



LUST
FROM
BEYOND

Lust From Beyond

Story: In the beginning, the three Demiurges called Transformation, Essence, and Matter created many universes. Initially, these were all quickly destroyed by them due to stagnancy using a dimensional cancer called Ghar'ne. Trinities of beings were then created by the Demiurges to watch over these universes to make sure they were kept in line with Transformation. This worked for aeons until in the universe of Lusst'ghaa the Chosen of Transformation called Lauv'abrarc (turned lauv'abrarc with a lowercase "L") chose to change his people into beings that experienced only lust and orgasm. Ac'mlale as the Avatar of Essence taught him to control Essence, and Ughro'ecna as the Avatar of Matter taught him to control technology. All who rebelled against the Trinity were turned into the Enthralled, a race of emotionless creatures whose only purpose is to be used by the Changed followers of lauv'abrarc. Eventually, the Demiurges / Transformation would intervene, locking lauv'abrarc within a prison inside Lusst'ghaa as Ghar'ne was then loosed to destroy the realm. Restless, the Lustful God uses Essence to send psychic dreams and voices across dimensional barriers to people called Seeing, special humans who have always had a genetic predisposition to Essence. With a tiny but growing population of people now gifted with the ability to interact with Lusst'ghaa, what will come of these two worlds? Well, we actually know in part due to the sale of the IP, but later on that.

Intro: You'll be spending 10 years in these worlds. The date is less than a year before June 20th, 2021 when Lust From Beyond takes place, but after Lust From Beyond: Scarlet happens. You should have months to settle before the events of the game

1,000CP (Changed points): Your purchasing power for below.

Origin: Your gender remains the same. Your age is 1d8+21. You may spend 100CP to change your gender, and age within the rollable 1-8. Male or female.

Drop-In (Free)

You're not the first otherworldly being to enter this world, but for the sake of it hopefully you're the last. No history, no friends, no foes, but that last one might not matter in the long run. Between a Lustful God trying to enter this world and others trying to leave it, what will you do?

Cult of Ecstasy (Free)

Now run by Amanda and Jonathan Moon, the remnants of this cult find themselves in both a better and worse place than when they started out over a hundred years ago. Between the Yelverton Manor fire and a rashly ventured trip into Lusst'ghaa, dozens of them were killed, injured, or driven mad. Still, they seek the Absolute Truth of everlasting lust under the strongest Seeing yet, Amanda Moon.

Scarlet Lodge (Free)

Once a part of the Cult of Ecstasy, they have since separated due to an event where they spent too much time in Lusst'ghaa. They experienced pleasure that bordered on pain, and that for some was actually pain mixed with pleasure. All now find themselves being attracted to a mix of pain and pleasure, and many are extreme fetishists or outright murderers. They are however brought together by their trauma, and the majority genuinely want to find the mythical Chamber of Change to turn themselves back to normal.

Double Agent (Free)

Whether you're associated with either cult or just someone balancing living in a world where both exist, you're someone important people look to and almost everyone trusts at least somewhat.

Starting Location: Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

- 1. Royston Park, Pennsylvania** - A short walk away from the infamous Yelverton Manor ruins. You start at the entrance of the park, and will need a ride to make it anywhere else in a reasonable time.
- 2. Yelverton Manor Ruins** - Located deeper within Royston Park, this estate was once the site of the original Cult of Ecstasy before being burned down by the Moon family at the end of Lust for Darkness, the first game.
- 3. Antiques Shop** - A lovely little store in somewhere, Massachusetts. It's close enough to get to Bleakmoor, Massachusetts in at least a day's drive. Run by a man named Victor Holloway who will later become important to the plot as a Seeing.

4. Sabinian's Mansion - The new refuge of the Cult of Ecstasy. Most who follow the words of lauv'abrarc are welcome. While less violent than the Scarlet Lodge, suspected members could be tortured. It's right outside of Bleakmoor, Massachusetts below.

5. Bleakmoor, Massachusetts - A town modelled after New Orleans, located where it is due to Lovecraft references. Heavily under the influence and direct control of the Scarlet Lodge. This includes the police, and even many nonmembers due to the established local cultures which go back to the 1920s.

6. Eden Theatre - Shutdown roughly a year ago due to a performance of "Dancing in Red" which drew much criticism and a legal review. Below it is the main base of the Scarlet Lodge. You start in one of the bathrooms with a broken window up and behind you. If you're not a member, you should leave through it.

7. Dr. Charles Austerlitz's Office - The office in Bleakmoor of the Scarlet leader himself. It seems he had you booked for an appointment just right now. He's very interested in you telling him all about those repressed and compulsive thoughts you mentioned over the phone.

8. Free Choice - lauv'abrarc guides you. Choose any location above.

General Perks: Too ubiquitous to categorize. Enjoy the compulsions.

Voices of Ecstasy (100CP) - The next game in the series is to feature a mechanic where the developers try to blend gameplay and ASMR. This seems to include the player being talked to by the Lustful God himself. If you couldn't already, you can now experience the tingles of ASMR. You can also now just hear, feel, and experience more than any other ordinary person. None of this is overwhelming to you, and your direct connection to lauv'abrarc can be turned off, but by default it will likely be almost non-existent until he can leave his prison.

Seeing (200CP) - You are now a human fused with Essence due to the genetic lineage of Harriet Yelverton, dating back roughly 160 years ago. The Cult of Ecstasy will want to recruit you, and the Scarlet Lodge will want to kill you. Essence appears to be the quintessence of energy, and is fundamentally similar to animating force, psychic powers, and souls. It is implied that at least deity-like beings can exist solely through their Essence. This all can and does manifest in myriad ways

depending on the Essence, but within this setting your method of obtaining Essence will likely be entirely from Lust'ghaa.

Essence from Lust'ghaa is fundamentally influenced by lust because of the actions of Lust'ghaa's Trinity, and therefore its interactions with everything else are colored by this. Such as having it within you or actively using it making you feel good. High degrees of ambient Essence can make Seeing feel lustful, but for normal people it can quickly drive them to lust-filled delusions. Essence is capable of completely remaking both the living and immaterial but to a lesser degree, and so it's generally a bad idea to linger around it as a normal person, and even Seeing can be affected by this at the highest levels.

As a Seeing, your main ability is to interact with different dimensions through Essence. This is mostly passive, but can be activated through your passions. You will be of a similar level of strength to Victor Holloway. As such, something like an intense orgasm may see you thrust physically into Lust'ghaa completely naked and unarmed, but an intense feeling of nonsexual relief or the imminent fear of death could send you back to your spot in the real world. Nonsexual relief and or grounding yourself may even let you pull an object back through with you. Even should you abstain from orgasming to avoid these interactions, Seeing sometimes experience a sort of astral projection into other dimensions in their dreams. Inhalation of special incenses can make physical transference into another dimension more reliable once an emotional peak is achieved. When it comes to reliably leaving, physically entering another dimension will create something called a Trail, a sort of breach in reality. These are only observable by Seeing, and are not special to each Seeing. These are one-way back to the dimension they entered from, and entering through them to return closes them. They are unobservable from the normal world. These breaches are metaphysical, and presumably creatures that can't influence Essence can't use them. Sometimes, dimensional topography and or enough people feeling certain heightened emotions can line up to allow a Seeing to observe people in the dimension they physically left from in the form of wraith-like apparitions. These apparitions will be essentially immaterial, but sound can transfer through both ways. In theory, this could be trained to influence another dimension from one you're not on. The most extreme example of this is called a Conjunction, where two dimensions completely overlap, but this should usually require a Seeing, the sacrifice of a Seeing's child to the dimension, and the ritual being on one of the Solstices.

Your ability to actively manipulate Essence is basic but enough that you can traverse Lusst'ghaa with practice, controlling at least some of the technology and creatures. You still can't create permanent portals unaided yourself like Amanda Moon or Willard Yelverton did, but this can be fixed with a purchase below. Overall, all other abilities can be trained to gain further control of them. At some point in the future you won't have to worry about your emotions getting the better of you.

Origin Perks: Discounts are always 50%. Some crossover intended.

Antiquarian Puzzler (100CP) (Free: Drop-In) - Just like a certain someone you're almost as comfortable inside of a book as you are inside of a woman. Late nights, dusty tomes, bidding wars over old coins. You're just as capable and willing to run an old store or fiddle with puzzle boxes all day. Besides all the old and very specific historical information you now possess, puzzles are relatively common for one reason or another inside of Lusst'ghaa. They're not terribly complex, but they're even easier for you now.

Budding Architect (100CP) (Free: Cult of Ecstasy) - Already quite established, and with the degree to prove it. You're not a savant or anything, but you were the second best in your college and had the potential to be the first if you applied yourself more. The actually interesting part of this perk is your surface-level understanding of how to build structures that correspond with the locations and layouts of other dimensions you've never seen, and which will then allow Seeing an easier time to interact with them. However, places where dimensions so line up can be plagued by phenomena, random power outages, strange phonecalls, the sudden appearance of candles, and more. This will also come in handy if you ever end up in Lusst'ghaa because it's actually alive and shifts its layout.

Dr. Therapist (100CP) (Free: Scarlet Lodge) - Having followed in the footsteps of the original Cult of Ecstasy founder Doreen Austerlitz, or perhaps just by chance, you now have a doctorate in both psychology and philosophy. This should allow you a great deal of introspection into yourself and those around you. An overall good way to keep yourself grounded.

Cult Keeper (100CP) (Free: Double Agent) - Someone has to be the man behind the scenes lighting the candles, cooking the food, and cleaning the various stains. While the original Cult of Ecstasy had hired help, the people you surround yourself with have you. You find yourself unbothered with what would otherwise be the tedious work of running a cult or maintaining a compound, and you're appreciated more for your time spent doing so. If all else fails, you should be able to keep the ball rolling.

Mind of the Omniscient (200CP) (Discounted: Drop-In) - The Lustful God has given you a piece of his power! Your mind has been deepened. There now exists in this world only one event and no singular information besides that could drive you so completely insane without having a grace period to fully recover your mental health. This is near-absolute protection from individual sources of trauma or sanity-draining effects, but not volume of them. When you begin to feel overexposed, get away so that you can recover and ideally actively consume something to help you do so. Many truly alien things back-to-back outside of this Jump could theoretically bypass this, but within this world nothing ever lines up that way so close together. And that one exceptional event? In short, see the Chamber of Changed 600CP item for more.

Crystal Body (200CP) (Discounted: Cult of Ecstasy) - The Lustful God has given you a piece of his power! Your body just below the surface is transformed. Instead of being made more durable, you have been made capable of taking more damage. A human body can already take grievous wounds and survive, but now? Get shot in the heart, have a third of your head caved in, or be beat until your back is broken and you'll still be moving fine. Any more than that or all together and it'll be lights out.

Dark Rebirth (200CP) (Discounted: Scarlet Lodge) - The Lustful God has given you a piece of his power! Any time that you use an object or item to recover your physical or mental health, it will be supernaturally effective. Physical and mental scarring should now be a thing of the past in almost all cases. You should heal from anything but dismemberment quickly and completely. Years into months, months into weeks, weeks into days, days into hours and all so long as you have yourself treated. Maybe faster if you're using everything that could be used.

Agility of the Changed (200CP) (Discounted: Double Agent) - The

Lustful God has given you a piece of his power! Fitting that your boon should be that you can get around faster and unnoticed. Your speed is so great that you can move as the wind, literally creating a small gale of air as you pass. Your stealth is likewise supernaturally heightened, darkness from Lusst'ghaa breathing over you as your sound is transferred back along with the light. This stealth isn't perfect, but it is supernatural and intuitive.

Gun to a Club Fight (400CP) (Discounted: Drop-In) - You would think

that at least one person out of all the degenerates and murderers in the Scarlet Lodge would have a gun, but no. Not even the sanest amongst them has a single firearm for protection. The only two guns ever wielded are by the previous protagonist and the current protagonist, and you now carry this luck with you as well. Even if it should logically make sense otherwise, the world conspires to ensure your enemies are less armed than they should reasonably be. A mugger will use a knife instead of a gun, a cop will reach for their baton or taser before their sidearm, and a crazy cultist might literally try to kill you with a severed leg rather than anything else.

Master of Ceremonies (400CP) (Discounted: Cult of Ecstasy) - It would

not be an exaggeration to say that you are the head of your cult. While the Seeing are what it is ultimately built around and thus its heart, the information you've had passed down to you allows you to guide both the Seeing and your flock. This includes but is not limited to information on how to cultivate supernaturally effective herbs, use said herbs to create medicines, aphrodisiac incenses, create potions with ingredients from Lusst'ghaa that enhance Seeing abilities, create healing potions in some esoteric manner, and more. You know various rituals involving the Winter or Summer Solstices, and one such ritual that involves sacrificing a relatively newborn child of a Seeing to Lusst'ghaa to open a portal to it. Said ritual will turn the child into a man-sized humanoid beast after two years, and will be at least somewhat controllable with just this perk. As a bonus, I'll even throw in that your tarot card readings aren't complete bullshit.

Ruby Red (400CP) (Discounted: Scarlet Lodge) - The Scarlet Lodge gets up to a lot

of torture and murder, and so they need their own to help collect victims. You are now unreasonably good at this. You have a sort of narrative push behind your actions when you're trying to trap someone. You could easily profile a mark online and convince them to meet at an abandoned building to have sex, and then fill it with escape room-like puzzles they'll actually do while you stall for time.

If you were in a relationship with someone for even a year, you could gaslight them to go somewhere and do something where every metaphorical sign is telling them to leave, and they would still go almost the whole way through with it before even considering stopping. They might even go through with whatever you want if you don't blow your cover. As a bonus, you're at least conventionally attractive and with the talent to play one instrument of your choice well.

Scarlet Carnival (400CP) (Discounted: Double Agent) - It's one thing to say that Bleakmoor is under the control of the Scarlet Lodge or that the Cult of Ecstasy has some powerful members, but it's another thing when you're running down the street firing a gun at night, leaving DNA all over the place in the form of semen or bleeding, or simply abandoning your car on the side of the road for extended periods of time. You will now be ignored legally so long as you're not actively trying to be a public menace. No one calls the cops, bodies are picked up but not questioned if an accident or self-defense, your DNA isn't traceable to you, basic surveillance will pick you up but fail to record you if played back, and no parking tickets. This isn't absolute, but it's well-rounded protection.

Chosen of Ughro'ecna (600CP) (Discounted: Drop-In) [Requires: Seeing]
[Restriction: Only One Chosen Perk] - You are now the Chosen of the Avatar of Matter. What this means is your having a greater understanding of what exists as it would be uninfluenced by Essence or Transformation, and then theoretically how they would interact. In practical terms, this is gaining information from seemingly nothing and how technology works. One of these arcane-like technologies is described as using "memory" to make an object conform to a function once fed with Essence. Another example is the 400CP "Healing Platform" in the items section, which is fed Essence directly from Lust'ghaa. It is the Caste of the Omniscient / Omniscients who made this technology, an entire subset of a race over who knows how long, and so unlike the other two Chosen your primary Chosen abilities will be limited by your research and access to Essence. You can however still make a damn good historian.

The most important part of this blessing is your connection to Ughro'ecna, because only the Chosen of Ughro'ecna wearing the Mask of Ughro'ecna can open up Xu'thrar, the prison where lauv'abrarc is held. Victor Holloway, or the person that takes his place if he dies, is the canon person to release lauv'abrarc. It could now also be you.

Chosen of Ac'mlale (600CP) (Discounted: Cult of Ecstasy) [Requires: Seeing] [Restriction: Only One Chosen Perk] - You are now the Chosen of the Avatar of

Essence. Your being tied less to your overall physical form, but instead your mind and sexual organs. Get shot in the heart, have a third of your head caved in, or be beat until your back is broken. You'll be hobbled, but you won't be dead as your body outwardly mutates, expending Essence to keep you alive. Taking all that damage and more would likely kill you, but having damage focused on your womb or prostate would likely hurt you more by comparison than the given examples.

Speaking of Essence, even if you never step foot into Lusst'ghaa you'll be gifted with a relatively steady stream of it. Not enough to actively use, but enough that you will commonly receive visions your entire life. These visions will reveal things to you like places of power, the general structure of a building and how it can be used to channel Essence from another dimension, or in extremis a time-sensitive ritual where you sacrifice the child of a Seeing to another dimension to open a portal to there. More as well, but these are canon examples.

No other Seeing will be able to match your ability or capacity to manipulate Essence, and once you have initially gathered Essence you will be able to open up permanent portals to other dimensions at will. These portals are easier to open if they are to the equivalent space in another dimension. Additionally, you are like a radio and receiver for other Seeing. If you focus, you can feel Seeing with your entire body through a proximity of at least tens of miles. There's a ritual you can do but that you don't currently know just with this that can extend this to at least hundreds of miles, and which will allow you to establish a sort of link with them if you've never met. Whether through proximity or ritual, once the link is established you will have an easier time sending seemingly one-way communications to them and otherwise keeping track of their presence. Both the proximity and distance aspect of this includes the equivalent space in other dimensions. You can actually establish a link to anyone, and anyone you do this to you can manipulate. This takes the form of either those communications, or visions in their dreams. It seems that the Chosen are the only ones completely capable of differentiating these thoughts from their own, but they initially might mistake your voice for insanity without your clarifying. During the dreams you can tempt people into actions, and if they're a Chosen you could in theory just have a conversation with them. Finally, you boast the greatest ability to tame creatures by using Essence, but even in Lusst'ghaa there's some basic entities which won't heed you.

Chosen of lauv'abrarc (600CP) (Discounted: Scarlet Lodge) [Requires: Seeing] [Restriction: Only One Chosen Perk] - You are now the Chosen of the Avatar of

Transformation. What a heritage this is! You have the gaze of the Lustful God upon you. Replacing the deceased Willard Yelverton, you take the place of someone canonically described as a sociopath and a monster, and all under the will of a god that raped a universe. lauv'abrarc's Chosen finds themselves with a mix of the other two Chosen's abilities as he is the center of the pantheon, and has some more offensive uses for Essence besides.

First and foremost, you can manipulate and understand the technologies of Lusst'ghaa to a greater extent than the Chosen of Ac'mlale, but to a lesser degree than the Chosen of Ughro'ecna. Your ability and capacity to manipulate Essence is to a significantly lesser degree than the Chosen of Ac'mlale, but your opening the occasional portals when fed with Essence or having the rare vision at your baseline still puts you well above what the Chosen of Ughro'ecna can do.

Your primary ability however is to change. If you were so groomed, you could grow up to be the greatest of cult leaders, and an academic besides. lauv'abrarc was originally a member of the Caste of the Omniscients before being kicked out. Using Essence, you'll find your body malleable under your touch, and the bodies of other people as well. You could use this to turn yourself into a hermaphrodite that experiences constant pleasure, or turn someone's pain into pleasure. You could even heal people using Essence, keeping them in a constant cycle of blissful abuse. Finally, you can violently release Essence in an area around you. This takes a couple of seconds to do, but it's powerful enough to rip people or a small building apart in a handful of casts.

Lust for Life (600CP) (Discounted: Double Agent) - You are consistently aware and ahead of the curb. You can always tell just when to get away or where to hide when it would actually matter. Did your cult enter a dimension that drives people insane? You're the first one out. Did two of your cult leaders on two separate occasions massacre their followers? Not a single time are you even hurt, and at least one of those times you were the sole survivor. And when things are peaceful? You know when to speak soft and bow your head. You have a truly remarkable talent for avoiding danger. This isn't perfect, but it is very consistent. Others seem to pick up on this, and if you should warn them at least some of them will try to avoid it too.

Items: Located wherever that would make sense. Masks can be combined upon purchase, and similar items can be imported into objects. Discounts are always 50%

New-Old Reliable (100CP) (Free: Drop-In) - Despite just popping out of the ether, you already have some trusty transportation. Nothing brand new or especially old. A standard model of a relatively common personal car or truck. It won't require any maintenance unless damaged, and only needs half the gas it normally should. It has an ancient coin in the trunk that for some reason can be used like a quarter. The coin is "worth a fortune". Try not to park behind any gates.

Your Mask (100CP) (Free: Cult of Ecstasy) - A mask that is as much you on the outside that you are on the inside. It's like a second skin for you, and you will never get tired of wearing it. Slipping onto your face and staying there, even if it otherwise shouldn't keep on. Wearing it reinforces who you are, and so it's harder to drive you mad while it's on. The design will be anything from subtle to truly alien, depending on you.

Old Money (100CP) (Free: Scarlet Lodge) - The original Cult of Ecstasy was an extremely elite club comprised of academics, businessmen, and politicians. While its original founder Doreen Austerlitz is long dead, her grandson Charles has inherited her distant wealth. Through circumstances that are legal but ultimately unimportant, you too find yourself with at least millions of dollars in decadently furnished real estate in Bleakmoor, millions in liquid cash, and hundreds of millions in comically large, cut ruby gemstones.

Ceremonial Knife (100CP) (Free: Double Agent) - An ornate and unbreakable letter opener. It's wicked edge can readily cut through flesh and bone with a well-placed strike. Nobody in the Cult of Ecstasy will ask why you have it. It did just go missing one day, along with the Seeing Christopher.

Hero's Handgun (200CP) (Discounted: Drop-In) - Jonathan has his pistol, and Victor has his revolver. You now have a basic sidearm of your choice and a small box of ammo for it. Your choice of firearm will never need any maintenance, and the ammo box will always be as relatively full to your empty gun. The ammo box, while malleable, seems undamageable.

Potions & Pills (200CP) (Discounted: Cult of Ecstasy) - It may surprise you to learn that some of the healing mechanics in the game actually work like presented. You now have three potions made by Theodore that will heal most wounds in minutes, and stabilizing the majority of fatal injuries near instantly. Small injuries like a gunshot will heal fully, and larger injuries will heal but leave at least some scarring. This will not fix large injuries like being lit on fire or losing a limb you can't readily attach without both showing significant scarring, and it can't heal something like having your second head ripped off. The pills in this unassuming bottle are sedatives which help to deal with trauma, but do nothing for addiction or compulsions. The sedatives will help to keep you sane, but not happy by themselves. Can't overdose on either, but the potions might make you horny if you take more than one within a short period of time. You get more of both once a year if they're used or to go bad.

Face of Terror (200CP) (Discounted: Scarlet Lodge) - The mask of a monster even the Changed and Enthralled fear enough to avoid, and thus the wearer when they wear it. The more removed the potentially affected creature is from feeling fear the more they will experience in turn. Beings without fear will flee entirely. It would normally drain the sanity of those who wear it, but due to your purchasing it here neither the fear aura or sanity draining effect will work on you. This is basically a free pass to wander around Lusst'ghaa unmolested.

Contingencies (200CP) (Discounted: Double Agent) - Good old Jumper, always prepared or ready to help. Three times per Jump you can now have whatever real-world mundane thing you would need for a given situation. Did your cult's estate burn down? It turns out that you own a smaller manor in a state nearby. Money to pay for the cult? You already had a couple million. Be thrown in a cell? Maybe you willed yourself a bobby pin, and then strangled the guard to death. This is explicitly meant to help handwave background character stuff. No weapons, no people, no moving parts.

Mask of the Omniscients (400CP) (Discounted: Drop-In) - A mask from the Caste of the Omniscients. This many-eyed mask allows those without the ability to manipulate Essence to interact with and understand some Omniscient technologies. This includes their language. The mask will also reveal the invisible, allow you to see through illusions, and walk on or through objects made of sufficiently stable Essence. It also drains the sanity of those who wear it, but at least not you since you're buying it with CP.

Three Old Books (400CP) (Discounted: Cult of Ecstasy) - You now have in your possession the Nature of Universes, the sacred Book of Lasih, and the Journal of Lasih. The Nature of Universes is the oldest and most complete treatise of information regarding Lust'ghaa, theoretical dimensions, the Lustful God, and the Seeing as penned by Doreen Austerlitz. It's even said to include the location of the Chamber of Change. The two other books were penned by Lasih, the right-hand man of Doreen. When all used together they can reveal information and rituals that none of them separately would be able to divulge. This is not all the information from the Master of Ceremonies perk because there's over a hundred years time difference between the two. This is just the most complete information, but not all the information.

Healing Platform (400CP) (Discounted: Scarlet Lodge) - One of the miracle technologies created by the Caste of the Omniscient. It will heal any physical damage a person has that would fall under the category of Matter. It has functionally unlimited uses, and can be used constantly. This is a Warehouse attachment. If you're interested, you can mutilate yourself upon this platform for a few hours to gain low-level superhuman durability and strength. You'll only flinch at small arms, and will be mostly immune to pain. Your strength should be great enough to rip the leg off a man. Doing this however will give you a weakness to constant temperatures of roughly 300-400 degrees fahrenheit. This will cause you paralyzing degrees of pain and soften your body to near-human levels, but that much won't kill you and you'll toughen again almost instantly once it stops. The canon example is a character who would've been gang-raped to death by the Changed if not for its healing.

Cult-Proofed Technology (400CP) (Discounted: Double Agent) - There's basically no phones or computers used by either the Cult of Ecstasy or Scarlet Lodge. No cameras used by the Cult of Ecstasy at all. With few exceptions, and now at least three. You have a pile of untraceable phones that you must break after using once to be truly untraceable, and at least one desktop that is completely anonymous online. You also have a dozen wireless cameras with limitless batteries and that can't be followed back to you, but they do have a range of only a large theatre. The computer and cameras will be replaced once a Jump if they're broken, but there's always another phone a month after one is broken. The computer retains basic modifications, but the phones and cameras do not.

Mask of Ughro'ecna (600CP) (Discounted: Drop-In) - As the Avatar of Matter, Ughro'ecna's power is tied to information and technology, and of these all that remains of the Caste of the Omniscients is their technology. This mask is in effect the override key for all Omniscient technology. Some items may still need to be fed Essence to function, but you now have the metaphorical key to the castle. The machine that turned lauv'abrarc into a god is still there in Lusst'ghaa, and we see it. The Chamber of Changed that turned lauv'abrarc's followers into the Changed is front and center in the story, and we see it as well. The machine that turned Lusst'ghaa into a literal living fleshscape is still there, somewhere. All these machines and more still exist, it's everything else that's changed. While you lack the exact information to use them, you now have the ability to try.

Most importantly in the story, Xu'thrar, the prison that holds lauv'abrarc, can only be opened by the Chosen of Ughro'ecna wearing this mask. Due to the events which will happen if he's released, purchasing this will Jump Fiat a few things for you, and if you want additional clarification see Notes 1, 2, and 3 at the end of the Jump.

First, lauv'abrarc will not immediately rape your mind and body into a Changed and or by fusing you with him, as Amanda Moon believes he will. He may or not to her, but not to you. Instead, you are free to continue your independence as his herald, which seems to be the plot of the next game. This will gain you immense favor with the Lustful God. Second, when lauv'abrarc inevitably and probably quickly opens up his portal onto Earth, you at least yourself won't be killed either by the blast or resulting radiation from the nukes which will kill him. Third and finally, you may choose to actually replace Victor Holloway in the story and or enforce that no other Chosen of Ughro'ecna may replace you until you are dead / release Ughro'ecna's Essence (you become Chosen by gaining it). If you take Victor's place and are a Seeing, there's a chance you can become the Chosen of Ughro'ecna in the same manner he did if you're not already Chosen of another Avatar, but there's also the chance you die.

You may otherwise try to find the game, in-Jump version of the mask and use it, but if you meet the conditions and open the door without this purchase, you're probably going to fail your Chain.

lauv'abrarc's Love (600CP) (Discounted: Cult of Ecstasy) - You now have attached to your Warehouse one of the pleasure machines / capsules of Lusst'gha. Able to constantly cover your mouth, eyes, ears, penetrate your orifices, and the new holes in your abdomen besides, this results in you experiencing extreme and

constant sexual ecstasy. Essence enhancing your body while using this, you can use it indefinitely, and can stop using it without physical complications. This is the same type of machine that turned some of the original Cult of Ecstasy into the high-seeking Scarlet Lodge after having been removed from them, and while you have no more mental protections than they did, you do instead have access to this indulgence whenever you want, but can stop using it at anytime. This will consistently be just enough ecstasy to not drive you completely insane.

Chamber of Change (600CP) (Discounted: Scarlet Lodge) - Where the original followers of lauv'abrarc were turned into the Changed, horned and eyeless humanoid creatures that feel nothing but lust and orgasm. Reaching this place is the ultimate goal of the Scarlet Lodge as they believe they can use it to cure themselves of the addictions and compulsions acquired from their original stint in Lust'ghaa during the burning of Yelverton Manor. Fools that they are, this is not the case. Mere proximity to the area mutates and transforms humans into the Changed. Curiously however, Victor Holloway and Alan who are both Seeing will be the only two canon examples of people who manage to get there, and both by being drugged, beat, and raped by the Scarlet Lodge.

Alan died in his transposition to the location, but Victor will not. You like Victor have now gained access to the Chamber of Change, but only a small part of it via a Warehouse attachment that only you can enter and cannot explore further, and like Victor you will retain your sanity enough to leave at least this purchased part of it. You will remain at least halfway mutated into a Changed for several minutes after you leave. This will limit your ability to think or speak for at least a couple of minutes, but it will show on your body for several minutes longer than that. You will look horrifying to a normal person. Victor canonically experiences more pleasure than even lauv'abrarc, and should Victor choose to at the end of the game not to end the world, he will later kill himself because of having experienced it but not being able to experience it further.

There are no perks or items in this Jump strong enough to mitigate the absolute feelings of this place in such a way that you can experience it completely without consequences. Even if you temporarily allowed yourself to feel it in totality with jumper's Golden Goblet, the new baseline you'd be operating at would be as if you went in and then left the Warehouse attachment. Rejoice! You now have a doorway into absolute ecstasy in your Warehouse, and at least currently no safe way to use it.

As a consolation prize, there are both Changed and Enthralled of every shape you would enjoy inside which will come out to serve you, but that cannot leave your Warehouse. They will only be non-hostile and listen to you. They will be replaced as needed.

jumper's Golden Goblet (600CP) (Discounted: Double Agent) - The deepest parts of your mind that are fundamentally you have now been removed and stored in a replica of this allegorical object now attached to your Warehouse. Your mind is now incapable of being completely altered in such a way that you will ever stop being you. This is the same process that allowed lauv'abrac just enough sanity to become the Lustful God he is and not just another one of his Changed. While this does mean you won't ever feel the sanity-destroying absolute peaks of emotions or otherwise, it also means you will feel anything right up to it and still remain yourself. Even if your body dies this part of your mind will remain, and so it's arguable if you can ever truly be killed. Essence or other sorts of psychic powers will still allow you to interact with the world. You may suspend this power with a thought, but you will have to physically interact with this space again to gain its benefit. Giving up its protection while your body is dead will count as death. This is fundamentally yours, and no one can use it but you. Don't think too hard about it.

Companions: Your fellow cultists and or those soon-to-be fellows. Companions may not purchase others or take drawbacks.

The Meritorious (100CP) - One of your previously established collaborators. You may import a single companion with a purchase of this. They get an origin, their free origin perk, their free item, and 200CP to spend.

The Great Liberator (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather. Funny as it might be, I wouldn't recommend lauv'abrac.

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

Dawn-M Edition (+0CP) - The world you're entering is now different than it should be. Sex cultists wearing more clothes, their sex being less vigorous, and art meant to invoke eroticism is instead alien. If nothing else, maybe this will help keep you grounded.

Fucking With You (+100CP) - You get headaches. While this is hardly the worst thing in the world and you can even treat this to a point, you get them enough to affect you, treatment doesn't work completely, and you often forget to buy more pills for it, which is the only thing that helps.

Let's Fuck (+100CP) - You're not someone who can be easily repressed. You're now a sex addict. You're compelled to orgasm at least six or so times a day, and you'll be distracted if you don't. What's more, you're going to be compelled to explore eroticism more than you normally would. This can lead to trouble or compulsions if you don't ground yourself, and you can't.

I Told You to Stop, Damn it (+100CP) - You want what you want, and you'll hurt those around you to get it. While this doesn't itself give you any compulsions, you will be unapologetic about those you already have or gain. You probably won't start out luring people to be raped and tortured, but you might if you're a son of a bitch. You will at least have fun while destroying your life.

The Gun is Evil (+200CP) - Technology! What's it good for? Despite all the logic to the contrary, you tend towards the traditional methods of things. You write letters, you prefer oil lamps, and you can't help but fight in melee. This would be fine if only it wasn't 2020. Don't even think about phones, computers, or cameras, oh no! Cars and some electricity is fine. You're not a barbarian!

Sword Swallowed (+200CP) - You give off the air of someone other people want to have fun with, whether you want to or not. This could be teasing, bullying, or even rape. Worse, you'll like it and be conflicted with that. You'd cum to an old man sucking your dick even if you're not gay. Not great to be rapebait in a world like this.

Marks of Blood (+200CP) - You had a bad childhood. Besides the obvious degree of irrationality that comes with that, you're now more easily influenced by people in positions of power. Not everyone of course, but say the leader of a cult would do it. Even if you might otherwise disagree with them, you'll find yourself not majorly going against them. You can still have your fun, but you won't try your luck while they're alive, and you won't be willing to do anything about that.

Two Assholes With One Ass (+300CP) - Two heads are better than one! Except for your second head is an asshole with a tumor in their brain. You now have a conjoined twin. They're luckily not in control of you, but they're always there, in pain, angry at the world. They won't die so long as you don't, so don't worry about the tumor. They feel everything you do.

Half-Faced Cuckold (+300CP) - Hehe, YOUR WIFE is in the other room talking about cult plans, but YOUR WIFE is only talking, r-right? To put it short, you're a half-insane, literal cuckold. At some point in your past your mind was permanently damaged by Lust'ghaa because of someone you trust. You also had your child aborted and then replaced with someone else's, and then that child also died. You cared about both, and you'll care about any other children forced upon you. You're a paranoid whipping boy when it comes to anyone you actually care about. You're aware of all this but can't stop. If it wasn't clear, you also now have a s-stutter.

Dancing in Red (+300CP) - And white, and brown. Semen, blood, feces. Masochism and sadism. You are the whole gambit. In a cult of murderers and the literally insane, you are somehow actually the worst. Anything that normally would have gotten you off will now not, and almost all simple pleasures are now gone from you. In turn, the most depraved actions imaginable are the only things which can truly make you feel alive. Being this deep in depravity means that the only real places left to go are either completely insane or in a pine box. Trying not to go insane or die for 10 years will now be quite the challenge.

Endgame: 10 years are up. Whatever's happened, you're sane and alive.

Time of Delight (Stay) - Maybe you've realized the Absolute Truth. In any case, you make the conscious decision to stay.

Time of Pain (Go Home) - Surviving the day, you decide to go home. May you have more luck than Jonathan, and less regrets than Victor.

Ideals Are Always Eternal (Move On) - Your beliefs carry you forward, deciding to leave. Hopefully you find what you're looking for.

Notes: Clarifications and more. Keeping yourself safe and informed.

1. Movie Games sold the rights to the Lust series after Lust From Beyond to MadMind Studio, the creators of primarily Agony and Succubus. The next game being made is called "Lust of God", and it's supposed to include two other games after it.
2. The plot of the next game is that either Victor Holloway or the next alluded-to Chosen of Ughro'ecna lets out lauv'abrarc, and he's free on the Earth for all of maybe a minute before being blasted with nukes by the U.S. military. What does this mean for Bleakmoor? I'm not sure if we even know where he's summoned to yet. All that can be said is that this reveals to the world the existence of the Cult of Ecstasy and the Scarlet Lodge, and that now the area lauv'abrarc was near is spreading mutation. Regardless, he's not dead enough to not talk to the next protagonist, and even if he does somehow die this won't affect any of your boons purchased here.
3. Chosen perks don't de-Chosen their existing counterparts by default. Shenanigans.
4. Other dimensions but specifically Hell is referenced at least three times as probably being real, and thus would be its own universe with its own Trinity. Within the context of the IP holder changing, that might be the world of Agony and Succubus.
5. Ac'mlale and Ughro'ecna should theoretically be alive somewhere in Lusst'ghaa.
6. The in-Jump universe of Earth should theoretically have a Trinity.
7. Creatures from Lusst'ghaa quickly lose Essence when not there, and I have no idea how this would work with dimensions or creatures in other worlds with other forms of Essence.

8. If you take Essence with you outside of this world, you could theoretically try and recreate Lusst'ghaa and thus cultivate more Lusst'ghaa-keyed Essence. This would obviously be a small area, but if a Jump allowed for a longer time limit who knows what you could get up to. You wouldn't have to worry about Ghar'ne until at least post-Chain, but Lusst'ghaa is basically parasitic and in absolute terms you would eventually run out of Essence without continuously expanding for more.
9. Ghar'ne can corrupt anything with enough time. It's literally Transformation and Matter made manifest. The only exceptions are dimensional barriers, and Essence which it drains to fuel itself. Those that can manipulate Essence are resistant but not immune to this.
10. The Changed can see without eyes.