troyverse. Demons slain outside of their birth hells (or a hell they have attuned too) are forcibly yanked into them, and they gradually reform over a span of various units of time, some of which are a year and a day (at a minimum) to a thousand years (at a maximum). Very powerful beings, or those who have been blessed by such beings, might be able to permanently kill demons, but permanently killing an archdemon in one encounter takes a being vastly above them in power, and the number of such beings stronger than even the weakest archdemons are incredibly rare.

Seven of this place's nine circles are tied to various sins. The first layer, Limbo, is tied to no sins, and is a chaotic battleground where forces of goodness, neutrality, and non-demonic forces of evil frequently invade. This circle is under the protection of the Iron General, a prodigiously powerful archdemon tasked by the Dark Lord himself with protecting the circle. In this circle the

biggest threat is external, and if one is in search of archdemons who tend to be safe to interact with, insofar as such creatures can be safe to interact with, this is one of the better locations to find some.

The second circle of the dimension is named Lust and this circle is tied to... well, lust. This is a stormy place where demons, devils, and fiends, tend to be more preoccupied with acting on their unholy urges than murder and mayhem so this circle is also somewhat safe for non-demons, non-devils, and non-fiends, but obvious "somewhat safe" is a nebulous term. Large cities, massive palaces, and plenty of places that are safe for settlement and long-term habitation can be found here, provided one is amenable to having unholy neighbors.

The first of the fouler, more hostile circles is the third circle; Gluttony. This dark place is a desolate wasteland of shadowy stone where monsters prowl in search of creatures to feast on. In this place the native, wildlife is as dangerous as the demonic residents.

The next circle is dubbed Greed and is attuned to the sin of envy. This is a network of sprawling, planetary metropolises where banks and other financial institutions reign supreme. Shayatins pay archdemons who erect their lairs here grotesque and extravagant tributes for the right to run their own institutions without the archdemon's explicit rulership, though this is mostly for archdemons who lair close to the city of Gomorrah, one of the largest cities in this whole network of dimensions.

Sloth is the next circle, and it is a vast, marshy swampland where fiends and other foul creatures lair in sinking cities. In this circle any place on the surface suffers the acidic wrath of the foul swamp, enduring acidic kisses from liquids so corrosive that space-faring dreadnoughts melt in less than half a minute. Archdemons who dwell in this sickly swampland tend to make their homes float above the vast marsh, or make them immune to even this place's acid.

The sixth circle is named Heresy and it is tied to the sin of pride. This is one infinitely vast city, home to all sorts of demonic technology and unholy scholars and sages. Dis, the name given to the city itself, is home to an unfathomable number of cults devoted to fiends and archdemons and has a history older than most universes in the multiverse.

The 7th circle is named Violence and it is attuned to the sin of wrath. It is a blasted hellscape where slain demons resurrect in minutes and slain non-demons rise as undead, all for the sake of continuing to rampage endlessly. This, unsurprisingly, provides archdemons of wrath with a healthy stream of power.

The 8th circle is named Fraud and it is tethered to the sin of despair. This is a militaristic preparing ground where those loyal to the Dark Lord work to sow the grounds for the apocalyptic schemes, dreams, and whims of their enigmatic master. This is an endlessly industrialized realm where rare visitors are shown the vast resources available to the greatest champion of organized evil in the multiverse. This circle is home to fiends of despair, who are potent masters of illusion magic.

The final circle is named Treachery, and it is attuned to no sins in particular. It is an unnatural circle created in the wake of the defeat of Echidna, a Legendary Dragon who dreamed of adding the powers of the archdemons to her vast power set (for the sake of expanding her dominion) and made a deal with the Dark Lord to achieve her foul ends. This angered the forces of goodness, neutrality, and other evil beings who sought to take advantage of the momentum of the movement against her to rid themselves of a rival.

In the wake of a war fought on an unthinkable scale Echidna was defeated and her shattered form cast down from Limbo. It fell for eons before cracking Fraud, and creating a new pit. Echidna's vast form bled so profusely that the Dark Lord had to take action to stop her blood from overflowing into the other circles, and they froze the woman's body and blood, before erecting palaces and fortresses on top of her body. These bloody glaciers are the surface of the circle. Echidna is so powerful that even in her defeated state she still wanders the land, taking the form of a beautiful human-sized woman with horns on her head who perpetually advocates for her own interests, which for some reason include mothering new kinds of demons (she is known to be the source of at least half of the types of demons that wander the multiverse).

2) Elsewhere: This option is for people who don't wish to start off so close to rivals and potential partners. You can erect your hellish lair anywhere in the multiverse, and in so doing make that place the capital for your faction of dark followers. You can freely select to erect your lair in a lesser hell, which would surely allow you to conquer said hell for yourself and turn it into your own dark home in short order, or you can choose a world that you wish to corrupt. This option does not allow you to start in one of the other multiverses in the Troyverse, in the lands of The Enemy, or in some sacred inviolable land like the Veiled Solar System (and any other place protected by a Hyperion Veil).

Archdemon Perks:

Mandatory Perks:

Ascended Advantages (Free): Every type of ascended being gains a number of advantages that elevate them above the vast majority of non-ascendant beings. This perk confers those advantages to you, so long as you are in an ascendant state which as a jumper you can access at anytime so long as you are not confined to your body mod or suffering from a power loss drawback. **After this jump this becomes an alt-form accessible at any time, while being a jumper's default form in their time in this jump.**

Archdemons are immortal, eternally the age they wish to be (which they can change at will due to their shapeshifting), they do not require eating, sleeping, or breathing to continue to live. They are naturally resistant to mind control (eventually freeing themselves from any mind control strong enough to actually work on them short of something done by a creature as mighty as the creator of the multiverse herself), nearly outright immune to supernatural abilities performed by beings weaker than ascendants, as well as being nearly immune to timeline tampering. They are capable of flight at speeds that allow them to move across a planet in an instant, and they

are masters at overcoming resistances and immunities so long as their possessors are not fellow ascendants (or greater beings). Ascendants are talented shapeshifters and all Archdemons are capable of skillful shapeshifting as well. Archdemons possess enhanced brains capable of unthinkable multitasking, which is part of how such beings maintain influence over the regions they influence or rule over (most often indirectly), and use their remote powers (which is their ability to use their ascendant abilities through objects and places connected to them or through their followers).

These beings cannot be predicted with magic or supernatural means and cannot even be scried on in the present, barring efforts by other ascendants and other favorable conditions. Archdemons, like all ascendants, are not constrained by time or space and can travel through both with ease as well as possess a nearly unstoppable connection to their powers and traits, which protects them from efforts to weaken, steal, block, or copy them.

Diabolical Details (Free): Archdemons have a strange connection to the sins they are attuned to. Depending on how strongly they attune to their chosen sins they not only draw power from them, they are also aware of the circumstances behind them and the direct results of them, with archdemons who are only minorly attuned to their sins only knowing the immediate cause of their sins and the most direct aftermath of them, with archdemons who have mastered their sin(s) being intimately aware of the context of the sins and everything that occurs as a direct consequence of said sins. Clever archdemons can use this to corrupt people, and thus draw power from the corrupted individuals.

This perk also confers the universal (for archdemons) ability to imbue your attacks with hellfire; an esoteric flame that burns through all things that lack a certain level of durability, doesn't need oxygen to burn (and is not extinguished by water), and burns through resistances and immunities so long as those resistances and immunities are not sufficient to tank planetary destroying levels of fire or soul damage.

Sins (Varies): Scholars of demonkind (in this context this term refers to all sorts of beings conceptually tied to diabolical, demonic, and unholy evil, demons, fiends, and devils alike) recognize the profound ties such creatures have to the deadly sins; profound motivators for evil acts. Acts of evil are often caused by one of the seven following sensations; Wrath, Gluttony, Sloth, Despair, Envy, Pride, and Lust, and these origins are so intrinsically tied to reality itself that archdemons can latch onto one or more of them and begin to parasitically draw power from instances of these things throughout reality. Conceptual or metaphorical examples of actions thought to be tied to sin's count as well, be it the "hunger" of a black hole or the "wrath" of a volcanic eruption.

For example, an archdemon of wrath (who has not shunned the "Sin" power source) grows in power at least a tiny bit whenever someone experiences the heartache caused when sadness over being cheated on turns into white hot fury. When such feelings result in wicked actions, such as the enraged murder of the person who cheated and the person they had an affair with, the power generated by these acts also feeds archdemons attuned to wrath.

Every single one of these seven sins confers unique boons to archdemons who attune to it to sufficient degrees. Both mastery and even simple, preliminary level attunement offer boons of their own. Preliminary attunement allows you to induce the urge to act in ways that are examples of the sins in others; someone attuned to sloth can induce the urge to rest or otherwise do nothing in others (even draining them of energy to do so). Once you have attuned to a sin you can further attune to it up to four times, with each time giving you access to a unique ability and the final time granting you mastery over that sin as well as a unique capstone power. If you attune to a sin to a level beyond the introductory level but less than the maximum you can select which boons you get and which boons you do not get, so the order the boons are described in here is not some matter-of-fact order you will receive the boons in. It's worth noting that each sin you attune to has some degree of effect on the demons who serve you, granting them some degree of power associated with the sin as well as some degree of weakness tied to the same sin. A demon who serves someone attuned to lust will be more charismatic but also have some degree of hedonism and lusts their enemies can exploit or that they can be distracted by. Your lieutenants and more valued servants gain more of the benefits of this while suffering less from the negatives.

You can attune to one sin for free (unlocking the introductory level of that sin), and after that every time you attune to a sin or improve your attunement to one you've already attuned to it will cost 50 DP. You can attune to as many sins as you wish, provided you have the necessary amount of Demon Points to invest.

Attuning to the sin of **Wrath** at a preliminary level grants you an awareness of all instances of wrath throughout the multiverse (and in future settings this applies to the local multiverse, or the entire setting, whichever is bigger). Once you attune further you can select one of the following three boons: **Annihilator**; one free rank of the "Diabolic Blast" greater megapower (a blast you can fire from any part of your body strong enough to destroy a planet by default, with a maximum range the size of a star system) but this also counts as a purchase of the greater megapower so if you purchased a rank of it independently this bumps you up to the next rank for free, **Berserker**, you and all of your minions possess the power to enter into rages which empower every facet of yourselves (strengthening even things like greater megapowers to their next ranks though this WILL exhaust you if you are not careful and sparring in the usage of these boosted powers) though once the rages end you find yourselves exhausted to an extent inversely proportional to your power (the stronger you are the less exhausted by this rage you are, so you would be completely unaffected in any negative sense by your rage while your weakest servants would be left bedridden for days), **Hellfire**, this boon gives all of your servants the ability to use hellfire as freely as they wish. If you attune to the maximum extent possible you become impossibly aware and empowered by every instance of wrath in the multiverse (unless you've shunned the "Sin" power source, though in that case you still get the capstone power and you still know about instances of the sin you just don't get power from it) and you can direct wrath even of non-sapient or non-living things, enabling you to do something like make loyal friends tear each other apart or make planets smash into each other in defiance of gravity.

This power can also cause an entire universe to be filled with directionless, freeform wrath that causes people, animals, and things to mindlessly, hatefully lash out at each other.

Attuning to the sin of **Gluttony**, at a preliminary level grants you an awareness of all instances of gluttony in the multiverse. Attuning further allows you to gain one of the following three boons; **Void**, the ability to tap into darkness, manipulating darkness and vacuums in ways that allow you to do stuff like snuff out lights, stepping through shadows, making places bigger on the inside than the outside, etc, **Absorption**, an assortment of methods that allow your minions and you to absorb things (memories, powers, strength, knowledge, etc. depending on the power of the servant, with you able to absorb almost anything from your foes) with how enduring such absorptions are depending on how you or your servants compare to those you target, **Cornucopia**, a free rank in the creation greater megapower (Creation lets you create from nothing but your own ascendant energies, and the first rank lets you create up to a planet or an equivalent amount in one instant, though you cannot create something greater than you or something alive with this power). Mastery grants you intimate awareness and massive power stemming from every instance of gluttony in the multiverse, as well as the ability to leech energy and resources off of anything up to a universe away from you.

Once you've done your initial attunement to **Sloth**, the following boons will be available to you; **Mind Over Matter**, your minions often exhibit psionic abilities themselves and you gain a free rank in either telepathy or telekinesis (psionic greater megapowers that allow you to read the minds of entire planetary populations from across the galaxy or move a planet's worth of matter from across the galaxy, by default/at the first ranks), **Patience**, a unique boon that lets you shore up energy and power by remaining inactive for a time so when you act you can do so decisively, **Delegation**, you are better at recognizing the skills of your servants and minions and delegate more effectively as well as a stipend of 150 DP you can use on the **Demonic Servant** section later in this jump. If you gain mastery over this sin you are intimately aware of any instance of it in the multiverse, gain great power from such things, and you can paralyze up to an entire universe at once. Such paralysis is all the way down to the conceptual level, not just the physical level.

Next up is the sin of **Despair**. The following boons are available for archdemons of profound fright, **Nullification**, you gain one free rank of Anti-power (a greater megapower that at its first rank allows you to nullify up to an entire planet's population of superhumans, people on Spider-Man's scale of power, or up to rank 1 of greater megapowers), **Hexes**, your followers and you are uniquely skilled at casting curses and hexes that weaken foes in a range of ways (this also grants two ranks of the curse giver greater megapower; allowing you to inflict, without buying other ranks, the ability to inflict major, permanent curses on up to a galaxy of people at once), **Malediction**, the ability to fill foes with despair (which powerfully debuffs foes) that both you and even your mortal servants can do though how effective this is depends on the power of the effect user and the power of the affected targets. If you master this sin the resulting special power is the ability to infuse even entire universes with despair which will remove the motivation from such places even affecting laws of nature and physics, which can cause widespread chaos.

The fifth sin is **Envy**. Our boons here are as follows; **Mimic**, your minions and yourself are prolific copiers, able to astoundingly mimic all sorts of beings and you yourself can mimic anything lesser than an ascendant-scale effect (and with time and energy you can copy that too), **Usurpation**, those you have bested in some way will follow you though if they are willful they may follow you with somewhat less enthusiasm or may need to be beaten more than once, **Greed**, you can maximize the **Souls** and **Artifacts** power sources for free. The mastery level capstone ability is the power to induce reckless generosity towards you or someone you designate throughout up to a whole universe, causing people to throw valuables at you or those you designate and even making the world as better and more deserving.

The sixth sin is **Lust**. The boons for **Lust** are the following; **Hex Appeal**, your servants and you are all profoundly good at using sex and reproduction to swell the numbers of servants you have and you gain a 250 DP stipend to use in the **Demonic Servants** section of this jump doc, **Irresistible Allure**, you gain one free rank of the telepathy greater megapower and you become stunningly, mesmerizingly beautiful in such a way that it transcends things like species and sexual preference (and this beauty spreads to your minions as well), **Tantric Energy**, you gain strength through sex (both in terms of a supply of consumable supply of energy you can use to fuel various acts and abilities and in terms of a slower but permanent progression) and sex with you empowers your minions (and your minions can empower you through the use of lewd rituals). If you master this sin you can fill up to a universe with any motives or desires you want and this ritual also affects inanimate things and concepts.

The final sin is **Pride**. The boons available for this mighty sin are; **Superiority**, all of your abilities (and the abilities of your minions) are boosted (though for greater megapowers this boost is almost unnoticeable, but for other things this boost will invariably be tied to how strong your will and sense of self are, which for jumpers with pride means the boosts will be massive, honing your areas of speciality to new heights and boosting everything to an impressive degree as well), **Specialization**, you gain three free ranks in any single greater megapower of your choice, **Indomitable**, this causes the willpower of your minions to skyrocket granting them tremendous resistance to things like mindreading and mind control as well as powerful regenerative abilities and potent resistance to things that would copy their powers and your greatest minions and you yourself gain a powerful (if conditional) inability to die outright that persists so long as you are not facing a foe monstrously more powerful than you and you have the willpower needed to survive an attack. If you master this sin the capstone ability you gain is the ability to fill up to a universe at once with awe for you which inspires them to worship you and makes it stunningly hard for them to oppose you.

Sinister Sources (Varies): All ascendants draw power from a range of sources and archdemons are no exception to this rule. This section of the document goes over how it is that archdemons actually grow in power including and beyond the sins they are attuned to. Somewhat fittingly archdemons have six sources of power; artifacts, souls, worship, corruption, fear, and sins. Each of these power sources can be modified in two ways; any source can be maximized or shunned, though they can also be left unmodified. If a source is maximized or left

alone then instances of it that are pertinent to you passively empower you, giving you energy and power whenever they occur (in the case of sins) and continually sending you power and energy so long as you possess them or are responsible for them (in the other cases). If you shun a source you lose the ability to gain power from that source forever but you gain more demon points you can spend here to purchase other things. If you maximize a source you gain dramatically more power from it in the long run, in exchange for paying some points right now.

The first power source are **artifacts**, objects of great power such as wands, sacred texts personally signed by the gods, mighty planet-shaking machines, etc. The more of these you possess the more power they send you, but you can **shun** them to get 50 demon points (which still allows you to use them just doesn't allow them to empower you), or you can **maximize** them for 50 points, which makes even lesser artifacts grant you wildly more vast oceans of power.

The second power source archdemons benefit from are **souls**, which archdemons get more power from than cosmic gods do. If you spend or receive 50 points respectively you can **maximize** or **shun** this source, and maximizing it will make each soul you possess an ocean of energy for you. You can gain souls through contracts, deceit, or brute force, and owning a soul does not kill the person or being whose soul you own. Additionally, even if you shun this power source you can use your powers through and around the bodies of those whose souls you own.

The third power source for archdemons is **worship**. Unlike with **souls**, **worship** does not empower you more than it does a cosmic god. Additionally you only gain power from non-demons who worship you. You spend or gain 50 points if you opt to **maximize** or **shun** this power source. If you maximize this power source every prayer and moment of worship provides an ocean of power to you.

The fourth power source for archdemons is **fear**. This is the first of the uniquely archdemonic power sources, and with it you gain some small amount of power whenever you strike fear in someone or they think of you and fear what they recall, and this also applies when your demonic minions are feared as well. You gain 50 DP whenever you **shun** this power source, and spend 50 DP to **maximize** it. If you maximize it even filling one lowly imp with terror will mightily fill you with energy and power, while scaring the hell out of a universe will almost assuredly nearly double your power.

The second of the unique-to-archdemons power sources is **corruption**. This odd power source gives you power whenever you or your evil servants corrupt someone, be it through natural temptations, pacts, or some other means. If you want 50 DP you can **shun** this power source, and if you want to **maximize** it you can spend 50 DP to do so. When maximized this particular power source allows an archdemon who gains the service of archangels to terrorize entire worlds.

The final unique power source for archdemons are **sins**. By default you gain some small amount of energy when someone does a sin you are attuned to, no matter how close to it you are (be it metaphorically or literally), but both physical proximity and your relation to the sin in

question do make you able to absorb more of the energy such acts create. You can also 100 gain DP if you shun this power source. Curiously enough to maximize this source you need to spend 100 DP, but maximizing it makes each applicable sin grant you way more energy than they would otherwise.

General Perks:

You do have a discount here to reflect the mono-origin nature of this jump. You can discount one perk of each price tier, and any discounted perk costing 100 TP is free.

Corrupted Companionship (100 DP): Whenever you meet someone you get an immediate instinctual understanding of their vices and the sins they are the most tempted by. You get a firmer sense of the vices and sins of people based on the differences in total power between you, so as an ascendant you'd get an immediate, masterful sense of the sins and vices of most non-ascendant beings, but for those closer to you in terms of power this sense is less specific. Thankfully as you befriend someone your senses related to what tempts them grows more and more keen proportional to how much they like and trust you. If you are great enough in comparison to those affected by this you can even glimpse into their past and learn what sins they've actually committed.

Tempter (100 DP): You possess an uncanny skill when it comes to tempting people to sin. How precisely this manifests is pretty situationally dependent, but you have an eerie sense for when the appropriate moments are to bring up the idea of various kinds of sins that someone would be open to at least considering, and from there you have a strong instinctual sense of how to make them go from considering to performing. This synergizes well with **Corrupted Companionship** but it's also more broadly useful and handier for when you aren't specifically targeting someone but want to extract some quick power via **Sins** or begin to slowly corrupt someone.

Sinful Schemer (100 DP): Scheming is quite important for active archdemons and you could teach a masterclass when it comes to the profane art of plotting and scheming. You have a wickedly insightful understanding of psychology, not just of humans and humanoids but of all sapient lifeforms and you excel at using your powers in ways that are stunningly good at advancing nefarious plans of yours.

Evil Feels Good (200 DP): You possess a strange, envy-inducing ability. Whenever someone gives into temptation laid out by you or your minions or signs a pact with you or your minions you can inflict a rush of pleasure on them that can lay the groundwork for making it easier to tempt them into more acts of villainy. This is not the same sort of pleasure one feels during sex, but a more generalized rush of endorphins that adjusts itself to most delight those you use it on.

The Fine Print (200 DP): You are a rather frightening master of legalese, able to reliably utilize people's words and legal mechanisms against them. Your brand of evil is a bit more lawful than some might anticipate, and you are a terrifyingly skilled prosecutor or defense attorney. Any place with a legal system recognizes you as a qualified professional when it comes to any sort

of career involving the law. You have an updating mental database that allows you to know the ins and outs of the legal system in any place you visit. You are also eerily good at appealing to those who fear chaos and who find themselves clinging to order and tradition no matter how irrational such rules and notions are in practice. Evil tyrants and aspiring lawmakers alike look to you for inspiration and you can bless such individuals with supernatural wit and competence with ease. Your minions are also skillfully litigious and know exactly how to appeal to those who value order over morality and find freedom heretical.

Pact Power (400 DP): All archdemons and minions sworn to them can sign pacts with other lifeforms that promise them a range of things in exchange for their service, goods of theirs, loyalty, or their souls. This is an upgrade to that basic ability that allows you and minions you grant special permission to, to confer lesser copies of your perks to those who sign pacts with you, with how strong their copies are being proportional to what they are trading, with those promising eternal service and loyalty or their souls being able to receive full copies of your perks, and those not promising such eternal things receiving copies that are lesser in power. You can confer all sorts of conditions to your pacts, and those who violate said conditions find what they've earned through them weakening in strength. Those who attain power from pacts with you find it both impossible and unthinkable to use what they have gained against you, and are more susceptible to your influence. Additionally you can confer physical immortality and the ability to perform magic related to your attuned sins that is as powerful as you are attuned to the related sins.

The Dark Side Of Anarchy (400 DP): Your particular brand of evil is tied more strongly to chaos and notions of "Freedom" than most archdemons. You are a subversive sort, one who appeals to anarchists and freedom fighters, and your followers view you as not as a master to serve but as an idealized example to follow. Those who seek liberation from what they deem as oppressors tend to find you appealing and you are particularly good at flavoring your temptation as modes of rebellion. You are an appealing figure to follow in strict, dictatorial or oppressive places and you can stir rebellious hearts to violent or cruel acts in the name of "Liberation" with extreme ease. Your minions also benefit from this, easily cultivating anti-authoritarian, violent subversive groups.

A Darker Darkness (600 DP): Creatures with dark intentions can sense the ambient majesty of an archdemon. With this perk your unholy radiance makes you incredibly, stunningly charismatic to forces of darkness and malevolence, and beings composed of evil (like demons) and beings who voluntarily choose to commit evil acts (such as mortal murderers) passively sense your dark might though how aware of it they are is proportional to how evil they are. It is difficult for such beings to resist the allure of your ferocity and power, and oftentimes the more evil in one's soul the harder it is for them to resist you and refuse your commands. You can mark minions and chosen servants (including unwitting ones) and they will benefit from this as well, though oftentimes their commands will be ignored and the dark beings who see your mark will simply choose to not attack them aside from in self-defense. This is a more neutral sort of evil, one that affects chaotic beings as powerfully as it affects lawful ones.

Echidna's Match (600 DP): You have a nightmarish skill. You possess a natural, disturbing connection to life and are conceptually skilled at creating new forms of life, able to do this naturally, biologically, scientifically, alchemically, and in virtually any way you desire. You are a skilled parent and your creations are naturally loyal to you. Most worryingly, for others at least, you are quite adept at instilling dark traits, tendencies, inclinations, and frighteningly, powers in your creations. You are extremely skilled at recreating lifeforms you've encountered during your chain and ones you meet in the future, allowing you to become an unrivaled lord of monsters. Echidna's main advantage over you when it comes to life form creation is her experience, as well as her reputation, but your status as a new biomancer can be an advantage...

Hellish Lair

Your hellish lair is your personal capital, your dark sanctum from which you rule over those who have come to you in the afterlife, those who choose to live in your shadow, and the demons (and other dark, hellish monsters) who've sworn to follow you. This place can be customized aesthetically and architecturally however you wish, but you can also invest points in it to earn some special, noteworthy upgrades to its utility, defensibility, and other handy traits or make it a bit less powerful and through weakening it in various ways earn additional points. Additionally your hellish lair follows you in some capacity throughout your chain, and by default one instance of it emerges in a jump's afterlife (unless said jump only has paradiscal afterlives) or in your warehouse/warehouse equivalent. Demons sworn to you also respawn here when destroyed, especially in future settings.

Exterior Size: How large do you wish for the exterior of your lair's confines to be? If you wish to earn 100 DP, you can have it be **city-sized**, if you wish to earn 50 DP it can be **continent sized**. If you wish to earn or spend no points it can be **planet sized**. If you wish to spend 50 points it can be **solar-system sized**, for 100 points it can be **galaxy sized**, and for 150 points it can be the size of a **galactic supercluster**.

Interior Size: How about the interior of the lair? If you wish to earn 50 points it can be **half the size of the exterior**, for free it can be the **same size** as the exterior, for 50 points it can be **twice as large as the exterior** and for 100 points it can be **ten times** the size of the exterior.

Defenses: What about the defenses of the lair? This determines how easy it is to sneak or force your way in without an invitation, but does not determine the strength of your minions (who are themselves a powerful form of defense). If you opt to **gain 150 points** then anyone of any power can sneak in sans permission, if you want to **get 50 points** then someone with advanced mortal technology or powerful magic can get in, if you opt **not to invest or gain points** from this then powerful demons can force their way in. If you want to spend **50 points** on this then it would take an extraordinarily powerful non-ascendant army to get in without your permission, for **100 points** it would take multiple powerful archdemons or other ascendants working together to bust in, and for **200 points** it would take multiple cosmopotences (ascendants that affect entire universes with single bursts of their powers) working together to get in.

Respawn Rate: Barring destruction by some unfathomably powerful being, perhaps one as mighty as a Legendary Dragon or the Dark Lord themselves (or the impossible destruction of all of Primordell/The Overhell), you will eventually respawn if destroyed. By default you will respawn in your hellish lair, but if your lair is rendered inaccessible or destroyed then you will respawn elsewhere (taking one increment longer than you would normally, so if you get the free version of this trait and your lair is destroyed you'd respawn after a thousand years instead of a century). So long as you only do this once per jump the timer that ticks down while you're in a jump is suspended, so one death won't result in a chain fail, and if you have other unused ones you can use them in lieu of this so you don't have to wait.

If you opt to **gain 150 points** you respawn after one billion years. If you opt to **gain 100 points** it takes you a million years to be able to say that you don't die when you are killed. If you **want 50 points** it takes you a millennia to come back. If you **don't want to spend or gain points** it'll take you a century to return. For **50 points** it takes you a year (and you can safely use this to respawn twice without it being a chain fail), for **100 points** it just takes you a day, and **for 150 points** you respawn instantly and you can die three times without it being considered a chain fail (barring other 1 ups).

Enhanced Power Sources: Your hellish lair can serve as an amplifier to your power sources. By default this particular option is not active, and if you opt **not to invest points** in it then it doesn't activate, but investing **50 points** makes it so that all instances of power sources you receive and draw energy from originating in a lair (or extension as per Diabolic Architecture) send you ten times the power they should, and if you invest **100 points** you receive 1,000 times the amount of energy and power you should from power sources. This includes sins occurring in your lair, as well as things like souls acquired while the person in question is in your lair or corruption occurring in your lair.

Power Suppression: Your lair is yours, and as such only those you permit should be able to utilize their abilities. This trait of your hellish lair allows you to suppress the powers of those who are not your servants or aligned with you, with the maximum limit of suppressed powers depending on how much you invest. If you **invest no points** here this trait is not active. If you **invest 50 points** anything beneath planet-level (ultrahuman) is suppressed, and if you **invest 100 points** anything equal weaker than a cosmopotence can be suppressed.

Eminent Domain: **For 50 points** you can gain one rank of the alter reality greater megapower whenever you are in your fiendish lair, and if you otherwise have ranks of this greater megapower then your ability to use the power is boosted to the next tier so long as you are in your lair.

Diabolic Architecture: This is a complex power, but at its core what it does is allow you to extend your lair into new locations by visiting the places you wish to transform and performing a short ritual in said places. These places are transformed into extensions of your lair, the size of

which you determine based on how many points you invest, and the rate at which the transformation occurs is also determined by your willingness to pump points into this ability.

If you invest **zero points** in both the rate of transformation and the size of the transformed area you get a large fortress after a year has passed since you performed the ritual. If you put **50 points** in the size of the area you get an area the size of a large city and if you put the same amount of points into the rate of transformation it takes six months for this transformation to complete. For **100 points** in size you get an area the size of a continent, and if you put that same energy into the rate of transformation you get a transformed area in hours. For **150 points** in area you can turn a planet into an extension of your lair and if you put the same energy into your rate it only takes minutes for the transformation to occur. You can mix and match these rates, so you can invest 150 points in the size of the area, while investing no points in the rate of transformation, thus giving you an area the size of a planet as an extension but it'd take a year for the transformation to be completed.

Additionally, you can turn small spaces such as jewelry into extensions (that are larger on the inside than the outside, obviously) if you have the Diabolic Spellcasting or Alter Reality greater megapowers. Your lair has portals leading to each of these extensions which you and any minions you authorize can use to fast travel once the areas have been completed.

Greater Megapowers:

Greater megapowers are the powers that are accessible to every kind of ascendant, and they operate off of the base rules for such powers. Greater megapowers are as simple to activate as wishing them to activate (unless the specific power says otherwise), are nearly impossible for non-ascendants to block, dodge, or tank unless the non-ascendant in question is much greater than the ascendant in question. There is no hard limit to how many times a day a greater megapower can be used (though like a muscle some greater megapowers can exhaust you if used strenuously for long periods of time), and using them costs nothing (barring materials in the cases of some greater megapowers). There are only three ranks in each greater megapower available in this document, but a supplement will be released some day that discusses the rank X rank for each of the greater megapowers. If a price is unlisted then it is 50 DP per tier, exceptions to this rule will be listed explicitly, as some powers cost 100 DP per tier or even 150 DP per tier.

Invulnerability: Per rank 1: You can shrug off planet-destroying amounts of damage. Rank 2: You can shrug off galaxy-destroying amounts of damage. Rank 3: You can shrug off enough damage to destroy galactic superclusters.

Glorious Presence: Rank 1: In a planetary range around yourself you can fill people with fear or reverence towards you, which can inspire them to obey you or even worship you. This can be made passive and if this is done then this ability costs energy to maintain but exceedingly little (which will almost certainly be balanced out if you have shunned both the worship and fear

power sources) Rank 2: This range extends and becomes galactic in scale. Rank 3: Galactic Supercluster scale.

Super Strength: This is standard, albeit conceptual in practice, super strength (and can be used to do acts like punch holes in reality and fight avatars of concepts). Rank 1: You can lift, throw, or otherwise physically interact with several planets worth of mass. Rank 2: You can lift, throw, or otherwise physically interact with several galaxies worth of mass. Rank 3: Several galactic superclusters worth.

Super Speed: You have speed (and flight) fast enough to cross cosmic distances in an instant. Rank 1: Cross a planet in an instant. Rank 2: Cross a galaxy in an instant. Rank 3: Cross an entire universe in an instant.

Boongiver: You can bestow a range of boons that bolster every facet of a being which last as long as you'd like. The number of people you can affect with one use of this power and the maximum quality of boons you can bestow are determined by the ranks you have of this power. Rank 1: You can bestow a planetful of people with minor boons. Rank 2: You can bestow major buffs to a galaxy worth of people. Rank 3: You can bestow buffs of such profound power they can be superhuman-quality to a galactic supercluster of people.

Cursegiver: This power lets you give curses to people. Curse means "negative effects" in this context. The number of people you can target with a single instance of this power and the maximum strength of the curses you can inflict are determined by your rank. Rank 1: You can curse a planetful of people with minor curses. Rank 2: You can curse a galaxy's worth of people with major curses. Rank 3: You can inflict crippling curses on population's equal to that of a galactic supercluster.

Elemental Mastery: This ability can be purchased multiple times, once per each of the four classical elements (Fire, water, air, and earth). Each time you purchase a new element you decide what level of power over that element you wish to have, with each rank determining how much of an element you can manipulate and how precisely. This does not let you create the element out of nothing (That's Creation), but you can manipulate chosen elements to a great degree. Rank 1: You can control planetary amounts of the element with fine control or galactic amounts clumsily. Rank 2: You can control galactic amounts with fine control or galactic supercluster amounts messily. Rank 3: A single galactic supercluster's amount of your chosen element with fine control or multiple galactic superclusters messily.

Know Secrets: You possess incredible divination abilities, a suite of them really, and how precise and powerful they are is determined by the rank you have in this ability. Ascendants can protect information from you, depending on their relative power compared to you and your rank in this power. Rank 1: Anything known by at least one person or which there is at least some surviving record of can be learned by you. Rank 2: You can divine any (unprotected) knowledge regardless of whether or not there are surviving records or living knowers of it still. Rank 3: You

possess near omniscience around yourself and anywhere you have sufficient influence in, such as your hellish lair or your dominion (if you are a sanguinarch).

Alter Reality (100 Points per rank): This stunning power allows you to warp reality in and immediately around areas where your influence is high. In these areas you can emulate up to rank 3 of other greater megapowers, but these effects do not survive outside of the areas you can use this power in, so you can emulate a diabolic blast but if the target manages to slip out of the area you can use alter reality in the emulated blast dies and doesn't hit them when it hits the edge of your alter reality range. Rank 1: You can only do this in areas where your influence is greatest (hellish lair, around yourself, in areas where sins you are maximally attuned too have recently happened, etc.). Rank 2: a planetary range around areas where your influence is strongest. Rank 3: A range up to a galaxy's distance away from areas where your influence is strongest.

Diabolic Blast (100 Points per rank): A super attack ability that lets you fire blasts of destructive ascendant energy that can instantly hit any target in range (provided they don't have something like the teleport or super speed greater megapower as these blasts hit instantly and have perfect accuracy) and can even overcome things like the equivalent rank of the invulnerability greater megapower. These blasts can come from any part of you, can take any shape you wish, and can be selective in what they harm and destroy. Rank 1: Your blasts can destroy a planet from across a solar system. Rank 2: Your blasts can destroy a galaxy from across several galaxies. Rank 3: destroy a galactic supercluster from across a universe.

Giver of Life (100 Points per rank): You can resurrect or flatly create life that is up to ultrahuman in strength with a thought. You can heal or resurrect beings beyond ultrahuman with this but you cannot create them with this. Rank 1: A planetary population from across a galaxy. Rank 2: A galactic population from across a galactic supercluster. Rank 3: A galactic supercluster's worth of people from across a universe.

Hand of Death (100 Points per rank): You can snuff out entire mortal (or immortal but not ascendant) armies at once, able to target anything at or below ultrahuman in scale with no difficulties. This does not need an attack, only your intent. Rank 1: You can annihilate multiple planetary populations at once from across a galaxy. Rank 2: Multiple galaxies's worth at once from across a galactic supercluster. Rank 3: Multiple galactic supercluster's worth at once from across a universe.

Creation (150 Points per rank): You can create something from nothing. The maximum size of the thing you can create depends on your rank, and you cannot create something stronger than an ultrahuman without making it appropriately large and without requiring it to have the ability to use an amount of energy equivalent to the strength you wish it to have. Rank 1: You can create a planet or the equivalent at once. Rank 2: You can create a galaxy or the equivalent amount at once. Rank 3: You can create a galactic supercluster or the equivalent amount at once.

Transmute (150 Points per rank): You can transform anything (up to a max size determined by the ranks you have in this power) into anything else, short of turning something into something stronger than planet-scale unless you make it large enough to justify that strength (which means you can't turn something into an ascendant, at least with just this). Rank 1: Anything planet-scale from across a galaxy. Rank 2: Multiple galaxies worth of things from across a galactic supercluster. Rank 3: Multiple superclusters worth of mass from across a universe.

Create Artifact (150 Points per rank): This peculiar power requires appropriate materials but with the right raw ingredients you can easily and swiftly create stupendous artifacts. Each rank gives you a solid baseline but is not an exhaustive list of the possibilities you have with this power. Rank 1: In a day you can create thousands of handheld planet killing weapons or a planetful of lesser artifacts. Rank 2: In a day you can create thousands of galaxy bombs or a galaxy's worth of planet killing devices. Rank 3: In a day you can create weapons which can obliterate galactic superclusters, and you learn how to create godspheres (sapient machines which can reality warp galactic superclusters at once) but it takes you half a jump to create even a single one.

Telepathy (150 Points per rank): You possess stunningly powerful telepathy, allowing you to mentally communicate with, read the minds of, and even control other beings with how far your range and amount of people you can commune with being determined by the rank you have of this power. Rank 1: A planet's worth of people from across a solar system. Rank 2: A galaxy's worth of minds from across a galactic supercluster. Rank 3: A galactic supercluster's worth of minds from across the universe.

Telekinesis (150 Points per rank): You have surgically precise telekinesis and can manipulate multiple things with no problems up to your rank's amount of goods, as well as non-physical goods. Rank 1: A planetary amount from across a galaxy. Rank 2: A galactic amount from across a supercluster. Rank 3: A galactic supercluster's amount of goods from across a universe.

Teleportation (150 Points per rank): You can teleport yourself and an amount of goods determined by your rank across a vast distance in one instant. This can be stymied and protected against, but such protections would have to be powered by ascendants and designed to stop ascendants (or equivalently powerful beings). Rank 1: You can teleport a planetary amount of people and goods across a solar system. Rank 2: You can teleport a galactic amount of goods across a galactic supercluster. Rank 3: You can teleport a galactic supercluster amount of goods across a universe.

Diabolic Spellcasting (150 Points per rank): This ability allows you to use magic to replicate the effects of greater megapowers, and strengthens your magic so that you can do this without being susceptible to the weaknesses of magic (the fact that it drains a store of an energy you have limited, albeit great quantities of, and can be dispelled without the same sort of ultra powers as greater megapowers, by strong enough (even non-ascendant) beings), if you don't do this at your maximum rank. Rank 1: Your magic can affect a planet at once. Rank 2: Your

magic can affect a galaxy at once. Rank 3: Your magic can affect a galactic supercluster at once.

Anti-Power (150 Points per rank): This power can grant you immunity to other greater megapowers of the same rank and can be used more easily to prevent powered beings in a range of spaces and with a range of personal power from using their powers, with its maximum range and the maximum strength it can tackle at once being determined by how much energy you invest in it. Rank 1: You are immune to rank 1 greater megapowers or cancel the powers of a planet of superhumans (people on roughly city scale). Rank 2: You are immune to rank 2 greater megapowers and can nullify a galaxy of ultrahumans (planet-scale beings). Rank 3: You can nullify up to a galactic supercluster of everything except the strongest cosmopotences and you are flatly immune to everything up to and weaker than a rank 3 greater megapower.

Reality Warping: This odd power is not a directly purchasable power but is attained automatically if you have at least one rank in all of the following powers: Creation, Transmute, Diabolic Blast, Giver of Life, Hand of Death, Telepathy, and Telekinesis. Alternatively both Diabolic Spellcasting and Alter Reality can substitute for one, each, of the other powers if you have all of them but one or two. This power's rank is the lowest rank you have in any of the prerequisite powers. This omega power is able to do anything the synergizing powers can do and is immensely heavy in terms of erasing, blocking, or otherwise overwriting, allowing those who possess it to do all sorts of incredible and wicked feats.

Demonic Servants:

Demons, devils, and fiends will make up the bulk of your forces as an archdemon. In this section we go over the costs of recruiting them, of earning degrees of their loyalty, and briefly describe each type of demon, devil and fiend you can add to your forces. Demons on the same circle as your hellish lair cost a reduced rate to recruit and coax into both finding more individual demons and breeding more individual demons.

Any costs of 50 or 100 DP, when discounted, grant you 50 DP and become free respectively instead. Any costs of 150 DP become 50 DP when reduced. Any numbers above 200 DP become halved. You do not have to pay for lower increments to get access to higher prices (You can purchase a 150 DP or 200 DP tier, without paying for lower tiers). **Note:** even if you do not purchase a type of demon here you can probably still find a handful of examples of a given kind of demonic race or construct, but they would be extraordinary individuals rather than something you would expect to find in a rank and file group of your demonic servants. For breeding rates slow means once per jump you'll get a sizable number of new examples of the demons in question, moderate means this'll happen twice per jump, and fast means it'll happen three times per jump. Additionally any price increments that begin with "-" give you points if you select that increment.

Limbo

Lost Souls: Lost souls are mortal souls that died throughout the multiverse and found themselves on Limbo as their afterlives. These souls had a variety of power levels and power sets in life, which they retain here, but were not identified with enough of any single sin to be sent screaming to that circle. These creatures are now, generally peak human as a baseline, and on their own tend to be ignored or actively hunted by other demonic beings. That said these creatures have a very wide skillset and each is a unique individual that can perform a range of actions. These beings relish the opportunity to serve a leader who grants them a modicum of protection and a sense of belonging. They are also capable of hovering (and many are capable of true flight), and they can reproduce.

Rates of reproduction & loyalty:

For 50 DP: These creatures exist in sizable enough numbers in your forces to be a percentage of your forces, with somewhat unruly levels of loyalty & reliability. Their breeding rates are slow, meaning the number in your service will increase (through reproduction alone, clever archdemons can find other ways to secure new examples of types of demons and demonic forces) only once per jump.

For 100 DP: These creatures are cowed and obedient, and they reproduce moderately.

For 150 DP: These creatures are earnestly loyal to you and they reproduce fast.

Gallu: Gallus are ghoul-like demonic beings who are relentless, unyielding hunters used as something akin to demonic hunting hounds by powerful demon lords and archdemons. These monsters are not sophisticated but they are skilled enough to pursue their prey across the multiverse if given the ability to act freely. They have sharp claws but are also sapient beings and can be taught how to use melee and ranged weapons, which they can use with terrifying effectiveness.

For 50 DP: These creatures exist in sizable enough numbers in your forces for you to have a force of them, and they are somewhat unruly in terms of their loyalty. Their breeding rates are slow.

For 100 DP: Gallus in your service are cowed and obedient and they reproduce moderately quickly.

For 150 DP: Gallus are earnestly loyal, and they reproduce quickly.

Lust

Succubi: Succubi are beautiful seductresses who have skillful shapeshifting and a number of pleasure-based abilities. They are capable of paralyzing even ultrahuman-ly strong beings with a thought, though they can only hold a dozen people in this form of paralysis, and they can inflict paralysis with a kiss (and the number of people they can paralyze this way is unlimited). They are also capable of using powerful, potentially mind-shattering pleasure magic to manipulate and control their victims, and they have minor mind-reading and beautification magic

they can expertly use. They do not weaken people they have sex with them, at least not by default, and they make excellent courtesans, spies, and even overseers of labor thanks to their litany of control-based magic.

These demons handle rates of breeding & loyalty differently. For loyalty they operate on the standard **50/100/150** point scale, but for breeding they **GRANT you 200 points** if they breed at a slow rate, they **grant you 100 points** if they breed moderately, and it is **free** to have quickly breeding succubi. If you live on Lust they instead grant 400 points if they breed slowly, 200 points if they breed moderately, and grant 100 points if they breed quickly.

Kami: Kami are mighty storm demons that control storms and winds. These frighteningly powerful demons are capable of flight, have immense strength (and have the ability to toss lightning at foes), are empowered by storms (ones not caused by them at least) and possess powers over winds and storms. If left to their own devices and not given an outlet for their passions they tend to be destructive or lusty, so be careful if you recruit any of these creatures.

Kami also have different breeding rates & loyalty rates. If you opt to gain **50 points** you get Kami that breed slowly, if you invest **zero points** in them you get kami that breed moderately fast, and if you spend **50 points** you get kami that breed fast. The loyalty is the standard **50/100/150 point** price template.

Gluttony

Shadow Oni: These hulking monochrome monsters are the color of shadows. They possess selective intangibility, allowing them to ignore completely mundane attacks and efforts against them while allowing them to brutally attack their foes with ease. They wield their claws as their preferred, default weapons, but also possess chainblades they can use with terrifying ease. They are harmed by magical light, weakened by natural light, but are only irritated by artificial light. They are also capable of shadow-stepping, traveling between shadows to easily cross large distances.

The price tiers here are **50/150/200** for the increments of loyalty and **-50/0/50** for breeding.

Rakshasas: Demonic vampires who have had untold generations and countless trillions of years to grow strong in a realm where the sun is but a bedtime story to frighten young demons. These particular demons's powers grow weaker in the sunlight but light itself doesn't damage them. Masterful illusionists and shapeshifters (but almost invariably with some sort of monstrous "tell" somewhere on their body) they feed through suckers on their palms and they prefer blood (growing stronger when they've fed, becoming ultra-human when fully gorged) but they are only addicted to feeding rather than finding it to be some sort of necessity. Many of these vampires can fly, and all are stealthy and can phase through walls.

The price tiers here are **50/150/200** for the increments of loyalty and **00/50/150** for breeding.

Greed

Deviltaurs: Devilish warrior-centaurs, these brutes are efficient, deadly, and superhuman in some respects while being ultrahuman in others such as their stamina. They are also quite bright, and flexible on the battlefield. That said they have a propensity for drunkenness, wanton slaughter, and orgies, which are weaknesses savvy commanders would take into account when dealing with them.

The price tiers here are **50/150/200** for the increments of loyalty and **-100/00/100** for breeding.

Shayatin: Tiger-headed demons with uncommon intelligence and charisma making them skilled, invariably wealthy merchants. These monsters are wealthy but spend their wealth in pursuit of whatever bizarre, idiosyncratic obsessions they have on a personal level. They are master litigants and use the law, be it fiendish or mortal, to get what they want. They are also fully capable of fighting, but strongly prefer for others to do their fighting for them and so to see a Shayatin unleashing its impossible, inhuman fury is quite rare.

The price tiers here are **50/100/200** for the increments of loyalty and **0/50/100** for breeding.

Sloth

Imps: Imps are energetic, simpering demons, who are at odds with the environment most of them are in, and who are used as menial labor, servants, messengers, and other high-energy roles. They are peak-human, physically, but on the whole most are not quite that smart, and they can fly and skillfully fling fireballs at enemies. One area they are deceptively skilled in is the domain of logistics, and skilled imp commanders are known to exist, at least when it comes to commanding other imps.

The price tiers here are **50/100/150** for the increments of loyalty and **-100/-50/00** for breeding.

Batibats: Corpulent, powerfully psychic demons with telekinesis frequently strong enough to lift themselves (no mean feat) and telepathy strong enough to harass their foes with nightmares. These lazy fiends are sometimes powerful enough to smash buildings with their telekinesis, and mentally enslave entire groups of victims with their telepathy. They are also superhumanly tough but not so strong physically, and their blood and sweat are highly acidic. Magical batibats are capable of learning how to use magic without utterances and gestures, which can make them surprisingly subtle casters.

The price tiers here are **50/150/200** for the increments of loyalty and **0/50/150** for breeding.

Heresy

Asuras: True demons of pride, these three-headed monsters are immensely skilled at whatever they specialize in and have immense reserves of arcane energy (though they don't always have training to make these reserves immediately useful). Be wary of an asura doing whatever they specialize in, for their specialities are honed to impossible edges. Their physiques are superhuman in every respect.

The price tiers here are 50/150/200 for the increments of loyalty and -50/00/50 for breeding.

Goristros: Demonic minotaurs, these monsters have above ultrahuman stamina and above superhuman strength and toughness. They are proficient wielders of hellfire which they tend to use for forging, as that's actually where their true talent lies (despite their intimidating appearances). Unfortunately for demonic commanders, Goristros insist on working alone; a manifestation of their pride.

The price tiers here are 100/150/200 for the increments of loyalty and -50/00/100 for breeding.

Violence

Erinyes: Trees made of rock and metal, with a dryad-like alternative form which is the erinyes's true forms. These spirits are demons of vengeance and wrath despite being beautiful enough to confuse those ignorant of demons into thinking they are spirits of lust or passion. Their humanoid forms are capable of controlling plants of all types, and their claws and lips are envenomed with a toxin so fierce it can punch through even superhuman durability. Their trees are also mobile and act as ultrahumanly tough mech-like apparatuses, and can fling explosive fruits. While their trees exist Erinyes's can reincorporate their humanoid forms instantly (and exit Overhell immediately), but if a tree is somehow destroyed it will take an Erinyes a good duration of a jump for them to recover (though destroying a tree does not kill them instantly).

The price tiers here are 50/150/200 for the increments of loyalty and 0/100/200 for breeding.

Mahishas: These odd demons have physiques that depend on the state of their ire. In their calmest state they are sickly and weak (but if facing off against people of the same gender as them they are always ultrahumanly invincible) but as they grow more and more angry, or even are just in close proximity to people who are angry, their overall stats and physiques incrementally increase until they peak at ultrahuman in every respect. Their skills and passions vary from every Mahishas to another, but like their physiques how good they are at what they do depends on their anger level.

The price tiers here are 50/150/200 for the increments of loyalty and 0/50/100 for breeding.

Fraud

Chimeras: These chaotic creatures are so varied in appearance that at a glance it's impossible to tell they are related. Nonetheless these creatures are incredibly dangerous living weapons, with physiques that are holistically superhuman at a minimum, and often ultrahuman, but with abilities and tactics that are varied as their appearances. Many can fly, and several are capable of all sorts of magic, but their chaotic mindsets make their approach to the orders they follow deeply unpredictable which is a double edged sword.

The price tiers here are 50/150/200 for the increments of loyalty and -50/00/50 for breeding.

Infernal Golem: The physical laborers of the eighth circle, these constructs are incredibly powerful but lack initiative. These monsters are more than capable of immense destruction, but take a beat to start up though their ultrahuman durability allows them to take a beating while they get ready to unleash hell. They are powered by hellfire and can, once a day, unleash the demonic version of a nuclear blast, and they grow stronger (temporarily) as they witness and cause destruction.

The price tiers here are **50/150/200** for the increments of loyalty and **00/100/250** for breeding.

Treachery

Fallen Devas: Fallen greater angels of various types, particularly angels created to serve cosmic gods, exist. Sometimes when such powerful angels fall they fall hard and find themselves here, in Overhell. If these angels fully embrace demonic power, if they learn to love the darkness, they can grow greater and greater in power and become a “Fallen Deva” which is not a true species in the same sense as imps or succubi but is a classification given to fallen angels here in Overhell based on their origins and a baseline power level. Greater and lesser fallen angels exist in Overhell but greater fallen angels lack the numbers to be identifiable in any useful sense (and often differ wildly from each other anyway) and lesser fallen angels are of less interest to demonic forces unless a specific demonic commander or archdemon is interested in blasphemy and heresy. Fallen devas possess an affinity for one or more sins, a rank in at least one greater megapower, and a superhuman (at the minimum) physique.

The price tiers here are **50/150/200** for the increments of loyalty and **0/150/200** for breeding.

Pit Fiends: Pit fiends are the strongest kind of true demon that exists in large enough numbers to constitute a species. These demons are incredibly powerful, being ultrahuman in every respect and each is either an archmage or archpsion, and they even have access to the first rank of diabolic blast. These incredibly powerful monsters are so ambitious and proud that even those loyal to archdemons believe and anticipate that someday they will be ascendants themselves.

The price tiers here are **100/200/400** for the increments of loyalty and **0/150/200** for breeding.

Items

Mono-origin discount rules apply here as well: You get a single discount on one item of each price tier.

Mark of Favor (100 DP): This item is a mark you can spiritually inscribe on a servant, minion, or worshiper of yours (regardless of whether or not they are mortal). Once it's been put on someone you mark them as a specially favored servant and grant them immortality, a peak physique for their species, and a greater megapower of your choice (but only up to rank 2) or a sin-based boon of your choice. This can be applied to a few trillion of your servants, and can be rescinded or rendered inactive as you please.

A Heretical Text (100 DP): This “holy” text teaches mortals how to best worship you. It is attuned to you and your interests and any sins you’ve attuned too for the sake of persuading mortals to indulge in said sins, so followers of archdemons of envy are taught to value envy and it is considered a victory to make others feel envy. These texts can appear in future settings next to people whom you’d want to worship you, and who would be pious worshipers of you if introduced to you, which in the minds of some will be considered a miracle in and of itself.

Infernal Jewelry (200 DP): These valuable accessories make their wearers possess a fair amount of unholy charisma which is alluring to the pious and highly powerful when aimed at those with darkness in their hearts, especially natives of the Overhell. This can be used to signify that you favor someone, and can subtly (or not so subtly) signify how much you favor someone. The power of this jewelry is magnified if it is used in ways that relate to sins you’re attuned too, such as the jewelry becoming more beautiful if it’s the only thing your favored servants are wearing if you’re attuned to lust, or if it adorns weapons and you’re an archdemon of wrath. These also count as artifacts, and are considered “in your possession” so long as they are used by cultists or servants of yours.

Cultists (200 DP): This is a supply of powerful cultists who are earnestly loyal to you situated throughout this setting and any future settings you visit. These individuals are decently aware of how your power sources work, and they strive to make you stronger, hoping to secure rewards in the future, particularly blissful existences in the afterlife. These people will be of middling power in various communities, whether that’s as a mayor in a decently large city in a modern world or as an archmage in a fantasy setting, both of which can be found in the Troyverse. These cultists will be prime positions to help you advance various objectives, and mortals are not as strengthened or weakened by your attuned sins as your demons are so in some respects these individuals can be better field agents than your demonic minions.

1 Of 666 (400 DP): This is one of the profane temples in the “Temple District” of the unending city of Dis. It is a mighty power source amplifier, and owning one of these grants you considerable fame among your fellow archdemons. By default this is placed in your hellish lair, but if your lair is located on Heresy then you can place this in the Temple District. No one else can claim it, and it actively rejects invaders, doing its best to make their lives a living hell (and not the fun kind).

The Last Hourglass (400 DP): In the depths of the 5th circle, Sloth, there is a deep mire that is the size of a galactic supercluster from one end to another. For untold millennia towers have been sinking in this mire, placed there by the sworn foe of the dark lord, Zazelu herself. She swore that when the last tower, an impossibly tall structure made of infernal metal, sinks into the swamp Hell will change forever. Now you are the undisputed owner of this artifact, and can accelerate or decelerate its sinking at will. When it finishes sinking into the swamp it will drag all of the others with it and an apocalyptic event of your choosing will occur. In future jumps you can place this artifact somewhere and issue an equally lofty decree as Zazelu did, which will come true in some capacity if you will it to occur, which will be a world-changing event of your

choosing. You can use this to spread magic throughout a mundane setting, or to cause an end-of-the-world scenario of some sort that will permanently change the setting in some decisive way. People in positions of power will sense the seriousness of your proclamation and those lesser than archdemons will fear and respect such warnings, and will move to learn more, and to avoid whatever fate you wish to inflict on them, bargaining with you and granting you considerable concessions to avoid your dark designs.

Sheol For Me And Sheol For You (600 DP): An unbelievably powerful prison complete with an archdemon warden cursed to remain within the confines of the prison or to be let loose specifically to capture anyone lucky enough to escape (which is impossible without external aid, even for cosmopotences). Owning this is guaranteed to fill your foes with fear, and knowledge that you own this makes those who even think of disobeying or resisting you remember it, which can dissuade all but the most bold or those with the most heroic wills.

Armageddon Gate (600 DP): The ultimate defense... This is a copy of the Armageddon Gate, the complex which protects the sole gate leading into the 9th circle of Overhell. This is a vast complex consisting of 666 gates each of which has increasingly more advanced defenses than the last gate, which culminate in a forcefield around the actual gate leading to the circle that is so powerful that it can withstand the destruction of the entire circle. You can erect this around something of yours, such as an artifact you have tied your lifeforce to, or a valued servant, and in almost any case it is overkill but sometimes overkill is what you want.

Companions & Followers:

Import (50 DP): You can import a companion and they gain all the freebies, discounts, and the Archdemon origin themselves, as well as 600 DP to spend themselves on perks, items and Greater Megapowers and demonic servants all their own. Companions cannot take drawbacks.

Please Note: The following companions do not get perks from this jump, instead already possessing unique abilities of their own related to their in-jump backgrounds. In future settings they can get their own perks as per normal or they can be imported as followers.

Original Companion (100 DP): This is a character here, in this jump, that you recruit. It can be an archdemon but it cannot be someone like The Dark Lord. This guarantees a favorable meeting but persuading them is up to you. If they are an archdemon or some other powered being, they retain their powers in future jumps but still need to be paid to be imported with points. If they say no to accompanying you, your points are refunded and can be spent on other things.

Ravana (200 Points): Lord of the rakshasas, this mysterious demon lord is rumored to be a sanguinarch or one of those who name the void (eldritch, ascendant-like, monsters who further exemplify vampiric traits than sanguinarchs do), as he possesses a strange sort of invulnerability and is immune to vampiric weaknesses as well as other damage sources. He lairs

in the 3rd circle, and he is discounted (costing 100 points) to anyone who dwells in the 4rd circle. Purchasing him also discounts Rakshasas if they weren't discounted already. He is quiet, introspective, and wise, and when he speaks those who are intelligent listen and heed his council. He only rarely acts physically.

Shedu Lords (100 Points): 13 demon lords who hold substantial sway over a herd of kami and other more chaotic demons. These monsters excel at summoning storms of hellfire or of passion-increasing electricity and they frequently move, traveling from the 2nd circle to the 6th and back with some level of regularity. Natives to those circles know to avoid the herd led by the Shedu Lords. You, if you ally with them, are more than capable of subtly directing their herd and watching the resulting chaos. If you dwell on the 2nd circle or the 6th they are half off, and by allying with them you can get discounts on kami or goristros.

Mephistopheles (300 Points): This scholarly archdemon is a master of contracts and gossip and has fingers in countless pies throughout the multiverse. For some reason this wise archdemon has not made you an offer you can't refuse, yet, and seems content to earnestly work with you free of contractual obligations. That said, this figure is good for his word, and while he is an unstoppable schemer and plotter he will fulfill his end of bargains he makes. If you take him as a companion you get one free rank in the Know Secrets greater megapower or you can maximize the souls power source for free.

Echidna (400 Points): A fallen Legendary Dragon, the entire ninth circle of Overhell uses her body and glaciers made from her blood as its surface. This monstrous nightmare of a monster is larger than entire universes, and is an unfathomably powerful being, or was at the apex of her power. She made a deal with the Dark Lord that no one liked but the two of them liked and as a result of that ambitious decision was struck down in perhaps the greatest conflict in multiversal history. That said, slaying a Legendary Dragon in a true and permanent sense is a feat not even a coalition of millions of ascendants could pull off, so while Echidna's true form has fallen from a great height the dragon herself lives and interacts with people using two forms; a beautiful humanoid woman with horns, or a giant snake.

Echidna is an active presence throughout the deeper, darker circles of the Overhell, and is known to be the source of many of the demons, devils, and fiends who now haunt the multiverse. She is a sagacious, insatiable biomancer who creates life in a range of ways, eagerly and actively looking for inspiration for new types of demons and monsters. Taking her as a companion causes your warehouse to shift to accommodate her gigantic form giving it a place that resembles the arctic climate of the ninth circle but without the fortresses and other infrastructure the dark lord has set up atop her only somewhat alive form. It also causes there to be a universal discount to the breeding rates of all demons (that does not stack with other discounts). As an ally and partner Echidna sees in you an opportunity to heal, grow in power, and create all sorts of new demons and monsters and she will actively attempt to seduce you in a variety of senses.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in scenarios results in a death, unless stated otherwise. If you lack usable 1-Ups this results in a chain fail. You can take on associated drawbacks, if you wish, which amps up the difficulty of the scenario and still gives you extra points. Required Drawbacks are... well, required.

The Dark Lord's Jumper (First Jump Only) (Required Drawback: Eye of the Dark Lord):

This scenario is meant to serve as a lore explanation for an entire chain. It is not, at all, a traditional scenario.

Your story begins in the depths of your hellish lair. You may have had a story leading here or you may have been born here, fully formed and already adult, but either way your true journey begins here. For the duration of this jump you will be caught up in the actions of the unseen, mysterious tyrant who lords over Overhell will have their eyes on you, only rarely interfering but always watching. Their servants will comment on this and it will not be a secret hidden from you.

Everything comes to a head just before the ten year mark, where the dark lord openly manifests before you, appearing to you in their full splendor and power. They will force you to kneel, even if they only do so after battling you and tearing down the things you've built. This is not a fight you can win, and even if you draw blood it will only serve to encourage the unstoppable nightmare of a foe standing before you. When you have been brought low the monster before you will stand tall and smile at you before making you an offer.

"Be my agent, and grow even greater. Or die. The choice is yours." The Dark Lord informs you, their voice calm, sure, supreme. If you refuse or try to negotiate you are destroyed. The Dark Lord has no time to play games, and views you as interesting but ultimately replaceable. If you accept the Dark Lord effortlessly repairs everything they destroyed and begins to teach you about "Jumpchains", a process by which it can expend a portion of its power and send you to new universes to corrupt and to feed on. The dark lord's agents also teach you how to convert souls into the demons whose loyalty you've earned, allowing you to create new demons in different universes.

Your benefactor has several ideas in mind about where to send you first, and says that they might reward you if you complete missions they give you, such as corrupting certain heroic characters or conquering places in the name of Overhell.

Reward: You're a jumper now! In this scenario your jumper starts off as a Troyverse native, and goes on a chain with their basic build stemming from this jump. The Dark Lord is your benefactor, but the Dark Lord is as entertained by insubordination and scheming as they will be by faithful fulfillment of their goals.

If you took the **No Gods, No Dark Lords, No Masters** scenario alongside this one and rescued Zazelu the Dark Lord allows you to take her as a companion as a way to get her out of their hair.

No Gods, No Dark Lords, No Masters (Required Drawback: Zazelu's Rebellion)

During your stint in Overhell you will quickly notice that this place is as chaotic as it is orderly, and about as many archdemons willingly accept the Dark Lord's heavy glove of rulership as chafe under it. One particularly insidious anarchist is Zazelu, a sevenfold archdemon (one attuned to all seven of the sins), who was there when the Dark Lord created the Overhell and became the second archdemon in existence, second only to the dreaded monarch of Overhell. Some say Zazelu was the first to bow to the infernal tyrant, and became their lover, but such a peaceful time was in the unthinkable ancient past. Trillions of years ago Zazelu left the Dark Lord's side and swore to overthrow them. In the time since Zazelu has openly schemed and moved against the Dark Lord whenever possible, and none know why the Dark Lord openly tolerates such insubordination though every wise archdemon has their own theories.

Zazelu grows more aggressive and flagrant during your stay here, and her forces swell in anticipation of the day she enacts her promise to change Hell forever. The day arrives at the beginning of the third quarter of your stay in Overhell (7.5 years in, if you're here for a decade), and as the last of her "hourglasses" sinks into the depths of the swamps of Sloth, the force fields protecting Limbo fail and an army of virtually unparalleled size storms into the Overhell, composed of forces from throughout the multiverse all of whom wish to loot and pillage the devastating and normally unassailable plane. The battle that follows this is apocalyptic beyond measure and results in two historic events: the fall of the Iron General, brought low by millions of creatures, tens of thousands of which are ascendants (many of whom he slays before falling himself) swarming him endlessly, and the intervention of the Dark Lord herself, which is the event that brings about the end of the invasion and the repair of the force fields protecting Limbo. During this time Zazelu's forces storm various edifices of importance to the Dark Lord, including the Hollow Eye. Unfortunately for her, she ends up captured by the Dark Lord and imprisoned in Sheol for her daring audacity. And now you have a choice to make. You have three options arrayed before you: the lawful route, the neutral route, and the chaotic route.

The lawful route means you step up in the wake of the fall of the Iron General, you emerge in Limbo, whether it's where you've erected your home or not, and begin organizing the inhabitants, learning and forming new pacts and alliances to restore order to the circle. During this time fierce battles are more common than ever, and ascendants of all types seek to make a

name for themselves by invading this dark dimension. The neutral route means you do nothing and simply wait out the chaos, enduring a period of upheaval and chaos unlike any seen in an unimaginably vast amount of time. The chaotic route means you launch a daring rescue mission and both rescue and recruit Zazelu, and are tasked with keeping her safe for the rest of your time here, but in exchange for your help she is happy to share the dark secrets she learned with you, which will culminate in a confrontation with the sevenfold warden of Sheol during your last week in this jump who you must defeat to keep Zazelu free...

Rewards: If you are lawful you get the perk **Dark Lord's Shield**, which makes you a stunningly effective protector of order, especially dark order and malevolent "justice". You also get to offer the archdemons who cooperated with you the chance to explore the multiverse with you on your chain as followers (though you can pay to import them as companions).

If you are neutral you get the perk **The Clever Wait and Watch** which allows you to be neutral without consequence, and also gives you opportunities to profit from neutrality and mercenary work. If you seize things belonging to Zazelu's faction, or left behind in areas wrecked by the invading forces in Limbo no one bats an eye at you, and this ability remains yours in future areas wracked by war and insurrection.

If you are chaotic you get the perk **No Masters** which makes you incredibly skilled at fighting dark tyrants, and you get the **The Last Hourglass** item, as well as can take Zazelu on your chain. She swears to find some way back here to confront and overthrow the Dark Lord, but also readily agrees to be a companion, and is eager for chances to grow in power and influence. She also teaches you how to turn souls into types of demons, allowing you to turn souls into demons that fit their personalities and passions. Zazelu also explains that the way she achieved her impressive feat of shutting down the force fields was through the aid of a strange being unlike anything she'd ever seen, a transynth. She tells you this creature claimed it was an ascendant, but it was not like any ascendant she had ever met, and its powers were critical to the various impressive displays that occurred during that fateful day. All it wanted was something in the Hollow Eye, and when it got what it wanted it vanished. If you took the **Age of Myth** drawback, Zazelu swears this is another transynth, not the one that is known to be wandering the multiverse and leading the cybergetic enclave, but a strange loner with a fascination with lost and broken tech and a curiously clockwork design.

Circle Lord (Required/Recommended Drawbacks: N/A)

This is, in some ways, the simplest of the scenarios this jump offers. All you have to do is become the Circle Lord of one of the nine circles. The term "Circle Lord" refers to an archdemon who is so profoundly powerful that when they proclaimed that one of the nine circles was "theirs" none opposed them. Throughout the history of the overhell many such archdemons have arisen but their reigns have never lasted very long, lasting perhaps a few decades. All you've got to do is claim this title, deserve it, and still be a circle lord at the end of your stay here. However you do this, through diplomacy, conquest, seduction, or something altogether more esoteric, is up to

you, but this scenario ends when the jump ends. You can be a circle lord of more than one circle, but the bigger your empire grows the more eyes will be trained on it.

Reward: Your reward for this is predictable but well-earned. You get to take a copy of the circle(s) you lorded over with you, archdemons (they are asked automatically if they want to join you on your chain, and informed as to what this means and entails, and unsurprisingly many, though not all (unless you were exceptionally charismatic), say yes) and unique locations and all. In new jumps claimed circles will be naturally attractive afterlives that naturally call to souls who frequently committed appropriate sins in life, with Limbo and Treachery being able to call to souls you select, but also being incredibly difficult circles to be the lord of due to the unique circumstances of their current leadership. Changes you make to the circle(s) you lord over are retained across jumps, and souls a circle claims during one jump will stay in the circle in the next jump.

Drawbacks:

Drawbacks here only affect you for the duration of the jump, and do not lock out purchases. When you select drawbacks that limit your choices, they will override any relevant purchases for the duration of this jump, but after this jump such restrictions will be lifted.

These Demons Ain't Loyal (+100 DP): For the duration of this jump, purchased tiers of demonic loyalty aren't important. Demons are individuals and while loyalty can be earned it isn't fiat-backed until you leave this place.

Slothful Sources (+150 DP): You may not maximize any aspects of your power sources, taking at most all normalized power sources for the duration of this jump.

No Lair (+150 DP): You do not possess a hellish lair. This means that any regeneration you need to do, from death/destruction, takes an increment of time longer than it should, and it also means that your demons do not have a central marshaling base, unless you can somehow convince another archdemon to let you occupy some space in their hellish lair.

Zazelu's Rebellion (+150 DP): It is an anarchic age jumper. Zazelu, the third most powerful being in the Overhell behind The Dark Lord and Echidna herself, but ahead of the Warden of Sheol and The Iron General, is on the rise as the day she fulfills a promise, an oath she swore long ago, draws ever nearer. Anarchy is spreading throughout the dimension, as more and more archdemons look to her for inspiration. Throughout your stay the plane will become more and more dangerous and chaotic as those inspired by Zazelu take up arms, or move in more subtle, calculated ways against the Dark Lord. Some of the relatively safe areas of Overhell, such as structures on Limbo and cities in Lust become more dangerous, while already dangerous areas such as the wilderness between fortresses on Gluttony become veritable hellscape. This may only somewhat inconvenience you, but it can complicate things like lording over a circle, or sending minions on errands between regions.

Conceptually Demonic (+200/+400 DP): You have a reputation befitting an archdemon. People always believe you are an embodiment of the sins you're attuned to. For this amount of points this reputation can be overcome, with hard work, but it is persistent and a tricky thing to challenge. This isn't UNIQUELY a disadvantage, but it will absolutely color your stay here. For 400 DP this reputation IS true, for the most part. You ARE an archetypical embodiment of the sin(s) you've made the decision to attune to. You can fight this, when it truly matters, but in your day to day life be prepared for your attuned sins to be a significant part of your motivation and to color how you react to things.

Eye Of The Dark Lord (+300 DP): You unlucky ascendant... The Dark Lord has taken an interest in you. The Dark Lord is the second most powerful being in the multiverse, the only being stronger than it in canon is the Creator herself. They have every power source maximized, every sin mastered, and every greater megapower at rank X (invariably a rank that allows some degree of universal-scale application of the power in question). For the first part of the jump their interest in you will be passive, but as you grow in power and effect more change in the jump their interest will grow and their interventions will become more common. You are guaranteed to have a face to face encounter with them at least once during your stay here.

Limited Megapower (+400 DP): You may only take (or rather, you may only use) Greater Megapowers worth 100 DP (rank 1 of several greater megapowers). This completely blocks off some greater megapowers for the duration of this jump but does not permanently prohibit you from using them since drawbacks only last for the duration of one jump.

No Sins (+400 DP): You may not attune to any sins during your time here. This means that you do not grow in power from instances of sins, and you do not have access to any of the boons available to those who've taken the time to attune to a sin.

No Hiding (+400 DP): Archdemons are a bit quirky in the sense that they have a reliable place to hide when shit hits the fan. A properly outfitted hellish lair can allow a single archdemon to hide and endure a lot of punishment before being forced out. With this drawback any place you try and sequester yourself in loses whatever protections it once had. With this you must consider the consequences of your actions much more carefully, because if creatures look for you they can find you.

Age Of Myth (+400/+600 DP): At the start of your time here you will hear of the emergence of a new type of ascendant: a "Transynth". You will also hear there is a new Emperor or Empress in Etherscape, and a rumor that a new Omega Lord has appeared in the distant outskirts of the Multiverse. By taking on this drawback the Troyverse comes alive and all of the different characters from the disparate CYOAs begin to appear one after another. For 400 DP this only summons the folks from the ascensions or lower, but for 600 DP this causes there to be greater beings, such as new cosmopotences, manifold ascendants, and during the last two years the Anael, the Grand Adonis, and the Living Hyperion, all three of whom are immensely more powerful than the ascendants. These characters have the powers in their cyoas, but are also

more alignment neutral than they are in their CYOAs (aside from the Anael, which is an embodiment of joy, benevolence, and life). This has the effect of putting different forces on high alert and making them much more cautious during your last two years here, as well as possibly immediately dominated by a powerful newcomer who may or may not be friendly to you.

Competitors (+600 DP) Archdemons are not necessarily friendly or hostile to each other. While many view their peers as competitors, or with some degree of wariness, others are friendly and happy to have equals, with some types of archdemons being much more friendly than others. With this drawback all Archdemons become much, much more wary of you, and even the friendly sorts are unreasonably cautious, while the less friendly are more likely to be outright hostile or to perceive any seemingly hostile actions as belligerence on your part. You will inevitably anger at least some of the only other beings who can fight you, your fellow Archdemons. And many ascendants know each other, and converse, and so you may find even other ascendant types to be outright paranoid around you, or on very rare occasions immediately hostile.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including your ascension(s). Will you be a darkly hateful and sinful being or will you be a benevolent king of Hell? I suppose your people will find out soon enough.

Stay Here:

Take another 500 DP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an archdemon, will surely be a mighty foe and a powerful contender for the throne in the heart of Aeon.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the might and ferocity of an archdemon.

Notes & Mini-Changelog:

- This is a sister jump to the [Transynth Jump](#) and the [Sanguinarch Jump](#). It is inspired by the [Archdemon Ascension](#) CYOA by Troyx.
- This jump is a **Work In Progress** and so it is important to keep in mind that there will be changes made to it over time. So long as this note exists, consider the document living and thus subject to change and growth.
- There are some departures from the original CYOA in this jump, such as the removal of the various point systems to keep track of.
- On May 26th, 2024, version 0.3 of this document was published and shared with various jumpchain communities. This version is mostly a skeleton with some sections that are fairly filled out and many others that are very barebones.

-After a day's worth of editing and adding content we've hit the 0.8 stage of the jump making process. This means we've copied a healthy amount of the content from the source material and jumpified it, as well as have added a decent amount of original content as well.

-On Memorial Day, 2024 (May 27th), this jump was successfully completed and hit 1.0 status!

-Some aspects of this jump are bits of my headcanon regarding some stuff. One big example is the idea that even sinful thoughts and urges empower archdemons, but to be fair that comes from both an understanding of sin in the Bible and also the fact that even things like black holes can exhibit "Gluttony". One minor bit of my personal headcanon that is purely for entertainment value is the name "Primordell" which is a portmanteau of "Primordial" and "Hell".

-Benevolent demons, ranging from non-evil succubi all the way to redeemed archdemonesses (Some of the brides in the Anael CYOA are redeemed archdemons of sloth) exist throughout the Troyverse. The only firmly one alignment group, the Archdeity, Joy, and Glory, are all benevolent beings who seek to protect and promote goodness, light, love, and joy.