

SHADOW — OF THE — COLOSSUS

Story/Intro: Long ago, in the Forbidden Lands, people worshiped a god named Dormin. Eventually, a new religion came into power and the people developed a disdain towards their would-be god. People had come to the consensus that Dormin was an evil being. As a result, he was imprisoned in a shrine where his essence was split into sixteen entities known as colossi. You are here to slay those beings and absorb their/his essence in order to shatter his statue shackles, and so that you may be the vessel for his return. You are, however, not doing this for free. Your trespass here has granted you the potential for great power, but it has also temporarily taken everything from you that you've gain throughout your chain. The exception to this is Body Mod. Though you do start with OCP (choice points) you can gain access to some from the list of drawbacks below.

But heed this, the price you pay may be heavy indeed.

Drawbacks: As many as you want, adjustments made as required, and are removed on death or success.

Raise thy Sword by the Light (+50CP) (Mandatory: One Purchase) – Sixteen stone idols were erected in the Shrine of Worship to house the essence of Dormin through colossal incarnations manifested from them. These idols are indestructible through traditional means. The only way to release said essence is to destroy the manifesting represented colossus which will cause the idol to shatter in an explosion of light. Meanwhile, black tendrils of Dormin's fragmented power will enter the one who slayed it, and then this slayer will be mysteriously transported back to the Shrine of Worship.

You must choose the prior colossus to challenge the subsequent one, and you will face them in order. You may take this a total of sixteen times. Not taking them all means that you will bow out after having defeated your charge(s). You will be allowed to keep everything that you have acquired here, and any of Dormin's essence will be purge from you. Dying will result in you losing everything you would have otherwise acquired here should you have succeeded. In any case, you will be sent on to whichever Jump you'd like from here or may go home, but may not come back to try again.

1. Valus – *Raise thy sword by the light...and head to the place where the sword's light gathers... There, thou shalt find the colossi thou art to defeat.*

2. Quadratus – *Thy next foe is... In the seaside cave... It moves slowly... Raise thy courage to defeat it.*

3. Gaius – *Thy next foe is... A giant canopy soars to the heavens... The anger of the sleeping giant shatters the earth...*

4. Phaedra – *Thy next foe is... In the land of the vast green fields...Rows of guiding graves...It is giant indeed but fearful, it is not.*

5. Avion – *Thy next foe is... It casts a colossal shadow across a misty lake... as it soars through the sky...To reach it is no easy task...*

6. Barba – *Thy next foe is... A giant lurks underneath the temple... It lusts for destruction... But a fool, it is not.*

7. Hydrus – *Thy next foe is... A ruin hidden in the lake...A ripple of thunder lurks underwater...*

8. Kuromori – *Thy next foe is... A tail trapped within a pail deep within the forest... A shadow that crawls on the walls.*

9. Basaran – *Thy next foe is... The land where trees nary grow...It sleeps in a dry lake bed...A rude awakening.*

10. Dirge – *Thy next foe is...An isolated sand dune...Its tracks are well-hidden...Shaking the earth, its gaze is upon thee...*

11. Celosia – *Thy next foe is...An alter overlooks the lake...A guardian set loose...It keeps the flames alive.*

12. Pelagia – *Thy next foe is...Paradise floats upon the lake...A silent being wields thunder...A moving bridge to cross to higher ground.*

13. Phalanx – *Thy next foe is...The vast desert lands...A giant trail drifts through the sky...Thou art not alone.*

14. Cenobia – *Thy next foe is...A guardian set loose...A closed-off city beyond the channel...It lusts for destruction...*

15. Argus – *Thy next foe is...A giant has fallen into the valley...It acts as a sentry to a destroyed city...*

16. Malus – *Finally, the last colossus...The ritual is nearly over...Thy wish is nearly granted...But someone now stands to get in thy way...Make haste, for time is short...*

The Unused (+50CP) (Requires: Raise thy Sword by the Light (X16)) – You may take this a total of eight times. This follows the same rules as Raise thy Sword by the Light.

17. Pholux – *One amongst forgotten... A sin upon the coast... Its pride met with unbowing waves.*

18. Kyos – *Thy next foe is...Burning from the skies...With abandon it claims the cliffs... For one last fall...*

19. Monkey – *Thy next foe is...Cold and dark... The hanging king...It all comes down...*

20. Adar Flam – *Thy next foe is...A false immortal... It burns all to be divine...It is not.*

21. Avus – *Thy next foe is...The plains grow dark...The predator stalks its prey...An arrow drawn...*

22. Sirius – *Thy next foe is...Salt in the air...A simple beast...It runs itself still...*

23. Aberth – *Thy next foe is...An oasis in the cove...The tower of legs...It falls with piercing words...*

24. Dionin – *With thus known... Crawling from scattered land...Devouring its demise...*

The Original Forty-Eight (+600CP) (Requires: The Unused (X8)) – This follows the same rules as Raise thy Sword by the Light and The Unused. The last twenty-four colossi have arisen from their slumber. Nothing is known of them other than that they will be waiting for you. These will however almost certainly put the other half of their kin to shame. Be it in difficulty dealing with them and or grand design.

Wander (+100CP) – You very frequently seem to get lost when trying to find your way around. You also seem to have lost your Map. If you bought the Fruit Tree Map you lose that as well until the Gauntlet is done. It will take you potentially days more at most to reach some colossi now.

Nomad Colossi (+100CP) – The colossi of this land are no longer bound by the magic which keeps them in place, and those that were not bound in the first place have found ways to get around their landlocking. Additionally, they will all be roaming around at once instead of you having to do them in order.

Ruined Forever (+100CP) – Your time here will be plagued with strife. Nothing that will directly contribute to your getting killed, but you're going to be miserable. Some of your food could just go off, you might slip and cut your leg up, and or maybe you just plain get sick. Your experience here will be fraught with terrible if minor events like the aforementioned.

Mirror World (+200CP) – The world and every action you take in it is mirrored. This may not seem like much, but you must deliberately reorientate yourself and it's sure to be strange. This very well may end up getting you killed like if you try to go right and instead go left.

Hard Mode (+200CP) – In case you wanted a challenge. Some colossi will now have more sigils to contend with, will just take less damage in general, and will do more damage to you to the point that some attacks like stomping will be instant kills regardless of durability.

Cute-lossi (+200CP) – Colossal girls. Colossal cute girls, nonetheless. Why then, pray tell, does this give so much to spend? Because there will be less places to climb, their "skin" is now tough as the rest of their body short of sigils and vitals, and many will be able to move in ways that parts of their previous body otherwise wouldn't have let them. Also, distracting, amongst other reasons.

Time Attack (+300CP) – You must now slay the various colossi in a time limit once you engage them. The longest amount of time in the most extreme case is 12 minutes. This will be adjusted for other drawbacks you take when they apply, but you're still going to need to accomplish your task in breakneck speeds. Fail to do so and you fail as if you had died.

The 79 Steps to Enlightenment (+300CP) – You must find the 79 relics hidden throughout the land before you're allowed to leave. Some of these will be harder to locate than others, and there is a number of them small enough to be moved about where they're located just by the weather. If you don't know where a majority of them are to start with there is a very real possibility that even with hunting you will not find them all before you run out of food and then starve to death.

The Seventeenth Colossus (+300CP) – No tricks here. You must fight and slay Dormin after you have finished with however many colossi you took. This drawback doesn't effect other choices in anyway. He is smarter than any colossus, will go any distance from the Shrine of Worship to get to you, and is quick for how big he is. All you have going for you is that his whole body is vulnerable to damage, but he is still considerably resistant.

Colossus of the Colossus (+600CP) – Did you know that the tallest colossus Malus is roughly sixty

meters tall, and that the longest colossus Phalanx is roughly three times as long as Malus is tall? Taking this allows for every colossus to grow until their new counter part would be considered a colossus to their previous size. Colossi like Gaius might very well destroy their entire arena with a single strike. Colossi that can shoot electricity probably causing earthquakes but certainly craters, and Hydrus will destroy anything that it gets near just by being alive. It will take dozens of stabs even in their weakest of spots to kill them. When they fall the very ground itself may open to accept them. Before you were tasked with the felling of giant(s), and now so with the felling of god(s).



Location: You're now in the Forbidden Lands. You're the only person here for the moment. The terrain varies from location to location. Roll 1d8 to find out where you will awake, or pay 50CP to choose.

- 1. F4, Shrine of Worship** – A massive structure located near the center of the Forbidden Lands. Dormin and sixteen gigantic idols reside inside.
- 2. G7, Green Cape** – A moderately small area in the far southeastern Forbidden Lands. The lands here are mostly flat, but there are a lot of fruit trees and white-tailed lizards to be found if you know where to look.
- 3. C5, Arch Bridge Plain** – A rather unremarkable area located southwest of the Western Cape and

southeast of the Blasted Lands.

4. H6, Eastern Bluff – Many white-tailed lizards can be found along these steep cliffs. There is a big hawk in this area that if you're lucky, you might hitch a ride on.

5. B5, Western Cape – Overlooking the southern seas you will undoubtedly be taken back by the impressive view. Little else can be found here.

6. D2, Stone Arch Gorge – Dimly lit passages located in the northwest section of the Forbidden Lands. You can get to a few choice areas from here.

7. E3, Ravine Entrance & Round Stone Hill – A large area near the central Forbidden Lands. Actually made up of small hills and uneven rocky terrain this area becomes more barren and flat the further you head northwest.

8. Your Choice – What are the chances? You can pick from any of the locations listed.

Origin: You are you. You stay the same age and gender you were previously unless you feel the need to change that for some reason. Changing either will cost you 50CP per change. Your race is ultimately unimportant here as it's very unlikely that you'll meet anyone besides Dormin, and a disembodied voice is hardly in any place to judge you, but you can gain an additional human form for 50CP if you so choose to do so. Upon leaving this world you can switch to this form whenever. You have one discount to spend per each tier of perks as there are no origins and you're technically a Drop-In. You get no discounts on items. Discounts are always 50%.

Perks: Abilities to help you along.

Skilled Warrior (100CP) – You're a trained swordsman. Skilled enough to go toe to toe with another veteran with matching moves. Your grip with your separate hands is now also just as good as if you were using both.

Cinematic Entrance (100CP) – You sure know when to make an entrance. Well, you find yourself arriving when would be more beneficial than not. Have to investigate miles upon miles of land for a single sword and man? Turns out they're just inside the entrance to said lands. Will help to get you up to speed with the current events.

Fan Name (100CP) – Much like the colossi you will be given cool but exotic nicknames during your travels. Exotic enough that it may or may not be a completely made up word. The nickname will be interchangeable with your actual name. These will garner you fame or infamy depending on your actions.

Reminiscence Mode (100CP) – The past that defines thee. By touching the corpse of your enemy you may now fight them again. You will gain no benefits from doing so and you don't need to worry about permanently dying if you lose the fight awaking seconds later from a daze as if nothing happened.

Trick Rider (200CP) – Your aim is impeccable. You're so skilled with bows, spears, and other weapons used at a distance that they all have a much greater chance of hitting their target, even if you're initially unfamiliar on exactly how to use them properly, than they otherwise would. Not superhumanly accurate, but some might think so.

You're also adept at doing this while riding animals, which you are now also familiar with. Enough to confidently stand and shoot while riding a horse. You could even get your horse to stop in such a way that you launch yourself forward without any harm to either.

It Doesn't Matter (200CP) – Taking this will allow your mind to be steadfast. Even a godlike being like Dormin will not be able to fully get inside your head while you still live. You would actively have to fight for control in that case. Multiple or exceptional beings of similar power assaulting you mentally will cause your resistance to falter and fail. You manage this feat through sheer tenacity. You may choose who or what you let get into your mind at any given time because of this.

Roar of the Earth (200CP) – You gain your very own OST. Its quality is superb and always seems to fit the mood, but it is almost always light and melodic. It changes to the tide of battle allowing you a supernatural level awareness of what is going on around you. This as an immense potential to save your life. Only you can hear it, and you have the ability to turn it on or off on a whim.

Remaster (200CP) – Everything just looks better. Notably, but not quite by twice as much. This will amplify any effect that could be conveyed by looking upon you. You may choose to have this effect the appearance of things outside of this world on a kind of on off switch.

Aerial Dance (300CP) – Falling will now only hurt you for a bare fraction of what it should regardless of other factors. Your chance of dying from falling is also drastically reduced because you find that when you're falling you'll do so in whatever particular manner that ends up with you being hurt the least, unless you don't want to, and that you can control if your body locks up or not to help maintain a soft landing or a hard one. You could fall hundreds of feet as an average human and not break bones. Though it would be painful, you could be up on your feet as fast as you'd otherwise be capable of.

Cursed Fate (300CP) – You have the gift of prophecy. Whenever something great enough is going to happen you'll get a vague vision of it. This will be hard to decipher, and you very well may make it come true yourself if you try and intervene, but with help from outside of yourself you can find a way to make these clear and thus safely take action.

Viral Marketing Campaign (300CP) – Grand stories will be told of your presence and actions in the worlds you travel to. Primarily before you get there, but even while so. Whether you live up to your tales of renown or dismiss them are up to you. Again, your level of fame or infamy depends on your actions, but this will help speed things along significantly.

Remake (300CP) – You can alter the mood of any situation by putting a lens over others' perceptions. A bright and sunny day? It slowly gets darker and they can almost swear it's colder. A dark and dreary ordeal? The sun suddenly breaks through the clouds lighting things up. This effect is primarily visual, but it can be more of a subtle change than anything terribly notable depending on what you're going for. This results in a changing of the ambiance and thus how the target feels, and will work even if they know what's happening. You could make someone depressed, rally a group, or just give yourself a greater level of perception by making things seem more vivid to yourself. This effect is permanent unless removed by you. No film grain, sadly. Can't be used to blind in of itself, but it can certainly help.

Intrepid Mortal (600CP) – You're supernaturally healthy and with a level of stamina to match. The worst human healable injuries will take roughly a day, but less serious ones will take a shorter time, and you have a level of staying that surpasses any but the colossi. You could climb up and down an entire mountain with only one hand and your two feet with little difficulty. You could sprint forever, and can hold your breath all day. You are effectively sleepless, and require almost no food to sustain yourself.

Shaman (600CP) – Using magic, a designated area, and a magic catalyst you may lock in an area, seal in an object, or banish an evil away at the cost of your catalyst. This may not use up your catalyst if it is particularly strong, the target is particularly weak, or if you do something temporarily. Even a being as strong as the newly awakened Dormin could be confined to the Shrine of Worship for a short period of time with something relatively weak which may or may not have been used up. Powerful beings may resist but few can withstand the effect of this ritual outright. You very well may end up with a situation where idols and colossi become involved because the entity you're trying to seal is so powerful. It is assumed a body must be fashioned for them to some extent, but it's all up in the air. You'll be given such knowledge either way. Wank it out.

The Shadow of the Colossus (600CP) – You may now instill profound guilt in those you wish. This doesn't necessarily have to be justified, but it will however help. Likewise, the more morally ambiguous at face-value the better. This could be used to persuade someone that's attacking you to stop, cause that stranger that bumped into you to apologize, or something more creative. This ability resonates best with those that adhere to a righteous moral creed or code. This will not be as effective on those that do not. If nothing else, you could still make them think about what they're doing for a short moment.

Forbidden Lands (600CP) – You may designate an area the size of or multiple smaller areas equal to the size of the Forbidden Lands as taboo. The changes in size that some options will have on the Forbidden Lands effects this. Meaning that if you took all of those this perk will have much more of a use to you. These areas will have an unnatural feel about them to those that you wish and only those on the level of being fated to do so will ever seek these places out. If you mark so much of an area that you can no longer mark anymore you can unmark a designated area and do so somewhere else again at half strength. Renews for every world you travel to and can be moved indefinitely with no penalty when you finally

stop Jumping.

Starting Items: Wherever you happened to start off, you find yourself awaking from a daze. You see a figure hovering above you, and you notice items strung about. Looking closer you find...

A Sack of Rations – Several weeks worth of dried spiced meat and fruit, and a refillable skin full of water. This land doesn't really support much wildlife or edible vegetation when taking into account its size. You would be wise not to lose this.

A Set of Clothes – A set of clothes that is similar or exactly the same as Wander's. It is fitted to you. Surprisingly resilient to most forms of damage that you'll encounter here. It's still not armor.

A Map – A map of the Forbidden Lands. Most of it is covered in clouds for some reason.

A Bow – A bow with no quiver. To fire arrows from this bow all you need to do is desire an arrow and one will appear between your fingers ready to be fired. They'll fly hundreds of feet more than what they would from a normal bow. All ranged weapons and munitions act like this.

An Ancient Sword – A sword that glows faintly in the light. It otherwise appears unremarkable.

Items: Nearly all items obtained in this Jump are extremely durable and most could easily survive a direct hit from a colossus. Some are acquirable without purchase but most will not work as they would had you just bought them here. Many for an example will not be nearly as durable. Many of the weaker ones will take weeks to find, and some of the stronger ones months or even more.

Ancient Bow (50CP) – A bow that has the ability to show weak spots on great evils from a range to its wielder rather than having to use one of the special swords available. Will be much more useful when fighting targets that will actually be hurt by arrows.

Whistling Arrow (50CP) – An arrow that produces a loud whistling sound when in flight. Enemies will be drawn to the noise and to where it lands more than a normal arrow.

Fruit of the Garden (50CP) – This inherently cursed fruit of the dead poisons anyone who consumes it. The deterioration this dreadful fruit causes will be noticeable and permanent. Less than a dozen would bring someone who is notably beyond a peak human physical condition to below even an average man.

Sword of the Sun (100CP) – A sword capable of gathering and dispelling light in complete darkness.

Fruit Tree Map (100CP) – A map marked with the location of every health boosting fruit tree in the Forbidden Lands. Useful for the health effect and or for finding food should you run out.

Lizard Detection Stone (100CP) – A stone shaped like a lizard. This useful stone allows for lizards and stamina boosting white-tailed lizards to show up on your map if there are any within the jurisdiction of your map.

Harpoon of Thunder (200CP) – What this spear lacks in flare it makes up with in flash. Able to pierce the hide of a colossus, it can easily pierce an armored man with just a little bit of force applied when thrown. It will soar much further than what you're probably thinking.

Cloth of Desperation (200CP) – A cloak that when worn forms into a rugged parachute if you're in danger of being injured by falling. Goes into effect at the height of just over a dozen or so feet. Will stop any amount of damage from a "normal" fall. Requires you to hold on to it. You'd have to try to get it tangled.

Eye of the Colossus (200CP) – A small colossus's eye. Willing this to will allow you to see through the vision/perspective of another that you can see, and this doesn't stop working until deactivated. You can even zoom in to a point. That effect is secondary to their actual vision. They will not notice it. The normally light blue part of the eye will turn orange if somehow they ever do find out you're looking through their eyes. Your own perception is taken up with whoever you're looking through when using this.

Life Sword (300CP) – A sword that mends the wounds of the wielder. The worst injuries will take roughly a day, but less serious ones will take a shorter time. Just having this on your person is more than enough.

Shaman's Mask (300CP) – A mask that gives the wearer a constitution of stone.

Shaman's Cloak (300CP) – A cloak that gives the wearer a constitution of stone. Wearing both this and the Shaman's Mask will let you survive a strike from something like Gaius's sword. Roughly, mind you. You would need to get out and go heal.

Sword of Her Majesty (400CP) – A sword so magically imbued that one stab to a colossus's major vital can fell even the strongest of them. It is wreathed in what seems like electricity. This "electricity" will only effect others at the behest of the wielder.

Mask of Strength (400CP) – A mask that gives the wearer strength of another man. Improves the lethality of direct physical actions you take by roughly one-fourth.

Cloak of Force (400CP) – A cloak that gives the wearer strength of another man. Improves the lethality of direct physical actions you take by roughly one-fourth.

Sword of Dormin (500CP) – A sword that exchanges the light motif for one of shadow. It has a colossus's eye built into the hilt. The eye is normally a light blue color, and if anyone means you harm it will turn orange until the threat has been dealt with. It can slay colossi with one stab in even a minor vital. This sword is so strong that you could stab one roughly a dozen times in any flesh exposed and just kill it that way. Normally this sword reduces the regeneration of the wielder, but since you could just get around this by carrying it at a distance it won't.

Mask of Power (500CP) – A mask that gives the wearer strength of two men. Improves the lethality of direct physical actions you take by roughly two-fourths.

Cloak of Deception (500CP) – Wearing this cloak will make you invisible but not silent. The cloak itself is only invisible while worn.

Flash Arrow (600CP) – An arrow that could be said to explode with the force of a rocket propelled grenade. It's honestly kinda absurd. It shakes the earth more than a mortar shot would. The force it releases pales in effect to the shock and awe of it doing so. You won't be blowing any colossi apart, not without a significant amount of time spent, but you'd take even an armored man apart with a single arrow. Several if they're close together.

Mask of the Titans (600CP) – A mask that gives the wearer strength of three men. Improves the lethality of direct physical actions you take by roughly three-fourths.

Guise of the Colossi (600CP) – Your own personal standard colossus armor. It is assumed to be fully covering, and you are given free reign of the design, but will grant you a level of protection similar to that of the Shaman's Mask and Shaman's Cloak together regardless. A feature or perhaps drawback of the armor is that the eyes will reflect your hostility. They will be light blue when you're calm, and orange when you mean harm. You could design this to be other colors but not the same. Weighs as much and is as restrictive as the free garb you're given. It will be like the armor is apart of you. Like you're a tiny colossus.

Companions: You're the only person here currently. The below are the exceptions to this rule. Only one purchase of each companion option is allowed. They may not take drawbacks themselves.

Wander and the Colossus (800CP) (Requires: Raise thy Sword by the Light (X16)) – Wander has traveled to this land with his dead lover Mono on his horse Agro in the hopes of making a deal with Dormin that Mono may be resurrected. Taking this makes the canon events of the game unfold to a point. So long as the colossi are slain it will not matter by whose hand they are, but he is certainly capable of slaying at least the unaltered first sixteen by himself. Wander's deal will be had and his lover resurrected. When Malus is slain instead of the canonical ending he will be purged of Dormin if he slew any, and then he, his horse, and his resurrected lover will all be sent to the next Jump with you whenever you've completed your taken charges. They'll be put into a style of companion stasis until then. They will all be very grateful if you help in the slaying, but will be incredibly grateful regardless, as you might expect. The happy ending, but is it worth the cost?

Lover (100CP) – A deceased person who you had some deep connection with in life, or so they will have that impression. Perhaps you decide it's not romantic, but the seeds will be there now regardless. It

helps that they'll only be resurrected when you leave and as a result get the impression you saved them from an otherwise cursed fate. Their general design is up to you. That includes whether they're male or female. No worry about taking too long in your task. There is some manner of magic at work that keeps their body lively.

Horse (100CP) – A loyal steed to carry you around. Their general design is largely up to you. Can have a single aspect of the design which is improbable if not impossible by nature. An example would be a diamond on its forehead or an equally small but more intricate design. Resistant enough to damage that colossi striking it will only cause it to stagger at most, and that falling hundreds of feet into a canyon with a stone bridge landing on it will only give it a single sprained leg. Your horse is almost never seen eating and it almost doesn't need to. It can run at a staggering rough 50-60 miles per hour and for longer than any horse should be able to. It is far smarter than it has any right to be, and it always seems to be there when you whistle for it or require it. The whistle will speed its coming to you regardless, and you're taught to whistle with your fingers.

Loki Bird (200CP) – Choose either a hawk or dove. You get a particularly large one. Only a couple of sizes bigger than normal. It's loyal if headstrong. The real boon of this bird is that it can maintain flight even when you're hanging on to it. As if you're not even there. Within reason. It's trained but at the end of the day it's still just a bird. Good luck steering it with complete accuracy.

Trico-Beast (800CP) – A fully grown griffin-like beast. A sort of dog-bird-cat. The face of a dog, the ears, body and tail of a cat, and the beak, wings, feathers, and feet of a bird. It also sports a pair of horns on its head. Its feathers are a grayish blue, with darker feathers on its tail, wings, and nose, while having lighter feathers on its face. The beast's eyes change colors depending on its mood, but it's not in the same ways as the various colossi and much more varied. It's roughly two dozen feet tall, and weighs something like 15-20 tons. Swords and spears do very little to this creature, and it can quickly get up from even life-threatening wounds due to how quickly it heals.

Armored, skilled, hostile, and menacing, but acts like a loyal dog to you and those you wish. It's trained and can follow even somewhat complex commands. More than enough to knock down most colossi, or you could just Jump off of it from flight onto them. It has a gullet that it can store things in. This includes you if you're the size of a roughly average man.

Rewards: For accomplishing certain tasks in this world. You get them upon your successful leaving.

The Horned Boy (Requires: Raise thy Sword by the Light (X1-16)) – For every colossus you kill you will become almost unnoticeably more able to not fall to grievous wounds, tire out, and will become just as strong. This will eventually peak at unnatural levels of health and stamina, but will only give you the strength of a few men. You could survive and heal from wounds that a mortal could not. Killing the standard sixteen will be needed to get you to that level, and this is basically just a slightly different, better, and achievable Intrepid Mortal perk. This will stay at sixteen in terms of what it gives you even if you go on to slay more. While the first mentioned function of this perk would be had at the time of killing the individual colossus, this also gives you the option to switch between what you'd look like normally and however corrupted you are. This can color the appearance of your equipment as well.

The Bearer of the Curse (Requires: Raise thy Sword by the Light (X16)) – Poor ungodly soul, you were only being used. Having once been possessed by Dormin you may gain a fraction of his powers short of the access to his resurrection abilities. You primarily gain Dormin's form similar to that of a humanoid small colossus with four vestigial wings. This includes the ability to breathe out a light blue fire. You'll be over sixteen meters tall when standing, but dozens of times that if you took Colossus of the Colossus.

Your power will start off at a very similar level to Dormin's newly awakened form, but has a near unlimited growth potential if you're willing to make the appropriate sacrifices. This growth is in the form of taking what could be ambiguously called "shadow" or "evil" into yourself. You do this through either killing the target or by drawing upon such things that are not inherently tied to the/a source. Taking more into yourself than you already have will change your colossus alt form size depending on the level absorbed. It may also change your form depending on the type. Your wings could develop, if you're lucky. Something bad, if you're not. The base evils of man will not be enough for this. It needs to be real

and or tangible. Not having a shield against your mind and soul could potentially be very damaging. This gives you a pseudo-cleansing ability. No one will be able to detect your moral ambiguousness by default. Even if they could otherwise do so. That will only work until you've grow more than not at all.

By expelling this into a form you may create humanoid beings of shadow to do your bidding. The more of this you're willing to put into them the more features they will have, the more physical capable they will become, and the more intelligent they will be. They will all have varying levels of possession, a physical condition, and the ability to become invisible and or incorporeal. You start out at being able to create sixteen at the cost of all your power. That many could overpower a single man, but much less than that and they will fail to do so. They're completely loyal to you as they're technically parts of you split up, and you control them as such, but you must focus to do so. They're otherwise good scouts or drones.

You may optionally put this into targets making them all around more powerful. The more you put into them the more this corruption will show. For items this will take the form of a dark aura. The stronger someone is the more evil they can tolerate inside of themselves without you overcoming and possessing them whether indirectly or directly. You cannot possess nonliving items.

Your power will come back to you regardless of what form it was dissipated in unless it itself was destroyed completely. This will stay at sixteen in terms of what it gives you even if you go on to slay more.

The Forbidden Lands (Requires: The Original Forty-Eight) – A forty-eight times impossible task.

What could be more appropriate to be earned than the very land their corpses still lie upon? You get this place as a Warehouse attachment, and time as well as living things act differently here. You may store the living here, intelligent or otherwise, while not in your Warehouse. Any adjustments in size as required by drawbacks are counted for this. This land includes the few kinds of lizards, hawks, tortoises, fish, eels, doves, and bats. This also includes the cornucopia that is the twelve different edible fruits of this land (one of which is for certain watermelon), and thirteenth which is not. See the "Fruit of the Garden" option in the items section. Lastly, you have complete control of the "filter" of this place. The intensity of it as well. This means that you could make it night to day on a whim, have it be warm on an otherwise cold rainy day, or even do something like making the world be perceived as if through an old grain film.

Endgame: Whether by success, your withdrawing, or failure you find yourself at the end of this Gauntlet.

The Secret Garden (Go Home): You decide to return to a more human world. You decide to go home.

A Self-Fulfilling Prophecy (Move On): You choose to head on to another world, as is not unforeseen.

Notes: Information on items, animal companions, your charge, and the world.

Ancient Sword, Sword of the Sun, Life Sword, Sword of Her Majesty, Sword of Dormin – These all have the ability to show you the path to great evil, the ability to show weak spots on great evils, and the ability to weaponize reflected light in such a way as to temporarily dispel lesser dark and evil entities outright.

Horse, Loki Bird, Trico-Beast – You can choose whether they're male or female. They get an appropriate small attachment to your Warehouse where they're able to stay in stasis should you feel the need to leave them there. This small attachment provides replenishing food and such. These companions are all somewhat magical, effectively immortal, and don't make waste.

Forbidden Spell – Regardless of how much damage you manage to do to a colossus it can only be truly felled with one of the available swords.

Save Shrines – Shrine healing exists, but it doesn't work instantly. The worst injuries will take roughly a day, but less serious ones will take a shorter time. The activated shrine will heal your injury and then the effect will stop. These effects cannot be stacked or saved up for when you become injured.

Runic Hieroglyphs – The language of this place appears to be some mix of English, Japanese, and Latin. You learn it upon your arrival, but just don't expect to end up using it much. Both spoken and written.